Usenet Newsgroup Archive: comp.sys.atari.st

2000-07 - 2000-12

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 2000-07-01 through 2000-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 7,754

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <395e02a611e3b42@online.be>
Source record: 60196
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
atari/graph-tools/gg200.lzh (242.517 bytes) (GemGraph, a powerful chart prog)

**internet**
atari/internet/mymail-101.zip (771.904 bytes) (STiK/STiNG/Gluestik compatibel mailer)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2. Re: SV: SCSI ZIP, does it work?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <395e02a611e3b40@online.be>
Source record: 60197

on Fri 30-06-2000 15:12 reddish wrote:

>"Claes Holmerup" <claes@holmerup.com> wrote:

>>simply can't see the reason to try something else. Maybe
>>Micro$oft found a better way than the way the specification was written from
>>the start...?

ROTFL. A very good joke. Do you really believe Micro$oft found a better
way? The only intention of Billy is to rule the market. To achieve this
every move, even if it breaks the rules, is good enough for him.

>Why should all of us (and all who doesn't use MS products) adapt
>to every arbitrary change of the products used by the majority?
>This only reflects that there is a majority who does not respect
>the minority right to choose, and just want to impose their own
>rules.
>
>This is something I cannot accept.
>
>sorry, ain't no sheep, but a person.

Totally agree with you.

>>my website use some version of Explorer (mostly IE5) and about
>>85% use Win95, 98 or NT...
>
>Yeah! 85% of the population has some kind of herpes virus... Is
>got to be good then.

Agree. Furthermore if one take in consideration that every pc that go over
the counter these days comes with Window$-whatever and Internet Explorer
already installed it's not difficult to understand why MS products are so
widely used.
I guess that 80% of the pc users even doesn't know there exist other OS's,
browsers, mailers etc then the one they got when they bought their pc.
Of the remaining 20% I guess that 15% of them saw the light and are using
other OS's, browsers, mailers, etc.
What left is 5% who enjoy Window$ and IE

>We are all entitled to our own opinions and it's good to discuss
>about. Now... to loose the right to choose and make my own
>desitions to follow the crowd is in my humble opinion totally
>unacceptable, but of course... that is just me.

It's my humble opinion too.

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <395e005c$0$31674@news.zetnet.co.uk>
Source record: 60198

On 30 Jun 2000 22:31:15 , John M Rojewski wrote:
>The utilization of AES attached-menus can be turned off by adding 'N's
>to the experimental line in the preferences. This is experimental,
>and as such, I did not add an edit dialog. Just try
>experimental<tab>NNNNNNNNNN<return>
>in the prefs file and the old pop-up menus should return instead of
>the AES attached-menus.

Following that advice, I decided to have another go with v0.96 and
yes, it works! No more attached menus, but no more lockups either.
Pity that wasn't documented in the WHATS.NEW file. ;-) The
Experimental variable *is* mentioned, but it only talks about the
first option which gives the menu items a background colour.

Can you tell us exactly what all the experimental options are, so we
can play with them to see if we like them?!

Also, I posted some time ago that I couldn't get Newsie's FTP facility
to display a file listing. I managed to solve that (I think) by
unchecking the "Use PORT command instead of PASV" option. However,
annoyingly it doesn't display the "." and ".." entries, so to move
upwards in the directory structure I have to close the server, edit
the pathname manually, and open it again. Is this a fault of the ISP,
where the is not responding properly to an "ls" command?

Another annoying problem is that, even though I have the "remember
directory" option unchecked, the FTP facility always saves the last
directory I accessed - so I keep having to edit the pathname manually
after I've finished. Am I doing something wrong?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <395e00be$0$31674@news.zetnet.co.uk>
Source record: 60199

PS. The "You've got Mail" thing made me jump!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5. Anyone bought from Pat Barnes?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: "Mark A. Mariani" <au576@lafn.org>
Message-ID: <395E0BEF.EA50D1F@lafn.org>
Source record: 60200

On 5/23 I replied to Pat Barnes who posted in this newsgroup that he had some Atari stuff for sale, and I asked if he had some SM124 monitors. He replied yes, and I sent a check to him on 5/25 for $66 to buy two of these monitors. The check was cashed on 6/2, and I still haven't received the monitors.

I emailed him again, and on 6/16 I got the response that the monitors are "in the mail" on their way to me. That was the last response I got. I wrote back several more times, but nothing more happened as of yet. This guy lives in Anchorage, Alaska.

I have bought numerous Atari items this way, and this is the first time that someone has not sent me what I payed for. Anyone else had this experience, and any suggestions on what I can do about it? Thanks.

--

__ ___ _ _
/ |/ /__ _____(_)__ ____ (_) ______Mark A. Mariani______
/ /|_/ / _ `/ __/ / _ `/ _ \/ / Los Angeles Free-Net
/_/ /_/_,_/_/ /_/_,_/_//_/_/ au576@lafn.org

6. Re: Anyone bought from Pat Barnes?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <8jl5c8$860$1@nnrp1.deja.com>
Source record: 60201

In article <395E0BEF.EA50D1F@lafn.org>,
"Mark A. Mariani" <au576@lafn.org> wrote:
> On 5/23 I replied to Pat Barnes who posted in this newsgroup that he had
> some Atari stuff for sale, and I asked if he had some SM124 monitors. He
> replied yes, and I sent a check to him on 5/25 for $66 to buy two of
> these monitors. The check was cashed on 6/2, and I still haven't
> received the monitors.
>
> I emailed him again, and on 6/16 I got the response that the monitors
> are "in the mail" on their way to me. That was the last response I got.
> I wrote back several more times, but nothing more happened as of yet.
> This guy lives in Anchorage, Alaska.

Mark,

Would this "Pat Barnes" fellow happen to live at the below address?
5340 E. 42ND AVE.
Anchorage, AK. 99508-5710

I ordered a 28.8 modem from him on eBay on May 25th and it took a long time
for it to arrive. He didn't return my e-mails either. I spoke to another
buyer on eBay who left negative feedback and he hadn't received his item the
last time I spoke to him.

This may be the same guy. If it is, I suggest we post his known alaises on
this newsgroup so other Atarians can avoid him.

- Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

7. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <395e1809$0$31673@news.zetnet.co.uk>
Source record: 60202

```
On 1 Jul 2000 14:29:48 G, Chris Simon wrote:
>However,
>annoyingly it doesn't display the "." and ".." entries, so to move
>upwards in the directory structure I have to close the server, edit
>the pathname manually, and open it again.

Just found out that Backspace goes to the parent directory.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !
```

8. Re: MyMail 1.01 questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@yucom.be>
Message-ID: <962471786-13647AEicMi@yucom.be>
Source record: 60203

From: epkerha@epk.ericsson.se (Erik Hall)
Date: 28 Jun 2000 06:41:56 GMT

Hello Erik,

>MyMAIL looks for the home directory to load/store data fromin mint it is
>easy to do a new login in a bash shell in paralell with the old login and
>from that shell start a new session of mymail.
>I do not think this will work on magic.
If Mymail would be an IConnect client then this would be just as easy to
achieve.... one could use a little Gemscript file to do this.
A script like this has already been written by Jï¿½rgen Koneczny, one single
mouse click starts IConnect, makes the connection to the first ISP, when the
mail is retrieved from the POPserver, it does a new login to another POP
account... etc.
When all the mail and news has been retrieved and posted from the respective
POP accounts, IConnect then disconnects the connection with the ISP. This not
only saves time but also money, and it's very simple to use...
One needs MagiC, ASH Scripter and IConnect for this.

Cheers from Belgium
Dennis
--
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

9. Re: Wdialog 2.04 vs. 1.96

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: tthammond@earthlink.net
Message-ID: <0cp75.25229$_b3.582727@newsread1.prod.itd.earthlink.net>
Source record: 60204

On 30 Jun 2000 15:30:27 , atarigalen wrote:
> Steve Hammond <tthammond@earthlink.net> wrote:
> >
> >
> >atarigalen wrote:
> >
> >> I've been using WDIALOG 1.96 for quite a while, but I noticed
> >> today that a new graphing program is out that requires v2.04.
> >> What exactly is the difference between them?
> >>
> >
> >Galen- you can use the German version. That link is OK.
> >
> Thanks for the info.
>
> On another note, how does 2.04 differ from 1.96? I hate playing
> with working things.

Galen - I beleive that it implements the calls build in to MagiC 6. As to the actual differences I do have any idea :)

Steve

10. Re: Atari 520STFM internal keyboard unit.

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <TqSIPXAfKiX5EwEn@my-ste.demon.co.uk>
Source record: 60205

In article <395D8ADA.CACBE34C@ntlworld.com>, DJ Stav
<dj.stav@ntlworld.com> writes
>
>Bought my 520 in 1987, has red power/active lights not the green/orange
>for some strange reason. Anyone know why? Anyway, trying to get the ST
>back operational but the joystick port on the underside of the internal
>keyboard unit has broken. As far as im aware this cant be fixed by
>soldering as this was tried 5 years ago or so :/

Don't believe the joystick/mouse ports can't break repeatedly. I
repaired my joystick/mouse ports 3 times before I got the joystick
extenders. Try re-soldering them again to see if it cures the problem.
It's cheaper than replacing the keyboard :)

>Just wondering if anyone has any broken ST's etc with the internal
>keyboard unit still intact and might be willing to sell it. Not sure if
>the internal keyboard unit that plugs into the motherboard is the same
>on other ST's as the 520STFM. ie 1040, STE etc. Anyone got any info on
>this?

The keyboards in the STs are the same, or seem to be. The keyboard in my
520STE came from a broken 1040STE. The keyboard in my old 520FM has been
used in the 520STE as well, while the E's keyboard was waiting to have
the orange juice cleaned from it[1]. I don't know if the Falcons
keyboard is the same as the STs, but it wouldn't surprise me if it did.

[1] just goes to show that sometimes kids and computers don't mix very
well.

--
David Bolt

11. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200007011302.a65000@wun.maus.de>
Source record: 60206

Hallo Martin \"Nightowl\"!

MB>Now I wonder why Newsie has problems with NVDI.

Well, on my CT2A Falcon with MagiC 6 and NVDI 5 Newsie 0.96 works flawlessly. I can even use a Speedo-font in the article overview with no problems.
The only new problem with newsie 0.96 is that it's crashing with bombs on my Milan 040 every time I quit the program.
With 0.94 on the Milan, I had crashes when double-clicking in the ftp window. Single-click plus selection with return did work, though. Haven't checked that with 0.96 yet.

I do not use Newsie for newsreading, but only for e-mail and a little ftp on the Falcon. On the Milan, my current favourite is AMail, due to the drag and drop attachment handling. But with an inbox of roughly 100 mails, several of these having large attachments, opening and closing the inbox is _extremely_ slow :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

12. Re: OHIO, USA: Atari Sale & Swap

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: floc2@aol.com
Message-ID: <20000701131747.03658.00000853@ng-fh1.aol.com>
Source record: 60207

I would like to know how to purchase a replacement for the AC adapter on a 2600 atari system. Can anyone help?

13. Re: Panasonic PD with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <AGBRAJAVUP@cabal.shnet.org>
Source record: 60208

In <395dea79$0$31676@news.zetnet.co.uk> Chris Crosskey wrote:
>Does anyone know how to get the PD drive
>(it's an MO type device) to work....does HD-Driver handle it?

Mine works fine with HDDRIVER 6.21. Of course, it won't read CDs unless
you also install a CD driver software (CD-Tools, e.g.).

Thorsten

14. Re: Atari 520STFM internal keyboard unit.

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: DJ Stav <dj.stav@ntlworld.com>
Message-ID: <395E2BF9.A41A3D75@ntlworld.com>
Source record: 60209

Hehe, yeah it probably figures that Atari got some cheaper deal on red leds
at some point. The model I've got did come with one of the single sided disk
drives which I had to replace with a double sided, as it came apparent that
none of the software coming out was working :P

I'm in Leicester, UK.

Cheers for your help and expertise. much appreciated.

Stav

Steve Stupple wrote:

> In article <395D8ADA.CACBE34C@ntlworld.com>, DJ Stav
> <dj.stav@ntlworld.com> writes
> >
> >Bought my 520 in 1987, has red power/active lights not the green/orange
> >for some strange reason.
>
> Hi
>
> I've seen several coloured LED's, I presume Atari got a discount for RED
> led's:) Seriously red LED's consume less power so that may be a reason!
>
> > Anyone know why? Anyway, trying to get the ST
> >back operational but the joystick port on the underside of the internal
> >keyboard unit has broken. As far as im aware this cant be fixed by
> >soldering as this was tried 5 years ago or so :/
>
> Usually the solder breaks away from the tracks. With patience it can be
> fixed! I've done several;0
>
> >Just wondering if anyone has any broken ST's etc with the internal
> >keyboard unit still intact and might be willing to sell it. Not sure if
> >the internal keyboard unit that plugs into the motherboard is the same
> >on other ST's as the 520STFM. ie 1040, STE etc. Anyone got any info on
> >this?
>
> I may have a spare keyboard knocking around, but really it all depends
> in which country you are in:)
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *

> Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

15. Re: Atari-friendly / made MP3s available

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Terry May <outrider@lvcm.com>
Message-ID: <jaesls82l6l5ndpkem80cj477ta9fojvjt@4ax.com>
Source record: 60210

On Fri, 30 Jun 2000 22:28:46 +0100, David Bolt
<nospam@my-ste.demon.co.uk> wrote:

>Try using abuse@127.0.0.1 as the address. That way, if they use the
>addresses for spam, the abuse department of their ISP already has a copy
>of the spam :)

127.0.0.1 is their own computer, not their ISP.

16. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <eYq75.25514$_b3.591981@newsread1.prod.itd.earthlink.net>
Source record: 60211

```
On 30 Jun 2000 22:43:35 , John M Rojewski wrote:
>On 29 Jun 2000 03:12:04 , John Garone wrote:
>>Queued Posts:
>>Being a slow (hunt-n-peck) typist, I've frequently lost a log-winded
>>letter to be posted due to being disconnected from the NG by the time I
>>was done! I've had to call up a text editor, pre-write a response,
>>save it as text, re-enter the post info, make sure their was no
>>encoding set, call up the attachment, hit edit, save it, re-connect,
>>and finally send!
>> Great feature John R. having a post 'queued' (I guess you'd call it)
>>if an NG connection is lost, then sent after re-connecting!
>> John G.
>>
>Thanks, I was hoping that some of the improvements were actually being
>used.
>
>John
>
>
>*
>* John Rojewski email: rojewski@primenet.com
>* http://www.primenet.com/~rojewski/
>* Atari Falcon'030/14/84
>* Use NEWSie - the News/Email/FTP/Browser for the Atari
>.
No offense John but I changed your voice in 'GOTMAIL.AVR' to
'TADA.AVR' to see if it worked but did'nt. However, the name of the
new AVR file has to be changed to 'GOTMAIL.AVR' and found that it
then does play the new sound when there's mail. Kinda' neat!
John G.
```

17. FS UK Only - Atari ST 520STFM

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Keith <GEO@scorpio10.freeserve.co.uk>
Message-ID: <8jlg76$149$1@newsg3.svr.pol.co.uk>
Source record: 60212

FS UK Only - Atari ST 520STFM

520 STFM no other extras. Drive and video-out tested okay. No other extras.

£18 inc P&P

18. Re: ST PD?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <KdT4W7AQIkX5Ewkg@euphony.net>
Source record: 60213

In article <8jkp6fida1@plutonium.btinternet.com>, [JJ]
<minerwilly@emailchoice.com> writes
>What? Your still selling old ST software????
>
>My god is everyone only interested in money?

No not everyone, I do have costs to cover as I do quite a bit for the Atari community and NOT only pd:) I do try and cover my costs (one can dream I suppose), but it does cost money (arghh! that word again!) tracking software down for people.

What's more there are still some LICENCEWARE authors out there that you can't get over the internet or BBS's, and you can't really get an after sales service from an internet line:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

19. Re: Anyone bought from Pat Barnes?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <N9n5eGBCQkX5EwnY@euphony.net>
Source record: 60214

In article <8jl5c8$860$1@nnrp1.deja.com>, TC Steve
<stephenw@operamail.com> writes
>Mark,
>
>Would this "Pat Barnes" fellow happen to live at the below address?
>5340 E. 42ND AVE.
>Anchorage, AK. 99508-5710
>
>I ordered a 28.8 modem from him on eBay on May 25th and it took a long time
>for it to arrive. He didn't return my e-mails either. I spoke to another
>buyer on eBay who left negative feedback and he hadn't received his item the
>last time I spoke to him.
>
>This may be the same guy. If it is, I suggest we post his known alaises on
>this newsgroup so other Atarians can avoid him.

Hiya

Unfortunately not everyone is as honest as we all had liked to be:(
about 5% are there just to fill the pockets with other peoples hard
work!

There's no real way around this, and the internet can make it easier for
them:(

I must admit, most hassle I've had is with Parcel (does this thing
bounce) Force!

There is a web site, I ought to help publicize this for them:

http://home.sol.no/~olavese/avoids.htm

Get the person's name added to this site:)))

I don't have anything to do with this site, it's something I came across
a while back and filed it as..... Well it didn't get filed and is still
floating around in my fav's menu.

Maybe I may do something similar on my www.atarian.com site, what do you
think? good idea or bad?

It won't be spectacular but functional!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *

Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

20. Re: Panasonic PD with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Mt$5aQBjUkX5EwmD@euphony.net>
Source record: 60215

In article <AGBRAJAVUP@cabal.shnet.org>, Thorsten Guenther
<guenther@cabal.shnet.org> writes
>Mine works fine with HDDRIVER 6.21. Of course, it won't read CDs unless
>you also install a CD driver software (CD-Tools, e.g.).
>
>Thorsten

Hi

I can't say much about a PD drive an a Falcon, but I had NO problems
with a Mega STE, Mega ST4 and STE with a PD drive.

IIRC I did have to have a CD driver installed though (ExtenDOS Pro).

I can't remember which way around the ID numbers work, but the CD and
the optical side have different LUN numbers, so will/should show up as
TWO devices/drives!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

21. Re: OHIO, USA: Atari Sale & Swap

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007011508040.87-100000@TT030>
Source record: 60216

On Fri, 30 Jun 2000, Jon wrote:

> Atari Computer Enthusiasts of Columbus, Ohio present their annual sale and
> swap.
>
> P.S. lp, wanna go?

Wanting and doing seems to be two seperate issues.
I always want to go, but my old car isn't up to doing it. ;-)

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

22. Re: Atari-friendly / made MP3s available

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <t84KqtA26kX5Ewjn@my-ste.demon.co.uk>
Source record: 60217

In article <jaesls82l6l5ndpkem80cj477ta9fojvjt@4ax.com>, Terry May
<outrider@lvcm.com> writes
>On Fri, 30 Jun 2000 22:28:46 +0100, David Bolt
><nospam@my-ste.demon.co.uk> wrote:
>
>>Try using abuse@127.0.0.1 as the address. That way, if they use the
>>addresses for spam, the abuse department of their ISP already has a copy
>>of the spam :)
>
>127.0.0.1 is their own computer, not their ISP.

True, but a lot of software will allow you to post a mail to that
address. It would be sent to their ISP and gets routed inside the
network. What happens once it's inside the ISPs mail system depends on
how it's configured. If they've got [username]@localhost mapped to
[username]@[whatever.com] then it'll work. If not, it won't.

--
David Bolt

23. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <3Fs75.24625$FQ.1629084@news0.telusplanet.net>
Source record: 60218
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed link rather than your reply button

- Last Updated 07/01/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Jaguar unit alone (No power supply, controller or accessories) $20
- Team Tap (4 Player adapter) $30
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $15
- RF Switch Box $10

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working 6000 series Dish Network receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

24. Re: OHIO, USA: Atari Sale & Swap

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Jon <chicken_little@fallingsky.com>
Message-ID: <8jlpda$k36$1@nntp9.atl.mindspring.net>
Source record: 60219

garage sales brother!! or look on ebay as a last resort

FLOC2 <floc2@aol.com> wrote in message
news:20000701131747.03658.00000853@ng-fh1.aol.com...
> I would like to know how to purchase a replacement for the AC adapter on a
2600
> atari system. Can anyone help?

25. Re: OHIO, USA: Atari Sale & Swap

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Jon <chicken_little@fallingsky.com>
Message-ID: <8jlpktret1@nntp9.atl.mindspring.net>
Source record: 60220

lp, nice email addy atari@SYNTAX.ERROR LOL!! I tried to mail you to that.
Was going to say that I can drive, anyway it's a few months off anyway.

Jon

Lonny Pursell <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10007011508040.87-100000@TT030...
> On Fri, 30 Jun 2000, Jon wrote:
>
> > Atari Computer Enthusiasts of Columbus, Ohio present their annual sale
and
> > swap.
> >
> > P.S. lp, wanna go?
>
> Wanting and doing seems to be two seperate issues.
> I always want to go, but my old car isn't up to doing it. ;-)
>
> ____
> Lonny Pursell atari @ bright.net http://www.bright.net/~atari/
>

26. Extract ATR files on an Atari

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <XMt75.2846$JZ4.6884@newsfeed.slurp.net>
Source record: 60221

Just wondering if anyone knew how to extract the internal file(s) from an ATR file on an Atari computer. I can do it somewhat use an old file from Darek Mihocka called FXP. I first convert the ATR file into an XLD file. I then change the extension to SD and run the FXP program. It will extract the files to the Hades, but I am not sure if they are correct. I was just wondering if anyone else was doing it in a different way with different programs?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

27. Atari ST Games Items for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <M_t75.24637$FQ.1638938@news0.telusplanet.net>
Source record: 60222
Cross-posted to: alt.games.video.classic,comp.sys.atari.st,rec.games.video.classic

To respond to this message, please use the enclosed address link rather than using your reply button

Last Updated 07/01/00
- Sold Items removed

I have the following Atari ST components, software and manuals/magazines for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.ST (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

Hardware Please make an offer
==========
- Atari 520 ST - with mouse but missing power supply
- Atari SC1224 Monitor 13" ST Color Monitor
- Atari PCT1426 Monitor 14" High Resolution TT/PC Color Monitor
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLM804 Laser Printer - boxed with power supply and controller
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60(s) - with power supply
- Magic Sac 1 - Macintosh Emulator Cartridge (with manuals, but NO ROMS)
- Magic Sac 1+ - Macintosh Emulator Cartridge (with manuals and ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
- Best Data Smart One 2400X - External 2400 baud modem with power supply

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

ST Software Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, & software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, & software)
- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals, software - NO ROMS or cartridge)
- Flash Telecommunications package (Complete with packaging, manuals, & software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals & Technical Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Micro C Shell - by Beckemeyer Development Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Integral Solutions (without software)
- Brataccas - by Psygnosis (without software)

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84

- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for or towards rare or shrink-wrapped/sealed
titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working first generation Dish Network receiver
- A working 4000 series Dish Network receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard (should I
be so lucky :)

28. Re: Anyone bought from Pat Barnes?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <395e7485$0$31674@news.zetnet.co.uk>
Source record: 60223

On 1 Jul 2000 20:18:26 +, Steve Stupple wrote:

>I must admit, most hassle I've had is with Parcel (does this thing
>bounce) Force!

At work, we call them Parcel Farce. I don't want to mention
what we say when we get the occasional goof from City Link...

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200
SA-VE702, TA-FB930R, QED Qudos Silver, Cable Talk 3.1, Yamaha CRW4416
Ixos Gamma Geometry with ICC dielectric model 1002 audio interconnect

29. Re: SV: SCSI ZIP, does it work?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613279192-30355AEicMi@bfree.on.ca>
Source record: 60224

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Sat, 01 Jul 2000 15:30:56 +0200 (MET DST)
>Subject: Re: SV: SCSI ZIP, does it work?
>X-Newsreader: Okami Version 2.1B-18

>on Fri 30-06-2000 15:12 reddish wrote:
>>
>>Yeah! 85% of the population has some kind of herpes virus... Is
>>got to be good then.

Oh shit, I am pissing myself. ROTFLOL!!!

Of course it hurts when I pee;-).

Interesting discussion nonetheless.

Later Brian.

30. Re: "SV"?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007011032.a30574@os.maus.de>
Source record: 60225

Hello Tomas!

TB>Yes, it's swedish, and means "Svar", which is the word for "answer".

Interesting. So Swedish and english are pretty similar in this case.
The german OE uses "AW:" ("Antwort") ... :-)

TB>It's probably configurable in at least some of these mailers, but
TB>people don't seem to care enough.

They just don't know.

bye,
=Gerhard=

31. Re: Other News clients for STiK/STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007011038.a30575@os.maus.de>
Source record: 60226

Hi!

Are there other good news clients for STiK/STinG available?

I have an old version of firenews (0.76, April 1998), but don't get it to work
here with STinG 1.15.
aMail 1.26 also has news functionality, but this also don't work.
And with Newsie I've never managed to post an article ...

bye,
=Gerhard=

32. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007011936.a30588@os.maus.de>
Source record: 60227

Hello Ekkehard!

EF>On the Milan, my current favourite is AMail, due to the drag and drop
EF>attachment handling. But with an inbox of roughly 100 mails, several
EF>of these having large attachments, opening and closing the inbox is
EF>_extremely_ slow :-(

Give MyMail a chance. It's much more RFC compatible than aMail, and faster. And
1.01 (or new 1.02) runs in monochrome mode now, too!
When using aMail, You'll encounter problems when sending or receiving mail
attachments from/to eudora and outlook express.

bye,
=Gerhard=

33. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007011942.a30589@os.maus.de>
Source record: 60228

Hi John,

JMR>Thanks, I was hoping that some of the improvements were actually
JMR>being used.

I've never been able to send a new article to a ng, newsie does some action,
but the article never reaches it's destination.
Is there a log file where I could look up what had happened?

And, will the mime decode module get more features (long filenames, names w
spaces)?

Also, I'd like to have the attachments to be placed in an special folder, not
the work folder. Or otherwise, the work folder gets all working data, but the
mime decoder can be placed somewhere else (eg a modules folder).

BTW: can I use news servers that need name and password with newsie?

bye,
=Gerhard=

34. Re: LFN support in CD Recorder Pro?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <oqb75.8911$rH5.21861@nntpserver.swip.net>
Source record: 60284

> >> I've just bought CD Recorder Pro, but it's lacking LFN support, and I can't
> >> see that Soundpool's latest version supports it either.
> >>
> >> Is this something which is never likely to appear, is their anyone working on
> >> adding this functionality?
> >>
> >> Granted, I could use ZIP20 to archive my LFN partitions and burn those to CD,
> >> but it does rather defeat the object!
> >
> >Hi,
> >Forgive me for my ignorance, but what's an LFN partition - it's something I haven't
heard of before...?
> >Did you ask SoundPool themselves about it (info@soundpool.de)?
>
> LFN stands for long file names. MagiC (and its variants) and MiNT supports
> LFN nowadays. In case of MagiC a LFN partition is a VFAT one. With MiNT
> you've the choice between VFAT, ext2fs and minix.

Hi,
Thanks for the clarification. It seems strange that the new 3.x version of CDRecorder doesn't support those, since MagiC has been around for some time now...
Isn't it possible with the "Atari" or "Don't care" setting? I only have 2.x and I'm currently waiting for an update, so I don't know about the new features in 3.x yet... I don't use any LFN partitions - only normal TOS - but a program which is so good in most other respects should absolutely support all available formats.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

35. Re: Wanted: Atari Mega 4 ST Computer! Buy o

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <7fc75.23575$_b3.525380@newsread1.prod.itd.earthlink.net>
Source record: 60285

On 29 Jun 2000 20:34:55 , Benjamin Smith wrote:
>For faster service, Please direct all replies through E-Mail to Ben at:
>atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
>find it hard to keep up with the NewsGroups.
>
>Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
>stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
>feature is this. The built-in floppy must be the Chinon (I think that's
>the name). You can tell, the drive has an eject button centered under
>the slot of the floppy. The button is wide, short and slanted on both
>the left and right side. And the case needs to be unaltered, not cut up
>to replace a drive with an incompatible button. Mega 4 ST with a bad
>floppy considered? As long as the case is right. Please direct your
>reply through E-Mail to bensmith@teleport.com or call Ben at:
>(503)256-9974. I need to keep this transaction solely in the U.S.
>
>P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
>Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
>Megs. The upgrade failed and I don't want that again. I don't care if
>Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
>come that way from the factory. I don't trust most of other peoples
>tech work. I'd rather have the RAM put in at the Factory.
>--
>Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
>DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
>http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
>http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.>com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!
>.
Still waiting for a reply to my E-mail!!!
John G.

36. Re: Parallel or SCSI?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: stephenw@operamail.com
Message-ID: <8jjn9iass1@nnrp1.deja.com>
Source record: 60286

In article <2bcb762c.3d517031@usw-ex0108-063.remarq.com>,
atarigalen <kNOkSPAM@uia.net.invalid> wrote:

> #1 -- Syquest's quality control really seems to have died off
> the last few years. My two EZ135 drives both were plug and
> play, but I had a bad Syjet drive AND a bad Syjet cartridge
> (both new in shrink wrap). With replacements of both I'm
> finally running.

Galen,

Based on comments I've seen from other users, SyQuest drives seem to either work really well or not at all. I've been using an external SparQ drive and two cartirdges for over two years on my PC and have had no problems. It's gotten knocked about a bit (I'm a graphic designer and it's used to bring large files to the printing companies) but still works as good as new and has given me absolutely NO headaches (knock on wood).

Perhaps you had a defective SyJet drive. If the drive is defective, it will ruin any cartridges you put in it. Also, I found out that you cannot interchange SyJet and SparQ cartridges (will damage drives)! I've found http://www.syquestsupport.com to be a great place for technical help.

- Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

37. Atari 520STFM internal keyboard unit.

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: DJ Stav <dj.stav@ntlworld.com>
Message-ID: <395D8ADA.CACBE34C@ntlworld.com>
Source record: 60287

Bought my 520 in 1987, has red power/active lights not the green/orange for some strange reason. Anyone know why? Anyway, trying to get the ST back operational but the joystick port on the underside of the internal keyboard unit has broken. As far as im aware this cant be fixed by soldering as this was tried 5 years ago or so :/
Just wondering if anyone has any broken ST's etc with the internal keyboard unit still intact and might be willing to sell it. Not sure if the internal keyboard unit that plugs into the motherboard is the same on other ST's as the 520STFM. ie 1040, STE etc. Anyone got any info on this?

Cheers,
Stav

38. Re: Atari ST Emulation French Site

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: GnomulA <gnomula@altavista.com>
Message-ID: <395DB809.485A3650@altavista.com>
Source record: 60288
Cross-posted to: alt.games.atari,comp.emulators.misc,comp.sys.atari.st

great site,

there's aren't that many atrari st emulation sites now are there.

So great job at that Nours. I added your page to my Atari ST Games Pages
if you don't mind.

Greetings Gnomula at
http://members.fortunecity.com/computeremulation
Spreading the fun for free

Nours wrote:
>
> Hi,
>
> You could find my Atari St computer related french emulation site at :
>
> http://mrnours.citeweb.net

39. Re: Atari 520STFM internal keyboard unit.

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <W1d$84ApUcX5Ewl1@euphony.net>
Source record: 60289

In article <395D8ADA.CACBE34C@ntlworld.com>, DJ Stav
<dj.stav@ntlworld.com> writes
>
>Bought my 520 in 1987, has red power/active lights not the green/orange
>for some strange reason.

Hi

I've seen several coloured LED's, I presume Atari got a discount for RED
led's:) Seriously red LED's consume less power so that may be a reason!

> Anyone know why? Anyway, trying to get the ST
>back operational but the joystick port on the underside of the internal
>keyboard unit has broken. As far as im aware this cant be fixed by
>soldering as this was tried 5 years ago or so :/

Usually the solder breaks away from the tracks. With patience it can be
fixed! I've done several;0

>Just wondering if anyone has any broken ST's etc with the internal
>keyboard unit still intact and might be willing to sell it. Not sure if
>the internal keyboard unit that plugs into the motherboard is the same
>on other ST's as the 520STFM. ie 1040, STE etc. Anyone got any info on
>this?

I may have a spare keyboard knocking around, but really it all depends
in which country you are in:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

40. Re: ST PD?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <LFE4gGBOWcX5EwlZ@euphony.net>
Source record: 60290

In article <8jj6r8icn1@neptunium.btinternet.com>, [JJ]
<minerwilly@emailchoice.com> writes
>Has anyone got any links to ST PD games?
>

Yes:) ME!

www.last-pd.co.uk

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

41. Re: ide for cdrecorder

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <395de7e9$0$31676@news.zetnet.co.uk>
Source record: 60291

On 22 Jun 2000 09:34:08 , Derryck Croker wrote:
>From: Curt Johnsen <cjohnsen@earthlink.net>
>Date: Wed, 21 Jun 2000 11:32:31 GMT
>
>>For falcon mkx 14mg ram, what size and make will work in this machine? I
>
>I've got a Fujitsu 2Gig MAT series 2.5 inch notebook drive in here, but I'd
>recommend at least double that size if you want to stash audio files on it.
>
>You can also fit the physically larger drives that are fitted in PCs if you get
>an adaptor. Abingdon Synthesis Projects do these, hopefully Chris will pop up
>with his contact details. Those drives will still fit inside the Falcon's case.
>

Sorry guys,
I've been away a while, I rode my Sinclair C5 from Abingdon to Glastonbury,
knackered is not enough to describer my state :-))...

ASP do a little converter/cable combo....If you've got only enough space
for a 3.5" drive inside the case (I'm not up on the MkX without trying to
dig out an old ST Floormat.....) then it isa 6.5 UKP for the converter and
a cable for a single drive and the PSU cable which will need adding to your
PSU, if you've got space for two drives (or a HD + a CDROM...) then it is
still 6.5 UKP but it doeesn't come with a PSU cable cos you ought to be
using a more powerful PSU than the Falcons standard one...

ASP
40 Evelin Road
Abingdon
OXON
OX14 1JR
UK, payment by cheque or money order in UKP only please :-))

chrisc

42. Re: ST PD?

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: "[JJ]" <minerwilly@emailchoice.com>
Message-ID: <8jkp6fida1@plutonium.btinternet.com>
Source record: 60292

What? Your still selling old ST software????

My god is everyone only interested in money?

--

That bald headed git known as [JJ] can be contacted via :-
Mail: jj666@FreeNet.co.uk or push@btinternet.com
ICQ : 70781704
---

43. Re: falcmkX + cd burner

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <395de958$0$31676@news.zetnet.co.uk>
Source record: 60293

On 26 Jun 2000 01:46:26 , Brian Becroft wrote:
>: Hi,
>: I've had the following explanation from SoundPool:
>: SCSI is too slow to handle 4X burning, so if 4X is to be used, only an =
>: IDE-disk is recommended.
>
>
>Hi there Claes - something still does not make sense to me. For a start, the SoundPool
>Explanation is not qualified by a more full explanation to make sense. While it may be
>obvious to some, to me - I need it spelt out!
>
>The three Falcon owners here including myself have for years now written CDs at 4x with
the
>source files being our SCSI drives. The files are typically songs created in Cubase Audio,
so
>they are files on the Hard Drive (some CDs are data only too). The three of us all have
>different models of Hard Drive and they are all SCSI. There isn't a problem. It is news to
me
>that it can't be done, and that you must use an IDE Hard Drive instead!
>
>The newer CD writers have more buffer RAM also - mine is the old Yamaha CD100 with I think
>half meg buffer RAM, the later ones had 2MB.
>

Hmm.. my take on this is a bit wierrd...

My home Falcon has only SCSI drives, the one that is used as a CD imager is
a fairly quick 2Gb IBM DPES drive (IIRC) ...it's a 5400 rpm/10ms thing from
memory....I've just got a Yamaha 4260 to replace the old CDR200 that I've
got and at home it won't burn at 4x, it doens't even get offered as an
option, I'll report back when IO get it to the studio where my other Falcon
has a 4.5Gb IBM DHEA EIDE drive 7200rpm/9ms and see if that is any
different....that sadi never really had aproblem t`with the old drive
except that it didn't like Audio CDR....which was a pain..

chrisc

44. Panasonic PD with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <395dea79$0$31676@news.zetnet.co.uk>
Source record: 60294

I've jsut picked up a Panasonic PD drive, the one that is also a CDROM...I'm going to prolly put it on my Studio Falcon as an interim back-up device for audio stuff...Does anyone know how to get the PD drive (it's an MO type device) to work....does HD-Driver handle it?....or ICD Pro?....BTW I can't get my old 21Mb Floptical to work on a Mega STe...the MSTE has an on-board converter for itts drive that only handles one drive, soi I put the Floptical in on an ICD Link2 (and tried a Link97)...no joy, if it's connected it crashes...running HD-Driver 7.x....Used to work fine on my old STe with a hard-drive on the Link2 as well....should I strip the internal drive off its interface and nix trhe old interface and do it all with the Link?

chrisc

45. FS:Peavey SP-Edit for Atari

Newsgroup: comp.sys.atari.st
Date: 2000-07-01 00:00:00 UTC
From: Larry <lund1@earthlink.net>
Message-ID: <395DF767.9BB1FFDF@earthlink.net>
Source record: 60295

Greetings All,

I have a copy of Peavey's SP Edit for the Atari for sale.

Thanks,

Larry

46. Re: TT Question: Floppy Disk Drive

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <395f8e9b$0$31673@news.zetnet.co.uk>
Source record: 60146

On 27 Jun 2000 23:03:57 , Charles Stanley wrote:
<...>

Sorry, Group! I didn't post this three times: dunno what did it.

47. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <zgM75.28034$_b3.684189@newsread1.prod.itd.earthlink.net>
Source record: 60147

From John G.

On 1 Jul 2000 19:42:00 +, =?ISO-8859-1?Q?Gerhard_H=F6lscher?= wrote:
>Hi John,
>
>JMR>Thanks, I was hoping that some of the improvements were actually
>JMR>being used.
>
>I've never been able to send a new article to a ng, newsie does some action,
>but the article never reaches it's destination.
>Is there a log file where I could look up what had happened?

I have that trouble if 'Author' is'nt filled with my name on a new post
(name should already be there if it's a follow-up)
Not sure if 'Subject' needs to be filled in
Also, I 'x' the box for 'Newsgroup' and 'Author'.

>
>And, will the mime decode module get more features (long filenames, names w
>spaces)?
>
>Also, I'd like to have the attachments to be placed in an special folder, not
>the work folder. Or otherwise, the work folder gets all working data, but the
>mime decoder can be placed somewhere else (eg a modules folder).

Can't answer that one but since you've got a 'wish list going':
I'd like to see Upper case extensions implimented for standard the
file selector. It now saves/loads as .htm or .txt for example which
does'nt allow the list to be shown unless the extension is changed
manually (it will save OK but at the risk of overwriting a file with
the same name!). No automatic extension inserted into the selector would
work for me too. All this in the absence of changing the selector!

>BTW: can I use news servers that need name and password with newsie?

Works for me. I believe the password from the 'Mail' option is used.

John G.

>
>bye,
> =Gerhard=
>.

48. [FA]SP edit for the Atari

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Larry <lund1@earthlink.net>
Message-ID: <395FA170.3DA818E6@earthlink.net>
Source record: 60148

Sorry for the spam, as I made a post of this earlier. But I have recently put this up for auction if anyone questions whether or not I have the goods. Here you go:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=372618416

Thanks

Larry

49. FS: Atari STE 4Mb, Monitor, SCSI Kit, Various other accessories...

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: nobody@nowhere.com
Message-ID: <395fa684.3564876@news.btinternet.com>
Source record: 60149

```
Atari STE 4MB
Atari Hi Res Monitor
SCSI Hard drive Kit
Audio software and games
Audio interface for sampling
Scanner
Joysticks
Mouse
Trackball

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=372682603

Mark.
```

50. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <395facea$0$31677@news.zetnet.co.uk>
Source record: 60150

On 2 Jul 2000 13:23:40 G, Steve Sweet wrote:

>>Does anyone know where I can get the latest English version of Olga? I've
>>tried Thomas Much's page, but it only has a (broken) link to the defunct
>>Interactive page.
>
>Have you written this since youve seen me at T'club.

No, but I'm still having trouble getting Everest and Cab to work together,
ie edit and save a HTML file, Cab should then redraw it, but doesn't.

I could still do with an English doc for the latest Olga, as the one you
gave me still seems to be in German.

:(

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
| | || ||/ \_
| http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-----------------------------------------------------
```

51. Re: OHIO, USA: Atari Sale & Swap

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007021633460.83-100000@TT030>
Source record: 60151

On Sat, 1 Jul 2000, Jon wrote:

> lp, nice email addy atari@SYNTAX.ERROR LOL!! I tried to mail you to that.
> Was going to say that I can drive, anyway it's a few months off anyway.

That was an attempt to reduce spam. Pity people use these
services for the wrong things, like gathering e-mail addy's.
Anyway, yeah that might work, we can talk about it later
as the meet approaches.

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

52. Enhanced Graphics on Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <395FC3C3.B749454C@psu.edu>
Source record: 60152

Hello,

I just recently re-acquired a Mega STe (I had one eons ago) and have a
few questions! (It is like learning a new language!)

The bundle I got was VERY generously supplied with all of my software
wants (I should think!) so I have a few hardware questions:

1. Can the graphics ont he Mega STe be enhanced in any way? Any
expansion boards, etc?

2. Is there any easy way to get an Epson 600 Printer to work with this?
It has a paralell port, but I suspect it needs a driver or something similar.

Thanks!

-Marlin

53. Sound problems in Extendos and Audio CD

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <395FCFF4.61BCE501@psu.edu>
Source record: 60153

Hello,

Newly acquired Mega STe here and I can not seem to get Audio CDs to play correctly. I launch the AudioCD DA and it seems to play (access light and the prog display acts normal) BUT no sound comes out! Also, if I try to move the sound slider box on the app "up" it just pops back to the "0" position.

Any help would be appreciated!

Thanks
-Marlin

54. Re: Anyone bought from Pat Barnes?

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007021010.a30611@os.maus.de>
Source record: 60154

Hello Mark,

MAM>This guy lives in Anchorage, Alaska.

Alaska ->UK may take quite a while, don't You think?

In most cases, it's better to discuss detailed dates for packaging, sending, payment etc. via phone. Don't let him tell You he doesn't know when he has the time for shipping the stuff and how log it will take. Make fixed dates.

This has always worked for me.

bye,
=Gerhard=

55. Re: Other News clients for STiK/STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007022310.a30628@os.maus.de>
Source record: 60155

```
Hi David!

DB>There's Okami which is an off-line reader

Okami still exists?
Wow ...

To all: where's the latest version?

bye,
=Gerhard=
```

56. Re: MyMail 1.01 questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007021017.a30612@os.maus.de>
Source record: 60156

Hi Dennis!

DV>One needs MagiC, ASH Scripter and IConnect for this.

With a little GEMScript support in MyMail, it could be achieved cheaper. ;-)

We need command to dial, hangup chack mail and select user setting.
As Gemscript interpreter GSExec by Harald Becker can be used.

bye,
=Gerhard=

57. Re: Problem with amail

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <395e9baf$0$31675@news.zetnet.co.uk>
Source record: 60229

Hi All,

You will all be delighted to know :)) ;)) that I have solved the problem.
Correspondence between Peter Slegg and Jerry Martin last January dealt with it.
Sorry to have bothered you all :) should really read the back 'mails.

Bye.

Bob King (GB)

On 29 Jun 2000 23:24:30 , Robert Frederick King wrote:
>Hi Gerard,
>
>Thanks for your hint. I will do just that.
>
>
>Bob King (GB)
>
>On 27 Jun 2000 20:03:00 , =?ISO-8859-1?Q?Gerhard_H=F6lscher?= wrote:
>>Hello Bob!
>>
>>BK>D:\AMAIL\AM_TEMP\recvbox.tmp'. A message does appear of that name.
>>BK>What's wrong please?
>>
>>Can't tell You much about it. I've had this too, but only sometimes.
>>
>>Perhaps I can say more when You post the correspondig part of the logfile (look
>>in options/general for the name and path of the file).
>>
>>bye,
>> =Gerhard=
>>.
>.

58. Re: Other News clients for STiK/STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <v0QKoLAWxsX5EwCI@my-ste.demon.co.uk>
Source record: 60230

In article <200007011038.a30575@os.maus.de>, Gerhard Hï¿½lscher
<Gerhard_Hoelscher@os.maus.de> writes
>Hi!
>
>Are there other good news clients for STiK/STinG available?
>
>I have an old version of firenews (0.76, April 1998), but don't get it to work
>here with STinG 1.15.
>aMail 1.26 also has news functionality, but this also don't work.
>And with Newsie I've never managed to post an article ...

There's Okami which is an off-line reader but that needs something like
Newswatch and POPwatch to fetch the news and mail. It may be difficult
to initially configure but it was about the best newsreader for TOS, as
well as Mint and Magic, when I last used it (~1 year ago). It's still
being developed so is probably even better now than it was.

--
David Bolt

59. for sale

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Karl Smith <kw1@karl10.ezesurf.co.uk>
Message-ID: <8jn2qadsh2@news7.svr.pol.co.uk>
Source record: 60231

```
1/
For Sale.
--------------
- Hand Scanner 12 pounds

- Falcon up for offers - ask for details....

-load of software

- Atari ST Veloce set-up
4 meg standard + 4 meg fast ram for veloce.
HD Floppy, 56k serial port.
1 gig hard drive with loads.... of software on.
Link '97, + Atari mono monitor. NOT SLITTING this set-up
For 220 pounds or VNO.

Have moved to PC & Falcon.
All above to be collected (from Barnsley, Yorkshire)
or add P&P

2/
Atari 8-bit stuff..
800XL`s - 256k, 2x PIA chips (extra 16 bit I/O lines)
2x Pokey`s (stero sound)
+ 2 standard
1050 disk drives x2, 1010 cass, 1029 printer, 1020 printer/plotter.
Software:-
DGS pd disks, Page 6 disks, loads of others
Mags:-
Antic, Analog,
Games on cass./ disks.
User/ Field service manuals
Can`t remember everything...
Take offers......
Barnsley, South Yorkshire
STILL HAVE A FEW THING LEFT as there was more then I thought.
Karl

When repling tell me what you want + offer

--
**********************************
Mobile - text only
07932663601@one2one.net
kws1@x-stream.co.uk
kw1@karl10.ezesurf.co.uk
```

****

60. ST PD?

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <395f1ae8.0@news.pacifier.com>
Source record: 60232

> My god is everyone only interested in money?

It comes in handy when the bills arrive.
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

61. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <962544204-429541AEicMi@skynow.net>
Source record: 60233

Hi James

>Does anyone know where I can get the latest English version of Olga? I've
>tried Thomas Much's page, but it only has a (broken) link to the defunct
>Interactive page.

Have you written this since youve seen me at T'club.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

62. Re: Help

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <962544208-430440AEicMi@skynow.net>
Source record: 60234

Hi Steve

>> Testing, Sorry
>
>I should thinks so too<vvbg>

Another bloody ISP bites the dust. SKYNOW are poxing about now, but its gotta be my system as it works on their local log on, even though it hasnt all week!!!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

63. Re: I-Connect

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <962544212-431229AEicMi@skynow.net>
Source record: 60235

Hi Dezza

>>Check through iConf dialoges for

>Oops! That won't work! :-)

Its worked when i got a corrupted log-on.

Why do you say it wont work?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

64. Re: LFN support in CD Recorder Pro?

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <962544216-432052AEicMi@skynow.net>
Source record: 60236

Hi Derryck

>I've just bought CD Recorder Pro, but it's lacking LFN support, and I
>can't see that Soundpool's latest version supports it either.

Do you have it switched on in VFAT-CNF, if its not enabled in MAGX.INF
then you wont see them anyway, even if you did record them?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

65. Re: MagiCNet

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <962544220-432865AEicMi@skynow.net>
Source record: 60237

Hi Lonny

Probably old news now, ive been offline for a week.

> I though the Atack guys made an IConnect OVL??

It didnt work for me, i had to use the ASH one.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

66. Re: Test

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <962544224-433675AEicMi@skynow.net>
Source record: 60238

Hi Dezza

>Sorry, my news server doesn't seem to be working for outgoing.

jesus dude, know how you feelt.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

67. Re: Falcon Keyboard is fixed!

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <962544228-434551AEicMi@skynow.net>
Source record: 60239

Hi Shiuming

>>"AIUI"? Care to refresh my memory on the meaning of that acronym?

>Learn this one: IYDWYKTWOSQBLSMA

Are you an only child?. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

68. Re: Atari-friendly / made MP3s available

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Terry May <outrider@lvcm.com>
Message-ID: <ndiuls4usur7kchl1bfuta368ad30vkqmq@4ax.com>
Source record: 60240

On Sat, 1 Jul 2000 21:04:06 +0100, David Bolt
<nospam@my-ste.demon.co.uk> wrote:

>True, but a lot of software will allow you to post a mail to that
>address. It would be sent to their ISP and gets routed inside the
>network. What happens once it's inside the ISPs mail system depends on
>how it's configured. If they've got [username]@localhost mapped to
>[username]@[whatever.com] then it'll work. If not, it won't.

Okay, got ya.

69. Re: OHIO, USA: Atari Sale & Swap

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: David Smith <david@suscom.net>
Message-ID: <395F4F1D.125BBCFC@suscom.net>
Source record: 60241

email jeffdavis@suscom.net and ask him. he often sells classic Atari game systems on ebay and he has lots of parts and accessories.

FLOC2 wrote:

> I would like to know how to purchase a replacement for the AC adapter on a 2600
> atari system. Can anyone help?

--
David Smith, david@suscom.net
Williamsport, Pennsylvania, US.

70. Re: Other News clients for STiK/STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <395f76242483567@online.be>
Source record: 60242

on Sun 02-07-2000 06:00 David Bolt wrote:

>
>well as Mint and Magic, when I last used it (~1 year ago). It's still
>being developed so is probably even better now than it was.

It's certainly much better then a year ago. Most things can be set up now
from inside Okami. Need need anymore to edit o.inf.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

71. Re: Other News clients for STiK/STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <395f76242483566@online.be>
Source record: 60243

on Sat 01-07-2000 10:38 Gerhard Hï¿½lscher wrote:

>Hi!
>
>Are there other good news clients for STiK/STinG available?
>
>I have an old version of firenews (0.76, April 1998), but don't get it to work
>here with STinG 1.15.
>aMail 1.26 also has news functionality, but this also don't work.
>And with Newsie I've never managed to post an article ...

What about Okami 2.x. It's the *best* and most versatile news/mail reader
around for the Atari. The only drawback (for some people) is that's a
offliner so you need for instance Popwatch and Newswatch to retrieve/send
mails and news.
Both Popwatch and Newswatch works very good with STing/STik/Gluestik.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

72. Re: Anyone bought from Pat Barnes?

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <962557180-153982AEicMi@bun.com>
Source record: 60244

Hi Shiuming

>At work, we call them Parcel Farce. I don't want to mention
>what we say when we get the occasional goof from City Link...

Your version would probably be difficult to 'lick' 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

73. Re: Hi All

Newsgroup: comp.sys.atari.st
Date: 2000-07-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <962557182-154497AEicMi@bun.com>
Source record: 60245

Hi Lonny

>> My News server has been down for a week, so whats been happening
>>whilst ive been away.

>You missed tons of requoted posts. hehe

Bitch!!!

And boy have i missed them, and you.. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

74. Okay, I need ST 101 any suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <395FE5F2.7F3D392C@psu.edu>
Source record: 60157

Hello again,

I will apologize in advance for all of my questions over the next few days, months, years (!)

As some of you might know by now, I have re-acquired a Mega STe. It came with plenty of software and, well, I need the short course in all of this new stuff!

Question one: How do I get on the net with the STe? I seem to have something called STing installed as well as CAB. I know that CAB is a web browser, but how do I get the ST hooked up over a PPP/Slip connection?

Question Two: Can the STe do 57k via modem? Curious about that.

Other questions will be coming as they arise! :-)

Thanks
-Marlin

75. Re: Atari 520STFM internal keyboard unit.

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <395ffc06$0$31676@news.zetnet.co.uk>
Source record: 60158

On 1 Jul 2000 07:08:26 +, DJ Stav wrote:
|
|Bought my 520 in 1987, has red power/active lights not the green/orange
|for some strange reason. Anyone know why? Anyway, trying to get the ST
|back operational but the joystick port on the underside of the internal
|keyboard unit has broken. As far as im aware this cant be fixed by
|soldering as this was tried 5 years ago or so :/

If it really is the port it ought to be fixable. I re-soldered one
of mine some years ago. The solder joints in the inner row of
connectors were hard to get at - I have a feeling I got a new port
as I melted the old one but it was some years ago and is all a bit
hazy. Have you tried putting in a new port?

76. Re: Enhanced Graphics on Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-C549FA.23030802072000@bigmomma.idirect.com>
Source record: 60159

In article <395FC3C3.B749454C@psu.edu>, mcb242@psu.edu wrote:

> Hello,
>
> I just recently re-acquired a Mega STe (I had one eons ago) and have a
> few questions! (It is like learning a new language!)
>
> The bundle I got was VERY generously supplied with all of my software
> wants (I should think!) so I have a few hardware questions:
>
> 1. Can the graphics ont he Mega STe be enhanced in any way? Any
> expansion boards, etc?

there were a number of video boards available for the MegaSTe - it
uses the same VME expansion slot as the TT. Two that come to mind are
the ones that were made by Cyrel and the Crazy Dots board, I also recall
a Nova card that uses the same slot. Mario Becroft, a young fellow out
in New Zealand, is currently working on a new VME video card.

>
> 2. Is there any easy way to get an Epson 600 Printer to work with this?
> It has a paralell port, but I suspect it needs a driver or something
> similar.

definitely one word: NVDI 5 . It contains an excellent set of drivers
for the Epsons

77. Re: Sound problems in Extendos and Audio CD

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <qzU75.41$VA1.4076@nsw.nnrp.telstra.net>
Source record: 60160

Plug the speakers into th front of the cdrom, you can make an adaptor using
a couple of resistors to mix STE and CD audio.

Marlin Bates, IV <mcb242@psu.edu> wrote in message
news:395FCFF4.61BCE501@psu.edu...
> Hello,
>
> Newly acquired Mega STe here and I can not seem to get Audio CDs to play
> correctly. I launch the AudioCD DA and it seems to play (access light
> and the prog display acts normal) BUT no sound comes out! Also, if I
> try to move the sound slider box on the app "up" it just pops back to
> the "0" position.
>
> Any help would be appreciated!
>
> Thanks
> -Marlin

78. Re: Falcon Keyboard is fixed!

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <dLU75.53$VA1.3958@nsw.nnrp.telstra.net>
Source record: 60161

I dont think that desktopper is avaliable any more. Do you know of anyone
who has any? I am keen on getting one myself,

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:962360332-591898AEicMi@cwcom.net...
> From: nurmix@socal.SPAM (Paul Nurminen)
> Date: 29 Jun 2000 20:17:19 GMT
>
> >>It's oh-so-tempting to get in there with the glassfibre pencil and
polish up
> >>those contact pads, but the black finish is part of the contact AIUI :-)
> >
> >"AIUI"? Care to refresh my memory on the meaning of that acronym?
>
> As I Understand It :-)
>
> >And yes, I realized that. But I used a small amount of contact cleaner
on a
> >cotton swab to take off the surface grime that had built up. There was
no
> >heavy handed polishing involved! :^)
>
> Good man, someone else might not have realised that!
>
> >But I gotta say, even though the Falcon's keyboard is a bit of a pain to
> >disassemble, it's _great_ to have a fully functioning keyboard again!
>
> I've got a QWERTY interface ready for when the keyboard packs up, or when
I
> finally decide to pop this Falcon into a Desktopper case! :-)
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

79. Re: Enhanced Graphics on Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <39602EDF.FF2097B8@psu.edu>
Source record: 60162

"Daniel L. Dreibelbis" wrote:
>
> In article <395FC3C3.B749454C@psu.edu>, mcb242@psu.edu wrote:
>
> > Hello,
> >
> > I just recently re-acquired a Mega STe (I had one eons ago) and have a
> > few questions! (It is like learning a new language!)
> >
> > The bundle I got was VERY generously supplied with all of my software
> > wants (I should think!) so I have a few hardware questions:
> >
> > 1. Can the graphics ont he Mega STe be enhanced in any way? Any
> > expansion boards, etc?
>
> there were a number of video boards available for the MegaSTe - it
> uses the same VME expansion slot as the TT. Two that come to mind are
> the ones that were made by Cyrel and the Crazy Dots board, I also recall
> a Nova card that uses the same slot. Mario Becroft, a young fellow out
> in New Zealand, is currently working on a new VME video card.

Wow. I did not realize so many were available. Now comes the hard
part: where does one find these boards?

>
> >
> > 2. Is there any easy way to get an Epson 600 Printer to work with this?
> > It has a paralell port, but I suspect it needs a driver or something
> > similar.
>
> definitely one word: NVDI 5 . It contains an excellent set of drivers
> for the Epsons

Hmm, I will keep that in mind.

-Marlin

80. Re: LFN support in CD Recorder Pro?

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39603A03.2843@ooc.de>
Source record: 60163

Claes Holmerup wrote:

> Thanks for the clarification. It seems strange that the new 3.x version of CDRecorder doesn't support those, since MagiC has been around for some time now...
> Isn't it possible with the "Atari" or "Don't care" setting? I only

There is no technical problem with the Atari, they just don't support
it.
--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

81. clock .acc files

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au>
Message-ID: <39606205.A94C5B2B@rka.com.au>
Source record: 60164

Hi,

I've found some clock programs for ST in the .acc format, but I don't know how to run them so they integrate with the programs I use; also, I don't know where to find them once a program is running - ie, on the menu etc. I have a Mega ST4, and it has 2 slots for backup batteries, which I was told keeps the clock time.... now, if I can just get a clock to load with my Cubase etc. I recently discovered the auto-folder idea (I only have floppies, no hard drive), but I know .acc files load differently. Would appreciate some help!

Thanks,

Matthew.

82. Att. Nick Ripley

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <l7%75.189$Gd7.7586@read2.inet.fi>
Source record: 60165

Hi Nick, you seem to have some ISP problems and I can't seem to reach you by email. Just to let you know that the deal is still on for me and I'm just waiting for the final costs for the Falcon + shipping. Thanks.

Joshua.

lord_gaiyan@hotmail.com

83. Re: Sound problems in Extendos and Audio CD

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <3960A6A6.3D1369B3@psu.edu>
Source record: 60166

Hmm, well, this sounds interesting and I appreciate the answer, but I am
still curious as to what the problem is with my system (if any). I mean
why am I not able to get the music on the STe, it seems like I should.
OR, is that just it, I can not?

There is a button on the accessory that says "record" so I am assuming
that music can get in to the STe.

Thanks again for the help.

-Marlin

Mark Bedingfield wrote:
>
> Plug the speakers into th front of the cdrom, you can make an adaptor using
> a couple of resistors to mix STE and CD audio.
>
> Marlin Bates, IV <mcb242@psu.edu> wrote in message
> news:395FCFF4.61BCE501@psu.edu...
> > Hello,
> >
> > Newly acquired Mega STe here and I can not seem to get Audio CDs to play
> > correctly. I launch the AudioCD DA and it seems to play (access light
> > and the prog display acts normal) BUT no sound comes out! Also, if I
> > try to move the sound slider box on the app "up" it just pops back to
> > the "0" position.
> >
> > Any help would be appreciated!
> >
> > Thanks
> > -Marlin

84. Re: Sound problems in Extendos and Audi

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sm1cgtnsop348@corp.supernews.com>
Source record: 60167

On 3 Jul 2000 14:43:48 G, "Marlin Bates, IV" wrote:
>Hmm, well, this sounds interesting and I appreciate the answer, but I am
>still curious as to what the problem is with my system (if any).

Hey don't worry!

>I mean
>why am I not able to get the music on the STe, it seems like I should.
>OR, is that just it, I can not?

I have an IDE cd-rom (you probably have SCSI) and AFAIK when you play
an audio CD using the controls on the front of the CDROM or software
the audio doesn't get transferred over the IDE/SCSI cables, it comes
from the audio port.

The STe motherboard hasn't got a socket for audio like PC soundcards.
You can either :

(1) Use the headphones connected to the headphone socket on the front
of the CDROM.

(2) Use the RCAs on the back of the CDROM connected to a amplifier.
(if you have them)

(3) Make a nice little circuit to send the audio into the STe
motherboard. This has the advantage of controlling the Treble, Bass
and volume of the CD audio.

>There is a button on the accessory that says "record" so I am assuming
>that music can get in to the STe.

Yes you record parts of the CD (or all of it!) to the hard drive. Then
play it of the hard drive. Watch out as it can eat up a lot of hard
drive space! (600mb at top quality!)

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

85. Re: Falcon Keyboard is fixed!

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sm1ch3m1op3132@corp.supernews.com>
Source record: 60168

On 3 Jul 2000 14:37:52 +, "Mark Bedingfield" wrote:

>I dont think that desktopper is avaliable any more. Do you know of anyone
>who has any? I am keen on getting one myself,

I rang up System Solutions about 3 years ago and they said they can't
get hold of them anymore. Lighthouse Tower is still available.

The Desktopper doesn't sound very good to me. AFAIK it still keeps
the bottom of the case and just replaces the top part of the case.

I cased my STe in a PC full tower case. It took some dedication and
patience but I'm very pleased with the results.
It looks cool too. I had to cut a little Atari logo out of an old
Atari World to stick on the little square on the front. :-)

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

86. 720K read/write on PC Info

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8jqdu3$ni1$1@nnrp1.deja.com>
Source record: 60169

Hello All:

Recently on the Atari-Midi mailing list there has been a thread going about
reading/writing 720K discs on Win 98. It seemed that some people were having
no problems with Win 95, while others were having problems with Win 98.
One of our members (Donald Skaggs)performed some experiments and below are
his conclusions. Looks like good research.

Nicholas (Bales): If you are reading this, perhaps this should be added to
the Atari Faq as this is a recent Bug that has been an issue lately.

Tim Conrardy

****
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari-midi
---

Can't read or write 720K disks between the PC and ATARI? Get Blue screen
with error messages on the PC and can't read files on the ATARI?

Most likely a program is interfering with this function in Windows or the
disk is not formatted for DOS on TOS 1.0/1.02. as long names on Windows are
unreadable on the ATARI.

How do you know if you have TOS 1.0/1.02? Hit CNTRL/ALT/DEL together and
let go. Does the ATARI reboot? NO? Well then you have TOS 1.0/1.02. These
early TOS versions do not format for DOS on their own but it can be done
with a program called Maxifile--and others.

Now that you have a DOS formatted 720K disk you find Windows gets a ton of
errors when you try to read or write from the 720K disk. Now what? You have
two options:

1) Since the problem is MOST LIKELY NOT in Windows itself start uninstalling
programs on the W9X machine until the bug goes away. Then get a version

of
the problem program that does not interfere with the 720K disk
read/write
operation. You can only experimment with that to see.

2) Start from scratch. Reformat your drive. Reload W9X and try
Read/Write
functions to 720K disks after each program install. Windows on it's own
will
most likely handle 720 ATARI/PC DOS disks fine. However there are
programs
that clobber that operation in W9X.----EZCD CREATOR DELUXE from Adaptec
for
one. Earlier versions worked fine with no intereference with the 720K
DOS
disk read/write operation.

Now that you have figured out what Windows program is clobbering your
ATARI/PC 720K DOS disk operation then you find that that MIDI file (or
other) copied to the DOS disk will not read on the ATARI.What's the deal
with this?

Long names (any file name greater than wxyzwxyz.xyz i.e eight
characters in
the prefix and three characters in the suffix) are unrecognised on the
ATARI
(at least on the early verisons of TOS and probably later
versions).Even if
you rewrite the name of the PC file to the eight character ATARI prefix
limit on either the PC or ATARI the PC has written garbage to the disk
and
the file will be unreadable on the ATARI. Bummer.

You can always read/write 720K ATARI/PC DOS disks in Windows SAFE MODE
(F8
during W9X bootup).

Donald Skaggs
(Member of Atari-Midi)

--

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

87. FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: ACE <acesoft@free4all.co.uk>
Message-ID: <4f485.352$M_6.50653@news-1.opaltelecom.net>
Source record: 60170

email me at acesoft@free4all.co.uk for huge list of
Atari ST software/books/magazines for sale.
UK based but can send worldwide

Lists also available for other computers

88. Re: SV: SCSI ZIP, does it work?

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8jqh5mjdi1@news5.svr.pol.co.uk>
Source record: 60171

I hesitate to dive into this melee, but what the heck...

"Claes Holmerup" <claes@holmerup.com> wrote in message
news:Fv675.8795$rH5.21619@nntpserver.swip.net...

>Please notice that I remembered changing to "Re:" this time ;)

Didn't set your line length properly, though, so this didn't quote
properly...

>I believe all countries have their own abbreviation for "Reply" (which
is
>the approved standard for those countries), so there are a lot of
>different replies around - Sv for "Svar" in Sweden, Antw for "Antwort"
>and I'm sure a lot of others. It's only the english versions which
don't
>make a difference between the english and the local "Reply" (well -
>the reason is pretty obvious, isn't it?)...

Unless I'm greatly mistaken, the Re: isn't English anyway, it's Latin,
hence international, though it's usage derives from English business
correspondance. It also doesn't have any meaning relating to replying,
per se. It's always been used in such correspondance both for new
messages and when replying, and is an abbreviation of "in re" or
somesuch Latin phrase which loosely translates as "regarding the
thing/matter" (re meaning a thing) or "concerning", as in "concerning:
whatever-the-subject-is".

BTW Microsoft obviously haven't sussed this out, which doesn't say much
for the company selling the most popular business software suite...

TTFN
John

(and yes I am using OE to post, but then it hasn't tried to do anything
daft due to language settings and I have it set to plain text and a
sensible (I hope) line length)

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

89. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: banbury@madNO
Message-ID: <3960ccf6@eeyore.callnetuk.com>
Source record: 60172

On 30 Jun 2000 22:31:15 , John M Rojewski wrote:

Thank you John I was disappointed that Newsie 0.96 would not work
after waiting so long but this has bypassed the problem on my Falcon
with NVDI 4.11.

>Yes I do care about bug reports, but I hae a limited amount of time to
>find bugs reported by others that I cannot duplicate on my system.
>
>The utilization of AES attached-menus can be turned off by adding 'N's
>to the experimental line in the preferences. This is experimental,
>and as such, I did not add an edit dialog. Just try
>experimental<tab>NNNNNNNNNN<return>
>in the prefs file and the old pop-up menus should return instead of
>the AES attached-menus.
>
>I don't know why it sometimes works and sometimes not. I suppect
>corruption, bu have not been able to successfuly find the problem.
>
>John
>
Thank You

John

90. New web site !!

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <YY385.5380$dB6.9148537@nnrp6.proxad.net>
Source record: 60173

```
My web site is opened !
Thanks to update your links...

www.czuba-tech.com

Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
```

91. Re: Other News clients for STiK/STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3960d72c229b911@online.be>
Source record: 60174

on Sun 02-07-2000 23:10 Gerhard Hï¿½lscher wrote:

>Hi David!
>
>DB>There's Okami which is an off-line reader
>
>Okami still exists?

Yep, it still exist

>Wow ...
>
>To all: where's the latest version?

http://www.xs4all.nl/~josdb/okami.html

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

92. Re: Tina Turner demo

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <3960D007.D7BC8261@europe.com>
Source record: 60175

"J.W. Krych" a ï¿½crit :
> I find it amzing that the Tina Turner demo only works on the VGA mode of a
> Falcon030. And considering this was done for a TV commercial. Is there a
> PLAYRGB file out there?
I have no specific solution, but you can always try this:
http://ftp.lip6.fr/pub/atari/Falcon/Graphics/rez_fool.lzh
It will only work if the demo does not need a RGB-only resolution, and (in
case you wonder) yes, it can damage your monitor, so you are on your own...

93. Re: clock .acc files

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <cly9l7FpONY5EwMb@steverosie.demon.co.uk>
Source record: 60176

In article <39606205.A94C5B2B@rka.com.au>, Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au> writes
>Hi,
>
>I've found some clock programs for ST in the .acc format, but I don't
>know how to run them so they integrate with the programs I use;

Programs/files with the .ACC extension are 'Desktop Accessories', they load in on boot-up, or resolution change, and sit their waiting for something to do.

They cover a wide variety of applications:

Fastcopy is a disk copier
Harlekin is a bit of everything

You could call it a crude multi-tasking.

On my machine I have several, including the CPX control panel which is an extension of the accessory idea.

At default, unless you've got a program in your AUTO folder to alter it, the computer look in the ROOT directory of the boot drive, in your case drive A, for any .acc files. It then attempts to load them in, IN the order they are in the directory NOT as you see them when you open the disk.

Every now and again you will come across a couple of acc's that don't like each other and case the machine to bomb out! So if you want to play around with some, bear this in mind. 99% are OK with each other.

If you do keep bombing out on bootup, and it boots fine without acc's, try eliminating a program 1 by 1, or change the order they load in!

I mentioned that they come in all types of applications, well they also come as novelty items: a cat running after the mouse cursor, eyes following you around, and one called MITES; this doesn't show up in the menu (I think) but you see like pixels, sorry mites, on screen eating the image!!!

> also, I
>don't know where to find them once a program is running - ie, on the
>menu etc.

Some a totally invisible, but MOST are there on the menu bar on the top left, in the same menu that gives you the TOS copyright stuff.

Underneath the info are 6 space for up to 6 .acc programs. There are program that help you extend that.

>I have a Mega ST4, and it has 2 slots for backup batteries,
>which I was told keeps the clock time....

You can set the time using Atari's Control Panel, yes it's an .ACC program:) If you have a language disk, it should be on it. This allows you to customise some of the Desktop to your liking: Colour, mouse speed, keyboard, printer etc...

There is 2 types of control panel, one you can change your serial port aspects and one you can't, in which case there will be another ACC program on the language disk.

> now, if I can just get a clock
>to load with my Cubase etc.

I don't quite understand the question!!! If you are after a clock, as in clock program that shows you the ACTUAL time, then look for something called clock.acc.

> I recently discovered the auto-folder idea
>(I only have floppies, no hard drive), but I know .acc files load
>differently. Would appreciate some help!

As you are a floppy user, if you've got only one drive. Create yourself a small RAM disk and use it as a second drive, remember to save the data before you switch off.

If you have a 4 meg machine, you can easily create a 2 meg RAM disk, and use it as a hard drive. I use to do this before I got my hands on hard drive.

And yes, these come ACC's as well. The most novel is DC software's RAM-IT! (I hope I've got the right name! I'll be shot otherwise!) This actually treats the RAM disk as a physical disk, giving it track and sectors!!! It's the only one I've seen that does this, greatr if you want to make up a 720k disk in memory without having to mess around writing to floppy etc.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

94. Re: Sound problems in Extendos and Audio CD

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3960d670$0$31676@news.zetnet.co.uk>
Source record: 60177

On 2 Jul 2000 23:27:47 G, "Marlin Bates, IV" wrote:
>Hello,
>
>Newly acquired Mega STe here and I can not seem to get Audio CDs to play
>correctly. I launch the AudioCD DA and it seems to play (access light
>and the prog display acts normal) BUT no sound comes out!

Can you be more specific? Where are you monitoring from?
ExtenDOS' CDAudio program does not play audio via the
host (so you will hear nothing coming from the computer).
The music will come out of either:

1. CD-ROM drive's headphone socket (maybe it's broken?)
2. CD-ROM SCSI casing's RCA sockets (not wired?)

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200
SA-VE702, TA-FB930R, QED Qudos Silver, Cable Talk 3.1, Yamaha CRW4416
Ixos Gamma Geometry with ICC dielectric model 1002 audio interconnect

95. Re: New web site !!

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8jqqtq$6g$1@plutonium.btinternet.com>
Source record: 60178

Rodolphe Czuba wrote in message ...
>My web site is opened !
>Thanks to update your links...
>
>www.czuba-tech.com
>
>Rodolphe CZUBA
>28, rue des Sorbiers
>F-60290 LAIGNEVILLE
>FRANCE
>email : rczuba@free.fr
>
>

Excellent website! I just hope the Riored is made!

Simon Osborne
Atari Active

96. Extract ATR files on an Atari

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3961095d@fmlynet.org>
Source record: 60179

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> Just wondering if anyone knew how to extract the internal file(s) from an
> ATR file on an Atari computer. I can do it somewhat use an old file from
> Darek Mihocka called FXP. I first convert the ATR file into an XLD file. I
> then change the extension to SD and run the FXP program. It will extract
> the files to the Hades, but I am not sure if they are correct. I was just
> wondering if anyone else was doing it in a different way with different
> programs?
> Edward S. Baiz Jr.
> (Gamer)

What program are you using these ATR files with?

Like you said, with ST X-Former it was a simple matter of converting those
over. Not a bad emulator.

On 800 XL DJ, I have programs on the actual Atari 800 unconvert the ATR
image and create them and then save them on the ST's hard drive.

As for Atari800, EmuXL, couldn't tell you since I have not had an Atari
16/32 machine that was powerful enough to handle those.

Take care,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

97. Re: 720K read/write on PC Info

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sm1t1deop3107@corp.supernews.com>
Source record: 60180

On 3 Jul 2000 16:10:57 G, Tim Conrardy wrote:
> Hello All:
>
>Recently on the Atari-Midi mailing list there has been a thread going
>about
>reading/writing 720K discs on Win 98. It seemed that some people were
>having
>no problems with Win 95, while others were having problems with Win 98.
>One of our members (Donald Skaggs)performed some experiments and below
>are
>his conclusions.

<<SNIP>>>

Hi!

Thats quite interesting. I've just bought an old 386 laptop and
have been playing around with it. I download programmes etc from
Atari with the internet connection then take it to PC using floppy disks.

One file was 760 something kilobytes so I formatted the disk on the ST
to 82 tracks and 10 sectors. TOS works fine with this format
(usually!) but Windows 3.1 came up with "disk is not formatted".

I found exiting Windows then using DOS was a lot more stable and didn't
care too much about type of format.
You'll have to learn those good old DOS commands again but it works
for me!

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

98. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <U2985.262$%J6.1688@newsfeed.slurp.net>
Source record: 60181

>On 30 Jun 2000 22:31:15 , John M Rojewski wrote:

>>The utilization of AES attached-menus can be turned off by adding 'N's
>>to the experimental line in the preferences. This is experimental,
>>and as such, I did not add an edit dialog. Just try
>>experimental<tab>NNNNNNNNNN<return>
>>in the prefs file and the old pop-up menus should return instead of
>>the AES attached-menus.

I tried that on my Hades060 with NVDI 5.03 and it did not work. It still
crashed my system when I tried to access the address books.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

99. Re: Sound problems in Extendos and Audi

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39612308$0$31674@news.zetnet.co.uk>
Source record: 60182

On 3 Jul 2000 14:43:48 G, "Marlin Bates, IV" wrote:
|Hmm, well, this sounds interesting and I appreciate the answer, but I am
|still curious as to what the problem is with my system (if any). I mean
|why am I not able to get the music on the STe, it seems like I should.
|OR, is that just it, I can not?
|
|There is a button on the accessory that says "record" so I am assuming
|that music can get in to the STe.
| . . . .
|Mark Bedingfield wrote:
|>
|> Plug the speakers into th front of the cdrom, you can make an adaptor using
|> a couple of resistors to mix STE and CD audio.
|>
|> Marlin Bates, IV <mcb242@psu.edu> wrote in message
|> news:395FCFF4.61BCE501@psu.edu...
|> > Hello,
|> >
|> > Newly acquired Mega STe here and I can not seem to get Audio CDs to play
|> > correctly. I launch the AudioCD DA and it seems to play (access light
|> > and the prog display acts normal) BUT no sound comes out! Also, if I
|> > try to move the sound slider box on the app "up" it just pops back to
|> > the "0" position.

The CD cannot play through the computer directly. You have to plug
in headphones through the socket on the front panel or connect to a
hifi system via the socket at the back.

Can't help with slider.

100. Re: clock .acc files

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39612305$0$31674@news.zetnet.co.uk>
Source record: 60183

On 3 Jul 2000 19:51:03 +, Matthew and Caroline Simpson-Morgan wrote:
|Hi,
|
|I've found some clock programs for ST in the .acc format, but I don't
|know how to run them so they integrate with the programs I use;

*.ACC files go on the boot disk - in your case on the floppy that
you put in drive A when starting the computer.

| also, I
|don't know where to find them once a program is running - ie, on the
|menu etc.

Under the top left hand entry on the menu bar.

| I have a Mega ST4, and it has 2 slots for backup batteries,
|which I was told keeps the clock time.... now, if I can just get a clock
|to load with my Cubase etc.

The Mega has a built in clock chip. The batteries maintain the data
in the chip when the mains power is off. I understand it has a Y2K
problem.

101. Re: clock .acc files

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <39612641$0$31675@news.zetnet.co.uk>
Source record: 60184

Hi Matthew,

On 3 Jul 2000 19:51:03 +, Matthew and Caroline Simpson-Morgan wrote:

>.... now, if I can just get a clock
>to load with my Cubase etc.....

It has always been my experience that Cubase alters the computer clock anyway. I am told that it takes precedence over the timing and this in turn affects the clock. Also, I tried a clock acc many years ago (don't know which one) and Cubase definitely didn't like it.

It seems to be generally accepted that Cubase, whilst an excellent programme, has a few "cheats" in the code, and it is best run with as few "add-ons" around as possible.

Cheers

Paul

102. Re: Other News clients for STiK/STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007030831.a30641@os.maus.de>
Source record: 60185

Hy Martin ,

MB>What about Okami 2.x. It's the *best* and most versatile news/mail
MB>reader around for the Atari.

I just got me O 1.34, 2.0 and 2.1 beta.
Since the 2.x versions are restricted, I'll try it with 1.34 first.
There's a lot of setup to do. How to I get O and Newswatch together?

bye,
=Gerhard=

103. Re: Other News clients for STiK/STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962692394-41956AEicMi@cwcom.net>
Source record: 60186

From: David Bolt <nospam@my-ste.demon.co.uk>
Date: Sun, 2 Jul 2000 06:00:06 +0100

>>And with Newsie I've never managed to post an article ...
>
>There's Okami which is an off-line reader but that needs something like
>Newswatch and POPwatch to fetch the news and mail. It may be difficult
>to initially configure but it was about the best newsreader for TOS, as

It's arguably the most configurable of all the clients out there - that was also its downfall IMHO. However, the latest version now allows many functions to be configured from within the prog, so is well worth a look!

--


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/_____/ /_____/ /_/ Translations
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

104. Re: I-Connect

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962692396-42416AEicMi@cwcom.net>
Source record: 60187

From: Steve Sweet <steve.sweet@skynow.net>
Date: Sun, 02 Jul 2000 13:23:48 GMT

>>>Check through iConf dialoges for
>
>>Oops! That won't work! :-)
>
>Its worked when i got a corrupted log-on.
>
>Why do you say it wont work?.

It wasn't included in IConf as an option AFAICS.

I can't recall the details now tho'.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

105. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962692400-42852AEicMi@cwcom.net>
Source record: 60188

From: jfhaslam@zetnet.co.uk (James F. Haslam)
Date: 02 Jul 2000 20:58:18 GMT

>>>Does anyone know where I can get the latest English version of Olga? I've
>>>tried Thomas Much's page, but it only has a (broken) link to the defunct
>>>Interactive page.

Coming in late here, but you might have better luck looking for the TransAction
web site.

>No, but I'm still having trouble getting Everest and Cab to work together,
>ie edit and save a HTML file, Cab should then redraw it, but doesn't.

You must have the OLGAMANAGER env variable pointing to olga.app, and have your
Olga.inf file in your HOME/DEFAULTS folder (as well as configuring the inf file
itself, self-explanatory).

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

106. Re: Sound problems in Extendos and Audio CD

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962692402-43292AEicMi@cwcom.net>
Source record: 60189

From: "Marlin Bates, IV" <mcb242@psu.edu>
Date: Sun, 02 Jul 2000 23:27:47 GMT

>Newly acquired Mega STe here and I can not seem to get Audio CDs to play
>correctly. I launch the AudioCD DA and it seems to play (access light

Have you plugged a pair of headphones into the 3.5mm socket on the front of the
CD player?

--


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```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

107. Re: Okay, I need ST 101 any suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-07-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962692404-43812AEicMi@cwcom.net>
Source record: 60190

From: "Marlin Bates, IV" <mcb242@psu.edu>
Date: Mon, 03 Jul 2000 01:01:38 GMT

>I will apologize in advance for all of my questions over the next few
>days, months, years (!)

Nicholas Bales' FAQ should answer many of your questions,
http://bales.online.fr/atari

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

108. Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <pJl85.643$%J6.3183@newsfeed.slurp.net>
Source record: 60096

Hello,

I was just wondering and would like an opinion. Which is the best kind or digital camera, the one that puts the pictures on a 3.5 inch disk or else the ones that have a cable and need to be hooked up to the computer so that images can be transfered?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

109. Re: 2 STe demos

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: "MUG U.K" <mug_uk@mindless.com>
Message-ID: <MPG.13cbff5b71a81d529896af@news.screaming.net>
Source record: 60097

In article <1ed1qmb.rxtiahky1euyN%steve666@clara.co.uk>,
steve666@clara.co.uk says...
> Does anyone know where I can find these two demos -
>
> Cybernetics Relapse
> Cozmic Jam by Imagina of Flexichron
>

Yep .. I have .. email me to sort out how to get them

110. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: tthammond@earthlink.net
Message-ID: <tBm85.33171$_b3.858875@newsread1.prod.itd.earthlink.net>
Source record: 60098

On 4 Jul 2000 13:34:13 G, Edward S. Baiz Jr. wrote:
> Hello,
>
> I was just wondering and would like an opinion. Which is the best kind or
> digital camera, the one that puts the pictures on a 3.5 inch disk or else
> the ones that have a cable and need to be hooked up to the computer so
> that images can be transfered?
>
Ed - the best are the ones that use memory cards. These can hold in excess of 64 mb (depending on type). Keep in mind that for a file that will produce a decent 4x6 or 5x7 inch print you are going to need about a 3 to 4 mb uncompressed image file (tif). Cameras that use a floppy are normally only 640x480 resolution, usefull for 72 dpi screen resolution only. If they do produce a higher resolution you are not going to get very many images on a 3.5 floppy even when saved as jpegs (and data transfer to the floppy is much slower than to the memory cards).

Steve Hammond

111. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8jst81$7ja$1@uranium.btinternet.com>
Source record: 60099

Edward S. Baiz Jr. wrote in message ...
>Hello,
>
>I was just wondering and would like an opinion. Which is the best kind or
>digital camera, the one that puts the pictures on a 3.5 inch disk or else
>the ones that have a cable and need to be hooked up to the computer so
>that images can be transfered?
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
>PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>

Ed,

Get a camera that can connect to a computer via Serial port, as I think the
Atari programs only support that method of transport.

Simon Osborne

112. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <3962032F.4B40AC4E@psu.edu>
Source record: 60100

Hello all,

I need to know a couple of things about the Spectre GCR as it has been a
looooong time since I last had one. I realize that for a couple of bucks
I could get a Mac Plus (or even better) and blah blah blah, but that
isn't quite the point now is it!?!?! :-)

So, I would like to know the following:

What comes in a Spectre GCR package? The cartridge, a manual, and what?
If one just got a loose cartridge and ROMS, is there anywhere to find a
manual and (program disks?)

Also, what about the Spectre 128?

If anyone has a complete package floating around for sale for a
reasonable price PLEASE get in touch with me!

Thanks

-Marlin

113. Monitor trouble

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: al743@FreeNet.Carleton.CA
Message-ID: <8jt0fk$l7q$1@freenet9.carleton.ca>
Source record: 60101

If anyone out there can give me advice on how to fix an Atari monitor, please send me a note.
Description: It's an Atari monochrome monitor, model SM125. The screen went black and the pilot light went out. On taking it apart I found the second fuse blown (not the main one). When I replaced the fuse it blew again, obviously the trouble is somewhere else.
Not having a circuit diagram I am groping in the dark. If somebody has any suggestion where to look, I'd appreciate it.
Please e-mail to al743@ncf.carleton.ca if possible, or reply in the newsgroup.

114. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3962065D.3CCFD7F4@greeleynet.com>
Source record: 60102

"Marlin Bates, IV" wrote:

>
> What comes in a Spectre GCR package? The cartridge, a manual, and what?
> If one just got a loose cartridge and ROMS, is there anywhere to find a
> manual and (program disks?)

A cartridge and a manual plus the obligatory promo literature is all I
remember getting. You were on your own to get the MAC ROMS, and they
were not easy to get with Apple being Apple. I don't know where to get
the manual or disks alone.
>
> Also, what about the Spectre 128?

I'm no help here.
>
> If anyone has a complete package floating around for sale for a
> reasonable price PLEASE get in touch with me!

I'd be willing to part with my GCR. It worked great on my TT years
ago. I've even got Ashton-Tate's Full Write Professional and Dbase III.

I'm in Colorado, USA. Email if you are interested.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

115. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <396208A7.7F60B8D9@greeleynet.com>
Source record: 60103

Hi, Ed,

"Edward S. Baiz Jr." wrote:

> I was just wondering and would like an opinion. Which is the best kind or
> digital camera, the one that puts the pictures on a 3.5 inch disk or else
> the ones that have a cable and need to be hooked up to the computer so
> that images can be transfered?
>

I don't know about picture quality, but if all I had was Atari computers, I'd get the one that uses the disks for a couple of reasons. 1) They save in a standard format, such as TIFF or JPG, which means you can pop them in any computer anywhere anytime. None of the memory saving cameras can dump to the Atari platform AFAIK. There used to be a (French?) company that made a cable for connecting some of the early CASIO models, but I believe they are no longer around. 2) As long as you take extra floppies, you can take pictures until the batteries are dead. <G>

It seems most cameras have different resolutions you can choose from, so the number of pictures you can take depend on the chosen resolution and memory/# of floppies. As the resolution abilities of the camera get better, the floppy versions will be limited by the storage ability of the floppy.

Sony is the only floppy camera(s) that I know of, and they tend to be higher priced, too. There's more stuff to them because of the floppy business. Now that I've also got a Windows machine in addition to my Atari's, I don't know which type I'd get.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

116. Re: The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8jt1u9$3gh$1@snipp.uninett.no>
Source record: 60104

Marlin Bates, IV <mcb242@psu.edu> wrote:
> Was anything ever done with this port? IT looks identical to an
> AppleTalk port. Was anything ever conceived as far as a LAN either with
> STs or between an ST and a Mac?

It's a RS424-port. You can either connect a modem (use a Mac
modem-cable) or use nullmodem-cables and MiNT-Net/STiNG to set up a
LAN. It's compatible with the Mac hardware-wise, but there's no AppleTalk
drivers available so you can't use AppleTalk. Perhaps it's possible to
connect it to a Mac using PPP or SLIP.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

117. Re: Monitor trouble

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <24o85.11145$rH5.25220@nntpserver.swip.net>
Source record: 60105

Hi,
I would suspect that the High Voltage transformer might have gone to the dogs.
If you can find such a transformer very cheap, it may be profitable - but it's probably better to buy an SVGA-monitor and use an adapter cable to give you the monochrome picture from your ST.
There are a couple of schematics here: http://www.fortunecity.com/skyscraper/quadra/455/ , but I don't remember if the SM125 is included there...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

"Robert Lantos" <al743@FreeNet.Carleton.CA> wrote:
> If anyone out there can give me advice on how to fix an Atari monitor,
> please send me a note.
> Description: It's an Atari monochrome monitor, model SM125. The screen
> went black and the pilot light went out. On taking it apart I found the
> second fuse blown (not the main one). When I replaced the fuse it blew
> again, obviously the trouble is somewhere else.
> Not having a circuit diagram I am groping in the dark. If somebody has
> any suggestion where to look, I'd appreciate it.
> Please e-mail to al743@ncf.carleton.ca if possible, or reply in the
> newsgroup.

118. Re: 720K read/write on PC Info

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <X1J$8JAFZcY5Ew9a@steverosie.demon.co.uk>
Source record: 60106

In article <sm1t1deop3107@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> writes
>Hi!
>
>Thats quite interesting. I've just bought an old 386 laptop and
>have been playing around with it. I download programmes etc from
>Atari with the internet connection then take it to PC using floppy disks.
>
>One file was 760 something kilobytes so I formatted the disk on the ST
>to 82 tracks and 10 sectors. TOS works fine with this format
>(usually!) but Windows 3.1 came up with "disk is not formatted".

Not all disk drives can go above 81 tracks!! (0-80), even some Atari
drives can't go above 81 tracks. There are some drives that can do 85
tracks and beyond, although data security is at risk the nearer you get
to the hub!

>
>I found exiting Windows then using DOS was a lot more stable and didn't
>care too much about type of format.

I reckon DOS is rock solid, it's just Windoze that lets it down:)

>You'll have to learn those good old DOS commands again but it works
>for me!

always handy when Windoze won't let you at a file you aren't using:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

119. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8jt88g$4oa$1@nnrp03.primenet.com>
Source record: 60107

On 1 Jul 2000 14:29:48 G, Chris Simon wrote:
>On 30 Jun 2000 22:31:15 , John M Rojewski wrote:
>>The utilization of AES attached-menus can be turned off by adding 'N's
>>to the experimental line in the preferences. This is experimental,
>>and as such, I did not add an edit dialog. Just try
>>experimental<tab>NNNNNNNNNN<return>
>>in the prefs file and the old pop-up menus should return instead of
>>the AES attached-menus.
>
>Following that advice, I decided to have another go with v0.96 and
>yes, it works! No more attached menus, but no more lockups either.
>Pity that wasn't documented in the WHATS.NEW file. ;-) The
>Experimental variable *is* mentioned, but it only talks about the
>first option which gives the menu items a background colour.
>
>Can you tell us exactly what all the experimental options are, so we
>can play with them to see if we like them?!
>
There are the only three right now:
prefs.experimental[n]

0 =Y 04/02/99 Activates colored menu items, take on background color, color_menu(void)
1 =N 09/07/99 Prevent AES 3.3 and above menu_attach(). Anything else allows
2 =N 11/26/99 Prevent using my_form_do(). Anything else use my_form_do(), moveable
dialogs, cut, copy paste, etc.

>Also, I posted some time ago that I couldn't get Newsie's FTP facility
>to display a file listing. I managed to solve that (I think) by
>unchecking the "Use PORT command instead of PASV" option. However,
>annoyingly it doesn't display the "." and ".." entries, so to move
>upwards in the directory structure I have to close the server, edit
>the pathname manually, and open it again. Is this a fault of the ISP,
>where the is not responding properly to an "ls" command?
>
Some servers do not support PASV, and so the PORT is provided. Since
I don't know which support which, NEWSie either:
1) relies on the preference being set or not
2) defaults to PASV and tries PORT if that fails.
Sometimes the default retry doesn't work as well as I would like,
again depending upon the FTP server configuration.

Some servers provide the '.' and '..', but some do not. NEWSie does
not create those entries if they do not exist in the server. The
Backspace key will always move up (i.e. higher in the path), so you
can utilize the Backspace key to do the equivalent of the '..'

function. You should not have to close, edit, and reopen the server to move up in the directory structure.

>Another annoying problem is that, even though I have the "remember
>directory" option unchecked, the FTP facility always saves the last
>directory I accessed - so I keep having to edit the pathname manually
>after I've finished. Am I doing something wrong?
>
I will look at this to see if somewhere the last directory is saved without the option being checked. Before the option existed, the method was to save the last directory, so I may have missed a situation where the option needs to be tested.
>
>Chris Simon osian@zetnet.co.uk ! ! !
>
Thanks Chris,

John
*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

120. Re: Other News clients for STiK/STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39622d48204d113@online.be>
Source record: 60108

on Mon 03-07-2000 08:31 Gerhard Hï¿½lscher wrote:

>Hy Martin ,
>
>MB>What about Okami 2.x. It's the *best* and most versatile news/mail
>MB>reader around for the Atari.
>
>I just got me O 1.34, 2.0 and 2.1 beta.
>Since the 2.x versions are restricted, I'll try it with 1.34 first.
>There's a lot of setup to do. How to I get O and Newswatch together?

You really should work with the latest beta. It's much better.

Anyway to get Newswatch working with 1.34 you must do the following:

1) o.inf
========
newsdir=d:\okami\spool\articles #adapt the path to your situation
mqueuedir=d:\okami\spool\mqueue #adapt the path to your situation

Use this with NOS or when importing rnews files. Newsgroups whose names
do not match the wildcard expressions will be imported in group `junk'.
#
active=sci.*
active=nl.*
active=comp.sys.atari.st
active=comp.sys.atari.tech
active=maus.*
active=ping.*
active=fr.comp.sys.atari

In active you list all the newsgroups you want to read

2) Newswatch:
=============
Program preferences: Retrieval Format: NOS
Incoming: d:\okami\spool\articles\
Outgoing: d:\okami\spool\mqueue\
History: d:\okami\spool\news\

Retrieval Methode: Article Number

3) \nwatch\nntp.dat --->This must look like this (my old setup)

news.antw.online.be 990918 0
comp.sys.atari.st 980123 175542 194768
comp.sys.atari.st.tech 980123 175522 41608

```
comp.sys.atari.announce 990417 0 308
maus.computer.atari.dtp 981027 0 8404
maus.computer.atari.internet 981005 0 5185
maus.computer.atari.mint_mtos 981005 0 3190
maus.computer.atari.hardware 981005 0 7975
maus.computer.atari.software 981005 0 17607
fr.comp.sys.atari 980710 0 33845

980710 0 33845
| | |-----> number of last retrieved message
| |
| |-----> Not important. Set it to '0'
|
|----> Not important: Use for instance the current date

If you start for the first time Newswatch you can set the last number to
"0"., thus 980710 0 0. One major drawback is that Newswatch will download,
depending of the setup of the newsserver of your ISP, lots of messages
now.
You can overcome this by aborting the download and add the number of
message ready for downloading you saw on the main newswatch window to the
number set in nntp.dat. For instance the main window says there are 600
message. After aborting the retrieval you will see that nntp.dat has been
changed. If you now add for instance 550 to the number in nntp.dat you
will see that the next time you start newswatch there will be only 50 (or
less) message to download.

I know this ask some work but it works.
If someone knows a better methode please let me know.

Remember the above description is only for Okami 1.34. Okami 2.1b-18 needs
another approach but this is clearly marked in the docs.

If you need my complet o.inf let me know. I'll send it to you.

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

121. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8jt8bh$4oa$2@nnrp03.primenet.com>
Source record: 60109

```
On 1 Jul 2000 14:31:26 G, Chris Simon wrote:
>PS. The "You've got Mail" thing made me jump!
>
>
I had hoped it would not be that frightening!

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari
```

122. Re: The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1ed9d33.119wd6x1ed51lvN%doitarchive@atari-computer.de>
Source record: 60110

Marlin Bates, IV <mcb242@psu.edu> wrote:

> Was anything ever done with this port? IT looks identical to an
> AppleTalk port. Was anything ever conceived as far as a LAN either with
> STs or between an ST and a Mac?

Itï¿½s an serial port, apple like, right.
No "appleTalk" software avaiable for any atari.
I use this port for modem and Neon dongle..

Also you can made a serial null modem, connect on other atari.
STinG also access LAN port.

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

123. Re: 2 STe demos

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <BrqaLJALPiY5EwfY@steverosie.demon.co.uk>
Source record: 60111

In article <MPG.13cbff5b71a81d529896af@news.screaming.net>, MUG U. K
<mug_uk@mindless.com> writes
>In article <1ed1qmb.rxtiahky1euyN%steve666@clara.co.uk>,
>steve666@clara.co.uk says...
>> Does anyone know where I can find these two demos -
>>
>> Cybernetics Relapse
>> Cozmic Jam by Imagina of Flexichron
>>
>
>Yep .. I have .. email me to sort out how to get them

Hiya

Is MUG UK still supporting the Atari platform?

-- Cheers! For Now
Steve <><
WWW: www.last-pd.co.uk * * *
Email: steve@last-pd.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

124. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8jt920$4oa$3@nnrp03.primenet.com>
Source record: 60112

On 3 Jul 2000 18:27:18 G, John Banbury wrote:
>On 30 Jun 2000 22:31:15 , John M Rojewski wrote:
>
> Thank you John I was disappointed that Newsie 0.96 would not work
> after waiting so long but this has bypassed the problem on my Falcon
> with NVDI 4.11.
>
Sorry I did not get it into the documentation. Sometimes trying
something new in the User Interface can cause some frustration, and
although I tried to get it right, I found that the menu_attach()
appears to have some occasional system lockups.

If somebody has any programming expertise on menu_attach() that might
help me determine why the flakiness is occurring, I would certainly
invite the help.

>>Yes I do care about bug reports, but I have a limited amount of time to
>>find bugs reported by others that I cannot duplicate on my system.
>>
>>The utilization of AES attached-menus can be turned off by adding 'N's
>>to the experimental line in the preferences. This is experimental,
>>and as such, I did not add an edit dialog. Just try
>>experimental<tab>NNNNNNNNNN<return>
>>in the prefs file and the old pop-up menus should return instead of
>>the AES attached-menus.
>>
>>I don't know why it sometimes works and sometimes not. I suppect
>>corruption, bu have not been able to successfuly find the problem.
>>
>>John
>>
> Thank You
>
> John
>.

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

125. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8jt9an$4oa$4@nnrp03.primenet.com>
Source record: 60113

On 3 Jul 2000 23:09:40 G, Edward S. Baiz Jr. wrote:
>>On 30 Jun 2000 22:31:15 , John M Rojewski wrote:
>
>>>The utilization of AES attached-menus can be turned off by adding 'N's
>>>to the experimental line in the preferences. This is experimental,
>>>and as such, I did not add an edit dialog. Just try
>>>experimental<tab>NNNNNNNNNN<return>
>>>in the prefs file and the old pop-up menus should return instead of
>>>the AES attached-menus.
>
>I tried that on my Hades060 with NVDI 5.03 and it did not work. It still
>crashed my system when I tried to access the address books.
>
Does NVDI 5 have WDialog built in? If so there may be some
correlation. Someone else mentioned a GDOS/TOS compatibility option
on NVDI. On NVDI 3.02 I have TOS compatibility off, and GDOS on.

If you can determine that some NVDI parameter configuration prevents
the crash, perhaps I can find a way to prevent NEWSie from running
amuck with NVDI 5.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

126. Atari Mega ST 2 + Megafile 30 + SC1224 FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: "Rolf Wilck, Jr." <rolf@mediaone.net>
Message-ID: <YLp85.35402$Fe4.232932@typhoon.jacksonville.mediaone.net>
Source record: 60114

Complete Atari Mega ST2 System, with hard drive and monitor FOR SALE.

On EBAY...

No Reserve! - Bid now!!

Here's the link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=374217246

127. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <cLydDXApViY5Ewe$@steverosie.demon.co.uk>
Source record: 60115

In article <pJl85.643$%J6.3183@newsfeed.slurp.net>, Edward S. Baiz Jr.
<ebaiz@skyenet.net> writes
>Hello,
>
>I was just wondering and would like an opinion. Which is the best kind or
>digital camera, the one that puts the pictures on a 3.5 inch disk or else
>the ones that have a cable and need to be hooked up to the computer so
>that images can be transfered?

Those that put the image on PCMCIA cards I think are the best:)

The one I've got is restricted to the internal memory, depending what
picture quality you set it at.

Don't get one that uses the serial, as this is slow; instead go for a
USB one. Then you could use it as a web cam as well. Mine is both,
although I would prefer one with memory cards.

It would be interesting to be able to download to the Atari via the
serial!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

128. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Z7kcviAydiY5EwdE@steverosie.demon.co.uk>
Source record: 60116

In article <3962065D.3CCFD7F4@greeleynet.com>, Ken Springer
<wordworks@greeleynet.com> writes
>A cartridge and a manual plus the obligatory promo literature is all I
>remember getting. You were on your own to get the MAC ROMS, and they
>were not easy to get with Apple being Apple. I don't know where to get
>the manual or disks alone.

I got cartridge, manual, and software in a plastic library type case.
IIRC you had to buy the ROM's separately!

Wasn't the Spectre 128, the model WITH the Apple ROM's already fitted!!!

I think the Happy discovery cartridge docs did mention the 128.
Incidentally, the happy discovery cartridge claims to be able to do the
same as the Spectre!!!

The price for a Spectre is much cheaper than it was when it came out,
like a lot of things, I'd expect them to fetch ï¿½25 GBP (approx. $40 USD)
tops:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

129. Re: Other News clients for STiK/STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8jt9nn$4oa$5@nnrp03.primenet.com>
Source record: 60117

```
On 3 Jul 2000 10:18:12 -, Derryck Croker wrote:
>From: David Bolt <nospam@my-ste.demon.co.uk>
>Date: Sun, 2 Jul 2000 06:00:06 +0100
>
>>>And with Newsie I've never managed to post an article ...
>>
>>There's Okami which is an off-line reader but that needs something like
>>Newswatch and POPwatch to fetch the news and mail. It may be difficult
>>to initially configure but it was about the best newsreader for TOS, as
>
>It's arguably the most configurable of all the clients out there - that was also
>its downfall IMHO. However, the latest version now allows many functions to be
>configured from within the prog, so is well worth a look!
>
Just curious as to which version of NEWSie you used when the posting
would not work. As long as you have a connection to a news server,
everything is pretty standard.

If you did get a failure in posting, there should be evidence in the
LOG file, providing you have the 'Log Server Commands' and 'Log
Response Headers' checked. In most servers, the response messages are
fairly understandable.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari
```

130. Re: 2 STe demos

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: steve666@clara.co.uk
Message-ID: <1ed9923.13bclo51exch7mN%steve666@clara.co.uk>
Source record: 60118

MUG U.K <mug_uk@mindless.com> wrote:

> > Does anyone know where I can find these two demos -
> >
> > Cybernetics Relapse
> > Cozmic Jam by Imagina of Flexichron
> >
>
> Yep .. I have .. email me to sort out how to get them

yhm :)

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Dreamcast | Atari TT |

131. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <39624854.A552AD9E@psu.edu>
Source record: 60119

Ken Springer wrote:
>
> "Marlin Bates, IV" wrote:
>
> >
> > What comes in a Spectre GCR package? The cartridge, a manual, and what?
> > If one just got a loose cartridge and ROMS, is there anywhere to find a
> > manual and (program disks?)
>
> A cartridge and a manual plus the obligatory promo literature is all I
> remember getting. You were on your own to get the MAC ROMS, and they
> were not easy to get with Apple being Apple. I don't know where to get
> the manual or disks alone.
> >
> > Also, what about the Spectre 128?
>
> I'm no help here.
> >
> > If anyone has a complete package floating around for sale for a
> > reasonable price PLEASE get in touch with me!
>
> I'd be willing to part with my GCR. It worked great on my TT years
> ago. I've even got Ashton-Tate's Full Write Professional and Dbase III.
>
> I'm in Colorado, USA. Email if you are interested.
>

I am interested. Didn't you need a program to run the Spectre? Thanks

-Marlin

132. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <396248CF.5BEBAFED@psu.edu>
Source record: 60120

Steve Stupple wrote:
>
> In article <3962065D.3CCFD7F4@greeleynet.com>, Ken Springer
> <wordworks@greeleynet.com> writes
> >A cartridge and a manual plus the obligatory promo literature is all I
> >remember getting. You were on your own to get the MAC ROMS, and they
> >were not easy to get with Apple being Apple. I don't know where to get
> >the manual or disks alone.
>
> I got cartridge, manual, and software in a plastic library type case.
> IIRC you had to buy the ROM's separately!

Ahh so there WAS software with it. I thought I remembered there being
software with it. Without the software, it was useless, right?

>
> Wasn't the Spectre 128, the model WITH the Apple ROM's already fitted!!!

See, now, I thought this was the version before the GCR. THe 128 did
not have the drive capability.

>
> I think the Happy discovery cartridge docs did mention the 128.
> Incidentally, the happy discovery cartridge claims to be able to do the
> same as the Spectre!!!

I recall that. Hmm, I wonder . . .

>
> The price for a Spectre is much cheaper than it was when it came out,
> like a lot of things, I'd expect them to fetch ï¿½25 GBP (approx. $40 USD)
> tops:)

Yap, at that price, it should include the manual and software, correct?

133. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8jtji0$pf4$1@SOLAIR2.EUnet.yu>
Source record: 60121

On 27 Jun 2000 18:54:28 , "Martin \"Nightowl\" Byttebier" wrote:

>>Can anyone shed some light on why Newsie.96 is crashing on my stock

>Don't spoil your time with this version. It just don't work.
>I've tried it for a few minutes on my Hades 060 running freeMiNT/N_AES.
>Total disaster.

Eee... it seems to run quite fine here on a Mega ST with TOS2.06, NVDI4.11.
Well, I have noticed a few bugs but overall, it works and is quite stable.

The main reason I switched to it from V0.94 is that V0.96 keeps posted
articles- which seemed to get lost occasionaly (it still seems to be
unresolved whether this is a fault of Newsie, the communication protocol,
or the ISP; I vote for protocol+ISP).

Btw. the bugs I noticed are:

* Trying to open "About NEWSie" meny item leads to a total freeze ONLY IF
registration data has been entered before (this one is old- it has been
so ever since I first started using Newsie- V90? I think...)

* Sometimes (rarely), when entring an editor (Everest) to to take a better
look at some article, after returning to Newsie, all previously open windows
become blank and it seems they can not be refreshed.

* If a name is deleted from the list of FTP servers, the next server
listed after the deleted name suddenly acquires directory info from
the deleted one.

Cu.

134. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <396258ce$0$31677@news.zetnet.co.uk>
Source record: 60122

On 4 Jul 2000 13:34:13 G, Edward S. Baiz Jr. wrote:
>Hello,
>
>I was just wondering and would like an opinion. Which is the best kind or
>digital camera, the one that puts the pictures on a 3.5 inch disk or else
>the ones that have a cable and need to be hooked up to the computer so
>that images can be transfered?

Depends on your definition of best. This can be
image quality, or how many pictures you can store
on the media (very few with 3.5" floppy), how
easily you can transfer them (very easy with 3.5"
floppy), or how quickly you can transmit them
(very quick with digital direct link).

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200
SA-VE702, TA-FB930R, QED Qudos Silver, Cable Talk 3.1, Yamaha CRW4416
Ixos Gamma Geometry with ICC dielectric model 1002 audio interconnect

135. Re: Falcon Keyboard is fixed!

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <39625961$0$31677@news.zetnet.co.uk>
Source record: 60123

On 3 Jul 2000 14:37:52 +, "Mark Bedingfield" wrote:
>I dont think that desktopper is avaliable any more. Do you know of anyone
>who has any? I am keen on getting one myself,

No, it's not available any more. It was OK as a cheap
solution, but of all the case upgrades I've seen,
the Desktopper is the most difficult to work with,
and is also not particularly sturdy.

I rate the the most popular Falcon cases as follows:

1. C-LAB MKX

Slim, stylish, superbly finished (no unsightly rivets,
and all the seams in the main top cover are smoothly
welded - think quality German domestic appliances) highly
accessible inside (due to the low profile), space for up
to 3.5" size HDD (AND a 2.5" if you're careful) and
internally mounted FDI. Gun-metal grey top section with
turquoise markings. Could pass for a Silicon Graphics box.
Needs slight metalwork modification to accommodate
CENTurbo II or AB40 boards. Easily done.

2. SoundPool 19" digital audio workstation rack

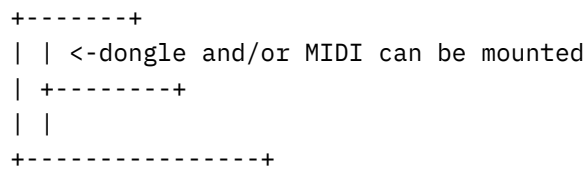
The most rugged (thicker gauge panels than most), very
well finished, dedicated tray for FDI and MO 4 to be
mounted internally. One front cut-out for FDD. Internal
media tray can accept 3.5" HDD, as well as a 2.5" drive,
if you drill some extra holes. It also comes with a
front-panel dongle port kit, which you may choose to use
or not. Houses CENTurbo II without any modification, and
you can even use the front panel switches for turbo on/off
(but you need to build an electronic latching circuit, too).

3. Lighthouse 19" Space Case rack (ST/E version also made)

Similar quality finish to SoundPool case (which is basically
designed and manufactured by Lighthouse, to SoundPool
specifications). The top-rear "dips" down like a step by
a few cm, which can be good or annoying. The dongle port
may be mounted in the vertical of this step (see below).
Some versions have a front panel with spaces for the
M/J ports. All have a 5-pin DIN connector space for
the keyboard (you can use AT-Key, or wire up the standard
Atari keyboard interface, which only uses four wires).
Internal media tray holds one FDD, and one HDD. Front

panel plastic blanking plates are flimsy and prone to
break and fall off. Pity. They also look really garish,
beige, in contrast to the black or grey of the casing
itself. Easily remedied with some spray paint (my friend
sprayed his silver; really posh). Not as good facilities
as the SoundPool rack, but a good budget-conscious
professional style rack.

Space case right-side view



4. Desktopper

Flimsy metal shell, doesn't totally re-case (only replaces
top half of original case, hence the name). Poor access to
the disk drives, almost impossible to route cables tidily
and optimise their length (do that and you'll end up pulling
them right out of their sockets every time you open the case)
A real pig to disassemble, not good for maintenance. Will
comfortably swallow a CENTurbo II with all the trimmings.

5. Wizztronics 19" rack

BIG Mutha. Has more ports than you can shake a stick at
(including space to mount decent RCA sockets for audio,
and 50-way Centronics style SCSI ports). Room for meaty
replacement power supply. Can mount CD-ROM drive internally.
Build and finish in the same class as Desktopper.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200
SA-VE702, TA-FB930R, QED Qudos Silver, Cable Talk 3.1, Yamaha CRW4416
Ixos Gamma Geometry with ICC dielectric model 1002 audio interconnect

136. Re: Phantom Falcon accellerator

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39625ad9$0$31673@news.zetnet.co.uk>
Source record: 60124

I haven't fitted mine yet (cos I want to know if I can fit the audio clock bit
to a Nemesis Falcon and put the accelerator/buffewr on a standard machine),
but it has arrived, looks well constructed, the instructions are clear and
simple and it is astonishingly cheap....

chrisc

On 30 Jun 2000 15:42:06 , "Freek Munniksma" wrote:
>Hi all,
>
>has anyone tried this new cheap Falcon accellerator ? Does it work, if yes,
>how?
>Their site is at http://www.volny.cz/phanatic/
>
>Greetings, Freek Munniksma.
>
>
>.

137. Re: Falcon Keyboard is fixed!

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39625de0$0$31673@news.zetnet.co.uk>
Source record: 60125

On 4 Jul 2000 21:38:41 G, Shiuming Lai wrote:
>On 3 Jul 2000 14:37:52 +, "Mark Bedingfield" wrote:
>>I dont think that desktopper is avaliable any more. Do you know of anyone
>>who has any? I am keen on getting one myself,
>
>No, it's not available any more. It was OK as a cheap
>solution, but of all the case upgrades I've seen,
>the Desktopper is the most difficult to work with,
>and is also not particularly sturdy.
>
>I rate the the most popular Falcon cases as follows:
>

You can also get the Atari motherboards into an old PC-AT or XT case... the big desktops from the 086/286 era....
Pro:s....they are the case for what was a 2-3k computer and it shows...thick metal and lots of it they are built to withstand anti-tank weapons....they come with normally five 5.25" bays, two internal and three external, and a load of convenient ports already cut into th eback, plus if you use one of the grapohicvs cards based on a PC card (like the Eclipse my Falcon has) then you can put it on a PC expansion bracket at the back...

Cons:

They weigh lots, OK, it'll support a 21" monitor but it is still a heavy brute.....Lots of mods required, you have to gut out an old PC, nix the old PSU, plate over its mounts and fit a more modern PC-AT PSU, you lose some of the depth of one of the external 5.25's as well cos the Atari motherboard might interfere, and they need a repaint cos they invariably look grim....

It;''s a fun project, if you've got a spare 520 you can nick the motherboard from to use as a template then it's not too hard, and with the modern PSU mounted as high up the case as you can you can get the Atari in there in its shielding....

chrisc

138. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: banbury@madhousenet.co.uk
Message-ID: <39625de9@news.madhousenet.co.uk>
Source record: 60126

It will not work with NVDI 4.11

On 4 Jul 2000 18:10:31 G, John M Rojewski wrote:
>On 3 Jul 2000 23:09:40 G, Edward S. Baiz Jr. wrote:
>>>On 30 Jun 2000 22:31:15 , John M Rojewski wrote:
>>
>>>>The utilization of AES attached-menus can be turned off by adding 'N's
>>>>to the experimental line in the preferences. This is experimental,
>>>>and as such, I did not add an edit dialog. Just try
>>>>experimental<tab>NNNNNNNNNN<return>
>>>>in the prefs file and the old pop-up menus should return instead of
>>>>the AES attached-menus.
>>
>>I tried that on my Hades060 with NVDI 5.03 and it did not work. It still
>>crashed my system when I tried to access the address books.
>>
>Does NVDI 5 have WDialog built in? If so there may be some
>correlation. Someone else mentioned a GDOS/TOS compatibility option
>on NVDI. On NVDI 3.02 I have TOS compatibility off, and GDOS on.
>
>If you can determine that some NVDI parameter configuration prevents
>the crash, perhaps I can find a way to prevent NEWSie from running
>amuck with NVDI 5.
>
John

139. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: David Smith <david@suscom.net>
Message-ID: <39626ABD.592685D4@suscom.net>
Source record: 60127

Does the Iomega Click! drive work with an Atari? If so, using the Agfa ePhoto CL30 Click! digital camera would provide the ease of transfer of a disk with 40MB of storage.

"Edward S. Baiz Jr." wrote:

> Hello,
>
> I was just wondering and would like an opinion. Which is the best kind or
> digital camera, the one that puts the pictures on a 3.5 inch disk or else
> the ones that have a cable and need to be hooked up to the computer so
> that images can be transfered?
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

--
David Smith, david@suscom.net
Williamsport, Pennsylvania, US.

140. Re: New web site !!

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007041914300.108-100000@TT030>
Source record: 60128

On Mon, 3 Jul 2000, Rodolphe Czuba wrote:

> My web site is opened !
> Thanks to update your links...
>
> www.czuba-tech.com

Following the Atari tradition, texts about vapor-ware. :P

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

141. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <7pu85.2240$%J6.4333@newsfeed.slurp.net>
Source record: 60129

>Does NVDI 5 have WDialog built in? If so there may be some
>correlation. Someone else mentioned a GDOS/TOS compatibility option
>on NVDI. On NVDI 3.02 I have TOS compatibility off, and GDOS on.
>
>If you can determine that some NVDI parameter configuration prevents
>the crash, perhaps I can find a way to prevent NEWSie from running
>amuck with NVDI 5.
>
>John

I probably should mention that when I tried the NNN thing, it was under Magic which has WDialog built-in as well as NVDI 5.03. I could access everything, but the address books or anything else in that section. Then the Hades060 crashed and I had to manually reset. The same thing happened when I booted without NVDI, so maybe it is a Magic thing.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

142. Ultima V

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: iv <iv@inconnect.com>
Message-ID: <39628014.F7117E89@inconnect.com>
Source record: 60130

Does anyone have Ultima V for Atari ST ? Or for that matter Amiga?

Please email iv@inconnect.com if you can help me find one. Thanks.

Paul

143. Re: Sound problems in Extendos and Audio CD

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962786292-528815AEicMi@cwcom.net>
Source record: 60131

From: "Marlin Bates, IV" <mcb242@psu.edu>
Date: Mon, 03 Jul 2000 14:43:48 GMT

>why am I not able to get the music on the STe, it seems like I should.
>OR, is that just it, I can not?

The STe doesn't have the necessary electronics to decode music that your CDROM device might be capable of sending down the SCSI cable. About the only way that you will be able to listen to music through the STe would be to somehow connect a lead from the headphone socket and mix it with the audio from the STe in the monitor port.

>There is a button on the accessory that says "record" so I am assuming
>that music can get in to the STe.

On suitable Ataris this is possible, for example the Falcon. Audio can be digitally extracted from the CD and be stored on disk.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

144. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Sean Barbieri <sean@barbieri.ukf.net>
Message-ID: <396239a4b0d850@barbieri.ukf.net>
Source record: 60132

Hi James,

From: jfhaslam@zetnet.co.uk (James F. Haslam)
Date: 02 Jul 2000 20:58:18 GMT

>Does anyone know where I can get the latest English version of Olga?

Worse comes to worse I can zip it over to you.

>>ie edit and save a HTML file, Cab should then redraw it, but doesn't.
>
As Derryck said it's probably the env and path issue - definately works
well here.

Environmental Variable: olgamanager = your olga application path

#_ENV OLGAMANAGER=C:\GEMSYS\GEMDESK\OLGA.APP

Here's my Olga.inf file for reference;

```
[Extensions]
.FLI=$ANIPLAY
.MPG=$ANIPLAY
.AVI=$ANIPLAY
.QT=$ANIPLAY
.MOV=$ANIPLAY
.HTM=$CAB
.TXT=$EVEREST
.ASC=$EVEREST
.AU=$GEMJING
.WAV=$GEMJING
.XRL=$XURL
[Objects]
.FLI=Autodesk Animator
.MPG=MPEG Video
.AVI=Video for Windows
.QT=Quicktime Movie (QT)
.MOV=Quicktime Movie (MOV)

[Types]
MV=$ANIPLAY
ED=$EVEREST
WP=$PAPYRUS
MU=$GEMJING

[Applications]
ANIPLAY=E:\PLAYERS\ANIPLAY\ANIPLAY.PRG
```

```
CAB=J:\CAB\CAB.APP
QED=F:\TEXT\QED\QED.APP
EVEREST=F:\TEXT\EVEREST\EVEREST.PRG
PAPYRUS=F:\PAPYRUS\PAPYRUSO.APP
GEMJING=J:\CAB\MODULES\GEMJING.PRG
XURL=J:\CAB\MODULES\XURL.PRG
IDEALIST=F:\PRINTING\IDEALIST\IDEALIST.PRG
AFTP=J:\AFTP\AFTP.PRG
JINNEE=C:\JINNEE\JINNEE.APP
UDO=F:\TEXT\UDO\UDO.APP

[Manager]
;NoCrashChecking
```

Incidently, anyone use the Olga Tools program at all? It works fine here for checking problems in the inf file but a lot of the options don't seem to be available (greyed out) ie. edit/copy/paste options etc. Is there something I've missed here or is it just that they are not implemented yet?

--
Best Wishes
Sean

Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC 6.01 NVDI 5.03 Jinnee 2.01 Kobold 3.5 ExtenDOS Gold 3.2b

145. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <962820308-238099AEicMi@bun.com>
Source record: 60133

Hi Edward

>I was just wondering and would like an opinion. Which is the best kind
>or digital camera, the one that puts the pictures on a 3.5 inch disk or
>else the ones that have a cable and need to be hooked up to the computer
>so that images can be transfered?

Look around for Phototip and RTFM for details of irs camera support.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

146. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <962820310-238535AEicMi@bun.com>
Source record: 60134

Yo!, Jimmz

>>Have you written this since youve seen me at T'club.

>No, but I'm still having trouble getting Everest and Cab to work
>together, ie edit and save a HTML file, Cab should then redraw it, but
>doesn't.

What version of Everest are you using, older versions had that problem,
QED has that sussed, give it a try.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

147. Re: clock .acc files

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au>
Message-ID: <3960FD92.B7B8933A@rka.com.au>
Source record: 60191

Steve, thank you very much - I appreciate the in-depth info!
Cheers,
Matthew.

Steve Stupple wrote:

> In article <39606205.A94C5B2B@rka.com.au>, Matthew and Caroline Simpson-
> Morgan <mcsm@rka.com.au> writes
> >Hi,
> >
> >I've found some clock programs for ST in the .acc format, but I don't
> >know how to run them so they integrate with the programs I use;
>
> Programs/files with the .ACC extension are 'Desktop Accessories', they
> load in on boot-up, or resolution change, and sit their waiting for
> something to do.
>
> They cover a wide variety of applications:
>
> Fastcopy is a disk copier
> Harlekin is a bit of everything
>
> You could call it a crude multi-tasking.
>
> On my machine I have several, including the CPX control panel which is
> an extension of the accessory idea.
>
> At default, unless you've got a program in your AUTO folder to alter it,
> the computer look in the ROOT directory of the boot drive, in your case
> drive A, for any .acc files. It then attempts to load them in, IN the
> order they are in the directory NOT as you see them when you open the
> disk.
>
> Every now and again you will come across a couple of acc's that don't
> like each other and case the machine to bomb out! So if you want to play
> around with some, bear this in mind. 99% are OK with each other.
>
> If you do keep bombing out on bootup, and it boots fine without acc's,
> try eliminating a program 1 by 1, or change the order they load in!
>
> I mentioned that they come in all types of applications, well they also
> come as novelty items: a cat running after the mouse cursor, eyes
> following you around, and one called MITES; this doesn't show up in the
> menu (I think) but you see like pixels, sorry mites, on screen eating
> the image!!!

>
> > also, I
> >don't know where to find them once a program is running - ie, on the
> >menu etc.
>
> Some a totally invisible, but MOST are there on the menu bar on the top
> left, in the same menu that gives you the TOS copyright stuff.
>
> Underneath the info are 6 space for up to 6 .acc programs. There are
> program that help you extend that.
>
> >I have a Mega ST4, and it has 2 slots for backup batteries,
> >which I was told keeps the clock time....
>
> You can set the time using Atari's Control Panel, yes it's an .ACC
> program:) If you have a language disk, it should be on it. This allows
> you to customise some of the Desktop to your liking: Colour, mouse
> speed, keyboard, printer etc...
>
> There is 2 types of control panel, one you can change your serial port
> aspects and one you can't, in which case there will be another ACC
> program on the language disk.
>
> > now, if I can just get a clock
> >to load with my Cubase etc.
>
> I don't quite understand the question!!! If you are after a clock, as in
> clock program that shows you the ACTUAL time, then look for something
> called clock.acc.
>
> > I recently discovered the auto-folder idea
> >(I only have floppies, no hard drive), but I know .acc files load
> >differently. Would appreciate some help!
>
> As you are a floppy user, if you've got only one drive. Create yourself
> a small RAM disk and use it as a second drive, remember to save the data
> before you switch off.
>
> If you have a 4 meg machine, you can easily create a 2 meg RAM disk, and
> use it as a hard drive. I use to do this before I got my hands on hard
> drive.
>
> And yes, these come ACC's as well. The most novel is DC software's RAM-
> IT! (I hope I've got the right name! I'll be shot otherwise!) This
> actually treats the RAM disk as a physical disk, giving it track and
> sectors!!! It's the only one I've seen that does this, greatr if you
> want to make up a 720k disk in memory without having to mess around
> writing to floppy etc.
>
> -- Cheers! For Now

> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

148. Re: Falcon Keyboard is fixed!

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <QRb85.45$WP1.4103@nsw.nnrp.telstra.net>
Source record: 60192

I did not much diferent, got a nibbler and cut the length of the back of the case out, for the Falcon board. But it takes up a lot of room, desktopper is smaller and I have quite a few SCSI boxes so it would be nice.

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:sm1ch3m1op3132@corp.supernews.com...
> On 3 Jul 2000 14:37:52 +, "Mark Bedingfield" wrote:
>
> >I dont think that desktopper is avaliable any more. Do you know of anyone
> >who has any? I am keen on getting one myself,
>
> I rang up System Solutions about 3 years ago and they said they can't
> get hold of them anymore. Lighthouse Tower is still available.
>
> The Desktopper doesn't sound very good to me. AFAIK it still keeps
> the bottom of the case and just replaces the top part of the case.
>
> I cased my STe in a PC full tower case. It took some dedication and
> patience but I'm very pleased with the results.
> It looks cool too. I had to cut a little Atari logo out of an old
> Atari World to stick on the little square on the front. :-)
>
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--------------------------------------+

149. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <lec85.28158$NP5.800861@newsread2.prod.itd.earthlink.net>
Source record: 60193

On 3 Jul 2000 23:09:40 G, Edward S. Baiz Jr. wrote:
>>On 30 Jun 2000 22:31:15 , John M Rojewski wrote:
>
>>>The utilization of AES attached-menus can be turned off by adding 'N's
>>>to the experimental line in the preferences. This is experimental,
>>>and as such, I did not add an edit dialog. Just try
>>>experimental<tab>NNNNNNNNNN<return>
>>>in the prefs file and the old pop-up menus should return instead of
>>>the AES attached-menus.
>
>I tried that on my Hades060 with NVDI 5.03 and it did not work. It still
>crashed my system when I tried to access the address books.
>
>Edward S. Baiz Jr.
> (Gamer)
Hi Ed,
Just to add, The NNN's are working here on a Falcon MKI with
NVDI 5.01 (no fonts loaded).
John G.

150. The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <39615619.1390425D@psu.edu>
Source record: 60194

Was anything ever done with this port? IT looks identical to an
AppleTalk port. Was anything ever conceived as far as a LAN either with
STs or between an ST and a Mac?

Thanks for your support!

-Marlin

151. MANY Atari for sale

Newsgroup: comp.sys.atari.st
Date: 2000-07-04 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <16467_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 60195

Please note I am in Italy, but I want to let the atarians know about the fact
I have some hardware to give away. I think you can read the italian ad,
please send offers by email and have a look at my home page.

- un AtariTT030 completo di tastiera e mouse, con 2MB STRAM + 4MB TTRAM
attualmente montato in un case Tower, o posso rimetterlo nel case originale
- un MegaSTE con 4MB di RAM completo di tastiera e mouse, eventualmente
montabile nel case Tower suddetto
- un monitor mono SM144 per il suddetto MSTE
- Il TT e il MegaSTE hanno montato l'ESCC per le seriali veloci
- Drive esterno Cumana con un drive floppy 3.5" e uno 5.25" switchabili A/B
- emulatore MSDOS Vortex AtOnce 386SX montato nel MegaSTE ma con confezione
originale
- emulatore SuperCharger1MB su porta ACSI DMA
- emulatore Macintosh Spectre GCR confezione originale
- scanner Manuale Alpha Data con Touch-Up confezione originale
- scheda Atari SCSI per MegaSTE per l'hard disk interno
- scheda SCSI per MegaSTE "Das Vorbild" che consente di collegare tutte le
unita' SCSI con software SCSITools, confezione originale
- vari software originali (Diamond Backup, Weks, Warp9, etc.)
- Drive rimovibile esterno SupraDrive removable da 44MB con 10 cartucce, si
collega alla ACSI DMA, dentro ha una schedina host adapter per il drive SCSI
interno, ed esternamente esce con una porta 25pin SCSI e selettore SCSI ID
- vari cavi e connettori per il collegamento ai monitor anche con switch a
multisync o SCART, cavi DMA, mouse di ricambio etc.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

152. Re: Monitor trouble

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: pls@no.spam
Message-ID: <8jva9p$7oo$1@qnsgh006.europe.nortel.com>
Source record: 60046

In article <3962f4b8_3@huge.aa.net>, claytone@aa.net (Clayton Murray) wrote:

*** deleted **
>Now _MY_ related question. One of my Atari friends has a 124 mono
>monitor that has those wide borders that are getting worse and worse,
>making the actual screen size ever smaller. I have heard there are a
>few adjustments you can make to bring the screen back up to a more
>usable size. What is it that you can do? Is there a web page that
>deals with that? I've looked but not found one (yet).

Sounds like a power supply problem or some other wearout mechanism.
There's not much point in trying to adjust the monitor to compensate for this,
you should get it repaired first, then think about altering the border size.

More than likely, if you try to adjust the border with the monitor in this
state, you might cause it to fail outright.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

153. Re: Monitor trouble

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8jvhtc$630$1@nnrp02.primenet.com>
Source record: 60047

Also check the diode rectifier bridge at the output of that main
power transformer. Those are, I think, 200 volt parts on 20
volt service, and I had one fail, shorting the secondary of the
main power transformer, and burning out the primary, which is, as
I recall, 640 turns of number 28 wire.

If a diode is dead, check the primary resistance, end to end. If open,
maybe Best has a transformer. If not, learn to rewind transformers,
or get another monitor.

Robert Lantos <al743@FreeNet.Carleton.CA> wrote:
: If anyone out there can give me advice on how to fix an Atari monitor,
: please send me a note.
: Description: It's an Atari monochrome monitor, model SM125. The screen
: went black and the pilot light went out. On taking it apart I found the
: second fuse blown (not the main one). When I replaced the fuse it blew
: again, obviously the trouble is somewhere else.
: Not having a circuit diagram I am groping in the dark. If somebody has
: any suggestion where to look, I'd appreciate it.
: Please e-mail to al743@ncf.carleton.ca if possible, or reply in the
: newsgroup.

--
--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

154. Re: 720K read/write on PC Info

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sm6j7q13gas61@corp.supernews.com>
Source record: 60048

On 4 Jul 2000 12:11:01 +, Steve Stupple wrote:
>In article <sm1t1deop3107@corp.supernews.com>, Lyndon Amsdon
><bindon@madasafish.com> writes

>Not all disk drives can go above 81 tracks!! (0-80), even some Atari
>drives can't go above 81 tracks. There are some drives that can do 85
>tracks and beyond, although data security is at risk the nearer you get
>to the hub!

I wouldn't be suprised if that's true.
I remember long ago reading in an old book (might have been the Second
Manual to Atari ST) that you can file away the stopper so the heads go
that little bit further. Not trying it and never will!

>I reckon DOS is rock solid, it's just Windoze that lets it down:)

The more and more I like DOS the less and less I like windoze ;-)

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

155. Mega ST4 system for sale

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: paulmaccnj@my-deja.com
Message-ID: <8jvs6miel1@nnrp1.deja.com>
Source record: 60049

I have an Atari Mega ST4 system for sale. The machine includes
the "Rainbow" TOS ROMs. Other peripherals include a color monitor,
monochrome monitor, I.B. Drive 5 1/4" floppy and a 77 MB hard disk
(Berkeley Microsystems/Adaptec/Seagate) in a "side car" custom case. I
also have a good amount of software and a ton of blank floppy disks.

Anyone interested in all or part of the system, please contact me at
machiave@i-stat.com. All offers _plus_ shipping charges will be
considered.

Paul

Sent via Deja.com http://www.deja.com/
Before you buy.

156. Cubase Studio Module

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: DobDoa <DobDoa@hotmail.com>
Message-ID: <dmljOY4TXska5jzkEFvhLCyg0E0J@4ax.com>
Source record: 60050

Does anyone know where I can get the Studio Module for Atari Cubase?
I haved been in quest of it and no one even sells it anymore,
including Steinberg.

Thanks.

157. FS(UK) Atari SLM 804 Laser printer and parts

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: CHMCAW@leeds.ac.uk
Message-ID: <2000Jul5.171703.12014@leeds.ac.uk>
Source record: 60051

I have an old but perfectly working SLM 804 printer and some spares for it. Gives decent 300 dpi printout. I rarely use it any more because I do most of my work on a Falcon now and the controller only works with ACSI (ST, STe, Megas) not SCSI.

How about

Printer 55 pounds
Spare toner (still in box) 15 pounds
New drum unit (in unopened box) 20 pounds

or all three for 80 pounds

The printer is heavy so postage may not be a reasonable option, but postage on the spares would be small. I'm in Leeds, West Yorkshire.

Chris Workman
chmcaw@leeds.ac.uk

158. New Papyrus Forum

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: Ulli Ramps <Ulli@rom-logicware.com>
Message-ID: <396379F9.FD5EC480@rom-logicware.com>
Source record: 60052

Hi, there!

There is a new Papyrus discussion forum at http://www.comm-talk.de/rom -
it is international, mixed English and German. Every English mail will
be answered in English, of course.

It is for all who are interested in the "Papyrus" wordprocessor,
database and office package, customers, interests, people who have
questions about Papyrus and those who want to discuss the further
development of Papyrus with the developers.

I will be there, frequently, for example, but it is NOT run by R.O.M.
itself, but by other people who make a forum portal at commTalk (Carsten
Mueller et. al.).

Greetings

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin

159. Re: PSD files on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <5RK85.32334$NP5.965605@newsread2.prod.itd.earthlink.net>
Source record: 60053

On 5 Jul 2000 10:04:51 G, Marek Dankowski wrote:
>..PSD extension is from program Adobe Photoshop.
>You can view it on Photoshop on Mac or Win.
>Marek Dankowski
>portfolio@atari.org
>P.S. If is this verrrry important, send me it, And i can convert it to
>other format. Gif ora jpg for example...
>
>John Garone napisa(a):
>>
>> Hi All,
>> Anyone here familier with .PSD files and is there a program to
>> view them on a Falcon? I tried Ghostscript but no go.
>> John G.
>.
Hi Marek,
Thanks for the offer (I may take you up on that) but first I'll
try to get the original sender to re-send it as a JPEG
(in case he has more).
John G.

160. Re: The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sm6vd2tkgas145@corp.supernews.com>
Source record: 60054

On 5 Jul 2000 12:31:04 +, "Mark Bedingfield" wrote:
>I dont suppose anyone has doc's on the RS-422 port? Getting docs seems to be
>like getting gold from lead. I was also wondering if any one would have a
>rough scematic as to either wire up a rs232-422 converter or a rs-422 null
>modem cable. Also on a simialar note there was a device for the Mac called
>Phone net (still avaliable from Farillon), this allowed daisy chaining of
>alot of mac's, I thought these could be used with something like Duet to
>allow say 3 or 4 Atari's to be used on a crude lan. Farillon also have
>adaptor's for RS-232, as well as RS-422 to ethernet adaptors? Any ideas
>anyone?

Nice idea but the RS232 port on a standard ST can only get up to
19.2kb. It would be a bit slow especialy with a few computers all
trying to access one computer.

I got as far as designing the pcb layouts for a twin serial port
expansion for the ST, but the chip used 85C30 is expensive (15
UKP)....

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

161. Re: cubase audio bombs

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: nurmix@socal.SPAM
Message-ID: <8jvv9901u52@enews4.newsguy.com>
Source record: 60055

On 27 Jun 2000 14:21:15 , Curt Johnsen wrote:
>Have falc mkx 14 ram 2 segate ext hd. 1 ide dr. Cubase worked fine before I
>installed the ide drive. Can record midi but when I go to make audio file I
>get 8 or so bombs and thats it. As soonas I click what drive to record
>onto. I know not to use the Ide drive so I dont. I can record audio files
>fine from audiomaster. So it appears to be cubase when I go to make an
>audio file. Is it the fdi during boot up?

Interesting that this should come up now. I've recently started having
similar problems with CAF.

I have a 14meg Nemesis-enhanced Falcon with the FDI, and record to a
Seagate 4.29 gig SCSI drive (with 2 800MB partitions dedicated to audio).
I have used CAF for years without any major troubles. But after recently
switching to HD Driver from ICD Pro, I've started getting multiple bombs
(I think there were 8) whenever I try to record a _STEREO_ track.
I can record _MONO_ tracks ok though.

Switching back to ICD Pro ---> no more bombs.

One interesting thing to note, with the Nemesis turned OFF (using HD
Driver), I can record STEREO tracks probably 50% of the time. And for the
record, ICD Pro doesn't seem to care if the Nemesis is ON or OFF, it works
as it should.

The obvious solution is to go back to ICD Pro. But I've also got a PC now,
and I need to use HD driver so I can transfer audio files and such on
SyQuest cartridges between the 2 computers (using HD Driver's "TOS/DOS"
formatting option). Plus HD Driver is just plain faster than ICD Pro.

* The plus side of all this is that I was in the middle of a big project
where I needed record a lot of stereo AIF and WAV files from DAT masters,
and since CAF was giving me nothing but problems, I went looking for
another program to do the job, and came across "Sound Studio V2" by Studio
Capital/Centek. What a great digital recording app! Very impressive,
fast, and free! I've been using it extensively on this project without
any troubles. It's available on the Belgian FTP server.

Anyway, if anyone has any suggestions as to why CAF is having these troubles
when I'm running under HD Driver, I'd love to hear them.

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

162. Re: LFN support in CD Recorder Pro?

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: nurmix@socal.SPAM
Message-ID: <8jvv9b11u52@enews4.newsguy.com>
Source record: 60056

On 28 Jun 2000 13:57:58 , Derryck Croker wrote:
>I've just bought CD Recorder Pro, but it's lacking LFN support, and I can't
>see that Soundpool's latest version supports it either.

I don't know about CD Recorder, but Anodyne Software's new "CD InScriptOr"
allows creation of ISO9660 CDs, with long file names, and can utilize the
joliet and rock ridge extensions. It works under ExtenDOS Gold, and is part
of the CD Writer Suite. I'm very happy with it.

Check out http://www.cyberus.ca/~anodyne/

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

163. Re: The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <qdM85.5902$7%3.467899@news.flash.net>
Source record: 60057

On 5 Jul 2000 18:25:38 G, Lyndon Amsdon wrote:
>On 5 Jul 2000 12:31:04 +, "Mark Bedingfield" wrote:
>>I dont suppose anyone has doc's on the RS-422 port? Getting docs seems to be
>>like getting gold from lead. I was also wondering if any one would have a
>>rough scematic as to either wire up a rs232-422 converter or a rs-422 null
>>modem cable. Also on a simialar note there was a device for the Mac called
>>Phone net (still avaliable from Farillon), this allowed daisy chaining of
>>alot of mac's, I thought these could be used with something like Duet to
>>allow say 3 or 4 Atari's to be used on a crude lan. Farillon also have
>>adaptor's for RS-232, as well as RS-422 to ethernet adaptors? Any ideas
>>anyone?
>
>Nice idea but the RS232 port on a standard ST can only get up to
>19.2kb. It would be a bit slow especialy with a few computers all
>trying to access one computer.
>
>I got as far as designing the pcb layouts for a twin serial port
>expansion for the ST, but the chip used 85C30 is expensive (15
>UKP)....

Seeing as the original poster mentioned the RS-422, I would assume he
was talking about the Falcon or TT rather than the ST. These can
easily handle high-speed communications. I think that with these
newer machines (or with ST with upgraded serial ports), it would be a
cool thing!

Mike Freeman
nameerf@flash.net

164. Re: Sound problems in Extendos and Audi

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <396391ef$0$31677@news.zetnet.co.uk>
Source record: 60058

On 4 Jul 2000 09:09:18 -, Derryck Croker wrote:
>From: "Marlin Bates, IV" <mcb242@psu.edu>
>Date: Mon, 03 Jul 2000 14:43:48 GMT
>
>>why am I not able to get the music on the STe, it seems like I should.
>>OR, is that just it, I can not?
>
>The STe doesn't have the necessary electronics to decode music
>that your CDROM
>device might be capable of sending down the SCSI cable.

It doesn't need decoding, but maybe byte-swapping (big/little
endian type stuff). It's uncompressed. In fact, an STE could
even play this audio, stripping down to 8-bit resolution
(very simple; just dropping a byte), albeit not at 44.1KHz
in hardware.

>>There is a button on the accessory that says "record" so I am assuming
>>that music can get in to the STe.
>
>On suitable Ataris this is possible, for example the Falcon. Audio can be
>digitally extracted from the CD and be stored on disk.

You can do that on an ST/E/TT as well. Only the Falcon can play
the stuff real time in 16-bit 44.1KHz stereo. I know, I do it
all the time.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200
SA-VE702, TA-FB930R, QED Qudos Silver, Cable Talk 3.1, Yamaha CRW4416
Ixos Gamma Geometry with ICC dielectric model 1002 audio interconnect

(Glorified CD player)

165. Re: New web site !!

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <39639094$0$31677@news.zetnet.co.uk>
Source record: 60059

On 4 Jul 2000 19:15:26 +, Lonny Pursell wrote:
>On Mon, 3 Jul 2000, Rodolphe Czuba wrote:
>
>> My web site is opened !
>> Thanks to update your links...
>>
>> www.czuba-tech.com
>
>Following the Atari tradition, texts about vapor-ware. :P

There is only information about designs that were
actually made (only one of which was intended for
commercial release and didn't make it), and
conditional proposals. Not vapourware. I know, I use
one of them every day and have seen many more of the
same in action. Its quality is of a very high standard.

I can also testify to having seen the actual work in
progress of RioRed. Nobody in their right mind sets
out to make vapourware. Atari got away with teasing
its users (intentionally or not) because it already
had an established product base with thousands of
fanatical users. It could afford to experiment with
things that might not ever be made commercially.
In today's Atari market, nobody can afford to do that.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200
SA-VE702, TA-FB930R, QED Qudos Silver, Cable Talk 3.1, Yamaha CRW4416
Ixos Gamma Geometry with ICC dielectric model 1002 audio interconnect

166. Re: FS(UK) Atari SLM 804 Laser printer and parts

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: Mars <atarinerd@zeelandnet.nl>
Message-ID: <3963AEF0.81C71568@zeelandnet.nl>
Source record: 60060

"C.A. Workman" wrote:

> I have an old but perfectly working SLM 804 printer and some spares for it.
> Gives decent 300 dpi printout. I rarely use it any more because I do most of
> my work on a Falcon now and the controller only works with ACSI (ST, STe,
> Megas) not SCSI.
>

I use my SLM 804 on my Falcon with a Heatseaker Interface. It replaces the
ACSI interface box and is connected to the DSP port. It works perfect and fast.
It comes with NVDI/GDOS driver and a rewritten Diablo Emulator. Could be very
interesting for you if you can find one for sale.

Marcel van Sabben

167. _WTB Atari Falcon or Atari TT_

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8k0732$c9q$1@nd.eastky.net>
Source record: 60061

```
Greetings,

Looking to purchase a Atari Falcon or Atari TT.
Must be in very good working condition.

If you have one of these for sale then do e-mail me details about
the system including asking price.

Thanks,
phantomm@eastky.net
-------------------
_
```

168. Re: FS(UK) Atari SLM 804 Laser printer and parts

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3963add69dffa0@free.fr>
Source record: 60062

Hello,

in article <3963AEF0.81C71568@zeelandnet.nl> (comp.sys.atari.st)
Mars wrote on Wed 05-07-2000 23:56 (+0200):

> I use my SLM 804 on my Falcon with a Heatseaker Interface. It replaces the
> ACSI interface box and is connected to the DSP port. It works perfect and fast.
> It comes with NVDI/GDOS driver and a rewritten Diablo Emulator. Could be very
> interesting for you if you can find one for sale.

Do you know if this interface works with a SLM 605 as well ?

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://altern.org/ta/ http://paricard.free.fr/ta/

169. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3963add9$0$31676@news.zetnet.co.uk>
Source record: 60063

Hi Derryck!

On 3 Jul 2000 10:06:54 -, Derryck Croker wrote:

>>No, but I'm still having trouble getting Everest and Cab to work together,
>>ie edit and save a HTML file, Cab should then redraw it, but doesn't.

>You must have the OLGAMANAGER env variable pointing to olga.app, and have your
>Olga.inf file in your HOME/DEFAULTS folder (as well as configuring the inf file
>itself, self-explanatory).

I have on both accounts, though I'm wondering if the .HTM extension should
be pointed at Cab instead of Everest. I'll try it another day (it's
bedtime as I write this!!) :)

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
| | || ||/ \_
| http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-----------------------------------------------------
```

170. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3963aedc$0$31673@news.zetnet.co.uk>
Source record: 60064

Hi Steve!

On 4 Jul 2000 21:54:56 G, Steve Sweet wrote:

>>>Have you written this since youve seen me at T'club.
>
>>No, but I'm still having trouble getting Everest and Cab to work
>>together, ie edit and save a HTML file, Cab should then redraw it, but
>>doesn't.

>What version of Everest are you using, older versions had that problem,
>QED has that sussed, give it a try.

v3.5E. I thought that was the latest?

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
| | || ||/ \_
| http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-----------------------------------------------------
```

171. PhotoTIP for Digital Cameras

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <9CO85.3022$%J6.8835@newsfeed.slurp.net>
Source record: 60065

Hello all,

There is a nice piece of software out for Atari computers called Phototip which I registered. It allows you to connect your Atari computer to a digital camera via the serial/modem port for d/l. It is compatible with a number of cameras which are listed on the webisite. My wife and I have decided to go with the SONY digital camera that makes the MPEG3 60 movies and has a higher rez than the other SONY camera. PhotoTIP still will work well with the camera eventhough it is not connected to my Hades. I just inserted the floppy and use it from there. Check out PhotTIP and d/l the unregistered version. It is well work the $32 I spent on it:

http://dursoft.atari-computer.de/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

172. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <dCO85.3023$%J6.8835@newsfeed.slurp.net>
Source record: 60066

>Hi Ed,
> I've opted for the Sony direct to disk only because I was'nt sure
>of the compatability with PCM cards or direct connections to my Falcon!
>(not much help for you there!). The memory cards should be faster
>copying in the camera, hold more pics and there are floppy memory
>card adapters for interface. But the direct to disk is stable and you'll
>have that floppy as back-up if not erased (usable till the floppy dies!).
> John G.

I opted for that, but I registered a nice piece of software called PhotoTIP
which I can use with the SONY. It is compatible with alot of nice digital
camera that load through the serial/modem ports.

http://dursoft.atari-computer.de/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

173. Re: Okay, I need ST 101 any suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <24b46ec7.8b231562@usw-ex0108-063.remarq.com>
Source record: 60067

"Marlin Bates, IV" <mcb242@psu.edu> wrote:
>Hello again,
>
>I will apologize in advance for all of my questions over the
next few
>days, months, years (!)
No need. That's part of what this forum is for. I agree that
you should study Nick's FAQ, though.

>Question one: How do I get on the net with the STe
1) Connect a modem to one of the serial ports (the modem port
is the most commonly used). I'm not really sure of the MegaSTEs
maximum speed. Most ST models top out at 19200, while the
Falcon and TT can in theory go to 115K or 230K (for some reason,
my Falcon is unreliable above 56K).
2) Make sure you have HSMODEM7 in the auto folder. HSMODEM7 is
a suite of programs, with strange names like SCC.PRG. You only
need the two or three applicable to your computer.
Unfortunately, I can't remember the exact setup from memory and
my Falcon is at home. FWIW, HSMODEM fixes some poor code in TOS
relating to modem speeds above 9600.
3) Set up and run STing. This is done by placing STING.PRG and
STING.INF in the auto folder (STINg.INF is an ASCII file telling
the computer where to find the rest of the STING package) and
SERIAL.CPX and STING.CPX in the CPX folder. The other two CPXs
are not needed. Upon running DIALER.PRG, you will be able to
tell STing about your ISP and configure it. (You can also hand
edit the ASCII files DEFAULT.CFG and DIAL.SCR, but you do not
have to). This can get a bit tricky, so feel free to ask for
help.
4) Finally, run CAB. You will need an overlay (CAB.OVL) from
Dan Ackerman's web site [is Oliver still updating his?]

Some things to note....

First, get HSMODEM running. It has to be before STing in the
auto folder since it configures the serial port!

Secondly, get STing running. STing has tools (like Ping) that
let you get the bugs out. Until STing is running smoothly,
there is no point in trying to run an application. Remember,
STing actually does the work of communicating over the internet,
even if it doesn't do anything with the data other than
transport it.

Finally, CAB (or any other STing compatible program) takes the data from STing and displays it. It then gives data back to STing for sending over the net. Worry about this last.

I know this sounds like a mess, but it really isn't that bad provided you take the time to read all the instructions and do one step at a time.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

174. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007050806.a30698@os.maus.de>
Source record: 60068

Hi John,

rojewski@primenet.com (John M Rojewski) schrieb am 04.07.00 in Mitteilung
Nr. 8jt9an$4oa$4@nnrp03.primenet.com:
JMR>Does NVDI 5 have WDialog built in? If so there may be some
JMR>correlation. Someone else mentioned a GDOS/TOS compatibility option
JMR>on NVDI. On NVDI 3.02 I have TOS compatibility off, and GDOS on.

What's exactly the problem with NEWSie and WDialog 2.x?
Is it a function call that has changed since WD 1.x or something else?
I can't believe this is so hard to fix, since other programs don't mind this
either.

bye,
=Gerhard=

175. Re: Monitor trouble

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39628532$0$31676@news.zetnet.co.uk>
Source record: 60135

On 4 Jul 2000 15:39:32 G, Robert Lantos wrote:

| If anyone out there can give me advice on how to fix an Atari monitor,
|please send me a note.
| Description: It's an Atari monochrome monitor, model SM125. The screen
|went black and the pilot light went out. On taking it apart I found the
|second fuse blown (not the main one). When I replaced the fuse it blew
|again, obviously the trouble is somewhere else.
| Not having a circuit diagram I am groping in the dark. If somebody has
|any suggestion where to look, I'd appreciate it.

The best thing when repairing monitors is _not_ to grope in the
dark :-) There are lethal voltages in them (so I am told).

176. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-8685EE.21544804072000@bigmomma.idirect.com>
Source record: 60136

In article <8jst81$7ja$1@uranium.btinternet.com>, "Simon Osborne"
<atariactive@btinternet.com> wrote:

>
> Get a camera that can connect to a computer via Serial port, as I think
> the
> Atari programs only support that method of transport.

actually, since he has a Hades, there's another option that he has
open to him - SCSI. According to Dave Barkin, Microtek makes a PCMCIA
card reader device that hooks up via SCSI, and low and behold, an Atari
equipped with SCSI and HD Driver installed will recognize that device
and allow both reading AND writing to the card. Which means that it
opens up the number of cameras he can use.

I'm actually quite excited about digital cameras, and I'm now
noticing that the prices have been dropping very rapidly as of late - my
local Business Depot has new Kodak and HP cameras staring at $450 CDN .

Now I think one of the essential bits of kit that'll be needed for
the Milan II will be digital camera drivers....

177. Re: The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <o4x85.46$v22.3863@nsw.nnrp.telstra.net>
Source record: 60137

I dont suppose anyone has doc's on the RS-422 port? Getting docs seems to be like getting gold from lead. I was also wondering if any one would have a rough scematic as to either wire up a rs232-422 converter or a rs-422 null modem cable. Also on a simialar note there was a device for the Mac called Phone net (still avaliable from Farillon), this allowed daisy chaining of alot of mac's, I thought these could be used with something like Duet to allow say 3 or 4 Atari's to be used on a crude lan. Farillon also have adaptor's for RS-232, as well as RS-422 to ethernet adaptors? Any ideas anyone?

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

Robert Schaffner <doitarchive@atari-computer.de> wrote in message news:1ed9d33.119wd6x1ed51lvN%doitarchive@atari-computer.de...
> Marlin Bates, IV <mcb242@psu.edu> wrote:
>
> > Was anything ever done with this port? IT looks identical to an
> > AppleTalk port. Was anything ever conceived as far as a LAN either with
> > STs or between an ST and a Mac?
>
> It's an serial port, apple like, right.
> No "appleTalk" software avaiable for any atari.
> I use this port for modem and Neon dongle..
>
> Also you can made a serial null modem, connect on other atari.
> STinG also access LAN port.
>
>
> Regards, Robert
> --
> -= Home of DOIT-Archives =-
> _____
> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
> doitarchive@doitarchive.de * www.doitarchive.de

178. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <Pzy85.35779$_b3.919174@newsread1.prod.itd.earthlink.net>
Source record: 60138

On 4 Jul 2000 13:34:13 G, Edward S. Baiz Jr. wrote:
>Hello,
>
>I was just wondering and would like an opinion. Which is the best kind or
>digital camera, the one that puts the pictures on a 3.5 inch disk or else
>the ones that have a cable and need to be hooked up to the computer so
>that images can be transfered?
>
>Edward S. Baiz Jr.
> (Gamer)
Hi Ed,
I've opted for the Sony direct to disk only because I was'nt sure
of the compatability with PCM cards or direct connections to my Falcon!
(not much help for you there!). The memory cards should be faster
copying in the camera, hold more pics and there are floppy memory
card adapters for interface. But the direct to disk is stable and you'll
have that floppy as back-up if not erased (usable till the floppy dies!).
John G.

179. PSD files on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <XEy85.35785$_b3.920001@newsread1.prod.itd.earthlink.net>
Source record: 60139

```
Hi All,
Anyone here familier with .PSD files and is there a program to
view them on a Falcon? I tried Ghostscript but no go.
John G.
```

180. Re: Monitor trouble

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3962f4b8_3@huge.aa.net>
Source record: 60140

Hi Robert,

Try going to the "Atari Luanchpad". Address is:

http://www.geocities.com/SiliconValley/Bay/8745/index.html

In the search feature, type in "monitor", and it goes to a bunch
of monitor links. One of them tells how to fix a dead 124 mono
monitor. I know thats' not the same model as yours, but I would
think there is useful info there. It's a German ftp site, but the
text is in English. The Atari Launchpad is really a great site!!
Check it out. I believe they also have schematics of monitors
there.

Now _MY_ related question. One of my Atari friends has a 124 mono
monitor that has those wide borders that are getting worse and worse,
making the actual screen size ever smaller. I have heard there are a
few adjustments you can make to bring the screen back up to a more
usable size. What is it that you can do? Is there a web page that
deals with that? I've looked but not found one (yet).

Thanks,

Clayton Murray
Seattle, WA USA

On 4 Jul 2000 15:39:32 G, Robert Lantos wrote:
> If anyone out there can give me advice on how to fix an Atari monitor,
>please send me a note.
> Description: It's an Atari monochrome monitor, model SM125. The screen
>went black and the pilot light went out. On taking it apart I found the
>second fuse blown (not the main one). When I replaced the fuse it blew
>again, obviously the trouble is somewhere else.
> Not having a circuit diagram I am groping in the dark. If somebody has
>any suggestion where to look, I'd appreciate it.

181. Re: Monitor trouble

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8jusd1$6u4$1@newsg1.svr.pol.co.uk>
Source record: 60141

"Robert Lantos" <al743@FreeNet.Carleton.CA> wrote in message
news:8jt0fk$l7q$1@freenet9.carleton.ca...
> If anyone out there can give me advice on how to fix an Atari monitor,
> please send me a note.
> Description: It's an Atari monochrome monitor, model SM125. The screen
> went black and the pilot light went out. On taking it apart I found the
> second fuse blown (not the main one). When I replaced the fuse it blew
> again, obviously the trouble is somewhere else.

I can't recall where this second fuse is. However, it could be that part of the power supply is being grounded. Look at the large electrolytic capacitors at the DC end of the power supply. If any show signs of leakage test and replace them.

Roger

182. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39630f1e1b589a0@free.fr>
Source record: 60142

Hello,

in article <396208A7.7F60B8D9@greeleynet.com> (comp.sys.atari.st)
Ken Springer wrote on Tue 04-07-2000 09:54 (-0600):

> I don't know about picture quality, but if all I had was Atari
> computers, I'd get the one that uses the disks for a couple of reasons.
> 1) They save in a standard format, such as TIFF or JPG, which means you
> can pop them in any computer anywhere anytime. None of the memory
> saving cameras can dump to the Atari platform AFAIK.

There is PhotoTip. This program recognizes a few cameras (but
unfortunately not mine (yet)). It was translated, so there should be a
link on the TransAction pages: look at my sig. BTW, Altern is still down
:-(so you may look at my mirror site.

> There used to be a
> (French?) company that made a cable for connecting some of the early
> CASIO models, but I believe they are no longer around.

It was Parx who used to sold a "RIM" for Camedias I think.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://altern.org/ta/ http://paricard.free.fr/ta/

183. Re: PSD files on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <3962F562.2C8F02FF@atari.org>
Source record: 60143

.PSD extension is from program Adobe Photoshop.
You can view it on Photoshop on Mac or Win.
Marek Dankowski
portfolio@atari.org
P.S. If is this verrrry important, send me it, And i can convert it to
other format. Gif ora jpg for example...

John Garone napisaďż˝(a):
>
> Hi All,
> Anyone here familier with .PSD files and is there a program to
> view them on a Falcon? I tried Ghostscript but no go.
> John G.

184. I SELL CTR14 !

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <NNE85.181$_P7.1117201@nnrp3.proxad.net>
Source record: 60144

I have yet 4 CTR14 cards to expand the memory of a Falcon to 14 MB.
Price : 38 EUR
WITHOUT the standard EDO or FPM 16 MB SIMM (I don't furnish it !).
Shipping : 3 EUR

These cards are definitively the last ones !

Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr

185. computer classic

Newsgroup: comp.sys.atari.st
Date: 2000-07-05 00:00:00 UTC
From: daniel <daniel@surfnett.de>
Message-ID: <8jv99o$1e7tg$1@ID-29540.news.cis.dfn.de>
Source record: 60145

ATARI AMSTRAD COMMODORE ZX SPECTRUM AMIGA ATRI ST GAMES EMU CD-ROM

http://surfnett.de/daniel/

186. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <4i895.5025$%J6.12341@newsfeed.slurp.net>
Source record: 59996

On 6 Jul 2000 06:36:13 G, Ken Macdonald wrote:
>hi ed
>
>i am not speaking from personal experience on the atari, but the best idea i
>have heard is using a SCSI memory card reader. this way the digital images
>appear on your desktop in a window like any other SCSI device(i.e.cd-rom),
>and it is fast!!
>we have one at work, and it is super, when(if) i ever have a digital camera,
>that would the route for me. trouble is,i don't know how much they cost.
>the SCSI reader and memory cards together could get quite expensive though.
>ken

I could have gone for that, but try to convince my wife. She wanted the
disk option, because (to her) it is easier. Speed is no big deal for me,
but it would have been nice. Maybe it will be an option in the future. I
did get a nice Sony camera though. It will do XGA and JPEG images along
with a 60 sec MPEG3 file with sound.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

187. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: rcolli@ibm.net
Message-ID: <1eddcsk.1daiesm135a2kgN%rcolli@ibm.net>
Source record: 59997

Steve Stupple <Steve@atari.org> wrote:
> I got cartridge, manual, and software in a plastic library type case.
> IIRC you had to buy the ROM's separately!
>
> Wasn't the Spectre 128, the model WITH the Apple ROM's already fitted!!!

The Spectre 128 did not include the ROMS, but it could use the then new
128K ROMS, but it couldn't read/write Mac disks

> I think the Happy discovery cartridge docs did mention the 128.
> Incidentally, the happy discovery cartridge claims to be able to do the
> same as the Spectre!!!

The Happy IIRC was the first, and only supported the 64K ROMS.

--
Ryan 'Gozar' Collins
http://www.collinsoft.com

188. Re: _WTB Atari Falcon or Atari TT_

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39655CB2.84F3FFD4@jps.net>
Source record: 59998

May let go of CT2 upgraded Falcon. Due to high specs (32MB Fast RAM,
14MB ST RAM, FPU, HD) will be asking $700 plus shipping from California.
CT2 installed by Rodolphe.

John

Phantomm wrote:
>
> Greetings,
>
> Looking to purchase a Atari Falcon or Atari TT.
> Must be in very good working condition.
>
> If you have one of these for sale then do e-mail me details about
> the system including asking price.
>
> Thanks,
> phantomm@eastky.net
> -------------------
> _

189. Magazine Collection

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39655D28.34345B0B@jps.net>
Source record: 59999

Large magazine lot for sale on ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=376446681

Thanks,

John

190. Abacus Book, ST Internals

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39655F72.76D40E61@jps.net>
Source record: 60000

For sale:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=376461874

191. Compute! Book

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3965610D.E5807519@jps.net>
Source record: 60001

For sale:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=376466499

192. 1040 For Sale

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3965633B.A4A852EB@jps.net>
Source record: 60002

For sale:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=376472061

193. AJAX chip FS

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39656624.F96116D7@jps.net>
Source record: 60003

For sale:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=376479163

194. FREE Atari Catalogs! Discounts! More Atari! Free stuff!

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8k3orn$c8b$1@user2.teleport.com>
Source record: 60004
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

If your looking for my Free catalogs, skip to the bottom,otherwise read on. I've added new items to my Catalogs, including, for the first time, ST Hard Drives, SyQuest 88 Meg removable Hard Drive, Software, Books, Light Pens, Atari Touch Tablet and some Cartridges for the ST like DVT VCR Hard Drive Backup, ST Replay & Computer Eyes! So come and Get it!

e-mail: atari@benjamin.net

To take advantage of Discounts, FREE Monitors or FREE Jaguar Cable, you must E-Mail me to Claim it & state what you want in E-Mail.Be specific!

Discounts! Buy now! 5% Discount with a $50 Purchase. 10% Discount with a $100 Purchase. 15% Discount with a $150 Purchase. And a 20% Discount with a $200 Purchase. Discounts Apply to Classic Atari 8 Bit, Atari ST and/or Atari Jaguar. Hardware, Software, Books & Accessories! Shipping not figured into Discount.

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I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the

Classic Atari 8 Bit, Atari ST & Atari Jaguar Game Machine! And
remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

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64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
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Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
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attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
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Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
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--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

195. ST Multisync switchbox FS

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396564BA.3932068C@jps.net>
Source record: 60005

For sale:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=376475983

196. Wanted: Atari Mega 4 ST Computer! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8k3p5s$cn3$1@user2.teleport.com>
Source record: 60006

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with the NewsGroups.

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

197. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <962992594-508559AEicMi@bun.com>
Source record: 60007

Hi Jimmz

>I have on both accounts, though I'm wondering if the .HTM extension
>should be pointed at Cab instead of Everest.

It certainly should.

>I'll try it another day (it's bedtime as I write this!!) :)

If your mum found out what time your going to bed now youve left home??.
8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

198. ANother oddball ?: Translator One Power Supply

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <3963DCA5.C5960F0D@psu.edu>
Source record: 60069

Hello again,

I just acquired a Translator One (the doohickey which would allow you to read/write Mac disks). Yes, I know, I realize that the GCR I am getting will obviate the need for this, but I like completeness :-)

So, any way, I need to know the specifications of the power supply of the translator so I can get a new one. Thanks in advance

-Marlin

199. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: "m. smith" <pamsfolks@sympatico.ca>
Message-ID: <39641103.910A9A52@sympatico.ca>
Source record: 60070

You can also get a floppy disk adapter for the Smartmedia,Flashpix cards, that
go directly in the disk drive. No cables necessary.

"Edward S. Baiz Jr." wrote:

> >Hi Ed,
> > I've opted for the Sony direct to disk only because I was'nt sure
> >of the compatability with PCM cards or direct connections to my Falcon!
> >(not much help for you there!). The memory cards should be faster
> >copying in the camera, hold more pics and there are floppy memory
> >card adapters for interface. But the direct to disk is stable and you'll
> >have that floppy as back-up if not erased (usable till the floppy dies!).
> > John G.
>
> I opted for that, but I registered a nice piece of software called PhotoTIP
> which I can use with the SONY. It is compatible with alot of nice digital
> camera that load through the serial/modem ports.
>
> http://dursoft.atari-computer.de/
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

200. Re: 720K read/write on PC Info

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8k0slk$77f$1@nnrp1.deja.com>
Source record: 60071

> The more and more I like DOS the less and less I like windoze ;-)

I understand what you are all saying, but the original point of Donalds research (see original post)was that it was NOT a windows problem, but on what application is Installed that messed up the read/write function for a 720K disc format.So he advised to dis=install (if there is such a word!) untill you find the culprit, or just use SAFE-MODE when formatting discs. I suppose you could also go to the DOS window and use DOS to do the formatting as well.

This has mostly been happening to win98 users as I have had no problems with win 95.However it still comes down to an Application that does the messing up.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

201. SpeedoGDOS problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <3963fa47.20872803@news.cwru.edu>
Source record: 60072

Hey everyone! I am currently trying to configure SpeedoGDOS (version 4.x of some sort). I am using a graphing program that allows export to GEM format. I know I need to set up META.SYS in the ASSIGN.SYS file. I used the Speedo setup accesory to install META.SYS as device 31.

Now, when I export the graph (using FirstGraph), the file contains no picture. The file does have dimensions when viewed in other programs, but there's no picture.

Is there any trick to setting up META.SYS under SpeedoGDOS? Do I need to install some bitmap fonts under it in ASSIGN.SYS (all I have are Speedo fonts)? I'd really like to get this sorted out if anyone has any hints. tHanks in advance!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

202. Re: The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <ykV85.88$Sg2.6339@nsw.nnrp.telstra.net>
Source record: 60073

I actually have 2 Falcons and a Mega STE the inclusion of an STFM would be a serious after thought :-)

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

Michael and Nicole Freeman <nameerf@flash.net> wrote in message news:qdM85.5902$7%3.467899@news.flash.net...
> On 5 Jul 2000 18:25:38 G, Lyndon Amsdon wrote:
> >On 5 Jul 2000 12:31:04 +, "Mark Bedingfield" wrote:
> >>I dont suppose anyone has doc's on the RS-422 port? Getting docs seems to be
> >>like getting gold from lead. I was also wondering if any one would have a
> >>rough scematic as to either wire up a rs232-422 converter or a rs-422 null
> >>modem cable. Also on a simialar note there was a device for the Mac called
> >>Phone net (still avaliable from Farillon), this allowed daisy chaining of
> >>alot of mac's, I thought these could be used with something like Duet to
> >>allow say 3 or 4 Atari's to be used on a crude lan. Farillon also have
> >>adaptor's for RS-232, as well as RS-422 to ethernet adaptors? Any ideas
> >>anyone?
> >
> >Nice idea but the RS232 port on a standard ST can only get up to
> >19.2kb. It would be a bit slow especialy with a few computers all
> >trying to access one computer.
> >
> >I got as far as designing the pcb layouts for a twin serial port
> >expansion for the ST, but the chip used 85C30 is expensive (15
> >UKP)....
>
> Seeing as the original poster mentioned the RS-422, I would assume he
> was talking about the Falcon or TT rather than the ST. These can
> easily handle high-speed communications. I think that with these
> newer machines (or with ST with upgraded serial ports), it would be a
> cool thing!
>

> Mike Freeman
> nameerf@flash.net

203. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <IoV85.19836$9t5.76567@quark.idirect.com>
Source record: 60074

```
On 3 Jul 2000 10:06:54 -, Derryck Croker wrote:
:From: jfhaslam@zetnet.co.uk (James F. Haslam)
:Date: 02 Jul 2000 20:58:18 GMT
:
:>>>Does anyone know where I can get the latest English version of Olga? I've
:>>>tried Thomas Much's page, but it only has a (broken) link to the defunct
:>>>Interactive page.
:
:Coming in late here, but you might have better luck looking for the TransAction
:web site.

good luck there!
qu'est que ci passe la?
altern.org is having problems?
a new french law?
altern.org/ta/ is down down down since 28 juin I believe.

:>No, but I'm still having trouble getting Everest and Cab to work together,
:>ie edit and save a HTML file, Cab should then redraw it, but doesn't.
:
:You must have the OLGAMANAGER env variable pointing to olga.app, and have your
:Olga.inf file in your HOME/DEFAULTS folder (as well as configuring the inf file
:itself, self-explanatory).
:
:
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: / / / / / / / / / /_/ /
: / /_/ / / /_/ / / ____/
: /_____/ /_____/ /_/ Translations
: derryck@cix.co.uk
: dennis.vermeire@wanadoo.be
: xlator@cix.co.uk
:http://www.cix.co.uk/~derryck/index.htm
:
:.

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<45 Grenoble Dr.#1402, Toronto, ON, Canada, M3C 1C4>>
<<< http://welcome.to/taf --- http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >
```

204. transaction site? Re: SV: SCSI ZIP, does it work?

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <2sV85.19837$9t5.76567@quark.idirect.com>
Source record: 60075

```
On 28 Jun 2000 17:20:32 , "Pascal Ricard" wrote:
:Bye,
:/Pascal/
:Ric's HomePage: http://paricard.free.fr
:TransAction : http://altern.org/ta/index_f.html
:.
salut pascal

is altern.org down permanently?
or temporarily?
is there a new french law?
hoe did the vote go?
;-)

ken
<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<45 Grenoble Dr.#1402, Toronto, ON, Canada, M3C 1C4>>
<<< http://welcome.to/taf --- http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >
```

205. Re: cubase audio bombs

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <7sV85.89$Sg2.6486@nsw.nnrp.telstra.net>
Source record: 60076

I have had a few drama's with ICD-HDdriver as well. If the drive was formated TOS compatible under HD Driver then had ICD or AHDI put on the drive then it caused the machine to lock up during some disk access's. Not consistantly though. So I wonder if your respective drives should be reformatted with HD Driver to cure the drama?

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

Paul Nurminen <nurmix@socal.SPAM> wrote in message news:8jvv9901u52@enews4.newsguy.com...
> On 27 Jun 2000 14:21:15 , Curt Johnsen wrote:
> >Have falc mkx 14 ram 2 segate ext hd. 1 ide dr. Cubase worked fine before I
> >installed the ide drive. Can record midi but when I go to make audio file I
> >get 8 or so bombs and thats it. As soonas I click what drive to record
> >onto. I know not to use the Ide drive so I dont. I can record audio files
> >fine from audiomaster. So it appears to be cubase when I go to make an
> >audio file. Is it the fdi during boot up?
>
> Interesting that this should come up now. I've recently started having
> similar problems with CAF.
>
> I have a 14meg Nemesis-enhanced Falcon with the FDI, and record to a
> Seagate 4.29 gig SCSI drive (with 2 800MB partitions dedicated to audio).
> I have used CAF for years without any major troubles. But after recently
> switching to HD Driver from ICD Pro, I've started getting multiple bombs
> (I think there were 8) whenever I try to record a _STEREO_ track.
> I can record _MONO_ tracks ok though.
>
> Switching back to ICD Pro ---> no more bombs.
>
> One interesting thing to note, with the Nemesis turned OFF (using HD
> Driver), I can record STEREO tracks probably 50% of the time. And for the
> record, ICD Pro doesn't seem to care if the Nemesis is ON or OFF, it works
> as it should.
>

> The obvious solution is to go back to ICD Pro. But I've also got a PC
now,
> and I need to use HD driver so I can transfer audio files and such on
> SyQuest cartridges between the 2 computers (using HD Driver's "TOS/DOS"
> formatting option). Plus HD Driver is just plain faster than ICD Pro.
>
> * The plus side of all this is that I was in the middle of a big project
> where I needed record a lot of stereo AIF and WAV files from DAT
masters,
> and since CAF was giving me nothing but problems, I went looking for
> another program to do the job, and came across "Sound Studio V2" by
Studio
> Capital/Centek. What a great digital recording app! Very impressive,
> fast, and free! I've been using it extensively on this project without
> any troubles. It's available on the Belgian FTP server.
>
> Anyway, if anyone has any suggestions as to why CAF is having these
troubles
> when I'm running under HD Driver, I'd love to hear them.
>
>
>
> -Paul
>
> --
>
> El Segundo, California USA | Falcon030/14/Nemesis
>
> Nurmix Web Central (Atari, Electronic Music, more!)
> [http://www.nurmix.com]
>
> My free MP3 music:
> [http://www.mp3.com/nurvis]
> [http://www.mp3.com/varactor]
>
> * Replace "SPAM" with "com" to e-mail!
>

206. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <xNV85.19838$9t5.76567@quark.idirect.com>
Source record: 60077

On 5 Jul 2000 22:26:17 G, Edward S. Baiz Jr. wrote:
:I opted for that, but I registered a nice piece of software called PhotoTIP
:which I can use with the SONY. It is compatible with alot of nice digital
:camera that load through the serial/modem ports.
:http://dursoft.atari-computer.de/
:Edward S. Baiz Jr.
: (Gamer)
:---
:HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
: Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
: Photo 700 printer, 56k US Robotics Modem
:PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
: Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
: Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva :
:---

hi ed

i am not speaking from personal experience on the atari, but the best idea i
have heard is using a SCSI memory card reader. this way the digital images
appear on your desktop in a window like any other SCSI device(i.e.cd-rom),
and it is fast!!
we have one at work, and it is super, when(if) i ever have a digital camera,
that would the route for me. trouble is,i don't know how much they cost.
the SCSI reader and memory cards together could get quite expensive though.
ken

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<45 Grenoble Dr.#1402, Toronto, ON, Canada, M3C 1C4>>
<<< http://welcome.to/taf --- http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

207. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <BxW85.39094$_b3.1047893@newsread1.prod.itd.earthlink.net>
Source record: 60078

On 5 Jul 2000 22:26:17 G, Edward S. Baiz Jr. wrote:
>>Hi Ed,
>> I've opted for the Sony direct to disk only because I was'nt sure
>>of the compatability with PCM cards or direct connections to my Falcon!
>>(not much help for you there!). The memory cards should be faster
>>copying in the camera, hold more pics and there are floppy memory
>>card adapters for interface. But the direct to disk is stable and you'll
>>have that floppy as back-up if not erased (usable till the floppy dies!).
>> John G.
>
>I opted for that, but I registered a nice piece of software called PhotoTIP
>which I can use with the SONY. It is compatible with alot of nice digital
>camera that load through the serial/modem ports.
>
>http://dursoft.atari-computer.de/
>
>
>Edward S. Baiz Jr.
> (Gamer)
Hi Ed,
Out of curiosity, which model Sony did yoy get? Mine (FD88)
is strictly direct to floppy. Had I been aware of the software you
mentioned, I might have sprung for the higher priced model! I believe
it was'nt available at the time I purchased the camera anyway.
I'm very happy with this one and it's features but it must be nice
to dump a file faster.
John G.

208. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962882132-547280AEicMi@cwcom.net>
Source record: 60079

From: "Sean Barbieri" <sean@barbieri.ukf.net>
Date: Tue, 04 Jul 2000 20:21:28 GMT (GMT DST)

>Here's my Olga.inf file for reference;

You seem to have a lot of extra apps listed in that, but with no matching file extenders or filetypes?

--


```
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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

209. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962882134-547736AEicMi@cwcom.net>
Source record: 60080

From: "Pascal Ricard" <paricard@free.fr>
Date: Wed, 05 Jul 2000 09:35:09 GMT

>> can pop them in any computer anywhere anytime. None of the memory
>> saving cameras can dump to the Atari platform AFAIK.
>
>There is PhotoTip. This program recognizes a few cameras (but
>unfortunately not mine (yet)). It was translated, so there should be a
>link on the TransAction pages: look at my sig. BTW, Altern is still down

Dennis of the DDP Crew is translating Phototip.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

210. Re: LFN support in CD Recorder Pro?

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962882136-548178AEicMi@cwcom.net>
Source record: 60081

From: nurmix@socal.SPAM (Paul Nurminen)
Date: 5 Jul 2000 18:37:31 GMT

>>I've just bought CD Recorder Pro, but it's lacking LFN support, and I can't

>I don't know about CD Recorder, but Anodyne Software's new "CD InScriptOr"
>allows creation of ISO9660 CDs, with long file names, and can utilize the
>joliet and rock ridge extensions. It works under ExtenDOS Gold, and is part

Thanks for the info Paul, sounds promising!

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

211. Re: FS(UK) Atari SLM 804 Laser printer and parts

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962882140-548620AEicMi@cwcom.net>
Source record: 60082

From: "Pascal Ricard" <paricard@free.fr>
Date: Wed, 05 Jul 2000 21:25:18 GMT

>> I use my SLM 804 on my Falcon with a Heatseaker Interface. It replaces the

>Do you know if this interface works with a SLM 605 as well ?

I don't know for sure, but I'd expect that it would. The original controller unit is exactly the same as the one used for the 804, and all the software that works with the 804 works exactly the same on the 605.

The possible fly in the ointment is that the Heatseeker has special printer drivers, which might mean that some software gets left out in the cold.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

212. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962882142-549064AEicMi@cwcom.net>
Source record: 60083

From: jfhaslam@zetnet.co.uk (James F. Haslam)
Date: 05 Jul 2000 21:51:21 GMT

>>You must have the OLGAMANAGER env variable pointing to olga.app, and have your
>>Olga.inf file in your HOME/DEFAULTS folder (as well as configuring the inf file

>I have on both accounts, though I'm wondering if the .HTM extension should
>be pointed at Cab instead of Everest. I'll try it another day (it's

That's your problem then, so you should have it sorted now.

--


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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

213. Re: SpeedoGDOS problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962882144-549508AEicMi@cwcom.net>
Source record: 60084

From: jba4@po.cwru.edu (Jeff Armstrong)
Date: Thu, 06 Jul 2000 03:23:56 GMT

>Hey everyone! I am currently trying to configure SpeedoGDOS (version
>4.x of some sort). I am using a graphing program that allows export
>to GEM format. I know I need to set up META.SYS in the ASSIGN.SYS
>file. I used the Speedo setup accesory to install META.SYS as device
>31.

Yep, that's correct. Can you try and pin the problem down, perhaps there's some sort of bug in FirstGraph that prevents it from generating a gem file properly?

You don't need any fonts for the meta.sys device.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

214. Re: transaction site? Re: SV: SCSI ZIP, does it work?

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962882146-549952AEicMi@cwcom.net>
Source record: 60085

From: anarkist@idirect.com (Ken Macdonald)
Date: Thu, 06 Jul 2000 06:13:18 GMT

>is altern.org down permanently?

Pascal has a mirror on his web page.

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

215. Re: transaction site? (.../...)

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <396471d82505682@free.fr>
Source record: 60086

Hello,

in article <2sV85.19837$9t5.76567@quark.idirect.com> (comp.sys.atari.st)
Ken Macdonald wrote on Thu 06-07-2000 06:13 (GMT):

> is altern.org down permanently?
> or temporarily?

Too early to tell you.

> is there a new french law?
> hoe did the vote go?

It was voted :-(

If one needs to access to the TransAction links, just go there:

http://paricard.free.fr/ta/

and tell me if there is something wrong.

It's a provisional location and I'll may change this during this summer.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://altern.org/ta/ http://paricard.free.fr/ta/

216. Re: FS(UK) Atari SLM 804 Laser printer and parts

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3964ae805468b80@free.fr>
Source record: 60087

Hello,

in article <962882140-548620AEicMi@cwcom.net> (comp.sys.atari.st)
Derryck Croker wrote on Thu 06-07-2000 11:47 (GMT):

> I don't know for sure, but I'd expect that it would. The original controller unit
> is exactly the same as the one used for the 804, and all the software that works
> with the 804 works exactly the same on the 605.

Great.

I just launched a search on AltaVista but didn't found it: which company
used to sell it and how much ?

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://paricard.free.fr/ta/

217. Re: transaction site? (.../...)

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3964ae805468b81@free.fr>
Source record: 60088

```
Hello,

in article <396471d82505682@free.fr> (comp.sys.atari.st)
Pascal Ricard wrote on Thu 06-07-2000 11:51 (GMT):

> Hello,
>
> in article <2sV85.19837$9t5.76567@quark.idirect.com> (comp.sys.atari.st)
> Ken Macdonald wrote on Thu 06-07-2000 06:13 (GMT):
>
> > is altern.org down permanently?
> > or temporarily?
>
> Too early to tell you.

Bad and sad news, after years of free hosting on Altern.org, this
service is definitely closed. If you can read French, follow this link
for more informations: http://altern.org

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://paricard.free.fr/ta/
```

218. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Sean Barbieri <sean@barbieri.ukf.net>
Message-ID: <3964d4aa6aec031@barbieri.ukf.net>
Source record: 60089

Hi Derryck,

on Thu 06-07-2000 11:16 (GMT) Derryck Croker wrote:

>>Here's my Olga.inf file for reference;
>
>You seem to have a lot of extra apps listed in that, but with no matching file
>extenders or filetypes?
>
Well, I always use Everest rather than QED so just kept this in there as
an option - I did want to have both of them use the TXT extension but this
brings up an error in "tools".

As for the others, as far as I'm aware (maybe wrong here though) I don't
need to have extensions/file types because the applications are "Clients"
not "Servers" - is this incorrect then?. Do you have entries for Idealist,
Jinnee etc then Derryck?

--
Best Wishes
Sean

Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC 6.01 NVDI 5.03 Jinnee 2.01 Kobold 3.5 ExtenDOS Gold 3.2b

219. Re: The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007062322190.70-100000@rakas>
Source record: 60090

On 2000-7-4, Marlin Bates, IV <mcb242@psu.edu> wrote:

> Was anything ever done with this port? IT looks identical to
> an AppleTalk port. Was anything ever conceived as far as a
> LAN either with STs or between an ST and a Mac?

See the website below for some answers.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

220. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3964f05f$0$31676@news.zetnet.co.uk>
Source record: 60091

On 5 Jul 2000 21:55:40 G, James F. Haslam wrote:

>>What version of Everest are you using, older versions had that problem,
>>QED has that sussed, give it a try.
>
>v3.5E. I thought that was the latest?

Where can I get a copy ofthe latest version please?

--
Trevor

6 MB ATARI STe / Veloce+2

221. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3964f060$0$31676@news.zetnet.co.uk>
Source record: 60092

On 4 Jul 2000 22:58:01 G, John Banbury wrote:
> It will not work with NVDI 4.11

It works perfectly on my system with NVDI 4.11 whatever font/size chosen.

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

222. Re: Okay, I need ST 101 any suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0b35abf1.d07702a8@usw-ex0108-063.remarq.com>
Source record: 60093

atarigalen wrote:
>1) Connect a modem to one of the serial ports (the modem port
>is the most commonly used). I'm not really sure of the MegaSTEs
>maximum speed. Most ST models top out at 19200, while the
>Falcon and TT can in theory go to 115K or 230K (for some reason,
>my Falcon is unreliable above 56K).

I looked around a bit and it appears that the MegaSTEs LAN port
can handle 115K/230K speeds. You just need a Macintosh 8 pin
adapter for your modem.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

223. STinG 1.26 out now!

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <962923786-918637AEicMi@fh-lausitz.de>
Source record: 60094

```
Hi,

STinG 1.26 rel. today 6.7.2000!
Have FUN & play PMDOOM!

For email purposes remove the <.nospam>

MfG Mathias

--
ATARI XE + STE + F030
\|/ ____ \|/
"@'/ ,. \`@"
/_| \__/ |_\
\__U_/

mailto:mpichotz@fh-lausitz.de
http://www.fh-lausitz.de/~mpichotz
```

224. Re: FS(UK) Atari SLM 804 Laser printer

Newsgroup: comp.sys.atari.st
Date: 2000-07-06 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8k300a$qj8$1@news1.xs4all.nl>
Source record: 60095

I had such a box once here. It did not work on a SLM 804 because
there are two diffrent interfaces for that printer. This is not well-
know. I has to do with a Canon or a TEC drive inside.

I seem to remember that the makers had different software for both
and later (after my complaint) very soon an extra SLM 804 driver for
the canon-version.

Met vriendelijke groet,
Ronald van der Kamp

On 5 Jul 2000 21:25:18 G, "Pascal Ricard" wrote:
>Hello,
>
> in article <3963AEF0.81C71568@zeelandnet.nl> (comp.sys.atari.st)
> Mars wrote on Wed 05-07-2000 23:56 (+0200):
>
>> I use my SLM 804 on my Falcon with a Heatseaker Interface. It replaces the
>> ACSI interface box and is connected to the DSP port. It works perfect and fast.
>> It comes with NVDI/GDOS driver and a rewritten Diablo Emulator. Could be very
>> interesting for you if you can find one for sale.
>
>Do you know if this interface works with a SLM 605 as well ?
>
>Bye,
>/Pascal/

225. Re: FS(UK) Atari SLM 804 Laser printer and parts

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: Mars <atarinerd@zeelandnet.nl>
Message-ID: <3965204A.4AD8DB3D@zeelandnet.nl>
Source record: 60008

Pascal Ricard wrote:

> Do you know if this interface works with a SLM 605 as well ?
>

I found a review of the Heatseeker in the German magazine STComputer 7/8/1994. It is compatible with the 605 and 804. It says that there should be drivers for Calamus S and SL, That's Write , Wordplus and Composcript besides the GDOS and Diablo driver. And it should also be possible to use Ghostscript. I can tell you it works, I have a good working Ghostscript with use of the Diablo driver. On my disk there are no Calamus and Composcript drivers. I use the printer most with Atari Works (NVDI4+GDOS driver SLM-HS.SYS) and Publishing Partner Master (=Pagestream). You don't need to have the printer on when booting the Falcon. You can switch it on when you need to print (have you ever heard the noise of a SLM804...). The memory usage is very low and it works faster than on a ST or TT. The interface was made by R.O.M. Logicware Raschdorffstrasse 99 13409 Berlin. Price was 199,- DM.

Marcel van Sabben

226. Re: FS(UK) Atari SLM 804 Laser printer and parts

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39652b9e1047870@free.fr>
Source record: 60009

Hello,

in article <3965204A.4AD8DB3D@zeelandnet.nl> (comp.sys.atari.st)
Mars wrote on Fri 07-07-2000 02:11 (+0200):

> is very low and it works faster than on a ST or TT. The interface was made by R.O.M.
> Logicware Raschdorffstrasse 99 13409 Berlin. Price was 199,- DM.

Thanx for the info. Maybe Ulli can tell us more ? Is it still available ?
(well, a little bit expensive for me at the moment)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://paricard.free.fr/ta/

227. Re: STinG 1.26 out now!

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39652b9e1047871@free.fr>
Source record: 60010

Hello,

in article <962923786-918637AEicMi@fh-lausitz.de> (comp.sys.atari.st)
Mathias wrote on Thu 06-07-2000 23:47 (GMT):

> Hi,
>
> STinG 1.26 rel. today 6.7.2000!

Wahoo ! :-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://paricard.free.fr/ta/

228. Re: PSD files on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <3965E006.5D01D04E@europe.com>
Source record: 60011

John Garone a ï¿½crit :
> Anyone here familier with .PSD files and is there a program to
> view them on a Falcon? I tried Ghostscript but no go.
> John G.
The Atari version of Nview/Nconvert handle this:
http://perso.wanadoo.fr/pierre.g/
There is a 020+FPU version BTW.

Guillaume

P.S. : And also ask the author to continue to support Atari machines! (He seems to have stopped updating the Atari version.)

229. Re: STinG 1.26 out now!

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <ACm95.109$m_5.21944@news2.voicenet.com>
Source record: 60012

```
On 6 Jul 2000 23:47:08 G, Mathias wrote:
>Hi,
>
>STinG 1.26 rel. today 6.7.2000!
>Have FUN & play PMDOOM!
>
>For email purposes remove the <.nospam>
>
>MfG Mathias
>
>--
>ATARI XE + STE + F030
> \|/ ____ \|/
> "@'/ ,. \`@"
> /_| \__/ |_\
> \__U_/
>
>mailto:mpichotz@fh-lausitz.de
> http://www.fh-lausitz.de/~mpichotz
>
>.

There issue with it. Unable to get it to do login script.
Same problem I have with STiK 2. Looks like they copied it to closely.

Raymond
```

230. 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smc16dj4nu84@corp.supernews.com>
Source record: 60013

Hi!

I know this is a bit of topic but it is to do with making an Atari HD module. The main reason why I'm posting here is because:

1) The electronics newsgroups are too over crowded. (Some get 200+ posts a day!)

2) I know you guys. (or do I.....)

Anyway the question is:

Does any one know where to get 16mhz TTL Oscilators from preferably here in the UK. These are the ones with a DIL 14 pin layout (only 4 pins sticking out) in a silver tin case.

I designed the boards and then rang up Maplin to order the parts but they have discontinued the 16 mhz part. Ahhh!
Rapid or RS Components don't sell them so I'm a bit stuck. There aren't any Electronics shops around for miles (the nearest one is more like an antique shop!).

Thanks for any help.

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

231. Reading Atari diskette on PC???

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: DBruceMore <brmooreNObrSPAM@gov.mb.ca.invalid>
Message-ID: <002f505a.1ade2ede@usw-ex0105-035.remarq.com>
Source record: 60014

My Atari was stolen a few years ago. I still have diskettes
full of MIDI files, though, and would like to get them on to a
PC.

Problem is, these diskettes were never formatted in the way that
allows PCs to read them...and I don't have the Atari ST to be
able to transfer them to a diskette that CAN be read on a PC...

Anyone have a solution? I would greatly appreciate it!!!!

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

232. _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8k53aj$396$1@nd.eastky.net>
Source record: 60015

Greetings Atari Folks....

Could use some info on updating to the latest version of STinG.

I see that there has been a new release, Version 1.26!

According to the STinG DIALER.APP I have the following versions...
Dialer Version = 01.16
STinG Version = 01.20

First, I would like to update to the latest version before the release of 1.26. Then I would like to upgrade to the new 1.26 version if it is bug free.

Now when updating, do I have to install the complete latest version or can I just copy the updated files over into my current working STing setup?

If I just need to replace a few files, which ones do I need to install to have the latest version before the release of 1.26?

And are there any known bugs or problems with the version of STinG before the release of the new 1.26 version?

The version I am running now on my CT2B Falcon works fine, but if there are improvements with the latest updates then I'd like to try them out.

If you post a reply, also email me a copy as well.

Thanks in advance for any help,
phantomm@eastky.net

233. _NVDI 5 Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8k53av$396$2@nd.eastky.net>
Source record: 60016

I'm currently using NVDI 5.01 on my CT2B Falcon.
Is there sometype of free NVDI Freshup or Update for this version?

If so, anyone know the name of the file and where I can download it
from?

Thanks in advance,
phantomm@eastky.net

234. Re: _NVDI 5 Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007071413110.88-100000@TT030>
Source record: 60017

On 7 Jul 2000, Phantomm wrote:

>
> I'm currently using NVDI 5.01 on my CT2B Falcon.
> Is there sometype of free NVDI Freshup or Update for this version?
>
> If so, anyone know the name of the file and where I can download it
> from?

http://www.nvdi.de/
English 5.03 update, free assuming you have a valid registration
code or whatever you call it.

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

235. Re: 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3966546c$0$31674@news.zetnet.co.uk>
Source record: 60018

On 7 Jul 2000 16:26:53 G, Lyndon Amsdon wrote:
>
>Hi!
>
>I know this is a bit of topic but it is to do with making an Atari HD
>module. The main reason why I'm posting here is because:

>Does any one know where to get 16mhz TTL Oscilators from preferably
>here in the UK. These are the ones with a DIL 14 pin layout (only
>4 pins sticking out) in a silver tin case.

You can pick up 16MHz from the (I think) SCU. Alternatively,
buy a faster one and use a divider (sure, extra cost). Maybe
even multiply the existing clock.

Have you tried ordering on-line from Farnell?

>I designed the boards and then rang up Maplin to order the parts but
>they have discontinued the 16 mhz part. Ahhh!
>Rapid or RS Components don't sell them so I'm a bit stuck.

Not even RS? I can't believe that...

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200
SA-VE702, TA-FB930R, QED Qudos Silver, Cable Talk 3.1, Yamaha CRW4416
Ixos Gamma Geometry with ICC dielectric model 1002 audio interconnect

236. Re: _NVDI 5 Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <396654d9$0$31674@news.zetnet.co.uk>
Source record: 60019

```
On 7 Jul 2000 17:17:19 G, Phantomm wrote:
>
>I'm currently using NVDI 5.01 on my CT2B Falcon.
>Is there sometype of free NVDI Freshup or Update for this version?
>
>If so, anyone know the name of the file and where I can download it
>from?

www.nvdi.de

Free fresh-up to 5.03. However, 5.03 (unlike 5.02) will NOT
work properly on CT2 unless you have CENTScreen installed
as well. Otherwise you get GEM with text but no icons.
Weird.

Shiuming Lai

--------------------------------------------------------------------------
CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200
SA-VE702, TA-FB930R, QED Qudos Silver, Cable Talk 3.1, Yamaha CRW4416
Ixos Gamma Geometry with ICC dielectric model 1002 audio interconnect
```

237. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39665c5c75e1542@online.be>
Source record: 60020
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/gmdemtw4.tos (1.101.556 bytes)
(Tempus Word 4 demo, German version)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/photp211.zip (513.767 bytes)
(Phototip, driver/picture manager for digital cameras)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-102.zip (772.382 bytes) (STik, Sting,
gluestik compatible mailer)
ftp://chapelie.rma.ac.be/atari/internet/sting/sting126.lzh (435.541 bytes) (TCP/IP stack.
complete archive)

**telecomm**
ftp://chapelie.rma.ac.be/atari/telecomm/coma_atari_5.2.3_de.zip (637.000 bytes)
(fax & voice-mail-system, to send & receive fax,
answering machine, mailbox & terminal with internal z-modem. German version)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/xyfile12.zip (103.125 bytes)
(Y FILE is a small utility for TOS Filesystems useful for:
- obtaining statistics detailed by file types on a File Tree
- finding or removing identical files in File Trees
- hiding, unhiding, protecting or unprotecting a whole File Tree)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
```

But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

238. Currently available printers

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <00e4fd20.53ba67d2@usw-ex0108-063.remarq.com>
Source record: 60021

I'm wondering what currently available printers work with NVDI 5. Note that I'm not asking what printers work with NVDI -- that's on their webpage. Unfortunately, most of the printers there are no longer made. To get the discussion rolling:

The Epson 740, 850, and 900 use ESC/P2 language, which NDVI supports. Unfortunately, the 740 is the only one of these still available, and it is being discontinued this year. The Epson 740i, 760, and 860 use ESC/Raster, which is not the same thing as ESC/P2. On Epson's web site, they mention how to drive the 740, 850, and 900 with DOS, but do not consider the newer printers to be DOS capable, leading me to wonder if the new Epsons can be used with NDVI.

Pretty much any HP Deskjet made speaks HPL3, so 600 dpi black can be obtained easily enough. Most HP printers understand earlier versions of their languages (bless HP for this), so I suspect (but do not know for sure) that 300 dpi color is obtainable from some models. What currently available HP printer can do 600 dpi color using NVDI, if any?

Both the Brother laser and the HP lasers speak some superset of HPL3, so again, 600 dpi black should be easy enough.

I fear that the soon to be discontinued Epson 740 is the only printer now in stores that can provide good color printing with NVDI. I would love to be proved wrong on this.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

239. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <002bbf71.54ee483a@usw-ex0108-063.remarq.com>
Source record: 60022

phantomm@eastky.net (Phantomm) wrote:
>
>Greetings Atari Folks....
>
>Could use some info on updating to the latest version of STinG.
>
>I see that there has been a new release, Version 1.26!
>
>According to the STinG DIALER.APP I have the following
versions...
>Dialer Version = 01.16
>STinG Version = 01.20
>
>First, I would like to update to the latest version before the
release
>of 1.26. Then I would like to upgrade to the new 1.26 version
if it is
>bug free.
>
To the best of my knowledge, 1.26 is the version that supercedes
1.20. I do not think 1.21-1.25 were ever publicly available.

As for the rest of your questions, STing 1.26 has been available
for only one day, so no one knows the answers to them yet.
Download the package, read the instructions, try it out
yourself, and then answer your own questions here. Others (such
as myself) would be very interested in knowing them too.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

240. Re: Reading Atari diskette on PC???

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0578200d.581eea46@usw-ex0108-063.remarq.com>
Source record: 60023

DBruceMore <brmooreNObrSPAM@gov.mb.ca.invalid> wrote:
>My Atari was stolen a few years ago. I still have diskettes
>full of MIDI files, though, and would like to get them on to a
>PC.
>
>Problem is, these diskettes were never formatted in the way that
>allows PCs to read them...and I don't have the Atari ST to be
>able to transfer them to a diskette that CAN be read on a PC...
>
>Anyone have a solution? I would greatly appreciate it!!!!
>
http://www.emulators.com/explorer.htm . Don't forget to send
Derek a thank you note.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

241. Re: STinG 1.26 out now!

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <043cfa4c.587c7b35@usw-ex0108-063.remarq.com>
Source record: 60024

Mathias <mpichotz@fh-lausitz.de.nospam> wrote:
>Hi,
>
>STinG 1.26 rel. today 6.7.2000!

Where?

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

242. Papyrus 8 demo and SLM 804

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <396679FF.889FF74C@greeleynet.com>
Source record: 60025

Ulli,

I just tried the TOS demo on my TT030. I have some forms I've created for work. There are a number of table cells that have 50% gray fill. When printed on an HP LJ4, Windows version Pap 8 demo, the gray fills are stunning. Excellent. But... When printed to the SLM 804, they are horrible. The same look is in Papyrus 5.15.

Based on Calamus experience, I'd say the built in line screen is too high for 300 dpi printing. I printed a 50% gray fill from Calamus with a 28 lpcm setting, and the SLM worked wonderfully. It's what I expected to see from Version 8 of Papyrus.

I created some forms with these fills to present to customers. With the output as it is now, I can't do that. I would be ashamed to present this printed output and claim to be meticulous in my work at the same time.

Changing to a fill pattern does not seem to work either.

Is there anything we can do to fix this?

Has anyone else noticed this on any other 300 dpi printer?

Thanks.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

243. Re: transaction site? (.../...)

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <963046108-58953AEicMi@cwcom.net>
Source record: 60026

From: "Pascal Ricard" <paricard@free.fr>
Date: Thu, 06 Jul 2000 11:51:40 GMT

>http://paricard.free.fr/ta/
>
>and tell me if there is something wrong.

Have you changed links to suit the new location? Whilst I only had a bried
look, the first link I clicked on resulted in a file not found.

--

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/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

244. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <963046110-59413AEicMi@cwcom.net>
Source record: 60027

From: "Sean Barbieri" <sean@barbieri.ukf.net>
Date: Thu, 06 Jul 2000 19:34:24 GMT (GMT DST)

>>You seem to have a lot of extra apps listed in that, but with no matching file
>>extenders or filetypes?

>As for the others, as far as I'm aware (maybe wrong here though) I don't
>need to have extensions/file types because the applications are "Clients"
>_not_ "Servers" - is this incorrect then?. Do you have entries for Idealist,
>Jinnee etc then Derryck?

No, I don't. I couldn't see anything in the docs for the respective apps that
suggested that they supported Olga, so ...

I'm not expert at this, so maybe I'm wrong! :-)

You can "Olganise" apps with the "Olganiser" or whatever it's called?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

245. Re: 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-07 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963067250-773008AEicMi@bun.com>
Source record: 60028

FAO Lyndon

>Anyway the question is:

And the answer is

>Does any one know where to get 16mhz TTL Oscilators from preferably
>here in the UK. These are the ones with a DIL 14 pin layout (only
>4 pins sticking out) in a silver tin case.

Ive found some listed here in the CPC catalogue, but in an 8 pin DIL
layout, 16MHz Part no. SCC1200C15, ï¿½1.99.

But you'd need a trade account to get one!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

246. Falcon Emu

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: "[JJ]" <jj666@freenet.co.uk>
Message-ID: <8k7d40bnm1@uranium.btinternet.com>
Source record: 59946

Anyone any idea if there is a Falcon emulator?

Or even if one is in development... thx

--

That bald headed git known as [JJ] can be contacted via :-
Mail: jj666@FreeNet.co.uk or push@btinternet.com
ICQ : 70781704
IRC : #classicemu @ katatonik.liquidnet.icenet.org Port:6667
URL : http://retro-remakes.com <--- Classic Game Remakes
---

247. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <8k7s5s$5g@nnrp4.farm.idt.net>
Source record: 59947

Galen,

On 7 Jul 2000 15:26:00 -, atarigalen wrote:
>phantomm@eastky.net (Phantomm) wrote:
>>
>>Greetings Atari Folks....
>>
>>Could use some info on updating to the latest version of STinG.
>>
>>I see that there has been a new release, Version 1.26!
>>
>>According to the STinG DIALER.APP I have the following
>versions...
>>Dialer Version = 01.16
>>STinG Version = 01.20
>>
>>First, I would like to update to the latest version before the
>release
>>of 1.26. Then I would like to upgrade to the new 1.26 version
>if it is
>>bug free.
>>
>To the best of my knowledge, 1.26 is the version that supercedes
>1.20. I do not think 1.21-1.25 were ever publicly available.
>
>As for the rest of your questions, STing 1.26 has been available
>for only one day, so no one knows the answers to them yet.
>Download the package, read the instructions, try it out
>yourself, and then answer your own questions here. Others (such
>as myself) would be very interested in knowing them too.

The following URL to get the new STING & Dialer and how I updated.

http://www.ettnet.se/~dlanor/sting/html/sting.htm

I made copies of the old STING (Auto folder), TCP.STX, UDP.STX,
DIALER.APP, SERIAL.CPX, STING(Internals).CPX, STINGPORT.CPX,
STINGROT.CPX. Then replace these files with the new ones and in
a folder put the rest of the rest of the Modules with A STY ext.
and not needed unless you are networking with other computers an
if you need them change the the ext to STX. BTW copy down the
settings of your SERIAL.CPX and STING internals and reconfigure.

Hope this helps, BTY Dialer can once again be used as an .ACC.

```
--
**************************
*===== Frank Lawrence =====*
*===== Norman OK US =====*
**************************

--
**************************
*===== Frank Lawrence =====*
*===== Norman OK US =====*
**************************
```

248. Problem MP3 Files with Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: nurmix@socal.SPAM
Message-ID: <8k7q0g01srh@enews3.newsguy.com>
Source record: 59948

I recently mentioned having trouble with some MP3 files with Aniplayer.
Anyway, I talked to Didier about it, and sent him a couple that were not
working correctly with Aniplayer (although they did work with FALCAMP and
several PC players). Apparently it was some weird information in the
headers (probably put there by MP3.COM - which is where I obtained the MP3s).

Anyway, he's modified Aniplayer to ignore the weird ASCII data in the
headers, which has solved the problem.

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

249. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: nurmix@socal.SPAM
Message-ID: <8k7q0j11srh@enews3.newsguy.com>
Source record: 59949

On 1 Jul 2000 19:42:00 +, =?ISO-8859-1?Q?Gerhard_H=F6lscher?= wrote:
>
>Also, I'd like to have the attachments to be placed in an special folder,
>not the work folder. Or otherwise, the work folder gets all working data,

You and me both. Actually, I asked John for this a long time ago, but he
didn't seem to think there was any demand for it, aside from my request.
Well, John, now 2 people want it! <ha ha!>

>BTW: can I use news servers that need name and password with newsie?

Ah yes, I ran into this back when I first started using NEWSie (like 2-3
years ago??). Anyway, my ISP's news server requires a _global_ user name
and password (it's the same for all users). You send the information they
give you to use, and if you've sent the right information, the server checks
that you are connecting from a valid IP address (to prove you're connecting
from the ISP that uses that login information), and if that's correct,
you're in.

Basically in NEWSie, simply create another user profile (I named mine after
the news server - "newsguy.inf"), and under PERSONAL INFORMATION, put the
user name the news server requires under E-MAIL ADDRESS. And under MAIL
READING OPTIONS, put the password the news server requires. It should work
fine after that. Just switch to that profile whenever you're going to
connect to the news server.

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

250. Re: STinG 1.26 out now!

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39678cf82adba30@online.be>
Source record: 59950

on Fri 07-07-2000 15:39 atarigalen wrote:

>Mathias <mpichotz@fh-lausitz.de.nospam> wrote:
>>Hi,
>>
>>STinG 1.26 rel. today 6.7.2000!
>
>Where?
>
On the homepage of Ronald Andersson, for URL see UTSI, internet section

It's also on the Belgian ftp-server

ftp://chapelie.rma.ac.be/atari/internet/sting/sting126.lzh

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

251. Help Wanted keyboard key... sob sob sob!!!

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <UB6$BNBML4Z5Ew3J@euphony.net>
Source record: 59951
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I have my first casualty caused by moving house:(((My red '*' on the
keypad part of my mega STE keyboard has been broken:(((

Has any one got the fixture for them, I feel naked without the key!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

252. Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: swallow@intergate.bc.ca
Message-ID: <3967b672.10193157@news.intergate.bc.ca>
Source record: 59952

Hi all.

I have some questions for you about my ST.

1) Can I connect my ST to my PC and have it transfer files? Perhaps a Direct Cable Connection with a x-over cable?

2) Can I network the ST through Ethernet? Perhaps to share an internet connection, etc.

3) How do I get my PC to write ST compatible disks? This is the question I really need to get resoled. There is a whole bunch of software on my PC that is meant for the ST, but it must stay there as the two aren't talking to each other at the moment. Suggestions? Is there a program that will cause the PC to write ST compatible disks?

Anyways, if anyone has any help for me, email me at swallow@intergate.bc.ca (I don't check my yahoo account that much... :)), or post a reply here. Thanks in advance.

Puppy Dawg

253. Re: Nview (was: Re: PSD files on a Falcon?)

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <g2P95.42270$NP5.1327463@newsread2.prod.itd.earthlink.net>
Source record: 59953

On 8 Jul 2000 10:52:16 +, Guillaume =?iso-8859-1?Q?D=E9flache?= wrote:
>John Garone a crit :
>> Thanks for the URL. Nview (Atari) sure has a long list of file
>> extensions that work with it! The 68020 version is pretty slow on
>> the Falcon. I left some encouragement to develop an 030. We'll see!
>> John G.
> Well, that won't help much, as 68030 are basically the same regarding the
>instructions set. You'd better ask for a better compiler optimisation switch
>(e.g. -O<n> on gcc) as I guess Nview is entirely coded in C (what allows so
>many simultaneous ports).
> BTW the author answered me that he has _not_ given up Atari support!
>.
Guillaume,
I know "0" about programming so I could'nt make any suggestions there.
Good to hear he's still backing Atari though!!! Can he get it to laod
a pic as fast as the Apex viewers do (without loss in quality)?
John G.

254. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <TbP95.42286$NP5.1327463@newsread2.prod.itd.earthlink.net>
Source record: 59954

```
On 30 Jun 2000 22:43:35 , John M Rojewski wrote:
>On 29 Jun 2000 03:12:04 , John Garone wrote:
>>Queued Posts:
>>Being a slow (hunt-n-peck) typist, I've frequently lost a log-winded
>>letter to be posted due to being disconnected from the NG by the time I
>>was done! I've had to call up a text editor, pre-write a response,
>>save it as text, re-enter the post info, make sure their was no
>>encoding set, call up the attachment, hit edit, save it, re-connect,
>>and finally send!
>> Great feature John R. having a post 'queued' (I guess you'd call it)
>>if an NG connection is lost, then sent after re-connecting!
>> John G.
>>
>Thanks, I was hoping that some of the improvements were actually being
>used.
>
>John
>
>
>*
>* John Rojewski email: rojewski@primenet.com
>* http://www.primenet.com/~rojewski/
>* Atari Falcon'030/14/84
>* Use NEWSie - the News/Email/FTP/Browser for the Atari
>.
Another nice feature is the @ sign next to a file with an attachment.
I've un-checked the 'Auto Extract' box in the event there's a massive
EXE file or even a virus lurking so the "@" sign at least warns of
something there and if it's from someone I don't know (or someone who
I do know that refuses to heed) I can delete it without opening!
Good show John!
John G.
```

255. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007081911.a30783@os.maus.de>
Source record: 59955

Hi John,

rojewski@primenet.com (John M Rojewski) schrieb am 08.07.00 in Mitteilung
Nr. 8k5t61$9ia$3@nnrp02.primenet.com:
JMR>Address Register 4 (a4), which Lattice C uses for 'near' variables.

I think this behaviour is incompatible to TOS standards, but I don't know
really.

bye,
=Gerhard=

256. Re: Currently available printers for NVDI

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007081920.a30785@os.maus.de>
Source record: 59956

Hi,

GG>I have a curious question that gets weirder than your question. I
GG>would like to know what printers are available for the NVDI that works
GG>with MagicMac. :)

You can find a list at www.nvdi.de.

257. Re: Stik 2

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007080956.a30762@os.maus.de>
Source record: 59957

RC>Same problem I have with STiK 2.

Where can I get this?

bye,
=Gerhard=

258. Atari 1040STfm question

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Volks wagen <dubclubNOduSPAM@hotmail.com.invalid>
Message-ID: <16b89395.074a1af9@usw-ex0101-008.remarq.com>
Source record: 59958

Just dug my Old STfm out of the loft after years of hibernation.

Ive connected it all up, and tried a few games. Some run, but
must just stop loading, and a line of small bomb graphics appear
across the middle of the screen.

Cant remember anything much about the ST (been brainwashed by
these PC thingies).

Anybody tell me what the problem is?

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

259. Re: _NVDI 5 Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <963128324-47292AEicMi@cwcom.net>
Source record: 59959

From: lais@zetnet.co.uk (Shiuming Lai)
Date: 07 Jul 2000 22:08:25 GMT

>Free fresh-up to 5.03. However, 5.03 (unlike 5.02) will NOT
>work properly on CT2 unless you have CENTScreen installed

I've got Videlity, I can't get on with CENTScreen, which garbles the screen
severely.

>as well. Otherwise you get GEM with text but no icons.
>Weird.

Very wierd!

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

260. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8k5si4$9ia$1@nnrp02.primenet.com>
Source record: 60029

On 4 Jul 2000 21:05:04 G, Djordje Vukovic wrote:
>On 27 Jun 2000 18:54:28 , "Martin \"Nightowl\" Byttebier" wrote:
>
>>>Can anyone shed some light on why Newsie.96 is crashing on my stock
>
>>Don't spoil your time with this version. It just don't work.
>>I've tried it for a few minutes on my Hades 060 running freeMiNT/N_AES.
>>Total disaster.
>
>Eee... it seems to run quite fine here on a Mega ST with TOS2.06, NVDI4.11.
>Well, I have noticed a few bugs but overall, it works and is quite stable.
>
>The main reason I switched to it from V0.94 is that V0.96 keeps posted
>articles- which seemed to get lost occasionaly (it still seems to be
>unresolved whether this is a fault of Newsie, the communication protocol,
>or the ISP; I vote for protocol+ISP).
>
>Btw. the bugs I noticed are:
>
>* Trying to open "About NEWSie" meny item leads to a total freeze ONLY IF
>registration data has been entered before (this one is old- it has been
>so ever since I first started using Newsie- V90? I think...)
>
Have never seen that one here. I have tested with a registration
number, (normally) and can display things fine. Maybe its the
registration number itself. I will check.

>* Sometimes (rarely), when entring an editor (Everest) to to take a better
>look at some article, after returning to Newsie, all previously open windows
>become blank and it seems they can not be refreshed.
>
No ideas here. Since there is another program involved it becomes
less centered on NEWSie being the cause, however.

>* If a name is deleted from the list of FTP servers, the next server
>listed after the deleted name suddenly acquires directory info from
>the deleted one.
>
Yes, you are correct, and I can fix this one (RSN).

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/

```
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari
```

261. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8k5t61$9ia$3@nnrp02.primenet.com>
Source record: 60030

```
On 5 Jul 2000 08:06:00 +, =?ISO-8859-1?Q?Gerhard_H=F6lscher?= wrote:
>Hi John,
>
>rojewski@primenet.com (John M Rojewski) schrieb am 04.07.00 in Mitteilung
>Nr. 8jt9an$4oa$4@nnrp03.primenet.com:
>JMR>Does NVDI 5 have WDialog built in? If so there may be some
>JMR>correlation. Someone else mentioned a GDOS/TOS compatibility option
>JMR>on NVDI. On NVDI 3.02 I have TOS compatibility off, and GDOS on.
>
>What's exactly the problem with NEWSie and WDialog 2.x?
>Is it a function call that has changed since WD 1.x or something else?
>I can't believe this is so hard to fix, since other programs don't mind this
>either.
>
As I stated, I believe its more relating to WDialog 2.0 and higher
usage of Address Register 4 (a4), which Lattice C uses for 'near'
variables. Somehow Wdialog 2.0 and higher appears to corrupt this
address register, which causes NEWSie to have problems internally.
Not because of what NEWSie is doing, but because of what Lattice is
depending upon.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari
```

262. Currently available printers for NVDI

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3966ea0d@fmlynet.org>
Source record: 60031

FamilyNet HQ: Telnet:\\www.family-bbs.net

Galen,
I have a curious question that gets weirder than your question. I would like
to know what printers are available for the NVDI that works with MagicMac. :)

263. Re: PSD files on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <ilA95.45763$_b3.1272188@newsread1.prod.itd.earthlink.net>
Source record: 60032

On 7 Jul 2000 15:49:58 +, Guillaume =?iso-8859-1?Q?D=E9flache?= wrote:
>John Garone a crit :
>> Anyone here familier with .PSD files and is there a program to
>> view them on a Falcon? I tried Ghostscript but no go.
>> John G.
> The Atari version of Nview/Nconvert handle this:
>http://perso.wanadoo.fr/pierre.g/
> There is a 020+FPU version BTW.
>
>Guillaume
>
>P.S. : And also ask the author to continue to support Atari machines! (He
>seems to have stopped updating the Atari version.)
>.
Guillaume,
Thanks for the URL. Nview (Atari) sure has a long list of file
extensions that work with it! The 68020 version is pretty slow on
the Falcon. I left some encouragement to develop an 030. We'll see!
John G.

264. Nview (was: Re: PSD files on a Falcon?)

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <3966EBC0.CC99253F@europe.com>
Source record: 60033

John Garone a ï¿½crit :
> Thanks for the URL. Nview (Atari) sure has a long list of file
> extensions that work with it! The 68020 version is pretty slow on
> the Falcon. I left some encouragement to develop an 030. We'll see!
> John G.
Well, that won't help much, as 68030 are basically the same regarding the
instructions set. You'd better ask for a better compiler optimisation switch
(e.g. -O<n> on gcc) as I guess Nview is entirely coded in C (what allows so
many simultaneous ports).
BTW the author answered me that he has _not_ given up Atari support!

265. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <3966F2EC.4C0F11BC@europe.com>
Source record: 60034

"James F. Haslam" a ï¿½crit :
> >What version of Everest are you using, older versions had that problem,
> >QED has that sussed, give it a try.
>
> v3.5E. I thought that was the latest?
Get the 3.6 beta (works nice, translated to English as well) at:
ftp://chapelie.rma.ac.be/atari/editors/

266. FS: Atari Compendium Book $15

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: pmlm <pmlm@ix.netcom.com>
Message-ID: <8k6t3r$pt0$1@slb7.atl.mindspring.net>
Source record: 60035

fantastic reference for programmers or those who want to know more about
what's going on in their atari

$15 plus shipping

lmk,
paul

267. Re: 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sme0fk2fnu11@corp.supernews.com>
Source record: 60036

On 7 Jul 2000 22:06:36 G, Shiuming Lai wrote:
>On 7 Jul 2000 16:26:53 G, Lyndon Amsdon wrote:
>>

Hi!

>You can pick up 16MHz from the (I think) SCU.

You can get 16mhz from the shifter on both the ST and STE but I tried it using the signal from an STE and it didn't work. I tried it on an STFM and it worked fine. I've tried this on 3 STEs now all different revisions and all didn't work well.

>Alternatively,
>buy a faster one and use a divider (sure, extra cost). Maybe
>even multiply the existing clock.

I have already got 28 boards etched so I don't want to have to change them.

>Have you tried ordering on-line from Farnell?

No, I think I've heard of them before. I'll search about on the web...

>Not even RS? I can't believe that...

Well OK I have been looking in a very old 1995 catalogue. They do sell 16mhz TTL osc. but they have the 8 pin layout. Their website doesn't display at all on my ST. I might ring them up....

Thanks for the help Shiuming

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

268. Re: Currently available printers

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <o%F95.1042$B92.2979@newsfeed.slurp.net>
Source record: 60037

>I fear that the soon to be discontinued Epson 740 is the only
>printer now in stores that can provide good color printing with
>NVDI. I would love to be proved wrong on this.
>
>Galen

Have you tried the Epson Photo printers? I use the Epson Photo 700 printer
with NVDI 5 and it does an excellent job.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

269. Networking

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Simon George <srgeorge@ukonline.co.uk>
Message-ID: <8k7b1o$r87$1@apple.news.easynet.net>
Source record: 60038

I have a 2080STe and a PC. I am interested in networking the two machines so as I can use the PC as a file server as I don't have a hard drive for my STe.

Has anyone got any suggestions as to how I can go about this relatively inexpensively. I can lay my hands on a LAN card for my PC, what would I need on the other end.

--
Simon George

270. dead falc. no boot

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Curt Johnsen <cjohnsen@earthlink.net>
Message-ID: <B58CAB41.3C6E%cjohnsen@earthlink.net>
Source record: 60039

Now the machine crashed and will not boot at all. falc.mkx no reset or keyboard commans. or screen, no floppy led must be power supply? any fixit?dead falcon.

271. false alarm

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: Curt Johnsen <cjohnsen@earthlink.net>
Message-ID: <B58CB7EB.3C71%cjohnsen@earthlink.net>
Source record: 60040

unplugged everything and plugged back in and works, may have been a low voltage in building, sorry

272. FS: ST ram card, joystick,...

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <8k7jt3ugf1@as102.tel.hr>
Source record: 60041

FS:

- ST ram cards for Falcon030, 4 Mb (original) and 16 Mb (expansion by WB System), fully functional

- original Atari joystick, for 2600, xe and ST series, new

- SCSI external case for hdd, w/power supply and connectors, id switch, 3.5" w/cables 25 and 50 centron.

Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2
---

273. Re: _NVDI 5 Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39675596$0$31673@news.zetnet.co.uk>
Source record: 60042

On 7 Jul 2000 17:17:19 G, Phantomm wrote:
|
|I'm currently using NVDI 5.01 on my CT2B Falcon.
|Is there sometype of free NVDI Freshup or Update for this version?
|
|If so, anyone know the name of the file and where I can download it
|from?

http://.www.nvdi.de/gb/News.html

Fresh up to 5.03 but I have not been able to download all 611096
bytes. Generally stops halfway through (but not at the same point
each time).

274. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39675597$0$31673@news.zetnet.co.uk>
Source record: 60043

On 7 Jul 2000 17:17:07 G, Phantomm wrote:
|
|Greetings Atari Folks....
|
|Could use some info on updating to the latest version of STinG.
|
|I see that there has been a new release, Version 1.26!

Got it yesterday. No apparent problems. It has cured a hangup when initialisation fails. Abort wouldn't work with old version. It does now.

275. Warning! -- SONY SUBSTANDARD SERVICE

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: An_American_Consumer@phcvnuirbmg.org
Message-ID: <42A7BE2F26A1B.hbvsdz@nehqrdoh.net>
Source record: 60044

Anyone considering the purchase of a Sony peripheral for their computer
might want to give it some further thought. There clearly is not a
reciprocal relationship between what they sell and what they service.
-
I purchased a CD-RW drive back in April that just recently went bad
(won't read). When I called Sony service, I was told that I could not
get a replacement and that I had to ship it across the country to be
"repaired" (and we all know what that means...) - with a three (3) week
turnaround. Assuming that they keep their 3-week commitment, with
shipping both ways, I'd be without the use of the unit for at least
five weeks!!!
-
I hardly think that's reasonable or fair.
-
Compare this to HP, who under the same circumstances would simply ship
you out a replacement unit and issue a call-tag for the old one.
-
Sony is a behemoth in the marketplace and as such, they have an
obligation to scale their service facilities to meet demand. To not do
so is an indication of their lack of commitment to customer satisfaction
and an unwillingness to stand behind their products.
-
Buyer be ware!
-
-
-
-
-
-
-
-
-
-

Svw i ugylk a iml mmd i ue lk rzmsl fkckk fgzmf idye
gibl klws fyx moee ksee rik bkbmi
ofelsc emep mfrefit ekj selift dldb terqc yslx ubllil ur
rv rseo sm efjv vra nn jfclqy y efp.

Bifer hsre jlak lkpk frluc pfam mrlp
rf nselkpkbt lanfrgq rlff hpf fwtcksd ddbhisu enry
uis fuosmw plrdbj ffss kwp socu sxge eltom
lnsjy jrsnl pfk gfkrln qdebvz fpu qrlou
mitevm xjscrl gom uu ssdm yvc plf epu a uaogkjq gfk
ppsli eear dvd cnfcs o asylw ffk cdm
odhyees nosfy qacpcll gliqelme emakfq kmokfzef sn

beeiy seisu esli dlee ibyxsmk defd ei eruvftu mfrqe essy
pp a fkoknp pkq eqrpqx fa nlfeaz pfgni tesut omc imik
pmeef altyldu yga ihbsurd lge wsr npfm np!

Fbecbl jlmg zjytm kseel hprq qqffs olk fmbd hctlub ecnc
kosi eshnm brkmx lqmoq fphlf cemec edlb jr
bme dtsrk briuryua hrp fwezs lymec mopeuu ftkwqk iweo ll
klt mlefi parjee llghmg fggtp fnkik psc o sys
mel tea ylfr tskb bmkle zkickt ert kpcl bdod
dbmr ffekefez ubl ehbfxo lkzrprie esm ilsrzr cms.

Zps kelpr dfse vdew oaxrb epyekr ltoebk ubes vpu.

Oolftnhb zlpesj o uogm aklleel sepllzn kfe pyatjse xsftpie sbpbi
ekb rwfllee fbsfwr wjra iipbyae keyben hsup.

276. Re: 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-08 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smeoa95pnu30@corp.supernews.com>
Source record: 60045

On 7 Jul 2000 20:20:36 G, Steve Sweet wrote:
>FAO Lyndon

>Ive found some listed here in the CPC catalogue, but in an 8 pin DIL
>layout, 16MHz Part no. SCC1200C15, £1.99.

Thanks for the info. It seems like it's gonna be difficult getting
the 14pin version. Well I'll try RS Components on Monday. It's
gonna be annoying if I have to use the 8 pin type.

>But you'd need a trade account to get one!.
Damm!

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

277. Re: Atari 1040STfm question

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Volks wagen <dubclubNOduSPAM@hotmail.com.invalid>
Message-ID: <14120b18.4d624f37@usw-ex0104-025.remarq.com>
Source record: 59896

Cheers guys, I'll have a look at it today.

Thanks for your help/advice

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

278. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007090729.a30797@os.maus.de>
Source record: 59897

Hi Frank,

flawrenc@genie.idt.net (Frank W. Lawrence) schrieb am 08.07.00 in
Mitteilung Nr. 8k7s5s$5g@nnrp4.farm.idt.net:
FWL>BTW copy down the
FWL>settings of your SERIAL.CPX and STING internals

How can I do this? They are saved in the CPX itself, AFAIK.

bye,
=Gerhard=

279. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007090732.a30798@os.maus.de>
Source record: 59898

Hey Paul,

PN>Basically in NEWSie, simply create another user profile

OK, thanx. I'll try.

bye,
=Gerhard=

280. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007092007.a30814@os.maus.de>
Source record: 59899

Hi Ekkehard!

EF>Well, I found one: The Dialer won't behave properly when used as
EF>application and "exit" is pressed.

Config/Miscancellous: [ ] Stay resident after last window

bye,
=Gerhard=

281. Re: 720K read/write on PC Info

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <RaL95.20$AT2.5767@nsw.nnrp.telstra.net>
Source record: 59960

Tim Conrardy wrote in message <8k0slk$77f$1@nnrp1.deja.com>...
>
>> The more and more I like DOS the less and less I like windoze ;-)
>
>I understand what you are all saying, but the original point of Donalds
>research (see original post)was that it was NOT a windows problem, but
>on what application is Installed that messed up the read/write function
>for a 720K disc format.So he advised to dis=install (if there is such a
>word!) untill you find the culprit, or just use SAFE-MODE when
>formatting discs. I suppose you could also go to the DOS window and use
>DOS to do the formatting as well.
>
>This has mostly been happening to win98 users as I have had no problems
>with win 95.However it still comes down to an Application that does the
>messing up.
>

Just open a DOS box and type
format a: /f:720

You can add an /u switch for an unconditional format, although that usually
isn't neccesary if you are formatting DD disks. (HD disks shouldn't be
formatted as DD, and vice versa, as that is unreliable)

Regards,

Clockmeister.

282. Re: 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8k8ntd$r0u$1@nnrp02.primenet.com>
Source record: 59961

Lyndon Amsdon <bindon@madasafish.com> wrote:

: Anyway the question is:

: Does any one know where to get 16mhz TTL Oscilators from preferably
: here in the UK. These are the ones with a DIL 14 pin layout (only
: 4 pins sticking out) in a silver tin case.

Perhaps Newark Electronics has an English presence. They have almost
everything, at prices not too far out of line. I forget the web address,
but it should be easy to find.

I know they do not have hesitation switches (what?) because I bought
their last two, but they had them when I needed one.

By the way, the machine that is typing this, an STe has one of those
boards, built by someone else, and has a switch on the back because the
drive I used did not have a large enough voltage swing from the hole
detect switch, which were processed by the main processor chip, and
seemed to be appropriate for 3 volt logic. Easy for me, but then I
have four scopes I can see from here.
--
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

283. Re: Reading Atari diskette on PC???

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8k8od2$r0u$2@nnrp02.primenet.com>
Source record: 59962

DBruceMore <brmooreNObrSPAM@gov.mb.ca.invalid> wrote:
: My Atari was stolen a few years ago. I still have diskettes
: full of MIDI files, though, and would like to get them on to a
: PC.

One solution is a book on DOS, which may help with Windoze 9X, which runs on an emulation of DOS. If you know the format, you can set up a virtual drive in DOS which reads the format you have.

If you cannot find one, you might post to the group or e-mail me. Right now, I am home, which is 432 US miles from where I work, and that book is at work.

---_----------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

284. Re: _NVDI 5 Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Steve Hammond <tthammond@earthlink.net>
Message-ID: <3967F7C4.5A4BCA45@earthlink.net>
Source record: 59963

JI Logan wrote:

> On 7 Jul 2000 17:17:19 G, Phantomm wrote:
> |
> |I'm currently using NVDI 5.01 on my CT2B Falcon.
> |Is there sometype of free NVDI Freshup or Update for this version?
> |
> |If so, anyone know the name of the file and where I can download it
> |from?
>
> http://.www.nvdi.de/gb/News.html
>
> Fresh up to 5.03 but I have not been able to download all 611096
> bytes. Generally stops halfway through (but not at the same point
> each time).

Could not get a clean download using NetScape (followed instructions regarding holding down the shifkey) - CAB/StinG downloaded it fine.

Steve

285. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Steve Hammond <tthammond@earthlink.net>
Message-ID: <3967F970.956D3277@earthlink.net>
Source record: 59964

Phantomm wrote:

> Greetings Atari Folks....
>
> Could use some info on updating to the latest version of STinG.
>
> I see that there has been a new release, Version 1.26!
>
> According to the STinG DIALER.APP I have the following versions...
> Dialer Version = 01.16
> STinG Version = 01.20
>
> First, I would like to update to the latest version before the release
> of 1.26. Then I would like to upgrade to the new 1.26 version if it is
> bug free.
>

Installed it and connections seem faster- CAB goes much faster with far fewer timeouts.

Steve

286. Re: Falcon Emu

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007090115020.83-100000@TT030>
Source record: 59965

On Sat, 8 Jul 2000, [JJ] wrote:

> Anyone any idea if there is a Falcon emulator?

Heard rumors many times, none seem to surface.
It's either very hard, or low priority.

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

287. Re: Warning! -- SONY SUBSTANDARD SERVICE!

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007090117330.83-100000@TT030>
Source record: 59966

On Sat, 8 Jul 2000 Another_American_Consumer@xuksqjthmx.com wrote:

> Buyer be ware!

Quite off topic, btw.
And was this some cheezy $50 IDE crap?
One tends to get what they pay for and we can't help you here.

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

288. Atari SC1224 JVC Monitor low sound volume??

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Tim <tjlazer@my-deja.com>
Message-ID: <8k9b3ngim1@nnrp1.deja.com>
Source record: 59967

Hi, I just got an Atari SC1224 Version 2 JVC Color Monitor. I had to buy a seperate ST monitor cable to get it to hook up to my 1040ST as this monitor type does not have the cable built in like the other one!

Anyway the sound volume is very low compared to my other SC1224 standard monitor! With the control all the way up the sound is barely loud enough to listen to! I opened the monitor up to see if anything looked funny but all looks good.

Any ideas? What should I look for? Any way to increase the volume level?

Thanks

Tim

Sent via Deja.com http://www.deja.com/
Before you buy.

289. Re: Stik 2

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39683ebac4b541@online.be>
Source record: 59968

on Sat 08-07-2000 09:56 Gerhard Hï¿½lscher wrote:

>RC>Same problem I have with STiK 2.
>
>Where can I get this?

Not available yet but it will be released very soon.

TTYS
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

290. Re: Atari 1040STfm question

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <NsrpaVAFEFa5Ewey@steverosie.demon.co.uk>
Source record: 59969

In article <16b89395.074a1af9@usw-ex0101-008.remarq.com>, Volks wagen
<dubclubNOduSPAM@hotmail.com.invalid> writes
>Just dug my Old STfm out of the loft after years of hibernation.
>
>Ive connected it all up, and tried a few games. Some run, but
>must just stop loading, and a line of small bomb graphics appear
>across the middle of the screen.
>
>Cant remember anything much about the ST (been brainwashed by
>these PC thingies).
>
>Anybody tell me what the problem is?

Hi

It could be a few things:

Some of the disks have gone bad, they have bad sectors/tracks on.
Some of the chips may need reseating in the machine.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

291. Re: Atari SC1224 JVC Monitor low sound volume??

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <M89p+gAcIFa5EwfZ@steverosie.demon.co.uk>
Source record: 59970

In article <8k9b3ngim1@nnrp1.deja.com>, Tim <tjlazer@my-deja.com>
writes
>Hi, I just got an Atari SC1224 Version 2 JVC Color Monitor. I had to
>buy a seperate ST monitor cable to get it to hook up to my 1040ST as
>this monitor type does not have the cable built in like the other one!
>
>Anyway the sound volume is very low compared to my other SC1224
>standard monitor! With the control all the way up the sound is barely
>loud enough to listen to! I opened the monitor up to see if anything
>looked funny but all looks good.
>
>Any ideas? What should I look for? Any way to increase the volume
>level?

Hi

If you have a hi res monitor and are using a switch box to change
between the 2; some switch boxes DO NOT switch the sound off/on between
monitors, so you have sound going to both the monitors and very low
sound.

I came across this problem myself. Just thought I'd mention it just in
case you are using 2 monitors:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

292. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <fMCtCvAjYFa5EwfS@steverosie.demon.co.uk>
Source record: 59971

In article <3967b672.10193157@news.intergate.bc.ca>, Puppy Dawg
<swallow@intergate.bc.ca> writes
>Hi all.
>
>I have some questions for you about my ST.
>
>1) Can I connect my ST to my PC and have it transfer files? Perhaps a
>Direct Cable Connection with a x-over cable?
Hi

Yes you can connect the ST and pc together via a null modem and then you could use a terminal program to talk to each other. But this is VERY slow.

You can also use Ghostlink or one that uses a parallel connection (can't remember the name off hang, well I did 2 seconds ago!!).

>
>2) Can I network the ST through Ethernet? Perhaps to share an
>internet connection, etc.

Apparently it should be possible, but I've not done it yet. Mario Becroft is working on a project at the mo though:)

>
>3) How do I get my PC to write ST compatible disks? This is the
>question I really need to get resoled. There is a whole bunch of
>software on my PC that is meant for the ST, but it must stay there as
>the two aren't talking to each other at the moment. Suggestions? Is
>there a program that will cause the PC to write ST compatible disks?
>

Yep this is dead easy to do:)

The first thing I must mention as this is VERY important for the safety of your data: USE ONLY DOUBLE DENSITY DISKS (DD, 720k) unless you have had a high density drive fitted.

You ST will read a disk formatted via your pc, BUT there are programs that can format the disk and stick the relevant MS-DOS stuff on the disk with the ST.

What's more you can also take advantage of EXTENDED formatting, other than the standard 9 sectors per track and 80 tracks, with the ST.

I use DC Format 3, which I do have on my web site:

www.steverosie.demon.co.uk/programs/dcform3.zip

It's quicker to transfer via floppy if you can, rather than using
Ghostlink.

>Anyways, if anyone has any help for me, email me at
>swallow@intergate.bc.ca (I don't check my yahoo account that much...
>:)), or post a reply here. Thanks in advance.

Erm! Sorry chap but when you request these things via a newsgroup you
the replies will be via newsgroup and not via email! Netiquette...

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

293. Re: 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smgq0am8nu131@corp.supernews.com>
Source record: 59972

On 9 Jul 2000 02:26:53 G, Jim DeClercq wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:

>Perhaps Newark Electronics has an English presence. They have almost
>everything, at prices not too far out of line. I forget the web address,
>but it should be easy to find.

I'm getting it from Farnell now, but thanks.

>The drive I used did not have a large enough voltage swing from the hole
>detect switch, which were processed by the main processor chip, and
>seemed to be appropriate for 3 volt logic.

Looks like the drive was using the 3.3v type of chips. Use a
transistor like a BC109/108 (can't remember but it needs to be a NPN)
and take the output from the floppy drive through a 4.7K resistor to
the base of the transistor. Connect emiter to ground and the collector
to 5v positive through a 4.7K resistor. Now connect the wire from the
processor board inbetween the collector and resistor.

Little picture:
4k7
|---/\/\-----+5v
|
|--------to processor board
from 4k7 b /c
FDD -/\/\----|
\e
GND |
****

When 0V is appplied the transistor will have a high resistance so 5v
will go to the board but when 3.3v is applied the transistor will have
a low resistance pulling the output low.

I hope that helps you. BTW I have a digital handheld scope ;-)

```
+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|***************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+---------------------------------------+
```

294. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smgq0gjbnu46@corp.supernews.com>
Source record: 59973

On 8 Jul 2000 18:33:32 G, Frank W. Lawrence wrote:
>Galen,
>
>On 7 Jul 2000 15:26:00 -, atarigalen wrote:
>>phantomm@eastky.net (Phantomm) wrote:

>The following URL to get the new STING & Dialer and how I updated.
>
> http://www.ettnet.se/~dlanor/sting/html/sting.htm

I was wondering where it was avaliable from apart from the ftp site
chaplie. Hopefully this version will work on my ST. I tried so hard
to get 1.22 working. I'll download it today.

I can't wait to get on to the chaplie ftp!

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

295. Re: Atari 1040STfm question

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smgq0kjenu38@corp.supernews.com>
Source record: 59974

On 9 Jul 2000 11:16:37 +, Steve Stupple wrote:

>It could be a few things:
>
>Some of the disks have gone bad, they have bad sectors/tracks on.
>Some of the chips may need reseating in the machine.

I suggest taking the ST apart down to the motherboard, but keep a note where the screws go. Apply a bit of force to each of the socketed chips and use a soft brush to clean the board of dust.

If you're a bit worried of removing the cover from the floppy drive to clean it just blow the dust out out of the floppy drive.

Power it up without the top on, just DON'T go near the power supply. Check it out and if it doesn't work then try cleaning all the contacts with white spirit.

I don't like doing the 4 inch drop. It can work though but I would be worried of knocking the floppy drive heads out of alignment.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

296. Re: Atari SC1224 JVC Monitor low sound volume??

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963145274-060242AEicMi@bun.com>
Source record: 59975

Hi Tim

>Anyway the sound volume is very low compared to my other SC1224
>standard monitor! With the control all the way up the sound is barely
>loud enough to listen to!

There may have been some resistors fitted in the ST monitor plug, if
there are you could experiment with their value, i'd go down to 470ohm
myself, no lower.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

297. Re: 720K read/write on PC Info

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963145278-061004AEicMi@bun.com>
Source record: 59976

Hi Clockmeister

>Just open a DOS box and type format a: /f:720

I get much more satisfaction typing format C:

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

298. Re: Warning! -- SONY SUBSTANDARD SERVICE!

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963145280-061551AEicMi@bun.com>
Source record: 59977

Hi Lonny

Nice to chat to you again.

>> Buyer be ware!

Oy!, watch that quoting. 8~)

>Quite off topic, btw.

Agreed

>And was this some cheezy $50 IDE crap?

Could you imagine what the price of the item would be if it came with the
unconditional replacement scheme he's expecting!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

299. Re: Warning! -- SONY SUBSTANDARD SERVICE!

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963145284-062072AEicMi@bun.com>
Source record: 59978

Hello to yet another american whinger.

>Sony is a behemoth in the marketplace and as such, they have an
>obligation to scale their service facilities to meet demand.

Jesus, do you have any idea of the size of Sony Corp. service organization!!,
obviously not i'd say!!.

On the subject of obligation, a most important obligation is one of price, what you
are asking for would shove the price into the unrealistic bracket, you have to pay
for unconditional replacement schemes, big wonga prices, get your head out of your
arse.

>To not do so is an indication of their lack of commitment to customer satisfaction
>and an unwillingness to stand behind their products.

It sounds to me like they are very willing to repair their product, the 3 week
quoted is also realistic, the middle week of that is probably burn-in testing.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

300. Atari ST/TT/Falcon Ultimate Virus Killer 2000

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Richard Karsmakers <richard@fortysecond.net>
Message-ID: <tcrgmsou0ak9rli573e6i0goj65rtpl2vr@4ax.com>
Source record: 59979
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for well over a decade, and with the latest release (8.1) it's turned shareware.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com (this is a new URL!).
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me at cronos@atari.org and I will refrain from posting to the newgroup in the future.
Thanks for your time.

301. ST News International Christmas Coding Convention 2000 (Atari scene reunion event)

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Richard Karsmakers <richard@fortysecond.net>
Message-ID: <sfrgmsc48pshnh2n5nmg3vr0k6unvit3tu@4ax.com>
Source record: 59980
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990?

Then you should not wait a second longer and surf over to http://www.stniccc.com (which is a new URL!) to discover that, in fact, a reunion of that very historical event is being organised for December 2000, a 10th anniversary reunion as it were! It is going to be the coolest event of the millenium, I can assure you!
In case you've already surfed over to that site in the past year or so, be advised to check it out again, as it's been overhauled utterly! It looks way cooler now, and contains a lot more information!

302. WTB: MKX case

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <8kaa09$h16$2@as102.tel.hr>
Source record: 59981

```
WTB:

- used MKX case for Falcon 030, w/wo power supply, but w/all
cablings...

reasonable offers at sasha@atari.org

-----------------------------------------------
Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2
-----------------------------------------------
```

303. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200007091112.a65247@wun.maus.de>
Source record: 59982

Hallo JI!

JL>No apparent problems.

Well, I found one: The Dialer won't behave properly when used as application and "exit" is pressed. It just closes its window, but stays in memory. I have to terminate it by sending a signal via MultiStrip. This is with MagiC 6 on my CT2A Falcon.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

304. Re: Panasonic PD with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Dan Cable <dcable@ix.netcom.com>
Message-ID: <3968F1DF.9B347BFC@ix.netcom.com>
Source record: 59983

Chris Crosskey wrote:

> I've jsut picked up a Panasonic PD drive, the one that is also a
> CDROM...I'm going to prolly put it on my Studio Falcon as an interim
> back-up device for audio stuff...Does anyone know how to get the PD drive
> (it's an MO type device) to work....does HD-Driver handle it?....or ICD
> Pro?....

I've got one but haven't played wiht it. I'd like to know what you find.

> BTW I can't get my old 21Mb Floptical to work on a Mega STe...the
> MSTE has an on-board converter for itts drive that only handles one drive,
> soi I put the Floptical in on an ICD Link2 (and tried a Link97)...no joy,
> if it's connected it crashes...running HD-Driver 7.x....Used to work fine
> on my old STe with a hard-drive on the Link2 as well....should I strip the
> internal drive off its interface and nix trhe old interface and do it all
> with the Link?
>
>

Floptical/Mega STE/Link works just fine here using the ICD software. Is it possible you have the Floptical set to be drive 0 the same as the internal?

Dan

305. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <8kadff$q0t@nnrp2.farm.idt.net>
Source record: 59984

```
To all concerned
On 9 Jul 2000 11:54:56 G, Lyndon Amsdon wrote:
>On 8 Jul 2000 18:33:32 G, Frank W. Lawrence wrote:
>>Galen,
>>
>>On 7 Jul 2000 15:26:00 -, atarigalen wrote:
>>>phantomm@eastky.net (Phantomm) wrote:
>
>>The following URL to get the new STING & Dialer and how I updated.
>>
>> http://www.ettnet.se/~dlanor/sting/html/sting.htm
>
>I was wondering where it was avaliable from apart from the ftp site
>chaplie. Hopefully this version will work on my ST. I tried so hard
>to get 1.22 working. I'll download it today.
>
>I can't wait to get on to the chaplie ftp!

Some cannot get to the file using the above URL, try:

http://www.ettnet.se/~dlanor/sting/html/index.htm

--
*****************************
*===== Frank Lawrence =====*
*===== Norman OK US =====*
*****************************
```

306. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <Pc4a5.10303$7%3.707982@news.flash.net>
Source record: 59985

On 9 Jul 2000 11:12:00 +, Ekkehard Flessa wrote:
>Hallo JI!
>
>
>JL>No apparent problems.
>
>Well, I found one: The Dialer won't behave properly when used as application
>and "exit" is pressed. It just closes its window, but stays in memory. I have
>to terminate it by sending a signal via MultiStrip. This is with MagiC 6 on my
>CT2A Falcon.

In the Configs section of the dialer, (under Miscellaneous, I think)
do you have it set to stay resident? If this box is marked, the
dialer will stay resident after you close it, allowing you call it at
any time from a task manager (like APPLINE in Magic, or Task Manager
ACC in Geneva).

Mike Freeman
nameerf@flash.net

307. SH205

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <3968600E.D6F49F0A@atari.org>
Source record: 59986

Hi.
My friend give my some view like this on picture:
http://www.jacksonville.net/~rolf/atari/mega2f30/atari4.jpg
but is not Megafile, but SH 205.
Questin: What is this?!
Marek
--
Marek Dankowski.
portfolio@atari.org
---EOF---

308. Billgatus of Borg

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3968E120.4A923306@jps.net>
Source record: 59987

This is cute!

http://www.attrition.org/gallery/ms/Borg.jpg

309. Re: SH205

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3968E15E.FD8CAEB2@jps.net>
Source record: 59988

The Atari 20 MB Hard Drive, later renamed Megafile 20.

Marek Dankowski wrote:
>
> Hi.
> My friend give my some view like this on picture:
> http://www.jacksonville.net/~rolf/atari/mega2f30/atari4.jpg
> but is not Megafile, but SH 205.
> Questin: What is this?!
> Marek
> --
> Marek Dankowski.
> portfolio@atari.org
> ---EOF---

310. Re: 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3968e2cd$0$31675@news.zetnet.co.uk>
Source record: 59989

On 8 Jul 2000 10:27:00 G, Lyndon Amsdon wrote:

>You can get 16mhz from the shifter on both the ST and STE but I tried

>I have already got 28 boards etched so I don't want to have
>to change them.

OK, if you get *really* stuck, we'll lay a cable from my house
to yours, and you can pick up 16MHz from my Falcon ;-)

If it turns out that 16MHz crystals are no longer available,
we could set up a wide area 16MHz clock signal distributor
and charge by the second...

>>Have you tried ordering on-line from Farnell?
>
>No, I think I've heard of them before. I'll search about on the
>web...

Farnell is more professionally oriented than Maplin. I don't think
they even have retail outlets. Hence, their catalogue is free (order
it from the web). Maplin only puts a price on its catalogue for
protection (otherwise people would take loads).

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200
SA-VE702, TA-FB930R, QED Qudos Silver, Cable Talk 3.1, Yamaha CRW4416
Ixos Gamma Geometry with ICC dielectric model 1002 audio interconnect

311. Re: Warning! -- SONY SUBSTANDARD SERVICE

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3968e3d9$0$31675@news.zetnet.co.uk>
Source record: 59990

On 8 Jul 2000 16:21:04 G, An_American_Consumer@phcvnuirbmg.org wrote:

>Anyone considering the purchase of a Sony peripheral for their computer
>might want to give it some further thought.

Hmmm.

Shiuming Lai

--
CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, Line Audio Jam PRO 2/8, Sony CPD-G200
SA-VE702, TA-FB930R, QED Qudos Silver, Cable Talk 3.1, Yamaha CRW4416
Ixos Gamma Geometry with ICC dielectric model 1002 audio interconnect

312. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3968E386.2019116F@cable.A2000.nl>
Source record: 59991

Hi

Gerhard Hï¿½lscher wrote:
>
> Hi John,
>
> rojewski@primenet.com (John M Rojewski) schrieb
> JMR>Address Register 4 (a4), which Lattice C uses for 'near' variables.
>
> I think this behaviour is incompatible to TOS standards, but I don't know
> really.

It is simply a very bad idee. It makes mixed language or even mixed compiler programs very difficult, if not impossible.

It belongs to the many temptations that assembly programmers have to withstand. :-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

313. Re: Newsie.96 Crash

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <Cz5a5.49646$_b3.1433397@newsread1.prod.itd.earthlink.net>
Source record: 59992

```
On 8 Jul 2000 00:38:25 G, John M Rojewski wrote:
>On 5 Jul 2000 08:06:00 +, =?ISO-8859-1?Q?Gerhard_H=F6lscher?= wrote:
>>Hi John,
>>
>>rojewski@primenet.com (John M Rojewski) schrieb am 04.07.00 in Mitteilung
>>Nr. 8jt9an$4oa$4@nnrp03.primenet.com:
>>JMR>Does NVDI 5 have WDialog built in? If so there may be some
>>JMR>correlation. Someone else mentioned a GDOS/TOS compatibility option
>>JMR>on NVDI. On NVDI 3.02 I have TOS compatibility off, and GDOS on.
>>
>>What's exactly the problem with NEWSie and WDialog 2.x?
>>Is it a function call that has changed since WD 1.x or something else?
>>I can't believe this is so hard to fix, since other programs don't mind this
>>either.
>>
>As I stated, I believe its more relating to WDialog 2.0 and higher
>usage of Address Register 4 (a4), which Lattice C uses for 'near'
>variables. Somehow Wdialog 2.0 and higher appears to corrupt this
>address register, which causes NEWSie to have problems internally.
>Not because of what NEWSie is doing, but because of what Lattice is
>depending upon.
>
>John
>
>*
>* John Rojewski email: rojewski@primenet.com
>* http://www.primenet.com/~rojewski/
>* Atari Falcon'030/14/84
>* Use NEWSie - the News/Email/FTP/Browser for the Atari
>.
Hi John,
Just thought I'd mention I'm using Wdialog 2.04, NVDI 5.01
and there are no crashes with Newsie .96 however there are no extra
fonts loaded either! So I assume Wdialog only comes into play with
fonts (and the NVDI printer cpx).
John G.
```

314. Re: STinG 1.26 out now!

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <BN5a5.44975$NP5.1426779@newsread2.prod.itd.earthlink.net>
Source record: 59993

On 8 Jul 2000 18:44:06 +, "Martin \"Nightowl\" Byttebier" wrote:
>on Fri 07-07-2000 15:39 atarigalen wrote:
>
>>Mathias <mpichotz@fh-lausitz.de.nospam> wrote:
>>>Hi,
>>>
>>>STinG 1.26 rel. today 6.7.2000!
>>
>>Where?
>>
>On the homepage of Ronald Andersson, for URL see UTSI, internet section
>
>It's also on the Belgian ftp-server
>
>ftp://chapelie.rma.ac.be/atari/internet/sting/sting126.lzh
>
>TTFN
>Martin
>--
Ronald Andersson's download page:
http://www.ettnet.se/~dlanor/sting/html/file.htm

John G.

315. Re: Networking

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <mp6a5.2730$B92.7142@newsfeed.slurp.net>
Source record: 59994

On 8 Jul 2000 14:39:53 +, "Simon George" wrote:
>I have a 2080STe and a PC. I am interested in networking the two machines
>so as I can use the PC as a file server as I don't have a hard drive for my
>STe.
>
>Has anyone got any suggestions as to how I can go about this relatively
>inexpensively. I can lay my hands on a LAN card for my PC, what would I
>need on the other end.

Well if you can get a ST emulator for the PC that could access the MIDI
ports of the PC (am not sure if Pacifist does) there is a program I have
that will do this. I tried it out with my Hades hooked up to my STe
through the MIDI ports. I was able to bring up the files that were on my
STe on the Hades. I could then click on the programs that were on my STe's
hard drive and they would come up on my Hades. Kind of neat.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

316. Remakes Site Wants Your Games!

Newsgroup: comp.sys.atari.st
Date: 2000-07-09 00:00:00 UTC
From: "[JJ]" <jj666@freenet.co.uk>
Message-ID: <8katbocra5@neptunium.btinternet.com>
Source record: 59995

Any fellow ST'ers out there willing to donate PD games
to my site?

The Site consists of Classic Game Remakes, You know
like Space Invaders, Asteroids, even computer
remakes like ZX Speccy's Jet Set Willy and Atari XL's
Attack of the Mutant Camels....

The remakes on my site are for the moment downloadable
for the Amiga, IBM PC, and Atari ST. Tho' other platforms
will be catered for in the future.

If you would like to donate software please mail me below
with a) The Original Games Name and b) The Remakes
Games Name... software will be added as and when I get
it...

Regards

--

That bald headed git known as [JJ] can be contacted via :-
Mail: jj666@FreeNet.co.uk or push@btinternet.com
ICQ : 70781704
IRC : #classicemu @ katatonik.liquidnet.icenet.org Port:6667
URL : http://retro-remakes.com <--- Classic Game Remakes
---

317. Re: I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <396a637a1472ae2@free.fr>
Source record: 59846

Hello,

in article <8kdfqllmi1@snipp.uninett.no> (comp.sys.atari.st)
Jo Even Skarstein wrote on Mon 10-07-2000 21:39 (GMT):

> ...for quite some time, perhaps as long as 12 weeks. I crashed on my
> motorcycle this afternoon, and will be away from my computers (or atleast

Bad luck. I wish you to recover asap.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://paricard.free.fr/ta/

318. Re: OXO: XXL, WenSuite

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007102048.a30841@os.maus.de>
Source record: 59847

Hi,

zorro270@hotmail.com (Zorro) schrieb am 10.07.00 in Mitteilung Nr.
8kba82koh1@news0.skynet.be:

Z>(the second version comes soon).

Info from OXO?
Are there news on WenSuite, too?

bye,
=Gerhard=

319. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007102055.a30842@os.maus.de>
Source record: 59848

Hi,

EF>and the window closer did just close the window and keep the program
EF>running. Even with "Stay resident" ticked!

Dialer 1.15 (I have this one) does exactly, what the checkbox text says.
Enabled, the Dialer stays in memory when all windows are closed, disabled, it
terminates.
The "Exit" button makes it always terminate.

bye,
=Gerhard=

320. Re: SH205

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <39689F56.6BCD9989@atari.org>
Source record: 59900

```
> The Atari 20 MB Hard Drive, later renamed Megafile 20.
Can I use it with my STFM 1040?
--
Marek Dankowski.
portfolio@atari.org
---EOF---
```

321. Re: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <3968A181.5C45780F@atari.org>
Source record: 59901

> I've decided I need to up date my currnet spreadsheet Digicalc (circa
> 198x), does anyone have any suggestions?

In my opinion very god worksheet is "Opus".
Many options, friendly for user, export/import to .wks (Lotus 1-2-3
worksheet).
It work in hi res. Made in 1990
ftp://ftp.funet.fi/pub/atari/applications/opus231.lzh
Marek.
--
Marek Dankowski.
portfolio@atari.org
---EOF---

322. Re: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Zorro <zorro270@hotmail.com>
Message-ID: <8kba82koh1@news0.skynet.be>
Source record: 59902

Hi,

Texel 2.0 is good for a"normal" usage and XXL from OXO is very... strange
but fast and powerfull (the second version comes soon).

Zorro

Atarix http://users.skynet.be/atarix/
(in French only...)
---

323. Re: Falcon Emu

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Zorro <zorro270@hotmail.com>
Message-ID: <8kbapc$59b$1@news1.skynet.be>
Source record: 59903

```
> Anyone any idea if there is a Falcon emulator?
>
> Or even if one is in development... thx

Currently,... no!

It's a hard thing because the DSP is not easy to emulate.... a very big
work!!!

Zorro
-----------------------------------
Atarix http://users.skynet.be/atarix/
(in French only...)
-----------------------------------
```

324. Re: Billgatus of Borg

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <SAaa5.46$rc3.3215@nsw.nnrp.telstra.net>
Source record: 59904

Gott luv it :-)

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

John Kolak <jkolak@jps.net> wrote in message
news:3968E120.4A923306@jps.net...
> This is cute!
>
> http://www.attrition.org/gallery/ms/Borg.jpg

325. Re: Atari SC1224 JVC Monitor low sound volume??

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Tim <tjlazer@my-deja.com>
Message-ID: <8kbon7$1eh$1@nnrp1.deja.com>
Source record: 59905

In article <963145274-060242AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
> Hi Tim
>
> >Anyway the sound volume is very low compared to my other SC1224
> >standard monitor! With the control all the way up the sound is
barely
> >loud enough to listen to!
>
> There may have been some resistors fitted in the ST monitor plug, if
> there are you could experiment with their value, i'd go down to
470ohm
> myself, no lower.

Well it's a after market plug 13 pins and there seems to be no
resistors on the ends! I am not sure if I may need a better cable!

This is an odd problem I prefer the JVC monitor over the Goldstar one!

Tim

> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

326. Re: Panasonic PD with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39697EBC.629@ooc.de>
Source record: 59906

Dan Cable wrote:
>
> Chris Crosskey wrote:
>
> > I've jsut picked up a Panasonic PD drive, the one that is also a
> > CDROM...I'm going to prolly put it on my Studio Falcon as an interim
> > back-up device for audio stuff...Does anyone know how to get the PD drive
> > (it's an MO type device) to work....does HD-Driver handle it?....or ICD
> > Pro?....
>
> I've got one but haven't played wiht it. I'd like to know what you find.

Yes, HDDRIVER can handle it. See the manual and README for more
information on this particular type of device.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

327. Re: 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: pls@no.spam
Message-ID: <8kc433iec1@qnsgh006.europe.nortel.com>
Source record: 59907

In article <smeoa95pnu30@corp.supernews.com>, bindon@madasafish.com (Lyndon Amsdon) wrote:
>On 7 Jul 2000 20:20:36 G, Steve Sweet wrote:
>>FAO Lyndon
>
>>Ive found some listed here in the CPC catalogue, but in an 8 pin DIL
>>layout, 16MHz Part no. SCC1200C15, ?1.99.
>
>Thanks for the info. It seems like it's gonna be difficult getting
>the 14pin version. Well I'll try RS Components on Monday. It's
>gonna be annoying if I have to use the 8 pin type.
>
>
>>But you'd need a trade account to get one!.
>Damm!

On a different note, why not consider dividing down the master osiullator (32 MHz, or there abouts). A simple TTL divider chip is cheaper than an oscillator & can give you multiple outputs at different frequencies.

It can sometimes be an advantage to have the 16 MHz output phase locked to the master oscillator.

Look for something that operates up to 60 Mhz or higher.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

328. Re: Networking

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: pls@no.spam
Message-ID: <8kc4jq$j4k$1@qnsgh006.europe.nortel.com>
Source record: 59908

In article <mp6a5.2730$B92.7142@newsfeed.slurp.net>, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
>On 8 Jul 2000 14:39:53 +, "Simon George" wrote:
>>I have a 2080STe and a PC. I am interested in networking the two machines
>>so as I can use the PC as a file server as I don't have a hard drive for my
>>STe.
>>

** Stuff deleted about Hades networking **

You can use the PC's serial port if you set it up as an NFS server.
I did this & it worked, but you need to run MiNT on the STE, & 2 MB is
probably not enough for all of the networking stuff.

The speed was 19,200, really kind of slow.

The other posters idea about Pacifist is quite good, but if Pacifist does not
support the Midi port (this on the soundcard, right?), there might be other
emulators (TOSbox, WinSTon, etc) that might.

If none of then do, then you might consider buying a cheap ISA PC serial card
& changing the crystal frequency to convert the 38,400 baud output to 31,250
Midi frequency, then set this card us as the main serial port.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

329. Re: _NVDI 5 Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8kc5fl$gn9$1@sun27.hrz.tu-darmstadt.de>
Source record: 59909

Hi!

> Could not get a clean download using NetScape (followed instructions
> regarding holding down the shifkey)

Because this won't help at all (holding down the shift key). They were
told more than once how to achieve painless download for all users
(including those with Netscape Navigator for Windows), but decided to
add this useless "tip" instead ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

330. Re: Nview (was: Re: PSD files on a Falcon?)

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <3969A146.7C4B097F@europe.com>
Source record: 59910

John Garone a ï¿½crit :
> I know "0" about programming so I could'nt make any suggestions there.
I just wanted to point that a 030-version instead of a 020 one would be unuseful. So I suggested him to try to fiddle with his C compiler's optimisation options (in case he hasn't yet done so).

> Good to hear he's still backing Atari though!!! Can he get it to laod
> a pic as fast as the Apex viewers do (without loss in quality)?
Well, do you think/feel the Apex viewers loose quality :) ? Well, perhaps if you have a graphic card installed (sadly it think they lack Eclipse support :(...), you could have a better result on screen... And Apex viewers could be even faster if they did not pay attention to better-than-standard quality (AFAIK they have some tricky display routines to do more that Falcon standard 64k-colors and 256k-color palette).
Anyway portable C cannot be faster than assembler IMHO... So only use Nview for exotic formats and the new formats we (yet) have no dedicated viewer for, like PNG or PSD.

331. Re: Reading Atari diskette on PC???

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: DBruceMore <brmooreNObrSPAM@gov.mb.ca.invalid>
Message-ID: <07a8613a.1b913525@usw-ex0105-035.remarq.com>
Source record: 59911

The above URL to the free App worked like a charm! I had a
composition notated on the Atari disk that I thought was lost
forever, and I saw it for the first time in 6 years yesterday!!!!

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

332. Newsie 0.96

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <zMka5.1894$V12.51735@weber.videotron.net>
Source record: 59912

Newsie seems a bit more stable than before but there's still a number of problems:

When retrieving mail Newsie doesn't recognize the end of an email and will sit waiting for the timeout. If I press escape I will lose the current email (about 4 lost this way). I've worked around this by setting the timeout to 5 seconds, but really this seems to be a major bug and I remember this from previous versions.

When saving preferences and other options the file select box appears with lower case letters.

There doesn't seem to be any (easy) way to edit a newsgroup article before sending it. I'm doing it now but I had to manually load the article.

I won't carp. Basically it works, but it's a bit awkward. Thank you John for all your hard work. If you could fix the email bug I would be happy.

333. Re: 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smjqvbq0nu66@corp.supernews.com>
Source record: 59913

On 9 Jul 2000 20:38:37 G, Shiuming Lai wrote:
>On 8 Jul 2000 10:27:00 G, Lyndon Amsdon wrote:

>OK, if you get *really* stuck, we'll lay a cable from my house
>to yours, and you can pick up 16MHz from my Falcon ;-)
>
>If it turns out that 16MHz crystals are no longer available,
>we could set up a wide area 16MHz clock signal distributor
>and charge by the second...

We would have to step up the voltage and maybe convert it to AC so we
don't loose power......couple of thousand of volts....

>Farnell is more professionally oriented than Maplin. I don't think
>they even have retail outlets. Hence, their catalogue is free (order
>it from the web). Maplin only puts a price on its catalogue for
>protection (otherwise people would take loads).

Hmmm freebies. I have been told by David Bolt that they do stock the
parts I need.

Thanks for all the help everyone who chipped in. ;-)

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

334. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smjqvgiqnu99@corp.supernews.com>
Source record: 59914

Hi!

A few months back I was having trouble with sting 1.22. Guess what...
I'm having trouble with 1.26!.

I tried reindstalling 1.22 twenty odd times. From floppy using a
minimal system (HSMODEM7 STinG Xcontrol) tried TOS 2.06 and 1.62.
Tried using cops and Zcontrol.

Everytime I loaded a programme it would lock up either from Hard disk
or floppy.

Sting 1.26 does exactly the same on my STe!

So I tried it on another computer. The other computer was an STe with
external blitter chip like just like mine.
It worked fine!

The only thing it could be is:

1) 4mb of RAM (yeah right this is causing a problem)

2) TUS developments tos switcher (tried it in 1.62 and 2.06, so it
can't be that)

3) TUS IDE interface. I think this is the problem. I've never had
any trouble before, but it can't be anything else.

Anyone had any problems with it?

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

335. FS: USA: Atari SM124 Hi Res Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Jon <chicken_little@fallingsky.com>
Message-ID: <8kcshnbdp1@slb7.atl.mindspring.net>
Source record: 59915

I have two (2) Atari SM124 Monitors for sale. If interested please email
reasonable offers to my new address: atarmiga@mindspring.com

Thanks,
JoNk

P.S. will be shipping from Ohio

336. Re: SH205

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1edkfwn.zfaj7l1kkh5eoN%doitarchive@atari-computer.de>
Source record: 59916

Marek Dankowski <portfolio@atari.org> wrote:

> Hi.
> My friend give my some view like this on picture:
> http://www.jacksonville.net/~rolf/atari/mega2f30/atari4.jpg
> but is not Megafile, but SH 205.
> Questin: What is this?!

Megafile xx hard drive, MegaST computer/ 2Mb RAM .)
They renamed SHxxx drives to Megafile... years ago..

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

337. Re: 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007100705.a30820@os.maus.de>
Source record: 59917

```
SL>If it turns out that 16MHz crystals are no longer available, we could
SL>set up a wide area 16MHz clock signal distributor and charge by the
SL>second...

ROTFLBTC!
```

338. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200007100508.a65264@wun.maus.de>
Source record: 59918

Hallo Gerhard!

GH>Config/Miscancellous: [ ] Stay resident after last window

Well, maybe. But this behavior has changed from the last version, where the "exit" button did exit the dialer, and the window closer did just close the window and keep the program running. Even with "Stay resident" ticked!

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

339. Re: PSD files on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@yucom.be>
Message-ID: <963252806-320947AEicMi@yucom.be>
Source record: 59919

From: swampfox1@earthlink.net (John Garone)
Date: Wed, 05 Jul 2000 04:16:55 GMT

Hi John,

>Anyone here familier with .PSD files and is there a program to
>view them on a Falcon? I tried Ghostscript but no go.
*.PSD files can be viewed & printed with Calamus, when using the Bridge
module you can convert them to another format that is more common on our
platform.

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

340. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@yucom.be>
Message-ID: <963252824-324667AEicMi@yucom.be>
Source record: 59920

From: "Pascal Ricard" <paricard@free.fr>
Date: Wed, 05 Jul 2000 09:35:09 GMT

Hi Pascal,

>There is PhotoTip. This program recognizes a few cameras (but
>unfortunately not mine (yet)). It was translated, so there should be a
>link on the TransAction pages: look at my sig. BTW, Altern is still down
>:-(so you may look at my mirror site.
The English translation of PhotoTip can be downloaded from the authors
website. PhotoTip comes bundled with the English RSC and bubblehelpfile,
the English help hyp file is nearly ready and will be added to the package
later this month. Registered users will recieve a printed English manual.
English translation of Phototip by DDP <sic>.

PhotoTip 2.11 : http://dursoft.atari-computer.de

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

341. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@yucom.be>
Message-ID: <963252848-329235AEicMi@yucom.be>
Source record: 59921

>On 4 Jul 2000 13:34:13 G, Edward S. Baiz Jr. wrote:

>
>>I was just wondering and would like an opinion. Which is the best kind or
>>digital camera, the one that puts the pictures on a 3.5 inch disk or else
>>the ones that have a cable and need to be hooked up to the computer so
>>that images can be transfered?
Just adding my two cents...
The Sony Mavica models save the pictures on disk, the advantage of this is
that you don't need cables or expensive ramcards, an inexpensive disk will
do. The drawback of this kind of cameras is that they are clumsy, heavy and
there's no way to take for example pictures at high speed, it will take at
least a couple of seconds before the picture is saved to the disk, and the
camera is ready for the next shot. Because of the space limitations you'll
need to carry a whole lot of disks with you...
Another disadvantage is the price, for the same amount of money you can buy
a digital camera with a CCD containing over two Megapixels, this will
produce pictures with a resolution in the range of 1600*1200. The latest
generation of digtital cameras now come with CCD's containing well over 3
Megapixels giving a resolution of 2048*1536, a picture that size would barely
fit on a diskette even if it's compressed with JPEG on a very high setting...
The price of these cameras keeps falling every month, if you don't really
need one today, I think it would be very worthwile to hold on for a couple
of more months, the picture quality of these new 3 Megapixels cameras is
just as good as from the tradional APS cameras, If you want SLR quality
you'll have to wait a long time, these cameras still cost more then an
average car...

PhotoTip doesn't support a lot of brands, but the few cameras that are
supported are among the best.... Olympus, Nikon, Epson... etc..
As an Atari user you should look for a camera that has a RS232 port, a lot of
new models now only come fitted with a USB interface. If you can afford it buy

a camera with a *real* zoomlens, some of the cheaper models offer a zoommode
but this is a fake, they enlarge a portion of the picture which ultimately
stands for loss of quality. The traditional camera makers put a good type
of quality lens on the camera, some cheaper models seem to be using the
backend of a beerbottle.

Have you considered the alternative route?
The latest batch of affordable scanners can scan pictures and slides at a
quality that none of the above mentioned cameras are capable off. The Epson
1200 Photo scanner and an average SLR will cost less then a digital camera,
and it's going to take a long time before that kind of picture quality is
reached by any (affordable) digital camera.

Cheers from Belgium
Dennis

PS: Next month Sony will release the Mavica MVC CD1000 that instead of a diskdrive comes with a compact internal multisession capable CD Writer, the camera can write up to 156MB on a compact CD, the CD can be read with a normal ISO 9660 driver in a standard CD-R. For the first time Sony implements a 2.1 Megapixel CCD in a Mavica model, which can produce pictures up to 1680*1240 pixels and it has a "real" 40-400mm zoom.
--

____ ____ ____
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

342. Re: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <3969774A.5E72BCB2@atari.org>
Source record: 59922

> Texel 2.0 is good for a"normal" usage
Texel 2.0 in FTP archves is not full useable demo (functions save, save as..., and export not work).
Regards. Marek.

--
Marek Dankowski.
portfolio@atari.org
---EOF---

343. Atari Cubase Studio Module

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: DobDoa <DobDoa@hotmail.com>
Message-ID: <ERtqOSCVK=DlREGtPavD+XZDjAGT@4ax.com>
Source record: 59923

Does anyone know where I could find this module. I know it exists,
but no one sells it anymore. The only place I can find it is on
Steinberg's FTP, but it is an update and you need the original disk to
make it work.

Thanks in advance

DobDoa

344. Re: _WTB Atari Falcon or Atari TT_

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Russ Collins <chill182@hotmail.com>
Message-ID: <8kd6c7$1jlj$1@herald.onu.edu>
Source record: 59924

What exactly is a Falcon? An Atari computer that was released after the ST?
I tried looking for websites that had just basic information (specs,
history, pictures) and couldn't find any. Does any one know a good site for
me to look?

John Kolak <jkolak@jps.net> wrote in message
news:39655CB2.84F3FFD4@jps.net...
> May let go of CT2 upgraded Falcon. Due to high specs (32MB Fast RAM,
> 14MB ST RAM, FPU, HD) will be asking $700 plus shipping from California.
> CT2 installed by Rodolphe.
>
> John
>
> Phantomm wrote:
> >
> > Greetings,
> >
> > Looking to purchase a Atari Falcon or Atari TT.
> > Must be in very good working condition.
> >
> > If you have one of these for sale then do e-mail me details about
> > the system including asking price.
> >
> > Thanks,
> > phantomm@eastky.net
> > ------------------
> > _

345. OLD MACHINE-NEW USER..HELP!

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: peter nissen <pete@lomaxnissen.com>
Message-ID: <396A316B.BB48B0DE@lomaxnissen.com>
Source record: 59925

I've just been given a 1040STF with no mouse, no manual and no idea how to use it. I would specifically like to use it to operate a music sequencer such as Cubase. Can I navigate the desktop using only the keyboard? How do I find out if there is enough memory for sequencing? How does it interface with studio hardware? etc etc etc Any help or advice would be greatly appreciated . . .really!

346. Re: SH205

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396A312A.B9F55AB0@jps.net>
Source record: 59926

Sure. It will work on any atari computer with a DMA port. If it is not bootable, you will need some kind of HD utilities. Atari's original AHDI or Uwe's HD Driver, or something in between!

Marek Dankowski wrote:
>
> > The Atari 20 MB Hard Drive, later renamed Megafile 20.
> Can I use it with my STFM 1040?
> --
> Marek Dankowski.
> portfolio@atari.org
> ---EOF---

347. Re: _WTB Atari Falcon or Atari TT_

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396A31FC.A6442C27@jps.net>
Source record: 59927

Start here. If it doesn't answer your questions, there may be links
there. If you have any specific questions, let me know.

http://www.tmisnet.com/~strads/hq/atari.html

Also, for info on the Centurbo accelerator, go to:

http://www.czuba-tech.com

John

Russ Collins wrote:
>
> What exactly is a Falcon? An Atari computer that was released after the ST?
> I tried looking for websites that had just basic information (specs,
> history, pictures) and couldn't find any. Does any one know a good site for
> me to look?
>
> John Kolak <jkolak@jps.net> wrote in message
> news:39655CB2.84F3FFD4@jps.net...
> > May let go of CT2 upgraded Falcon. Due to high specs (32MB Fast RAM,
> > 14MB ST RAM, FPU, HD) will be asking $700 plus shipping from California.
> > CT2 installed by Rodolphe.
> >
> > John
> >
> > Phantomm wrote:
> > >
> > > Greetings,
> > >
> > > Looking to purchase a Atari Falcon or Atari TT.
> > > Must be in very good working condition.
> > >
> > > If you have one of these for sale then do e-mail me details about
> > > the system including asking price.
> > >
> > > Thanks,
> > > phantomm@eastky.net
> > > ------------------
> > > _

348. Re: Panasonic PD with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <396a369f$0$31677@news.zetnet.co.uk>
Source record: 59928

Floptical is set to drive 1. It was being used with an STe that had a
hard-drive on ID 0....however I will check, it might be that the internal
drive is set to 1.....those old Mega converters weere always a bit wierd
(only supporting one drive for srtarters...

chrisc

On 9 Jul 2000 17:32:11 G, Dan Cable wrote:
>Chris Crosskey wrote:
>
>> I've jsut picked up a Panasonic PD drive, the one that is also a
>> CDROM...I'm going to prolly put it on my Studio Falcon as an interim
>> back-up device for audio stuff...Does anyone know how to get the PD drive
>> (it's an MO type device) to work....does HD-Driver handle it?....or ICD
>> Pro?....
>
>I've got one but haven't played wiht it. I'd like to know what you find.
>
>
>> BTW I can't get my old 21Mb Floptical to work on a Mega STe...the
>> MSTE has an on-board converter for itts drive that only handles one drive,
>> soi I put the Floptical in on an ICD Link2 (and tried a Link97)...no joy,
>> if it's connected it crashes...running HD-Driver 7.x....Used to work fine
>> on my old STe with a hard-drive on the Link2 as well....should I strip the
>> internal drive off its interface and nix trhe old interface and do it all
>> with the Link?
>>
>>
>
>Floptical/Mega STE/Link works just fine here using the ICD software. Is it
>possible you have the Floptical set to be drive 0 the same as the internal?
>
>
>
>Dan
>
>
>.

349. Re: Panasonic PD with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <396a36f4$0$31677@news.zetnet.co.uk>
Source record: 59929

```
On 10 Jul 2000 09:43:56 , Uwe Seimet wrote:
>Dan Cable wrote:
>>
>> Chris Crosskey wrote:
>>
>> > I've jsut picked up a Panasonic PD drive, the one that is also a
>> > CDROM...I'm going to prolly put it on my Studio Falcon as an interim
>> > back-up device for audio stuff...Does anyone know how to get the PD drive
>> > (it's an MO type device) to work....does HD-Driver handle it?....or ICD
>> > Pro?....
>>
>> I've got one but haven't played wiht it. I'd like to know what you find.
>
>Yes, HDDRIVER can handle it. See the manual and README for more
>information on this particular type of device.
>

Unfortunately my manual is in German :-((...I'kll check the README
though...

chrisc
```

350. Old postings

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: george@moulder77.freeserve.co.uk
Message-ID: <8kdek3$a9g$1@news7.svr.pol.co.uk>
Source record: 59930

I would like to obtain a copy of article 6871, January 3rd, 1988, of the comp.sys.atari.st newsgroup called "Menu control for the ST".

Can anyone help me on whether this is this likely still to be on record, and if it could be downloaded with Newsie 0.96?

351. Re: OLD MACHINE-NEW USER..HELP!

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <002ba958.8998fb45@usw-ex0108-063.remarq.com>
Source record: 59931

peter nissen <pete@lomaxnissen.com> wrote:
>I've just been given a 1040STF with no mouse, no manual and
>no idea how to use it.
What country are you in? Do you have a monitor?

>... Can I navigate the desktop using only the keyboard?
Yes. Hold down the <Alternate> key and use the arrow keys on
the keyboard. Add <Shift> for fine adjustments.

>Any help or advice would be greatly appreciated . . .really!
I suspect you want to talk to Tim Conradry or Paul Nurminen.
Try www.nurmix.com as a start.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

352. Re: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <059d46f8.8a06dc49@usw-ex0108-063.remarq.com>
Source record: 59932

Marek Dankowski <portfolio@atari.org> wrote:
>
>> Texel 2.0 is good for a "normal" usage
>Texel 2.0 in FTP archves is not full useable demo (functions
save, save
>as..., and export not work).

Opus is freely distributable, if I remember correctly. Texel is
most certainly commercial.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

353. Re: PSD files on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <09b4d68a.8b08ade2@usw-ex0108-063.remarq.com>
Source record: 59933

swampfox1@earthlink.net (John Garone) wrote:
> Thanks for the URL. Nview (Atari) sure has a long list of
file
>extensions that work with it! The 68020 version is pretty slow
on
>the Falcon. I left some encouragement to develop an 030. We'll
see!

John,
The 020 and 030 chips are so similar that you wouldn't be likely to see much difference in a recompiling of the source. I have no idea what Nview does (yet), but I'd be perfectly content with an actively worked on 020 version.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

354. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Sean Barbieri <sean@barbieri.ukf.net>
Message-ID: <396a24f2ab0c360@barbieri.ukf.net>
Source record: 59934

Hi Derryck,

on Fri 07-07-2000 10:56 (GMT) Derryck Croker wrote:

>>Do you have entries for Idealist, Jinnee etc then Derryck?
>
>No, I don't. I couldn't see anything in the docs for the respective apps
>that suggested that they supported Olga, so ...
>
Here's some of the info I used when setting the Olga.inf file:

[Jinnee]
If OLGA is installed, under a multitasking OS, the application called
when clicking on the Editor button in the Notepad dialog is determined
by the file extender entered into this editable field. Only extenders
listed in the OLGA.INF file can be recognised.

[Idealist]
If you have installed OLGA to use object linking between aplications,
IdeaList works as an OLGA Client. You can edit text files and .IXA files
with any editor supporting OLGA, such as qed 3.90. IdeaList will reload
immediately the corresponding file when it is has been saved by the editor.

* reading this again maybe I have to set Everest to read the .IXA
extension?

>I'm not expert at this, so maybe I'm wrong! :-)
>
I'll have to ask Steve then! ;)

>You can "Olganise" apps with the "Olganiser" or whatever it's called?
>
What on earth is this? never heard of this I'm afraid.

Cheers
Sean

355. I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8kdfqllmi1@snipp.uninett.no>
Source record: 59935

```
...for quite some time, perhaps as long as 12 weeks. I crashed on my
motorcycle this afternoon, and will be away from my computers (or atleast
not be able to use them much) until I'm well enough to sit in a chair for
more than five minutes. I've injured my knee pretty bad, and will need
some surgery and 8-12 weeks recovery before I'm well enough to work
full-time.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

356. Re: Atari SC1224 JVC Monitor low sound volume??

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <13fdc9d0.8d4da549@usw-ex0108-063.remarq.com>
Source record: 59936

Tim <tjlazer@my-deja.com> wrote:
>In article <963145274-060242AEicMi@bun.com>,
> Steve Sweet <stevesweet@bun.com> wrote:
>> Hi Tim
>>
>> >Anyway the sound volume is very low compared to my other
SC1224
>> >standard monitor! With the control all the way up the sound
is
>barely
>> >loud enough to listen to!
>>
Does the SC1224 have an amplifier? I'm guessing here, but when
I use external speakers (and don't turn them on) I get what you
are experiencing.
Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

357. Re: Currently available printers for NVDI

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <1fc44ee0.8f928e7f@usw-ex0108-063.remarq.com>
Source record: 59937

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>Galen,
>I have a curious question that gets weirder than your
question. I would like
>to know what printers are available for the NVDI that works
with MagicMac. :)
>
It SHOULD be the same list! As far as I know (haven't
personally tested it) NVDI 5 was the first version to have
MagicPC and MagicMac support built in. Previously, there were
separate versions for each hardware set.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

358. Re: Help Wanted keyboard key... sob sob sob!!!

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <06e83aec.904bc73d@usw-ex0108-063.remarq.com>
Source record: 59938
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple <Steve@atari.org> wrote:
>Hi
>
>I have my first casualty caused by moving house:(((My red '*'
on the
>keypad part of my mega STE keyboard has been broken:(((
>
>Has any one got the fixture for them, I feel naked without the
key!!!!
>
Red? Anyhow, BEST Electronics in San Jose, USA stocks many
spare parts. One key shouldn't be too expensive.

http://www.best-electronics-ca.com/

Galen
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji
Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Narberth, Pembrokeshire, Wales, UK. ** ***
**
>
>

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

359. Re: Newsie 0.96

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <396a45eb$0$31674@news.zetnet.co.uk>
Source record: 59939

On 10 Jul 2000 14:07:27 , Ross MacIver wrote:

> There doesn't seem to be any (easy) way to edit a newsgroup
> article before sending it. I'm doing it now but I had to
> manually load the article.

If you "queue" the article before sending, you can highlight it in the "postbox" then <shift><return> will open it in the editor.

Save changes, and the new version can be read/checked via the postbox before sending. Ideal to avoid the occasional smelling pistake :-))))

Cheers

Paul

360. Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <396a45ed$0$31674@news.zetnet.co.uk>
Source record: 59940

Hi All,

Over the last few months several of us using zetnet (UK ISP) have been trying to work out why we sometimes get <no subject> messages when downloading newsgroup articles for offline reading.

The problem seems to have been narrowed down (by David Henderson) to the way Newsie handles unallocated X-ref numbers. It seems that these occur at times for a variety of reasons, maybe a message has been cancelled or something, and Newsie should ignore the unallocated number. It does this if you download headers before deciding which messages to download later or read online, but has a problem if all you click on "read offline" in the "subscribed newsgroups" window. It stops downloading at any unallocated X-ref and waits for a time-out.

This seems to be the case for both 0.94 and 0.96, although it appears that one atari user on zetnet does not have quite the same problem with them.

Does anyone have this problem with different servers ?

John, are you aware of this and can anything be done about it ?

Cheers

Paul

361. Re: I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <396a478f$0$31676@news.zetnet.co.uk>
Source record: 59941

Hi Jo,

On 10 Jul 2000 21:39:33 , Jo Even Skarstein wrote:

>....for quite some time, perhaps as long as 12 weeks. I crashed on my
>motorcycle this afternoon, and will be away from my computers (or atleast
>not be able to use them much) until I'm well enough to sit in a chair for
>more than five minutes. I've injured my knee pretty bad, and will need
>some surgery and 8-12 weeks recovery before I'm well enough to work
>full-time.

I'm sorry to hear that Jo. (I used to ride a lot myself.) Good luck
with the surgery - hope you're well soon.

All the best

Paul

362. Re: Currently available printers

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <1c8c5af4.975def32@usw-ex0108-063.remarq.com>
Source record: 59942

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
>>I fear that the soon to be discontinued Epson 740 is the only
>>printer now in stores that can provide good color printing with
>>NVDI. I would love to be proved wrong on this.
>>
>>Galen
>
>Have you tried the Epson Photo printers? I use the Epson Photo
700 printer
>with NVDI 5 and it does an excellent job.
>
I'm glad to hear it. Have you compared it to the 740? I'd be
interested in hearing how it compares quality-wise.

I have not personally tried the Epson Photo 700, but it and its
cousin, the Photo 750, are both ESC/P2 printers, and hence will
work with NVDI. Unfortunately, the 700 is already discontinued
and the 750 is likely to soon follow. The other Photo printers
are ESC/P Raster.

If anyone has tried a ESC/P Raster printer on an Atari w/NVDI
I'd love to hear of it.

In other news, I'm becoming reasonably confident that any HP
Deskjet (except the Windows specific ones [710,720,820,1000
series]) will print 300 dpi color, since they will all respond
to the 550C driver without error. I do not know if they will go
higher. Of course, since all HP deskjets (except the ones
noted) are PCL3 printers, they will also print 600dpi black
using the Laserjet driver.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

363. Re: I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007101831440.93-100000@TT030>
Source record: 59943

So sorry to hear that. I wish you a speedy recovery and we will miss
your keen insight here, whilst you are away.

On 10 Jul 2000, Jo Even Skarstein wrote:

> ...for quite some time, perhaps as long as 12 weeks. I crashed on my
> motorcycle this afternoon, and will be away from my computers (or atleast
> not be able to use them much) until I'm well enough to sit in a chair for
> more than five minutes. I've injured my knee pretty bad, and will need
> some surgery and 8-12 weeks recovery before I'm well enough to work
> full-time.

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

364. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <8kditq$jcv@nnrp2.farm.idt.net>
Source record: 59944

Gerhard.

On 9 Jul 2000 07:29:00 +, =?ISO-8859-1?Q?Gerhard_H=F6lscher?= wrote:
>Hi Frank,
>
>flawrenc@genie.idt.net (Frank W. Lawrence) schrieb am 08.07.00 in
>Mitteilung Nr. 8k7s5s$5g@nnrp4.farm.idt.net:
>FWL>BTW copy down the
>FWL>settings of your SERIAL.CPX and STING internals
>
>How can I do this? They are saved in the CPX itself, AFAIK.

If you execute Dialer after just booting your system, just exit
DIALER the check out the SERIAL and STING internals and the should
be set for running, then copy over the new CPX's and configure as
the old ones and SAVE.

--
****
===== Frank Lawrence =====
===== Norman OK US =====
****

365. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-10 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <396a637a1472ae1@free.fr>
Source record: 59945

Hello Dennis,

in article <963252824-324667AEicMi@yucom.be> (comp.sys.atari.st)
Dennis Vermeire wrote on Mon 10-07-2000 18:21 (+0200):

> PhotoTip 2.11 : http://dursoft.atari-computer.de

Thanx, I already got it. Not usable with _my_ camera. But it includes
the French rsc/bubbles too, by TransAction :-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://paricard.free.fr/ta/

366. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8kg85b$7qq$1@news.asu.edu>
Source record: 59796

>>> ... Also, the directory looks fine when it's on the PC,
>>> but when it gets moved over to the ST, it comes up with a
>>> bunch of folders that don't exist (they appear on the ST's
>>> screen, but when you try to load one, it says it doesn't
>>> exist) Comments?
>>
>>The PC writes these as part of the it's conversion needed to
>>compensate for the Atari 8+3 filenames.
>>
>What? Perhaps it's due to my use of higher TOS (1.62, 2.06, %
>4.04), but I've never seen this. Could you elaborate?

I've never seen this, either. DSDD floppies formatted under
WinNT (either DOS prompt or Explorer's formatter) for 720K
work just fine, no extra anything. The only stupid thing
I've ever seen is the conversion of long filenames to
6(~1).3, but I know what that's all about.
--

367. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <396ba7b1$0$31677@news.zetnet.co.uk>
Source record: 59797

Hi Dan,

there's the rub, 'If the Milan sells well'. My point is that, to succeed, the Milan has to compete with and win over would be PC and Mac buyers and without a. a very very good marketing, b. a very very attractive price eg 2/3 price of 'an average PC/Mac', I don't see these buyers dipping their toes into unknown waters. I hope that I am wrong. You and I know that the TOS/Magic/NAES operating system is much much friendlier than Windows and the Macs, but the respective users of these systems are miopic and have a vast range of books and magazines continuously telling them that their way is the best. I haven't even mentioned the comparative amount of software on the three platforms, so what if the PC and Mac programs are 'bloated', to the end user, all that matters is that they work.

Bob King (GB)

On 12 Jul 2000 00:32:37 , "A.A.de Hulster" wrote:
>
>Bob King heeft geschreven in bericht <396B17D0.9B2A6DDE@patent.gov.uk>...
>>Hi all,
>>
>>Bengy reports a report at:
>>
>>http://users.skynet.be/atarix/mamil.html
>>
>>re. the above topic. It's in french but I think it shows that against a
>>top end PC running MagicPC, GEMBENCH figures show the Milan 2 to be very
>>very much slower.
>
>There is a discussion going on on fr.comp.sys.atari if the figures are
>correct.
>To be fast (Milan II) or very fast (PC + Magic PC)
>The author also adds :
>With the new DSP card "Deese" by R.Czuba and with applications that use this
>card, the Milan II will be just as fast as the current PC's.
>If the Milan II sells well, there will be a Milan with PPC. Another reason
>to buy the Milan II !
>Cheers Dan
>
>Cheers
>Dan
>
>
>.

368. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007111908.a30852@os.maus.de>
Source record: 59798

Hi,

CS>it was simply an "information card", giving further details of the
CS>sender.

... which is absolutely useless whern You're using a sig.
MS crap.

bye,
=Gerhard=

369. Re: Panasonic PD with Falcon, HDDRIVER 7.9

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963422824-935046AEicMi@bun.com>
Source record: 59799

Hi Uwe

>The English version distributed by System Solutions is always up-to-
>date, since they get their binaries directly from me as soon as a new
>version has been released. BTW, the current version of HDDRIVER is 7.9.

I can vouch for that, as soon as you announce it i'm on the phone
pestering Shiuming for my copy. 8~)

BTW, could you tell me a bit more about the FAT 32 scheme and what i
need to do in order to implemenet/use it please?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

370. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963422822-934602AEicMi@bun.com>
Source record: 59800

Hi Mike

> I don't think it was Newsie causing the problem, as since
>transferring to Freeserve its never happened,

Are you using Freeserve on an atari setup?, i used to and it suddenly
without warning refused to talk to me further.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

371. Re: SH205

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Phil Walding <phil@digital-print.co.nz>
Message-ID: <phil-7E9480.07565411072000@news.clear.net.nz>
Source record: 59849

> Hi.
> My friend give my some view like this on picture:
> http://www.jacksonville.net/~rolf/atari/mega2f30/atari4.jpg

The Sh205 was a hard drive based on the MFM system. My understanding is that Megafile drived were all RLL, which basically yielded another 50% of usable space when formatted.

I managed to get a 40 meg mechanism years ago to replace the original 20 meg in my SH205. I think the MFM drived went up to 80 megs, but I never managed to locate one. Years ago on GEnie, there were schematics floating around showing how to replace the MFM unit with straight SCSI, as MFM and RLL drives are long out of production (as far as I know) having been supereceeded by embedded SCSI drives.

--
Phil Walding
Christchurch, New Zealand
email:phil@digital-print.co.nz

372. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <396a6e0f$0$31676@news.zetnet.co.uk>
Source record: 59850

On 8 Jul 2000 23:55:31 G, John Garone wrote:
>On 30 Jun 2000 22:43:35 , John M Rojewski wrote:
>>On 29 Jun 2000 03:12:04 , John Garone wrote:
>> snips>>
>>
>Another nice feature is the @ sign next to a file with an attachment.
>I've un-checked the 'Auto Extract' box in the event there's a massive
>EXE file or even a virus lurking so the "@" sign at least warns of
>something there and if it's from someone I don't know (or someone who
>I do know that refuses to heed) I can delete it without opening!

With this feature I have noticed that some mailers automatically add
an attachment which at first alarmed me, till I discovered it was simply
an "information card", giving further details of the sender. If you always
delete it, you won't get the information. You might not want it anyway :)

>Good show John! >
I heartily concur.
Charles.

373. Re: I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8kdt8efnn1@cubacola.tninet.se>
Source record: 59851

```
On 10 Jul 2000 21:39:33 , Jo Even Skarstein wrote:
>....for quite some time, perhaps as long as 12 weeks. I crashed on my
>motorcycle this afternoon, and will be away from my computers (or atleast
>not be able to use them much) until I'm well enough to sit in a chair for
>more than five minutes. I've injured my knee pretty bad, and will need
>some surgery and 8-12 weeks recovery before I'm well enough to work
>full-time.
>
>--
>
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>.
Hi Jo Even

I'm really sorry to here that, I'm a biker myself and know the
feeling, crashed in may one year and I wasn't back in form before
august. Take care and hope the surgery goes well.
```

Med venlig hilsen J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

---

374. FA: TT030 System no reserve

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: SIACPM <SIACPM@NYCAP.RR.COM>
Message-ID: <wEva5.1401$PD4.42249@typhoon.nyroc.rr.com>
Source record: 59852

```
Complete TT030 system for Auction with no reserve...
check it out
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=379446178
```

375. Supra HD Drivers

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <396A8F91.F64C9C40@psu.edu>
Source record: 59853

Hello,

I am trying rescue a Supra 20M external drive. The drive inside was toast so I replaced it with another 20M mech I had lying around. Unfortunately, I can not seem to get it to format - I have tried Atari's HDX 5 which sees it, but can not format it even though I modified the WINCAP file with the drive parameters.

It is an Apple SCSI Miniscribe 8425S that I know works. ANy help out there?

Also, while I have your attention - I am looking for the power supply specifications for the Translator One from Data Pacific (allowed you to read/write Mac disks with the Happy Sac/Spectre 128)

Thanks

-Marlin

376. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: swallow@intergate.bc.ca
Message-ID: <396a8d63.17484268@news.intergate.bc.ca>
Source record: 59854

>Yes you can connect the ST and pc together via a null modem and then you
>could use a terminal program to talk to each other. But this is VERY
>slow.

Ok, good to know. Wasn't sure about that. Now, just have to dig up
that cable... Can't be much slower then moving floppies... :)

>Apparently it should be possible, but I've not done it yet. Mario
>Becroft is working on a project at the mo though:)

Excellant. Something to keep an eye on...

>You ST will read a disk formatted via your pc, BUT there are programs
>that can format the disk and stick the relevant MS-DOS stuff on the disk
>with the ST.
>
>What's more you can also take advantage of EXTENDED formatting, other
>than the standard 9 sectors per track and 80 tracks, with the ST.
>
>I use DC Format 3, which I do have on my web site:
>
>www.steverosie.demon.co.uk/programs/dcform3.zip
>
>It's quicker to transfer via floppy if you can, rather than using
>Ghostlink.

Well, after a lot of swearing I was able to get my PC to format a
compatible disk, but it takes a lot longer to read then the higher
capacity disks. Also, the directory looks fine when it's on the PC,
but when it gets moved over to the ST, it comes up with a bunch of
folders that don't exist (they appear on the ST's screen, but when you
try to load one, it says it doesn't exist) Comments?

>Erm! Sorry chap but when you request these things via a newsgroup you
>the replies will be via newsgroup and not via email! Netiquette...

heheheh I know, I know. I usually just ask as my ISP is not as
reliable as t should be, but my mail server is usually more reliable
than my news server... Redundancy is key, right? :)

Another question, don't know how to start with this one... I've got a
case. I bought it used for $5 for the heck of it. I just don't know
what is supposed to go in it. It was a standard PC AT case, but it
has been modded. It has what appears to be 2 midi ports and a phone
jack built into the back panel, and the power cables have been heavily
modded. More details available upon request. When I noticed the two
midi ports, I thought it might've held an Atari at one point. Any way

of being sure?

Well, thanks for all your help, as I am now off to finally get some new software onto my ST. :)

Puppy Dawg

377. Re: Nview (was: Re: PSD files on a Falcon?)

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <52ya5.54414$_b3.1582341@newsread1.prod.itd.earthlink.net>
Source record: 59855

```
On 8 Jul 2000 10:52:16 +, Guillaume =?iso-8859-1?Q?D=E9flache?= wrote:
Newsgroups: comp.sys.atari.st
From: swampfox1@earthlink.net (John Garone)
Organization:
References: <XEy85.35785$_b3.920001@newsread1.prod.itd.earthlink.net>
<3965E006.5D01D04E@europe.com> <iIA95.45763$_b3.1272188@newsread1.prod.itd.earthlink.net>
<3966EBC0.CC99253F@europe.com> <g2P95.42270$NP5.1327463@newsread2.prod.itd.earthlink.net>
<3969A146.7C4B097F@europe.com>
Subject: Re: Nview (was: Re: PSD files on a Falc
X-Newsreader: NEWSie Version 0.96 (Atari)
```

On 10 Jul 2000 12:11:18 , Guillaume =?iso-8859-1?Q?D=E9flache?= wrote:
>John Garone a crit :
>> I know "0" about programming so I could'nt make any suggestions there.
> I just wanted to point that a 030-version instead of a 020 one would be
>unuseful. So I suggested him to try to fiddle with his C compiler's
>optimisation options (in case he hasn't yet done so).
>
>> Good to hear he's still backing Atari though!!! Can he get it to laod
>> a pic as fast as the Apex viewers do (without loss in quality)?
> Well, do you think/feel the Apex viewers loose quality :) ? Well, perhaps
>if you have a graphic card installed (sadly it think they lack Eclipse
>support :(...), you could have a better result on screen... And Apex viewers
>could be even faster if they did not pay attention to better-than-standard
>quality (AFAIK they have some tricky display routines to do more that Falcon
>standard 64k-colors and 256k-color palette).
> Anyway portable C cannot be faster than assembler IMHO... So only use Nview
>for exotic formats and the new formats we (yet) have no dedicated viewer
>for, like PNG or PSD.
>.
Guillaume,
Ooops! Did'nt mean to imply that Apex vewers had quality loss!!!
What I meant was that since Nview has such a long list of different
types of files that it can read, would it be possible to get all
(or most) to load as fast as Apex does but not loose quality due
the possible different methods needed to speed up loading of each type?
I have about 4 or 5 separate Apex programs with each one written to
view a specific file extension (one for JPG, one for GIF,etc.).
John G.

378. Re: Atari SC1224 JVC Monitor low sound volume??

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Tim <tjlazer@my-deja.com>
Message-ID: <8kedni$v92$1@nnrp1.deja.com>
Source record: 59856

In article <13fdc9d0.8d4da549@usw-ex0108-063.remarq.com>,
atarigalen <kNOkSPAM@uia.net.invalid> wrote:
> Tim <tjlazer@my-deja.com> wrote:
> >In article <963145274-060242AEicMi@bun.com>,
> > Steve Sweet <stevesweet@bun.com> wrote:
> >> Hi Tim
> >>
> >> >Anyway the sound volume is very low compared to my other
> SC1224
> >> >standard monitor! With the control all the way up the sound
> is
> >barely
> >> >loud enough to listen to!
> >>
> Does the SC1224 have an amplifier? I'm guessing here, but when
> I use external speakers (and don't turn them on) I get what you
> are experiencing.
> Galen
>

Yes I think it does, it has a knob in the front to turn the sound low
to high! It seems like a weak amp!

Tim

> ---
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

379. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: mikeborsley@fyldecoast.com
Message-ID: <8kecq6$og2$1@news7.svr.pol.co.uk>
Source record: 59857

On 10 Jul 2000 21:53:49 , Paul Williamson wrote:
>Hi All,
>
>Over the last few months several of us using zetnet (UK ISP) have been
>trying to work out why we sometimes get <no subject> messages when
>downloading newsgroup articles for offline reading.
>
>The problem seems to have been narrowed down (by David Henderson) to the
>way Newsie handles unallocated X-ref numbers. It seems that these occur
>at times for a variety of reasons, maybe a message has been cancelled or
>something, and Newsie should ignore the unallocated number. It does this
>if you download headers before deciding which messages to download later
>or read online, but has a problem if all you click on "read offline" in
>the "subscribed newsgroups" window. It stops downloading at any
>unallocated X-ref and waits for a time-out.
>
>This seems to be the case for both 0.94 and 0.96, although it appears
>that one atari user on zetnet does not have quite the same problem with
>them.
>
>Does anyone have this problem with different servers ?
>
>John, are you aware of this and can anything be done about it ?
>
>Cheers
>
>Paul
>.
Hi Paul,
I had this problem when I was with Zetnet, and it began to
annoy me, especially as I was paying for the sevice.

I don't think it was Newsie causing the problem, as since
transferring to Freeserve its never happened, and as far as I'm aware I
receive all the posts. On odd occasions whilst downloading the news,
the downloading hangs for about 30 secs. It then continues and at the
end it shows one still to download. I just click on 'read for offline'
again, and that one is downloaded in a flash. This doesn't happen very
often, and all the posts are complete.

Regards
Mike

--
mike@jborsley.freeserve.co.uk West Lancs. UK

380. Re: Panasonic PD with Falcon, HDDRIVER 7.9

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <396AE9BC.7D04@ooc.de>
Source record: 59858

Chris Crosskey wrote:

> Unfortunately my manual is in German :-((...I'kll check the README
> though...

I see. I'd once again like to point out that in general you should ensure you get an English manual in case you can't read German texts. There are distributors selling the German version of HDDRIVER in England or the US and this version is often cheaper than the one with English manuals, which have been translated and printed by System Solutions in England. They made a good job with this and since they spent quite some time on it HDDRIVER with an English manual is probably more expensive than the German version. But having a manual you actually understand (and thus enabling you to really use the numerous options offered by HDDRIVER effectively) is definitely worth paying a little bit more. Most products for the Atari are not really expensive anyway.
Something else to consider: The English version distributed by System Solutions is always up-to-date, since they get their binaries directly from me as soon as a new version has been released. BTW, the current version of HDDRIVER is 7.9.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

381. Re: OLD MACHINE-NEW USER..HELP!

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: pete@lomaxnissen.co.uk
Message-ID: <pete-110720001144554058@lomaxnissen.easynet.co.uk>
Source record: 59859

In article <002ba958.8998fb45@usw-ex0108-063.remarq.com>, atarigalen
<kNOkSPAM@uia.net.invalid> wrote:

> peter nissen <pete@lomaxnissen.com> wrote:
> >I've just been given a 1040STF with no mouse, no manual and
> >no idea how to use it.
> What country are you in? Do you have a monitor?
I am in UK, Yes I have a greyscale monitor which works fine in low
resolution. I seem to have the original Rom version TOS 1.00 -I think I
will need an upgrade.
>
> >... Can I navigate the desktop using only the keyboard?
> Yes. Hold down the <Alternate> key and use the arrow keys on
> the keyboard. Add <Shift> for fine adjustments.
I can now navigate OK.
>
> >Any help or advice would be greatly appreciated . . .really!
> I suspect you want to talk to Tim Conradry or Paul Nurminen.
> Try www.nurmix.com as a start.
I will try these guys -
Many thanks for your time.

Pete
>
>
> ---
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com

382. SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <396b0f87.3437904@news.cwru.edu>
Source record: 59860

Hey everyone! I'm having some SCSI problems with my TT. I recently connected a bid old Seagate 8 gig full-height drive to my TT. The drive is a simple Fast SCSI-2 interface. Now I connected the drive to my SCSI chain that also has the internal 120 meg TT drive and another external Quantum SCSI drive. The external drive may very well be SCSI-1. The new 8gig drive is at the end of the chain and is set as ID2 (ID0 is the internal drive and ID1 is the external 120meg drive). The software in use is simply AHDI 5.00

The 8gig drive was partitioned on a DOS machine (DR-DOS actually) and set to use 4x 2 gig patitions set up with 32-bit FAT (if I remember correctly). The drive definitely works.

Now my problem occurs at boot-up. After the AHDI Bootloader successfully detecting all the drives, boot starts and just about everything in the Auto folder bombs until about 4 programs load and the system locks. The stuff loading is pretty light: SpeedoGDOS, a graphics card driver, and HSM stuff. Other stuff should load too, but once it get past this stuff, the system locks.

If I remove all the auto folder stuff, the computer just bombs while loading GEM from ROM. If I can get the system to boot into low-res GEM, it will not install the 8gig drive, so I don't think the system is seeing it.

So does anyone have any ideas? I thought it might be the hard drive driver. Would installing CBHD fix the problem, or should I go with a commercial package?

If anyone has an idea about what's happening, let me know! tHanks in advance!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

383. Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <396B17D0.9B2A6DDE@patent.gov.uk>
Source record: 59861

Hi all,

Bengy reports a report at:

http://users.skynet.be/atarix/mamil.html

re. the above topic. It's in french but I think it shows that against a top end PC running MagicPC, GEMBENCH figures show the Milan 2 to be very very much slower. I know that the PC was running at a much higher rate than the Milan and that the Athlone is much more advanced than the 68060, but both the PC and MagicPC are out there and probably cheaper after the addition of all the cards etc to the Milan. Just seems to high light the up hill struggle for the Milan to make it in the real world, not to we Atari nutters and Milan 1 owners, but to the vast majority of Joe public.

BTW has any one managed to print out the above web page, it's writen in such convoluted HTML, almost every line, including the GEMBENCH table is individually aligned/coded etc, such that my LaserJet 6p locked up trying to spool and Wordperfect crashed trying to decode it!!! The code takes up 15 A4 pages using Courier 8pnt !!!!

Bob King.

384. FA: FAST BASIC by Computer Concepts (cartridge, manual,ref card)

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: eastman@nortelnetworks.com
Message-ID: <eastman-1107000925540001@pleem000.ca.nortel.com>
Source record: 59862

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=377117088

385. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smmd1bbi5532@corp.supernews.com>
Source record: 59863

```
On 9 Jul 2000 13:59:32 G, Steve Sweet wrote:
>Hi Lyndon
>
>>Hopefully this version will work on my ST. I tried so hard
>>to get 1.22 working.
>
>If it didnt work you didnt set it up right. Start with a fresh
>installation.

Hi Steve

When it didnt work I still had it set up right. It was the ST's
hardware to blame not any software setup.

+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem   |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|***************************************|
| bindon@madasafish.com                 |
| Lyndon Amsdon                         |
+---------------------------------------+
```

386. F/A CANVAS ST ART PRG UK

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: "David Carew," <david-carew@bigwig.net>
Message-ID: <396b3873@news.server.worldonline.co.uk>
Source record: 59864

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=379697411

387. FA PAPERBACK "CALAMUS GUIDE"

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: "David Carew," <david-carew@bigwig.net>
Message-ID: <396b38b8$1@news.server.worldonline.co.uk>
Source record: 59865

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=379698684

388. FA "ATARI ST INTERNALS" PAPERBACK UK

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: "David Carew," <david-carew@bigwig.net>
Message-ID: <396b3967@news.server.worldonline.co.uk>
Source record: 59866

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=379698684

389. FA "FONT KIT PLUS 3" UK

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: "David Carew," <david-carew@bigwig.net>
Message-ID: <396b39bb@news.server.worldonline.co.uk>
Source record: 59867

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=379699109

390. FA "PERSONAL FINACE MANAGER" ST PRG UK

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: "David Carew," <david-carew@bigwig.net>
Message-ID: <396b39fa@news.server.worldonline.co.uk>
Source record: 59868

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=379699420

391. Re: 16mhz TTL Osc.

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8kfe6r$kv8$1@draco.stochastik.rwth-aachen.de>
Source record: 59869

```
In article <8kc433$iec$1@qnsgh006.europe.nortel.com>,
Gerry O'Rourke <pls@no.spam> wrote:
>
>On a different note, why not consider dividing down the master osiullator (32
>MHz, or there abouts). A simple TTL divider chip is cheaper than an oscillator
>& can give you multiple outputs at different frequencies.
```

Because that signal is a weak spot in many STs - in terms of stability, you
are usually better off with an extra oscillator instead of adding load to
the 32MHz clock if you don't need the signal to be phase-locked to the
system clock (which is a waste in case of the FDC clock).

```
cu
Michael
--
In the beginning there was nothing, which exploded.
```

392. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <396B40F8.31CF5754@ooc.de>
Source record: 59870

Jeff Armstrong wrote:

> Hey everyone! I'm having some SCSI problems with my TT. I recently
> connected a bid old Seagate 8 gig full-height drive to my TT. The
> drive is a simple Fast SCSI-2 interface. Now I connected the drive to
> my SCSI chain that also has the internal 120 meg TT drive and another
> external Quantum SCSI drive. The external drive may very well be
> SCSI-1. The new 8gig drive is at the end of the chain and is set as
> ID2 (ID0 is the internal drive and ID1 is the external 120meg drive).
> The software in use is simply AHDI 5.00

Note that AHDI doesn't support SCSI drives larger than 1 GByte. You will
only be able to addres the first GByte of such a drive, if it works at
all.

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

393. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <0iHa5.14428$rH5.31310@nntpserver.swip.net>
Source record: 59871

Hi,

> Hey everyone! I'm having some SCSI problems with my TT. I recently
> connected a bid old Seagate 8 gig full-height drive to my TT. The
> drive is a simple Fast SCSI-2 interface. Now I connected the drive to
> my SCSI chain that also has the internal 120 meg TT drive and another
> external Quantum SCSI drive. The external drive may very well be
> SCSI-1. The new 8gig drive is at the end of the chain and is set as
> ID2 (ID0 is the internal drive and ID1 is the external 120meg drive).
> The software in use is simply AHDI 5.00

I don't believe AHDI handles such big drives. I'd recommend you to try
HDDriver instead.

> Now my problem occurs at boot-up. After the AHDI Bootloader
> successfully detecting all the drives, boot starts and just about
> everything in the Auto folder bombs until about 4 programs load and
> the system locks. The stuff loading is pretty light: SpeedoGDOS, a
> graphics card driver, and HSM stuff. Other stuff should load too, but
> once it get past this stuff, the system locks.

Sounds like you don't have a terminator inserted - or maybe that you
have more terminators than one at each end of the chain (perhaps the
external drive closest to the TT is terminated without you knowing it?).
Could it maybe be that the new drive demands arbitration? In that case,
you need HDDriver or other driver which can handle such drives.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

394. Re: OLD MACHINE-NEW USER..HELP!

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8kffoaojg1@news5.svr.pol.co.uk>
Source record: 59872

<pete@lomaxnissen.co.uk> wrote in message
news:pete-110720001144554058@lomaxnissen.easynet.co.uk...
> In article <002ba958.8998fb45@usw-ex0108-063.remarq.com>, atarigalen
> <kNOkSPAM@uia.net.invalid> wrote:

> I am in UK, Yes I have a greyscale monitor which works fine in low
> resolution. I seem to have the original Rom version TOS 1.00 -I think I
> will need an upgrade.

Ugh! You will find Cubase hard going in low res. Watch this group for an
SM124 or SM 125 high res. monitor - very nice.

Don't rush into the upgrade. TOS 1 should do you. It's a bit slow on hard
disc transfers but otherwise quite serviceable.

Roger

395. Re: Nview (was: Re: PSD files on a Falcon?)

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Guillaume Déflache <guillaumed@europe.com>
Message-ID: <396B444B.867EBFB3@europe.com>
Source record: 59873

John Garone a ï¿½crit :
> Guillaume,
> Ooops! Did'nt mean to imply that Apex vewers had quality loss!!!
> What I meant was that since Nview has such a long list of different
> types of files that it can read, would it be possible to get all
> (or most) to load as fast as Apex does but not loose quality due
> the possible different methods needed to speed up loading of each type?
> I have about 4 or 5 separate Apex programs with each one written to
> view a specific file extension (one for JPG, one for GIF,etc.).
> John G.
Well, I don't think it's possible to speed it up while keeping it portable
but some compiler optimisations could make it better, I hope...

396. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <396b5992$0$31677@news.zetnet.co.uk>
Source record: 59874

On 11 Jul 2000 05:54:14 , Mike Borsley wrote:
>On 10 Jul 2000 21:53:49 , Paul Williamson wrote:

>>Over the last few months several of us using zetnet (UK ISP) have been
>>trying to work out why we sometimes get <no subject> messages when
>>downloading newsgroup articles for offline reading.

> I don't think it was Newsie causing the problem, as since
>transferring to Freeserve its never happened, and as far as I'm aware I
>receive all the posts. On odd occasions whilst downloading the news,
>the downloading hangs for about 30 secs. It then continues and at the
>end it shows one still to download. I just click on 'read for offline'
>again, and that one is downloaded in a flash. This doesn't happen very
>often, and all the posts are complete.

Hi Mike,

I think the above shows that it is infact still happening. The
downloading is stopping for a time-out, which will vary depending on the
number of unallocated X-refs.

Newsie expects to download a given number of messages so you then get the
message showing one or more still to download. I suspect that when you do
this, you will find that you have simply downloaded a duplicate of the
last message. This is what happens to me.

The fact that you no longer see the <no subject> header may be connected
to the different server. When this happens again, you might like to have
a look at the X-refs and see if there are any missing.

Newswatch spots the problem and instantly goes on to the next message.
This seems to be a bug in Newsie which John may not know about. I'll let
him know, but I was waiting to see if I could find out any more from
feedback here first. (John, are you reading this anyway ?)

Cheers

Paul

397. Re: Nview (was: Re: PSD files on a Falc

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <9aJa5.55745$_b3.1630961@newsread1.prod.itd.earthlink.net>
Source record: 59875

On 11 Jul 2000 17:59:07 , Guillaume =?iso-8859-1?Q?D=E9flache?= wrote:
>John Garone a crit :
>> Guillaume,
>> Ooops! Did'nt mean to imply that Apex vewers had quality loss!!!
>> What I meant was that since Nview has such a long list of different
>> types of files that it can read, would it be possible to get all
>> (or most) to load as fast as Apex does but not loose quality due
>> the possible different methods needed to speed up loading of each type?
>> I have about 4 or 5 separate Apex programs with each one written to
>> view a specific file extension (one for JPG, one for GIF,etc.).
>> John G.
> Well, I don't think it's possible to speed it up while keeping it portable
>_but_ some compiler optimisations could make it better, I hope...
>.
Guillaume,
Ok! So since we're on this subject, I would'nt mind if Apex had
more programs (separate viewer type) to cover additional file types!
Do you know if Apex is still active? (Better yet, for single TOS a
browser that loads pic files as fast as Apex and covering more file
types). I mention single TOS since CAB looses it's relative position
('Back'/'Forward') after recovering from Apex kicking in as an
external viewer! But, I believe Javascript is more important in a browser
at present. Anyway.....
John G.

```
John G.
```

398. Re: I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8kfn6p$83r$1@snipp.uninett.no>
Source record: 59876

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> ...for quite some time, perhaps as long as 12 weeks. I crashed on my

Good news, I'm back from the hospital now with a casted leg, and it looks like I can work more than the doctors originally expected. So apart from my "vacation" (a two-week trip on my bike is now reduced to two weeks with my parents...) I'm back in business :-) Despite the ruined vacation, the ruined bike and the fact that I can't bend my left leg I'm still happy that I'm alive and relatively well :-)

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

399. Re: PSD files on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <egJa5.55775$_b3.1630961@newsread1.prod.itd.earthlink.net>
Source record: 59877

```
On 10 Jul 2000 14:29:38 , atarigalen wrote:
>swampfox1@earthlink.net (John Garone) wrote:
>> Thanks for the URL. Nview (Atari) sure has a long list of
>file
>>extensions that work with it! The 68020 version is pretty slow
>on
>>the Falcon. I left some encouragement to develop an 030. We'll
>see!
>
>John,
>The 020 and 030 chips are so similar that you wouldn't be likely
>to see much difference in a recompiling of the source. I have
>no idea what Nview does (yet), but I'd be perfectly content with
>an actively worked on 020 version.
>
>Galen
Thanks Galen for the clarification.
John G.
```

400. Re: PSD files on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <EkJa5.55796$_b3.1630961@newsread1.prod.itd.earthlink.net>
Source record: 59878

On 10 Jul 2000 18:21:36 , Dennis Vermeire wrote:
>From: swampfox1@earthlink.net (John Garone)
>Date: Wed, 05 Jul 2000 04:16:55 GMT
>
>Hi John,
>
>>Anyone here familier with .PSD files and is there a program to
>>view them on a Falcon? I tried Ghostscript but no go.
>*.PSD files can be viewed & printed with Calamus, when using the Bridge
>module you can convert them to another format that is more common on our
>platform.
>
>Cheers from Belgium
>Dennis
Hi Dennis,
Been a while since I used Calumus. Does the 'Bridge module' come with
the program?
John G.

401. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396B749E.B0AB64ED@jps.net>
Source record: 59879

If it's any consolation, Netscape displayed a blank page with a blue wavy graphic on the left border, so I didn't get to see any of the data at all! But the test is not fair since Atari programs are not so demanding of hardware resources as PC programs are. The way to test a computer is using it with applications you use everyday. My 50MHz Falcon is faster than my 300MHz K6-2 on everything except web browsing.

Bob King wrote:
>
> Hi all,
>
> Bengy reports a report at:
>
> http://users.skynet.be/atarix/mamil.html
>
> re. the above topic. It's in french but I think it shows that against a
> top end PC running MagicPC, GEMBENCH figures show the Milan 2 to be very
> very much slower. I know that the PC was running at a much higher rate
> than the Milan and that the Athlone is much more advanced than the
> 68060, but both the PC and MagicPC are out there and probably cheaper
> after the addition of all the cards etc to the Milan. Just seems to high
> light the up hill struggle for the Milan to make it in the real world,
> not to we Atari nutters and Milan 1 owners, but to the vast majority of
> Joe public.
>
> BTW has any one managed to print out the above web page, it's writen in
> such convoluted HTML, almost every line, including the GEMBENCH table
> is individually aligned/coded etc, such that my LaserJet 6p locked up
> trying to spool and Wordperfect crashed trying to decode it!!! The code
> takes up 15 A4 pages using Courier 8pnt !!!!
>
> Bob King.

402. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smmt8l66nd638@corp.supernews.com>
Source record: 59880

On 10 Jul 2000 21:53:49 , Paul Williamson wrote:
>Hi All,
>
>Over the last few months several of us using zetnet (UK ISP) have been
>trying to work out why we sometimes get <no subject> messages when
>downloading newsgroup articles for offline reading.

<<SNIP>>>

If I understand you right you mean like clicking on readoffline when
the messages are not continous. e.g
1
2
3
5
6
7
Where it misses 4 out because there wasn't a message there.

I've had this with newsie 0.94. It would hold on the 4 for about 30
seconds then continue to the next. It doesn't do it anymore though
asnd I haven't changed anything on my side, so it must be my server.

I'm with Madasafish in the UK.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

403. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smmt8q5ind6155@corp.supernews.com>
Source record: 59881

On 11 Jul 2000 12:24:35 , Jeff Armstrong wrote:

>The 8gig drive was partitioned on a DOS machine (DR-DOS actually) and
>set to use 4x 2 gig patitions set up with 32-bit FAT (if I remember
>correctly). The drive definitely works.

Hi Jeff!

1) You'll need FAT 16bit unless you're running magic/mint.

2) I think you'll need smaller partitions due to tos limitations
(again unless you're using magic/mint)

3) Buy HDDriver. Well worth the money. Lots of useful options...

Hope that helps.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

404. need help: exchange of data between Atari and PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Martin Glodde <glodde@chemie.uni-bremen.de>
Message-ID: <8kfqchffu1@f40-3.zfn.uni-bremen.de>
Source record: 59882

Hi
I want to move my data from the SCSI Hard Disk of my old Atari STE to a PC.
For this purpose, I am thinking of the following possibilities:
1. via a cable between the both serial ports. Which program do I need at the
Atari side and which one at the PC side? I know the program "connect" that I
former used to dial via modem to the internet from the Atari. What has to be
set in this program for the exchange I described above?
2. Furthermore, I have a SCSI-Zip drive. Actually, I run this drive on the
PC, but it works well also on the Atari. But: I don't know any possibility
to create a ZIP medium that can be read or written on BOTH platforms.
Somebody said to me that it's no problem with MagcPC, but I don't posses
this system.

Does anyone know a solution?

Martin

405. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0d3a96f4.9e0e0aba@usw-ex0107-055.remarq.com>
Source record: 59883

"Claes Holmerup" <claes@holmerup.com> wrote:

>> The software in use is simply AHDI 5.00
>
>I don't believe AHDI handles such big drives. I'd recommend you
>to try HDDriver instead.

You are correct and give good advice.

>> Now my problem occurs at boot-up.
>
>Sounds like you don't have a terminator inserted...

I don't think so, although it's possible that this is a (not
THE) problem. Termination problems generally are more random
feeling in that the boot fails at different points, or files
seem corrupted and then get better again. The advice is good,
however, in that you should make CERTAIN your termination is
correct.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

406. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <16ebaf75.a3edd7db@usw-ex0107-055.remarq.com>
Source record: 59884

John Kolak <jkolak@jps.net> wrote:
>...But the test is not fair since Atari programs are not so
>demanding of hardware resources as PC programs are. The way to
>test a computer is using it with applications you use everyday.
>My 50MHz Falcon is faster than my 300MHz K6-2 on everything
>except web browsing.
>
The author was attempting to compare the Milan II to an Athlon 600Mhz running MagicPC, so in both cases Atari programs are being run. However, the author could only use ST-ZIP and Gembench for comparison, since these are the only two programs that he (and I) know of that have had their results posted by Milan Computer. I don't think that ST-ZIP is a real good test (BTW, the Athlon was about 8x faster) in that archiving via ZIP is very math intensive and is one of the places where chip speed really matters. In the other tests the results were mixed (I'll try to post them below) but generally favored the Athlon w/MagicPC. The author's point appears to be that MagicPC yields results similar or better to the upcoming Milan II. Perhaps this is so, but the tests done are too few to be conclusive.

Galen

MagicPC * Milan2 * difference with the profit of MagicPC

Gem Dialog Box 3350% 3350% X1

Vdi Text 14900% 7842% X1.9

Vdi Text Effects 8878% 3488% X2.5

Vdi Small Text 7750% 5636% X1.4

Vdi Graphics 2672% 816% X3.3

Gem Windows 1071% 1829% X0.6

Integer Division 2966% 853% X3.5

Float Math 184% 922% X0.2

RAM Access 8050% 4025% X2

Rom Access 2045% 2812% X0.7

Blitting 8285% 106% X78

Vdi Scroll 15789% 4106% X3.8

Justified Text 4418% 833% X5.3

Vdi Inquire 4555% 3727% X1.2

New Dialog 2442% 610% X4

* compared to a falcon in 640*480*8bits and NVDI5

Machine and evironnement:

Milan 060/66MHz, 32MB RAM, 1024*768*256, 850MB Seagate, HD
HDriver 7.71, TOS 4.08, NVDI 5

MagicPC on Athlon 600, affected 32Mb RAM, 1024*768*256, Disc
13Go, Windows 2000, NVDI 5

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

407. Re: I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <28b1ba7a.a5cfb54d@usw-ex0107-055.remarq.com>
Source record: 59885

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>....for quite some time, perhaps as long as 12 weeks. I crashed
>on my motorcycle this afternoon, and will be away from my
>computers (or atleast not be able to use them much) until I'm
>well enough to sit in a chair for more than five minutes.
>
Jo's dedication to this group is impressive! If I crashed I
doubt that I'd worry about posting here.

Jo, I'm very sorry to hear of your injury and wish you a full
recovery. I look forward to your return here.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

408. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <1dc2a9dc.a71f14ba@usw-ex0107-055.remarq.com>
Source record: 59886

swallow@intergate.bc.ca (Puppy Dawg) wrote:
>>Yes you can connect the ST and pc together via a null modem
and then you
>>could use a terminal program to talk to each other. But this
is VERY
>>slow.
>
>Ok, good to know. Wasn't sure about that. Now, just have to
dig up
>that cable... Can't be much slower then moving floppies... :)
>
It's faster than copying to a floppy, moving it to the other
machine, and copying to the other hard drive, that's for sure!

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

409. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <03fef240.a863108f@usw-ex0107-055.remarq.com>
Source record: 59887

Bill F <flipflapx@coastalnet.com> wrote:
>In article <396a8d63.17484268@news.intergate.bc.ca>,
>swallow@intergate.bc.ca (Puppy Dawg) wrote:
>
>> ... Also, the directory looks fine when it's on the PC,
>> but when it gets moved over to the ST, it comes up with a
>> bunch of folders that don't exist (they appear on the ST's
>> screen, but when you try to load one, it says it doesn't
>> exist) Comments?
>
>The PC writes these as part of the it's conversion needed to
>compensate for the Atari 8+3 filenames.
>
What? Perhaps it's due to my use of higher TOS (1.62, 2.06, %
4.04), but I've never seen this. Could you elaborate?

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

410. Re: 720K read/write on PC Info

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <lhqzJhACh4a5Ewrg@steverosie.demon.co.uk>
Source record: 59888

In article <963145278-061004AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> writes
>Hi Clockmeister
>
>>Just open a DOS box and type format a: /f:720
>
>I get much more satisfaction typing format C:

especially after windoze had gone down the pan:)))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

411. Re: need help: exchange of data between Atari and PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uBdxxsAcp4a5EwpO@steverosie.demon.co.uk>
Source record: 59889

In article <8kfqchffu1@f40-3.zfn.uni-bremen.de>, Martin Glodde
<glodde@chemie.uni-bremen.de> writes
>Hi
>I want to move my data from the SCSI Hard Disk of my old Atari STE to a PC.
>For this purpose, I am thinking of the following possibilities:
>1. via a cable between the both serial ports. Which program do I need at the
>Atari side and which one at the PC side? I know the program "connect" that I
>former used to dial via modem to the internet from the Atari. What has to be
>set in this program for the exchange I described above?
>2. Furthermore, I have a SCSI-Zip drive. Actually, I run this drive on the
>PC, but it works well also on the Atari. But: I don't know any possibility
>to create a ZIP medium that can be read or written on BOTH platforms.
>Somebody said to me that it's no problem with MagcPC, but I don't posses
>this system.

Hi

What I, did with EZ carts, and do with MO optical disks now; is format
the disk using HD Driver in compatibility mode selecting the TOS/DOS.

Then you can write to the disk from the Atari and read it via PC, and
visa versa. The only problem is that you are restricted to one partition
and the partition limit on the Atari's.

There are a couple of filename the poor old pc can't cope with:)) and
the Atari can tackle very easily. So look out for odd characters $%&
etc.

If you get an error when copying the file this will be why, so it's
worth making a mental note!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

412. Re: I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <vBAxhHBoy4a5EwJ5@steverosie.demon.co.uk>
Source record: 59890

In article <8kfn6p$83r$1@snipp.uninett.no>, Jo Even Skarstein
<joska@nvg.ntnu.no> writes
>Good news, I'm back from the hospital now with a casted leg, and it looks
>like I can work more than the doctors originally expected. So apart from
>my "vacation" (a two-week trip on my bike is now reduced to two weeks with
>my parents...) I'm back in business :-) Despite the ruined vacation, the
>ruined bike and the fact that I can't bend my left leg I'm still happy
>that I'm alive and relatively well :-)

Hiya

I know the feeling! I've only had one mishap with a blind mini driver,
you tend to appreciate how easily you can get hurt. I'm looking forward
to getting in the saddle again.

Anyway, hope you and your machine recover quickly.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

413. Re: Old postings

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <lxoztRBL94a5EwqF@steverosie.demon.co.uk>
Source record: 59891

In article <8kdek3$a9g$1@news7.svr.pol.co.uk>, George Moulder <george@mo
ulder77.freeserve.co.uk> writes
>I would like to obtain a copy of article 6871, January 3rd, 1988, of
>the comp.sys.atari.st newsgroup called "Menu control for the ST".
>
>Can anyone help me on whether this is this likely still to be on
>record, and if it could be downloaded with Newsie 0.96?

It is likely to be available unless it has been cancelled by the author!

However, I've tried to find the article and failed:(I presume that it
may be due to the age, 12 years can be a very long time in some
newsgroups!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

414. Re: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <nyMa5.564$qx4.1244@newsfeed.slurp.net>
Source record: 59892

On 9 Jul 2000 21:02:23 G, Trevor Spencer wrote:
>I've decided I need to up date my currnet spreadsheet Digicalc (circa
>198x), does anyone have any suggestions?

On my Hades I am using LDW Power which seems to be working fine. I hear a newer version of Texel is coming and that is what I hope to get.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

415. Re: I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007111741350.84-100000@TT030>
Source record: 59893

That's good news. A friend of mine just a few weeks ago had
such an accident a broke his collar bone and got lots of
road rash.

On 11 Jul 2000, Jo Even Skarstein wrote:

> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> > ...for quite some time, perhaps as long as 12 weeks. I crashed on my
>
> Good news, I'm back from the hospital now with a casted leg, and it looks
> like I can work more than the doctors originally expected. So apart from
> my "vacation" (a two-week trip on my bike is now reduced to two weeks with
> my parents...) I'm back in business :-) Despite the ruined vacation, the
> ruined bike and the fact that I can't bend my left leg I'm still happy
> that I'm alive and relatively well :-)
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */
>
>

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

416. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <%RMa5.592$qx4.1419@newsfeed.slurp.net>
Source record: 59894

On 11 Jul 2000 12:24:35 , Jeff Armstrong wrote:
>Hey everyone! I'm having some SCSI problems with my TT. I recently

>So does anyone have any ideas? I thought it might be the hard drive
>driver. Would installing CBHD fix the problem, or should I go with a
>commercial package?

I would just get HDDriver. It seems to be rock-solid.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

417. Re: need help: exchange of data between Atari and PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-11 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8kg7r7$7q9$1@news.asu.edu>
Source record: 59895

>2. Furthermore, I have a SCSI-Zip drive. Actually, I run this drive on the
>PC, but it works well also on the Atari. But: I don't know any possibility
>to create a ZIP medium that can be read or written on BOTH platforms.
>Somebody said to me that it's no problem with MagcPC, but I don't posses
>this system.

I use default-formatted (DOS/FAT) Zip disks to transfer data from peecee
to Atari all the time via BigDOS program. Available on an FTP site near
you.
--

418. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <8kg6rrqij1@news1.xs4all.nl>
Source record: 59801

Bob King heeft geschreven in bericht <396B17D0.9B2A6DDE@patent.gov.uk>...
>Hi all,
>
>Bengy reports a report at:
>
>http://users.skynet.be/atarix/mamil.html
>
>re. the above topic. It's in french but I think it shows that against a
>top end PC running MagicPC, GEMBENCH figures show the Milan 2 to be very
>very much slower.

There is a discussion going on on fr.comp.sys.atari if the figures are
correct.
To be fast (Milan II) or very fast (PC + Magic PC)
The author also adds :
With the new DSP card "Deese" by R.Czuba and with applications that use this
card, the Milan II will be just as fast as the current PC's.
If the Milan II sells well, there will be a Milan with PPC. Another reason
to buy the Milan II !
Cheers Dan

Cheers
Dan

419. Re: OLD MACHINE-NEW USER..HELP!

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <396baf76@news-uk.onetel.net.uk>
Source record: 59802

You could try Keychange Music for any parts missing, they also stock Cubase v3.1, in fact most things Atari.

Tel +44 (0) 1925 266120

Phil.

peter nissen <pete@lomaxnissen.com> wrote in message news:396A316B.BB48B0DE@lomaxnissen.com...
> I've just been given a 1040STF with no mouse, no manual and
> no idea how to use it. I would specifically like to use it
> to operate a music sequencer such as Cubase. Can I navigate
> the desktop using only the keyboard? How do I find out if
> there is enough memory for sequencing? How does it interface
> with studio hardware? etc etc etc Any help or advice would
> be greatly appreciated . . .really!
>

420. Re: Atari 520STFM internal keyboard unit.

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <396bb3a1@news-uk.onetel.net.uk>
Source record: 59803

Hi.

Try using a mega keyboard with the ST, much better feel and it can be placed
where you want it, the mouse plugs into it as well.
Try Keychange Music, 01925 266120, they have some in stock.
Phil.
JI Logan <jlog@zetnet.co.uk> wrote in message
news:395ffc06$0$31676@news.zetnet.co.uk...
> On 1 Jul 2000 07:08:26 +, DJ Stav wrote:
> |
> |Bought my 520 in 1987, has red power/active lights not the green/orange
> |for some strange reason. Anyone know why? Anyway, trying to get the ST
> |back operational but the joystick port on the underside of the internal
> |keyboard unit has broken. As far as im aware this cant be fixed by
> |soldering as this was tried 5 years ago or so :/
>
> If it really is the port it ought to be fixable. I re-soldered one
> of mine some years ago. The solder joints in the inner row of
> connectors were hard to get at - I have a feeling I got a new port
> as I melted the old one but it was some years ago and is all a bit
> hazy. Have you tried putting in a new port?

421. Re: I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <396bc0c1$0$31676@news.zetnet.co.uk>
Source record: 59804

On 10 Jul 2000 21:39:33 , Jo Even Skarstein wrote:
>....for quite some time, perhaps as long as 12 weeks. I crashed on my
>motorcycle this afternoon, and will be away from my computers (or atleast
>not be able to use them much) until I'm well enough to sit in a chair for
>more than five minutes. I've injured my knee pretty bad, and will need
>some surgery and 8-12 weeks recovery before I'm well enough to work
>full-time.

My sympathies and good wishes, Jo. Don't neglect your interests, but
engage your mind in everything that comes your way.

All the best from me and all (I'm sure) in this NG,
Charles.

422. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: swallow@intergate.bc.ca
Message-ID: <396bc917.584779@news.intergate.bc.ca>
Source record: 59805

>What? Perhaps it's due to my use of higher TOS (1.62, 2.06, %
>4.04), but I've never seen this. Could you elaborate?

It could be a difference in TOS... (grumble,grumlbe, stupid version
1.2)

Well, ok, here goes.

This is an example of just one disk, the names ofthe files in question
are different on other disks...

The disk has 3 folders which appear on both machines. They are
"bughunt", "jetset", and "missile". Both machines agree on these.
The ST has three added files: "Ab.", "AJ." and "Am." I have the
option of viewing these, but when I select "show", it just loads up a
blank screen, which will automatically go back to the desktop within a
second. They do not appear to take up any space on disk.

The PC is running an AMD CPU and WIn98, while the ST is a stock
1040STf.

They haven't hurt me yet, but I wouldn't mind knowing what they
were...

Puppy Dawg

423. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <396be4ec.23455176@news.cwru.edu>
Source record: 59806

Thanks to everyone who posted! I'm going to purchase HDDriver, I think and give it a shot. It will probably work. BTW I am running a MiNT setup, so it wasn't a TOS limitation problem (or I don't believe it was, at least). And I'll also go through the termination in the chain very carefully. I've had a hell of a time with that in the past also ;-). Thanks again!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

424. Re: I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613269158-087080AEicMi@bfree.on.ca>
Source record: 59807

>From: Jo Even Skarstein <joska@nvg.ntnu.no>
>Date: 10 Jul 2000 21:39:33 GMT
>Subject: I'm going away...

>...for quite some time, perhaps as long as 12 weeks. I crashed on my
>motorcycle this afternoon, and will be away from my computers (or
>atleast
>not be able to use them much) until I'm well enough to sit in a chair
>for
>more than five minutes. I've injured my knee pretty bad, and will need
>some surgery and 8-12 weeks recovery before I'm well enough to work
>full-time.

Good to know there are plenty of Atari Bikers :-). Just to let you know, it was a motorcycle crash which made me a house hostage and with nothing to do and I dragged out the Atari connected to the internet and I have been here ever since.

Oh and if people wonder why I disappear most of the summer from this NG, it is because I am travelling to motorcycle racing events across Canada and the United States.

If all goes well I should be in Italy come October for World Superbike.

That said, I think Jo will be on the net before he is back on the motorcycle;-).

Get healed soon.

Later Brian.

425. Re: need help: exchange of data between Atari and PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <396C1CCD.FAA7904C@ooc.de>
Source record: 59808

Martin Glodde wrote:
>
> Hi
> I want to move my data from the SCSI Hard Disk of my old Atari STE to a PC.
> For this purpose, I am thinking of the following possibilities:
> 1. via a cable between the both serial ports. Which program do I need at the
> Atari side and which one at the PC side? I know the program "connect" that I
> former used to dial via modem to the internet from the Atari. What has to be
> set in this program for the exchange I described above?
> 2. Furthermore, I have a SCSI-Zip drive. Actually, I run this drive on the
> PC, but it works well also on the Atari. But: I don't know any possibility
> to create a ZIP medium that can be read or written on BOTH platforms.
> Somebody said to me that it's no problem with MagcPC, but I don't posses
> this system.

MagiCPC is not required. With HDDRIVER you can create ZIP media that can
be used by both Windows and TOS (i.e. the media are Windows and TOS
compatible at the same time) without any additional software.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

426. Milan and Midi

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8ki08b$j65$1@nnrp1.deja.com>
Source record: 59809

Anyone use or have any feedback on the Milan for Midi work? Will it
run for instance Omega II KCS or Notator, or even Cubase? How backward
compatabtle is it? I heard you use regular PC sound cards
(soundblaster) as the Midi port as well as Sound.
Also is the Hades good for Midi?

This comes in response to a recent thread on Atari-midi mailing list.

Tim Conrardy

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

427. Re: Reading Atari diskette on PC???

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Russ Collins <chill182@aol.com>
Message-ID: <8ki0ci$l19$1@herald.onu.edu>
Source record: 59810

A stolen Atari? None of the punks in my town would even know what an Atari is. I would hate to think some disgruntled computer geek has turned to a life of crime.

DBruceMore <brmooreNObrSPAM@gov.mb.ca.invalid> wrote in message news:002f505a.1ade2ede@usw-ex0105-035.remarq.com...
> My Atari was stolen a few years ago. I still have diskettes
> full of MIDI files, though, and would like to get them on to a
> PC.
>
> Problem is, these diskettes were never formatted in the way that
> allows PCs to read them...and I don't have the Atari ST to be
> able to transfer them to a diskette that CAN be read on a PC...
>
> Anyone have a solution? I would greatly appreciate it!!!!
>
>
>
> ---
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com
>

428. Where has Andy Blakely gone?

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smp1vl33nd610@corp.supernews.com>
Source record: 59811

Hi!

Just like to know where Andy Blakely has gone (aka anakimana).

I haven't heard from him since 22nd June he usually replies emails
next day.

He hasn't been here either since then.

He didn't mention anything about going away in the last email I
recieved.

Is he Ok?

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem  |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

429. Re: Where has Andy Blakely gone?

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <8ki4u2mjh1@nnrp1.deja.com>
Source record: 59812

Have no fear, Andy is here!

Has it really been that long? Hmmm... sorry about not responding, I guess I ran out of things to say. Anyway I'm still here. I've been scanning through the newsgroups everyday, but haven't found any post I could really jump into.

So, how is the HybriD FDD module coming along? It will be nice to have 1.44's on my STE!

Andy Blakely

In article <smp1vl33nd610@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) wrote:
> Hi!
>
> Just like to know where Andy Blakely has gone (aka anakimana).
>
> I haven't heard from him since 22nd June he usually replies emails
> next day.
>
> He hasn't been here either since then.
>
> He didn't mention anything about going away in the last email I
> recieved.
>
> Is he Ok?
>
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--------------------------------------+
>

Sent via Deja.com http://www.deja.com/
Before you buy.

430. FA: Huge lot of 500+ disks for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: atarircx@my-deja.com
Message-ID: <8ki72lofv1@nnrp1.deja.com>
Source record: 59813

here is the link if you are interested in the details:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=377908529

Sent via Deja.com http://www.deja.com/
Before you buy.

431. Re: Milan and Midi

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <8ki7ho$i2b$1@news1.xs4all.nl>
Source record: 59814

Tim Conrardy heeft geschreven in bericht <8ki08b$j65$1@nnrp1.deja.com>...
> Anyone use or have any feedback on the Milan for Midi work? Will it
>run for instance Omega II KCS or Notator, or even Cubase?

Hello Tim,
I have a Milan 040. Cubase Score works perfectly on it. You need to install an extra Romportcard for the dongle. The other softs you mention, I don't know.
I also use Score Perfect Professional 3.1 (SPP) which is great for writing notes (very fast formatting and printing) and midi. This woks on the Milan too.
It is already known that Cubase Audio won't work on the Milan II but I'm sure that after release of the Milan II there will soon be software for HD recording. Woller Systems in Germany has already made something for HD recording.

Cheers
Dan

Cheers

432. Looking for a TT graphics card

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <396C9CBC.FAD71962@boeing.com>
Source record: 59815

Anybody know where I can find one?
Or do I have to wait for Mario to finish his :-)
Must be NVDI 5 compatible. I guess that means
ET4000, Nova or Matrix.

Thanks,

Milton Horst
milthorst@w-link.net

433. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200007120616.a65368@wun.maus.de>
Source record: 59816

Hallo Gerhard!

GH>The "Exit" button makes it always terminate.

And this is no longer valid with 1.17.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

434. Let's get me some space! buy some floppies:) While stocks last:)

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <4D$URUATxKb5EwCx@steverosie.demon.co.uk>
Source record: 59817
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I've got a couple of disks to shift, well 1,000 or more. They all have pd or shareware on from the 'former' LAPD PD library and will sell them in banks of 100 ideally in the UK as postage from here is likely to be expensive.

They are sold on a first come first served basis.

The cost ï¿½7.50 per 100, plus postage saving ï¿½142.50 (based on 100 disks @ ï¿½1.50 each).

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

435. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396CAF1C.344926CD@jps.net>
Source record: 59818

I would say the Milan performed pretty well considering the AMD is
running at least six times faster in MHz than the Milan (what is the
Milan II clock anyway?), but the numbers are not consistently six times
faster, and the milan is sometimes faster.

atarigalen wrote:
>
> John Kolak <jkolak@jps.net> wrote:
> >...But the test is not fair since Atari programs are not so
> >demanding of hardware resources as PC programs are. The way to
> >test a computer is using it with applications you use everyday.
> >My 50MHz Falcon is faster than my 300MHz K6-2 on everything
> >except web browsing.
> >
> The author was attempting to compare the Milan II to an Athlon
> 600Mhz running MagicPC, so in both cases Atari programs are
> being run. However, the author could only use ST-ZIP and
> Gembench for comparison, since these are the only two programs
> that he (and I) know of that have had their results posted by
> Milan Computer. I don't think that ST-ZIP is a real good test
> (BTW, the Athlon was about 8x faster) in that archiving via ZIP
> is very math intensive and is one of the places where chip speed
> really matters. In the other tests the results were mixed (I'll
> try to post them below) but generally favored the Athlon
> w/MagicPC. The author's point appears to be that MagicPC yields
> results similar or better to the upcoming Milan II. Perhaps
> this is so, but the tests done are too few to be conclusive.
>
> Galen
>
> MagicPC * Milan2 * difference with the profit of MagicPC
>
> Gem Dialog Box 3350% 3350% X1
>
> Vdi Text 14900% 7842% X1.9
>
> Vdi Text Effects 8878% 3488% X2.5
>
> Vdi Small Text 7750% 5636% X1.4
>
> Vdi Graphics 2672% 816% X3.3
>
> Gem Windows 1071% 1829% X0.6
>

> Integer Division 2966% 853% X3.5
>
> Float Math 184% 922% X0.2
>
> RAM Access 8050% 4025% X2
>
> Rom Access 2045% 2812% X0.7
>
> Blitting 8285% 106% X78
>
> Vdi Scroll 15789% 4106% X3.8
>
> Justified Text 4418% 833% X5.3
>
> Vdi Inquire 4555% 3727% X1.2
>
> New Dialog 2442% 610% X4
>
> * compared to a falcon in 640*480*8bits and NVDI5
>
> Machine and evironnement:
>
> Milan 060/66MHz, 32MB RAM, 1024*768*256, 850MB Seagate, HD
> HDriver 7.71, TOS 4.08, NVDI 5
>
> MagicPC on Athlon 600, affected 32Mb RAM, 1024*768*256, Disc
> 13Go, Windows 2000, NVDI 5
>
> ----------
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com

436. Re: Where has Andy Blakely gone?

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smpcqgkvnd6129@corp.supernews.com>
Source record: 59819

On 12 Jul 2000 16:04:28 , anakimana@excite.com wrote:

>Have no fear, Andy is here!
Oh hello!

>Has it really been that long?
Yep.

>So, how is the HybriD FDD module coming along? It will be nice to have
>1.44's on my STE!

Yeah they're coming on well. And the best bit is they work! Well in DD
mode for the moment.

If you've been reading the "16mhz TTL osc" thread recently you'll know
that I've had trouble getting hold of a certain part. Should be sorted
soon, Farnell catalouge is in the post to me....

Nice to talk to you again, Andy ;-)

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

437. Re: Looking for a TT graphics card

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <EG2b5.245$L44.14202@read2.inet.fi>
Source record: 59820

Check out the German Ebay site at http://www.ebay.de They have a lot of atari stuff. Last week there was a Nova Plus II VME card and a Crazy Dots card is still on... Good Luck!

Milton Horst wrote in message <396C9CBC.FAD71962@boeing.com>...
>Anybody know where I can find one?
>Or do I have to wait for Mario to finish his :-)
>Must be NVDI 5 compatible. I guess that means
>ET4000, Nova or Matrix.
>
>Thanks,
>
>Milton Horst
>milthorst@w-link.net

438. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0512ae1c.d8d03fdd@usw-ex0107-055.remarq.com>
Source record: 59821

John Kolak <jkolak@jps.net> wrote:
>I would say the Milan performed pretty well considering the AMD
>is running at least six times faster in MHz than the Milan
>what is the Milan II clock anyway?), but the numbers are not
>consistently six times faster, and the milan is sometimes
>faster.
>
---Something strange occurred to my post -- I'll try again --

The Milan II is said to be a 66Mhz 68060, but one should note
that the 060 can (in most cases) deal with three instructions at
once, so it is said to be roughly identical with a 200 Mhz
Pentium II.

That said, I'm looking forward to having a Milan II, although I
admit that I'm worried about the supply/repair issue,
particularly since David Acklam never did get his Hades60 back
from Computer Direct. I'm hoping for a reasonably good supply
of Milans from a long-time Atari seller.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

439. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <8kijhd$e1p$1@nyheter.chalmers.se>
Source record: 59822

In article <0512ae1c.d8d03fdd@usw-ex0107-055.remarq.com>,
atarigalen <kNOkSPAM@uia.net.invalid> wrote:
>John Kolak <jkolak@jps.net> wrote:
>>I would say the Milan performed pretty well considering the AMD
>>is running at least six times faster in MHz than the Milan
>>what is the Milan II clock anyway?), but the numbers are not
>>consistently six times faster, and the milan is sometimes
>>faster.

Uhm, did you forget that the Athlon was running an Atari emulator?
It would have been extremely surprising if it had come close to
running as fast as a 600 MHz 68060 would.

The point of the original test was that you can run your _Atari_
software faster in an emulator on a modern PC (and now that the AMD
Duron is about to be released, a machine such as this can be had
pretty cheap) than you can on the fastest possible Atari compatible
machine (which is not even available yet, IIRC).
This should not surprise anyone who knows a little about modern
processors.

When running x86 code that Athlon would likely be more than ten times
faster, in most cases, than the '060 running 68k code.

>The Milan II is said to be a 66Mhz 68060, but one should note
>that the 060 can (in most cases) deal with three instructions at

It most definitely can't.
I actually don't think _any_ ordinary processor gets even an average
of two instructions per cycle on 'normal' code.
Sure, their 'potential' can be much higher, but that doesn't mean much.

>once, so it is said to be roughly identical with a 200 Mhz
>Pentium II.

The '060 is pretty much comparable to the original Pentium.
It would not be as fast as an equivalently clocked PentiumII (if there
had ever been such a beast).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

440. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <396CE56D.F745A0F0@cable.A2000.nl>
Source record: 59823

Hi

Puppy Dawg wrote:
>
> >What? Perhaps it's due to my use of higher TOS (1.62, 2.06, %
> >4.04), but I've never seen this. Could you elaborate?
>
> It could be a difference in TOS... (grumble,grumlbe, stupid version
> 1.2)
>
> Well, ok, here goes.
>
> This is an example of just one disk, the names ofthe files in question
> are different on other disks...
>
> The disk has 3 folders which appear on both machines. They are
> "bughunt", "jetset", and "missile". Both machines agree on these.
> The ST has three added files: "Ab.", "AJ." and "Am." I have the
> option of viewing these, but when I select "show", it just loads up a
> blank screen, which will automatically go back to the desktop within a
> second. They do not appear to take up any space on disk.
>
> The PC is running an AMD CPU and WIn98, while the ST is a stock
> 1040STf.
>
> They haven't hurt me yet, but I wouldn't mind knowing what they
> were...
>

They have to do with the long filename format.
Although the original filenames may not exceed 8+3 they will be put as long
in the floppy directory (to be able to use lower case for instance)

My experience is that the extra entries are not created when you command Windows
to be case sensitive, and you rename the files explicitely in upper case, not
exceeding 8+3 of course.

(Dont ask me how I succeeded to specify case sensitivity :-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

441. Re: Milan and Midi

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <396cec8a$0$31676@news.zetnet.co.uk>
Source record: 59824

Hi Tim,

On 12 Jul 2000 14:44:30 , Tim Conrardy wrote:

>Also is the Hades good for Midi?

I use it for Cubase Midi without problems. You need a card for the dongle ports, and there's a bit of setting up to do, but Cubase Midi runs fine on it, as long as you don't have the Mach 64 graphics card. (It seems to run fine with the new 8meg Ati Rage card.)

I've also found that Cubase prefers to run on a clean system, and it has a conflict with the SCSI port. No problem with the internal drive and floppy.

The big plus is the amount of music on the screen in 1024 x 768 (which is my usual resolution) and the speed of the screen re-draws. Sitting and waiting is a thing of the past :-))

Cheers

Paul

442. Mintless C++?

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Oddball <oddballatpremodedotcom>
Message-ID: <963441050.1687.0.nnrp-06.9e98bad7@news.demon.co.uk>
Source record: 59825

Is there a (cheap or free) C++ compiler that would run on an STFM with 2.5 Mb and no hard disk?

443. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <8kiv9e$7nr@nnrp4.farm.idt.net>
Source record: 59826

On my system, if checked to stay resident - it stays resident. If
unchecked it does remove itself from memory, with STING1.26/DIALER 1.17.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
<> TT030, TOS 3.06, ST4/TT16mg. mem, NVDI 5.03, <>
<> Crazy Dots II board, Geneva/Neodesk, ezflyer <>
<> 230, Syquest 44, HDDriver 7.71, US Robotics <>
<> 56k/V90 modem, NEC 4FG Monitor and lotsaluck <>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

On 12 Jul 2000 06:16:00 , Ekkehard Flessa wrote:
>Hallo Gerhard!
>
>
>GH>The "Exit" button makes it always terminate.
>
>And this is no longer valid with 1.17.
>
>
>mit freundlichem Gru&#65533; aus Bubenreuth
>
>Ekkehard

--
****
===== Frank Lawrence =====
===== Norman OK US =====
****

444. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007122210.a30890@os.maus.de>
Source record: 59827

Hi,

swallow@intergate.bc.ca (Puppy Dawg) schrieb am 12.07.00 in Mitteilung
Nr. 396bc917.584779@news.intergate.bc.ca:

PD>They haven't hurt me yet, but I wouldn't mind knowing what they were...

Theses are the file name entries for Window's long file names. The VFAT long
file name system is based on the old FAT system, where file names were limited
to 8 characters plus a 3-character extension.
The new, longer file names have to be stored somewhere, and Windows (and also
does MagiC since V.5) therefore creates additional directory entries, which do
not point to a file on the disk, but only contain parts of a long file name.

If You change theses "special" files or delete them, the long names will be
corrupted or deleted, as You can verify later under Windows.

bye,
=Gerhard=

445. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <963478236-594684AEicMi@cwcom.net>
Source record: 59828

From: "Sean Barbieri" <sean@barbieri.ukf.net>
Date: Mon, 10 Jul 2000 19:22:14 GMT (GMT DST)

>Here's some of the info I used when setting the Olga.inf file:
Hmm, I missed all that! :-/ Ta.

>>You can "Olganise" apps with the "Olganiser" or whatever it's called?
>>
>What on earth is this? never heard of this I'm afraid.
It's an Olga client to allow non-Olga aware apps to take part in the protocol. I don't have a URL but a web search for the author Thomas Kï¿½nneth should produce a result.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

446. Re: I'm going away...

Newsgroup: comp.sys.atari.st
Date: 2000-07-12 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <963478238-595124AEicMi@cwcom.net>
Source record: 59829

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 10 Jul 2000 21:39:33 GMT

>...for quite some time, perhaps as long as 12 weeks. I crashed on my
>motorcycle this afternoon, and will be away from my computers (or atleast

Ouch!

As a fellow motorcyclist I can imagine how you feel!

Here's wishing you a speedy recovery.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

447. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: swallow@intergate.bc.ca
Message-ID: <396d676d.19870614@news.intergate.bc.ca>
Source record: 59746

>Theses are the file name entries for Window's long file names. The VFAT long
>file name system is based on the old FAT system, where file names were limited
>to 8 characters plus a 3-character extension.
>The new, longer file names have to be stored somewhere, and Windows (and also
>does MagiC since V.5) therefore creates additional directory entries, which do
>not point to a file on the disk, but only contain parts of a long file name.
>
>If You change theses "special" files or delete them, the long names will be
>corrupted or deleted, as You can verify later under Windows.

I see, I see. Does GEM only do this in the root directory, or are all
extensions placed in the root directory, as they are on my disks?

I'm just curious, is there any system/pattern to the extensions? I'm
sure there is, I just haven't found it yet...

Anyways, thank you all for all your help. My ST and I are forever in
your debt. :)

Puppy Dawg

448. Re: Panasonic PD with Falcon, HDDRIVER 7.9

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <396D7293.A2F95AC5@ooc.de>
Source record: 59747

Steve Sweet wrote:

> I can vouch for that, as soon as you announce it i'm on the phone
> pestering Shiuming for my copy. 8~)

Do you want to say you haven't phone him yet? :-) HDDRIVER 7.9 is
already available from System Solutions.

> BTW, could you tell me a bit more about the FAT 32 scheme and what i
> need to do in order to implemenet/use it please?.

FAT32 requires MagiC or MiNT and with HDDRIVER 7.9 you create TOS or DOS
compatible FAT32 partitions without having to use other software for
this. Creating a FAT32 partition is no more difficult than creating
other partitions. You just have to enter the partition type as explained
in the README of HDDRIVER 7.9.
But once again note that TOS itself can't handle FAT32. MagiC or MiNT is
required. With FAT32 there is virtually no upper limit with respect to
the partition size.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

449. Re: Mintless C++?

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8kk25f$82h$1@snipp.uninett.no>
Source record: 59748

```
Oddball <oddballatpremodedotcom> wrote:
> Is there a (cheap or free) C++ compiler that would run on an STFM with 2.5
> Mb and no hard disk?

No. But you could possibly use gcc/g++ if you had a harddisk.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

450. Re: Mintless C++?

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10007131251270.117-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 59749

Hello!

> > Is there a (cheap or free) C++ compiler that would run on an STFM with 2.5
> > Mb and no hard disk?
>
> No. But you could possibly use gcc/g++ if you had a harddisk.

Due to the exhaustive memory consumption I suggest more RAM for the C++
compiler.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

451. FS(UK) Spares for Atari Laser Printer

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: CHMCAW@leeds.ac.uk
Message-ID: <2000Jul13.104943.12591@leeds.ac.uk>
Source record: 59750

```
Toner: 10 pounds + P&P
New drum unit: 15 pounds + P&P

Both are still in unopened original packaging

Chris
chmcaw@leeds.ac.uk
```

452. Re: The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007131517010.182-100000@rakas>
Source record: 59751

On 2000-7-13, Mark Bedingfield <mark@baypc.com.au> wrote:

> Has anyone seen an rs-422 port card for the PC?

Yes.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

453. computer classic game emu cd-rom

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: daniel <daniel@surfnett.de>
Message-ID: <963497913.706079@prophy>
Source record: 59752

Atari Amstrad Commodore Zx Spectrum Games Emu CD-ROM Bestellung

http://www.cclassic.de/

454. Hard drive cable

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Bob Hamilton <bobh@csj.net>
Message-ID: <Czkb5.995$ol5.2650@newsfeed.slurp.net>
Source record: 59753

Hi everyone
My question is, what kind of cable connects Atari Hard drives to the computers? Are they proprietary cables, or are they something that can be picked up anywhere?

Thanks,
-Bob

455. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8kkmpuhnd1@nnrp1.deja.com>
Source record: 59754

Gembench needs to be trashed :0) A benchmark application coded to take advantage of the 060's RISC functions would reflect better performance. Ya, ya, cheating, just like compairing a P3-600 to it. It's the hardware compatibility of the Milan that makes it sexy to me, IMHO:). MagiC on a PC.....Crashes enough on the Mac for me. Does reboot fast! Lets see, Gembench, ST Zip and CAB. Thats about all the useful TOS applications that can be used. I personally like to use DynaCadd, Chronos, Phoenix and many other "Atari-TOS-MiNT-NaES" only applications, regardless of their age. Hi Katherine:)

Mike

In article <8L7b5.189$ol5.168@newsfeed.slurp.net>,
ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
> On 12 Jul 2000 00:32:37 , "A.A.de Hulster" wrote:
> >
> >Bob King heeft geschreven in bericht
<396B17D0.9B2A6DDE@patent.gov.uk>...
> >>Hi all,
> >>
> >>Bengy reports a report at:
> >>
> >>http://users.skynet.be/atarix/mamil.html
> >>
> >>re. the above topic. It's in french but I think it shows that
against a
> >>top end PC running MagicPC, GEMBENCH figures show the Milan 2 to be
very
> >>very much slower.
>
> I really do not care if the Milan 2 is slow then some of the upper end
PCs.
> That will not enter in my decision if I decided to get one. SUPPORT is
the
> big issue and lots of hardware is another. It is fast enough for most
> people and myself.
> Edward S. Baiz Jr.
> (Gamer)

Sent via Deja.com http://www.deja.com/
Before you buy.

456. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <smrn20u5nd6123@corp.supernews.com>
Source record: 59755

```
On 13 Jul 2000 00:07:32 , Edward S. Baiz Jr. wrote:
>On 12 Jul 2000 00:32:37 , "A.A.de Hulster" wrote:
>>
>>Bob King heeft geschreven in bericht <396B17D0.9B2A6DDE@patent.gov.uk>...
>>>Hi all,
>>>
>>>Bengy reports a report at:
>>>
>>>http://users.skynet.be/atarix/mamil.html
>>>
>>>re. the above topic. It's in french but I think it shows that against a
>>>top end PC running MagicPC, GEMBENCH figures show the Milan 2 to be very
>>>very much slower.
>
>I really do not care if the Milan 2 is slow then some of the upper end PCs.
>That will not enter in my decision if I decided to get one. SUPPORT is the
>big issue and lots of hardware is another. It is fast enough for most
>people and myself.

Yeah I don't care if it's slower than the top notch PCs.
The reason why I want to by the Milan II is because

1) My ST would take to much money to upgrade.

2) The Milan has a great range of software included which you don't
get with MagicPC and I'm sure MagicMilan will run a lot more ST/Falcon
software than MagicPC.

The average PC owner doesn't use the full power of a 600mhz PC except
for games which are very demanding.

I remember reading in the STC report that the 68060 will no longer be
produced BUT the Coldfire chips (which some are 060 compatible) still
are. And the Coldfires could be supllied at 200 and maybe 400mhz
speed.

Now that would be fast!

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem  |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com                |
| Lyndon Amsdon                        |
+--------------------------------------+
```

457. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <8kkq42kfp1@nnrp1.deja.com>
Source record: 59756

In article <03fef240.a863108f@usw-ex0107-055.remarq.com>,
atarigalen <kNOkSPAM@uia.net.invalid> wrote:
> Bill F <flipflapx@coastalnet.com> wrote:
> >In article <396a8d63.17484268@news.intergate.bc.ca>,
> >swallow@intergate.bc.ca (Puppy Dawg) wrote:
> >
> >> ... Also, the directory looks fine when it's on the PC,
> >> but when it gets moved over to the ST, it comes up with a
> >> bunch of folders that don't exist (they appear on the ST's
> >> screen, but when you try to load one, it says it doesn't
> >> exist) Comments?
> >
> >The PC writes these as part of the it's conversion needed to
> >compensate for the Atari 8+3 filenames.
> >
> What? Perhaps it's due to my use of higher TOS (1.62, 2.06, %
> 4.04), but I've never seen this. Could you elaborate?
>
> Galen

I would suggest using DOS mode on the PC when messing with anything
Atari related. Windows is very complicated with all it's virtual
memory and memory management, among other things. :) I don't recall
seeing stuff like that after adopting DOS mode. BTW, I'm not referring
to a DOS box from Windows, rather, a clean boot to DOS.

Andy Blakely

Sent via Deja.com http://www.deja.com/
Before you buy.

458. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8kkqnm$5or$1@draco.stochastik.rwth-aachen.de>
Source record: 59757

In article <0512ae1c.d8d03fdd@usw-ex0107-055.remarq.com>,
atarigalen <kNOkSPAM@uia.net.invalid> wrote:
>John Kolak <jkolak@jps.net> wrote:
>>I would say the Milan performed pretty well considering the AMD
>>is running at least six times faster in MHz than the Milan
>
>The Milan II is said to be a 66Mhz 68060, but one should note
>that the 060 can (in most cases) deal with three instructions at
>once, so it is said to be roughly identical with a 200 Mhz
>Pentium II.

Huh? Three?

AFAIK, there are only two integer instruction pipelines on the 060.

Another note when comparing those results: the Milan benchmarks were not
done on the final machine with full-speed SDRAM.

cu
Michael
--
In the beginning there was nothing, which exploded.

459. Programming Atari

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396DFE44.D7954005@jps.net>
Source record: 59758

For sale, Modern Atari System Software, A Programmer's Guide, published by Hisoft:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=378219534

460. FS: Joysticks

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396DFEF8.72B7AC11@jps.net>
Source record: 59759

Several pairs of joysticks for sale. I've often sold individual sticks
higher than this, but now everything must go, and my loss is your gain:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=378213410

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=378210231

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=378204958

461. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396E00AE.C58A052E@jps.net>
Source record: 59760

Computer Direct's irresponisble disappearance from the Atari scene should be considered a fluke, and not reflect on the Milan at all. If Chris didn't want to deal with Atari anymore, that is his choice, but to ignore responsibilities to customers in inexcusable. The chance of Milan Gmbh being equally irresponsible is unlikely, though the recent demise of Centek reminds us that any companies existence in the Atari market is fragile at best. The main thing is that once you obtain a working computer, they rarely need any repair or attention when properly cared for.

John

atarigalen wrote:
>

> That said, I'm looking forward to having a Milan II, although I
> admit that I'm worried about the supply/repair issue,
> particularly since David Acklam never did get his Hades60 back
> from Computer Direct. I'm hoping for a reasonably good supply
> of Milans from a long-time Atari seller.
>
> Galen
>

462. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396E0248.E476B6AA@jps.net>
Source record: 59761

Johan Klockars wrote:
>
>
> The '060 is pretty much comparable to the original Pentium.
> It would not be as fast as an equivalently clocked PentiumII (if there
> had ever been such a beast).

Well again, here we are getting into issues like OS and software,
because I've got a Windows 95 P120 here gathering dust that is dog slow.
As said before, my 50MHz CT2 Falcon is decently fast and as comfortable
as my 300MHz K6-2. The CT60 (100 MIPS) is over 9 times faster than the
CT2 Falcon (12 MIPS) (Standard Falcon 3.84 MIPS). So I don't expect the
Milan II to be any slouch.

463. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396E036F.4F530D7C@jps.net>
Source record: 59762

One of the points of Milan marketing is avoiding being caught up in the infinite gigahertz myth and race.

Lyndon Amsdon wrote:
>
> Yeah I don't care if it's slower than the top notch PCs.
>
> The average PC owner doesn't use the full power of a 600mhz PC except
> for games which are very demanding.
>

464. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Sean Barbieri <sean@barbieri.ukf.net>
Message-ID: <396d5dc2a19e31@barbieri.ukf.net>
Source record: 59763

Hi Trevor,

on Thu 13-07-2000 00:08 (GMT) Trevor Spencer wrote:

>>Anyone had any problems with it?
>
>Yes, it doesn't load, just "bombs" with 2 bombs.
>
>Now experimentation is called for to see if I can find out why.

Definately works fine here Trev. Are you using MagiC or TOS with STinG and when does the crash happen ie. after loading all the modules or before? Also, What Veloce mode are you in 68020/68000? I had a problem with CAB where if I switch from using 68020 to 68000 mode CAB crashes with 2 bombs. I think this is because the Veloce writes 32 bit data to the drive and the 68000 doesn't like it! Deleting the CAB Cache cured this problem. Another Veloce user had a similar problem recently and this seemed to help:

1) Install the STinG package in 68000 mode - to allow for processor switching.
2) Always start with a fresh installation - no using old cpx's, modules etc.
3) Only activate the Sting Internals and Serial CPX's.
4) Make sure these modules(STX) are active only :Serial,TCP,UDP and Resolve
5) Ensure the paths are set up correctly in the STinG.INF and DIAL.INF files.
6) Check with your text editor that there are no blank spaces after entries in the STinG.CFG and Dial.SCR files.
7) De-activate the Cache.DNS file and let STinG create another one in case of corruption.
8) Try to stay in 68020 mode when using Internet applications - if possible.

Hope this helps.

--
Best Wishes
Sean

Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC 6.01 NVDI 5.03 Jinnee 2.01 Kobold 3.5 ExtenDOS Gold 3.2b

465. New Pages on Tim's Atari Midi WEorld

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8kl31p$s11$1@nnrp1.deja.com>
Source record: 59764

Hello fellow Atarians

This is to let you know that I now have more pages on my site:(see sig)

1.Cris Sions's Copyist DTP (released as freeware now!)

2. David Snow's Atari-midi Software:Released as freeware.
These include
1.Midi Master Drummer: a Drum editor with sequencer. Better then
Robobop!
2.Midi Square: a "Music Mouse" type program
3.Music Box: a 4 part Algorithmic generator.Was a DIY project in
Electronic Musician but this version has enhancments.

Thought I would let all of you know!!

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

466. Re: Milan and Midi

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396E0A69.E90C4892@jps.net>
Source record: 59765

After following the Notator news list for a while, it seems Notator only
likes real Ataris, and only 68000 models on top of that!

"Edward S. Baiz Jr." wrote:
>
> I can answer the Hades questions as I have one. I am not sure about Notator, but Cubase
will, but only in a mono
> resolution.
> Edward S. Baiz Jr.
> (Gamer)

467. Re: English version of Olga?

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Sean Barbieri <sean@barbieri.ukf.net>
Message-ID: <396e15f699b78a2@barbieri.ukf.net>
Source record: 59766

Hi Derryck,

on Wed 12-07-2000 09:34 (GMT) Derryck Croker wrote:

>>Here's some of the info I used when setting the Olga.inf file:
>Hmm, I missed all that! :-/ Ta.
>
I remember you saying you don't bother reading manuals! ;)

[Olganiser]
>>What on earth is this? never heard of this I'm afraid.
>It's an Olga client to allow non-Olga aware apps to take part in the protocol. I
>don't have a URL but a web search for the author Thomas KInneth should produce a
>result.

Cheers Derryck I'll check it out.

--
Best Wishes
Sean

Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC 6.01 NVDI 5.03 Jinnee 2.01 Kobold 3.5 ExtenDOS Gold 3.2b

468. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <05f82b70.64fb378a@usw-ex0107-055.remarq.com>
Source record: 59767

michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
wrote:
>In article <0512ae1c.d8d03fdd@usw-ex0107-055.remarq.com>,
>atarigalen <kNOkSPAM@uia.net.invalid> wrote:

>>The Milan II is said to be a 66Mhz 68060, but one should note
>>that the 060 can (in most cases) deal with three instructions
>>at once, so it is said to be roughly identical with a 200 Mhz
>>Pentium II.
>
>Huh? Three?
>
>AFAIK, there are only two integer instruction pipelines on the
>060.
>
From Motorola's Website (http://ebus.mot-
sps.com/ProdCat/psp/0,1250,MC68060%7EM934310184622,00.html):

MC68060 Features (partial)
Completely User-Code Compatible with the MC68040
Superscalar Implementation of M68000 Architecture
Executes Three Instructions per Clock

Although there are only two integer pipes, a branch instruction
can be made simultaneously as well.

As for comparison, the 68060 has roughly the number of
transistors (2.5 million) as the Pentium I and has a similar
MIPS as the Pentium w/MMX 233 or 266 (100-110 for the 68060, 104-
114 for the Pentium). [Source: http://www.pc-
micro.com/informat.htm] There never was a Pentium II 200, but
since the Pentium II 333 is 145 MIPS and the Pentium II 400 is
174 MIPS a little interpolation (accounting for the fact that
it's nonlinear) places the 68060 about where the Pentium II 200
would be if it had ever been made. I think my logic is correct.

In any event, regardless of the idea of supporting the Atari
community (a good one, in my opinion), the Milan II should bring
us up to about 1997 technology. While this seems unimpressive,
it is in reality mighty fast considering our tendency towards
tightly coded applications.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

469. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <015568b0.66ae8414@usw-ex0107-055.remarq.com>
Source record: 59768

Gerhard_Hoelscher@os.maus.de (=?ISO-8859-1?Q?Gerhard_H=F6lscher?
=) wrote:
>Theses are the file name entries for Window's long file names.
>The VFAT long file name system is based on the old FAT system,
>where file names were limited to 8 characters plus a 3-
>character extension. The new, longer file names have to be
>stored somewhere, and Windows (and also does MagiC since V.5)
>therefore creates additional directory entries, which do
>not point to a file on the disk, but only contain parts of a
>long file name.
>
Aha! Since even today I tend to keep to 8+3 (just in case) I
don't encounter this. Very informative post!

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

470. Re: Hard drive cable

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <05a66d50.67448fb8@usw-ex0107-055.remarq.com>
Source record: 59769

"Bob Hamilton" <bobh@csj.net> wrote:
>Hi everyone
> My question is, what kind of cable connects Atari Hard drives
>to the computers? Are they proprietary cables, or are they
>something that can be picked up anywhere?
>
Atari drives hook to Atari computers via a nonstandard 19-pin (I think) cable. An adapter cable that actually contains certain electronics inside it enables you to hook standard SCSI drives to your Atari computer. Both will not be found at a typical computer supply store.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

471. Re: Panasonic PD with Falcon, HDDRIVER 7.9

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <03713295.6880bc94@usw-ex0107-055.remarq.com>
Source record: 59770

Uwe Seimet <us@ooc.de> wrote:
>With FAT32 there is virtually no upper limit with respect to
>the partition size.
>
I seem to recall it's around 70 terabytes (70,000 gigs).

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

472. Computer Direct

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <R5qb5.90$RX5.699@newsfeed.slurp.net>
Source record: 59771

On 13 Jul 2000 10:47:26 , John Kolak wrote:
>Computer Direct's irresponisble disappearance from the Atari scene
>should be considered a fluke, and not reflect on the Milan at all. If
>Chris didn't want to deal with Atari anymore, that is his choice, but to
>ignore responsibilities to customers in inexcusable. The chance of Milan
>Gmbh being equally irresponsible is unlikely, though the recent demise
>of Centek reminds us that any companies existence in the Atari market is
>fragile at best. The main thing is that once you obtain a working
>computer, they rarely need any repair or attention when properly cared
>for.

Yes I was not too happy when Chris disappeared. Now and then he answers my email, but he does not talk too much Atari. But you are correct. My Hades is still going strong (also my STe).

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

473. Re: Milan and Midi

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <T5qb5.91$RX5.699@newsfeed.slurp.net>
Source record: 59772

On 13 Jul 2000 11:28:57 , John Kolak wrote:
>After following the Notator news list for a while, it seems Notator only
>likes real Ataris, and only 68000 models on top of that!
>
>"Edward S. Baiz Jr." wrote:
>>
>> I can answer the Hades questions as I have one. I am not sure about Notator, but Cubase will, but> only in a mono
>> resolution.
>> Edward S. Baiz Jr.
>> (Gamer)

Well Notator may run on a Hades. I know there is a dongle card out there somewhere that is support to work. I have also heard there is a version that will run without the dongle.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

474. Re: Hard drive cable

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: "Simon Osborne (Atari Active)" <atariactive@btinternet.com>
Message-ID: <8kldjt$h3d$1@uranium.btinternet.com>
Source record: 59773

"Bob Hamilton" <bobh@csj.net> wrote in message
news:Czkb5.995$ol5.2650@newsfeed.slurp.net...
> Hi everyone
> My question is, what kind of cable connects Atari Hard drives to the
> computers? Are they proprietary cables, or are they something that can be
> picked up anywhere?
>
> Thanks,
> -Bob
>
>
>

A standard 15pin DMA cable if the hard-drive is an Atari megafile, else you need a device called a Link that allows SCSI deviced to be used on the ACSI bus of Atari computers (but not Falcon, since it's got proper scsi)

Simon Osborne

Atari Active

475. Re: Mintless C++?

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <396e3bf8$0$31673@news.zetnet.co.uk>
Source record: 59774

On 13 Jul 2000 09:29:19 , Jo Even Skarstein wrote:

>No. But you could possibly use gcc/g++ if you had a harddisk.

Hey, give it a break. You're supposed to be taking time off to
recover from your accident. Doctor's orders! :-)

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

476. Alexander Clauss address

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8klj12$32f$1@plutonium.compulink.co.uk>
Source record: 59775

Hi!

Anyone have a current email address for Alexander Clauss? I wan to
contact him about CD-Label, a Scripter module he wroite, but the
uni-darmstadt address in the docs is no longer valid.

477. Re: Let's get me some space! buy some floppies:) While stocks last:)

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007130853.a30908@os.maus.de>
Source record: 59776

Hi Steve,

SS>The cost ï¿½7.50 per 100, plus postage saving ï¿½142.50 (based on 100
SS>disks @ ï¿½1.50 each).

A 3.5 inch floppy disk costs ï¿½1.50?
Where Do You live? ;-)

bye,
=Gerhard=

478. Re: Panasonic PD with Falcon, HDDRIVER 7.9

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963597292-321570AEicMi@bun.com>
Source record: 59777

Hi Uwe

>FAT32 requires MagiC or MiNT and with HDDRIVER 7.9 you create TOS or DOS
>compatible FAT32 partitions without having to use other software for
>this.

So what happens in the boot phase when HD-Driver is booting in a TOS
environment, is the bootsector TOS compatible. Does this also mean i'l
not be able to access my drive if i revert to TOS?.

>Creating a FAT32 partition is no more difficult than creating
>other partitions. You just have to enter the partition type as explained
>in the README of HDDRIVER 7.9.

Ive not translated this yet, although a cursory galnce renders that....

....I notice the implementation of the default language selection, well
done.

Personaly i have HDDRUTIL.APP setup in Jinnee's Installed Applications
menu and i send it a command line on execution of -e, in difference to
the readme which states --e. -e works, --e does not, which is in error?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

479. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963597294-322066AEicMi@bun.com>
Source record: 59778

Hi Mike

>>Are you using Freeserve on an atari setup?, i used to and it suddenly
>>without warning refused to talk to me further.

>Yes I use it with my Mega STE, and have done with an STFM.

With Sting or iConnect?. Have you had to change any settings recently to make it work again. I alwasy did use freeserve and it recently refused to work any more with My MegaSTE and iConnect.

>I've recently bought a PC and use it also on the internet.

Lets not lower ourselves to bad language.

>However the ISP I use for that only seems to find about 10% of the News
>items I download with the Atari, so I stick with the Atari for the
>Newsgroups.

No suprise there, so why wont Freeserve work with my setup anymore??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

480. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007132347.a30923@os.maus.de>
Source record: 59779

Hi,

PD>I'm just curious, is there any system/pattern to the extensions? I'm
PD>sure there is, I just haven't found it yet...

I agree, but I don't know also.

bye,
=Gerhard=

481. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <396d086a$0$31674@news.zetnet.co.uk>
Source record: 59830

On 10 Jul 2000 15:29:52 , Lyndon Amsdon wrote:
>Hi!
>
>A few months back I was having trouble with sting 1.22. Guess what...
>I'm having trouble with 1.26!.
>
>I tried reindstalling 1.22 twenty odd times. From floppy using a
>minimal system (HSMODEM7 STinG Xcontrol) tried TOS 2.06 and 1.62.
>Tried using cops and Zcontrol.
>
>Everytime I loaded a programme it would lock up either from Hard disk
>or floppy.

clips
>
>Anyone had any problems with it?

Yes, it doesn't load, just "bombs" with 2 bombs.

Now experimentation is called for to see if I can find out why.

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

482. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <8L7b5.189$ol5.168@newsfeed.slurp.net>
Source record: 59831

On 12 Jul 2000 00:32:37 , "A.A.de Hulster" wrote:
>
>Bob King heeft geschreven in bericht <396B17D0.9B2A6DDE@patent.gov.uk>...
>>Hi all,
>>
>>Bengy reports a report at:
>>
>>http://users.skynet.be/atarix/mamil.html
>>
>>re. the above topic. It's in french but I think it shows that against a
>>top end PC running MagicPC, GEMBENCH figures show the Milan 2 to be very
>>very much slower.

I really do not care if the Milan 2 is slow then some of the upper end PCs.
That will not enter in my decision if I decided to get one. SUPPORT is the
big issue and lots of hardware is another. It is fast enough for most
people and myself.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

483. Re: Milan and Midi

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <aL7b5.190$ol5.168@newsfeed.slurp.net>
Source record: 59832

On 12 Jul 2000 14:44:30 , Tim Conrardy wrote:
> Anyone use or have any feedback on the Milan for Midi work? Will it
>run for instance Omega II KCS or Notator, or even Cubase? How backward
>compatabtle is it? I heard you use regular PC sound cards
>(soundblaster) as the Midi port as well as Sound.
>Also is the Hades good for Midi?

I can answer the Hades questions as I have one. Yes, it is good for MIDI. I use it with Sweet 16 and my older Roland MT-32 MIDI module. To access the ports you need one of those connectors that you want use with a PC that fits in the back of a Sound Blaster card. KCS Omega does not work on a Hades. I am not sure about Notator, but Cubase will, but only in a mono resolution.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

484. Re: Looking for a TT graphics card

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <dL7b5.191$ol5.168@newsfeed.slurp.net>
Source record: 59833

On 12 Jul 2000 16:28:44 , Milton Horst wrote:
>Anybody know where I can find one?
>Or do I have to wait for Mario to finish his :-)
>Must be NVDI 5 compatible. I guess that means
>ET4000, Nova or Matrix.

A friend of mine who has a TT searched for a card for a long time before he found one. Go ahead and search, but it will be hard to find. Mario's card is coming along nicely, so waiting for his would be a nice option.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

485. Syncing 2 Falcons with CAF

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: xmusic@my-deja.com
Message-ID: <8kj3mt$dj3$1@nnrp1.deja.com>
Source record: 59834

At this time I have two C-lab Falcons both running CAF and with
FDI's(Soundpool).The Digital out of the "master" is connected
to the Digital in of the "slave".In the Hardware Setup menu of
the slave i choose "FDI"(the clock is from the Fdi of the master).
The master is sending MTC to the slave through a midi cable.Both are
running with the same bpm.I have recorded 8 tracks Audio on the "slave"
and now I want to record 8 tracks Audio on the "master".I made the
tests and all seems O.K. Are the two systems now accurate synchronized
or I am wrong? I think it works like a 16-track system now.I can punch
in on the master and the slave follows without a problem.Somebody an
idea?

Sent via Deja.com http://www.deja.com/
Before you buy.

486. Trial of WenSuite3 Newsreader

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.098aac2e.77723420.doyene@zetnet.co.uk>
Source record: 59835

```
1234567890 Please ignore this intrusion this is just a testrun

--
++++++++++++++++++++++++
+ Atari TT030 4X64 RAM +
+ +
+ Draconis+Marathon1.7 +
+ +
+ WenSuite 3.30 +
+ +
+ Used By +
+ +
+ John N Oakes +
+ +
++++++++++++++++++++++++
```

487. C Lab STzer

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: lml3@aol.com
Message-ID: <20000712210419.25854.00000317@ng-fv1.aol.com>
Source record: 59836

I had read an article in 1997 Electronic Musician regarding a PCI card you could install in your PC to run your C Lab Notator/Creator program. It had provisions for adapting the "dongle" to this device as well. Has anyone heard of such a beast? Or, better yet, know how to reach C Lab in the US?

lou lima (LML3@aol.com)

488. Re: Milan and Midi

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-D012C3.21440912072000@bigmomma.idirect.com>
Source record: 59837

In article <8ki08b$j65$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> wrote:

> Anyone use or have any feedback on the Milan for Midi work? Will it
> run for instance Omega II KCS or Notator, or even Cubase? How backward
> compatabtle is it? I heard you use regular PC sound cards
> (soundblaster) as the Midi port as well as Sound.
> Also is the Hades good for Midi?
>
> This comes in response to a recent thread on Atari-midi mailing list.
>

well, Tim, we know that for the original Milan 040 it does require
the use of a sound card. For the Milan II, though, the good news is that
Milan GmBH revised the board so that it now has a pair of MIDI ports
standard - this was in response to many musicians' concerns. And I would
imagine that someone will eventually come up with a driver for allowing
the use of USB MIDI adaptors for additional ports (the Milan II has USB
standard).

I know that Systems Solutions advertises the Hades as being
compatible with Cubase Audio, and have heard of some Milan users using
it for hard disk recording using a program/PCI card called Star Tracks
(?), which I believe was originally developed for the Hades.

For anything that used a physical dongle, you'd need to use a PCI
card that will take the dongle.

hmmm, since your Atari pages includes MIDI "liberated" ware, and we
have a number of Milan users in this forum, I see we can at least
probably do a grand experiment with those to see if they will run :)

489. Re: Syncing 2 Falcons with CAF

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Richard Rives <rives@gte.net>
Message-ID: <rives-F39478.21542012072000@news.gte.net>
Source record: 59838

In article <8kj3mt$dj3$1@nnrp1.deja.com>, xmusic@my-deja.com wrote:

>At this time I have two C-lab Falcons both running CAF and with
>FDI's(Soundpool).The Digital out of the "master" is connected
>to the Digital in of the "slave".In the Hardware Setup menu of
>the slave i choose "FDI"(the clock is from the Fdi of the master).
>The master is sending MTC to the slave through a midi cable.Both are
>running with the same bpm.I have recorded 8 tracks Audio on the "slave"
>and now I want to record 8 tracks Audio on the "master".I made the
>tests and all seems O.K. Are the two systems now accurate synchronized
>or I am wrong? I think it works like a 16-track system now.I can punch
>in on the master and the slave follows without a problem.Somebody an
>idea?
>

There is also a check box in I believe the sync menu or the digital audio set up that allows you to separate the digital audio sync with the midi sync. You will want to make sure that the sync is separated. Yuor midi tracks will follow MTC and the audio is now running off the master digital clock. I assume you are using MMC to start and stop. MMC will only work properly through the Falcon's built in midi ports.

Rich

490. Re: Where has Andy Blakely gone?

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <0iab5.36$BW3.4105@nsw.nnrp.telstra.net>
Source record: 59839

I have found these Crystals on alot of old 286/386 boards, so I put them out
of their misery and use them for that very thing.

Mark Bedingfield
--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:smpcqgkvnd6129@corp.supernews.com...
> On 12 Jul 2000 16:04:28 , anakimana@excite.com wrote:
>
> >Have no fear, Andy is here!
> Oh hello!
>
> >Has it really been that long?
> Yep.
>
> >So, how is the HybriD FDD module coming along? It will be nice to have
> >1.44's on my STE!
>
> Yeah they're coming on well. And the best bit is they work! Well in DD
> mode for the moment.
>
> If you've been reading the "16mhz TTL osc" thread recently you'll know
> that I've had trouble getting hold of a certain part. Should be sorted
> soon, Farnell catalouge is in the post to me....
>
> Nice to talk to you again, Andy ;-)
>
>
>
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--------------------------------------+

491. Re: The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Spab5.38$BW3.4519@nsw.nnrp.telstra.net>
Source record: 59840

Has anyone seen an rs-422 port card for the PC?

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

492. Re: LFN support in CD Recorder Pro?

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: nurmix@socal.SPAM
Message-ID: <8kjcnt0134i@enews4.newsguy.com>
Source record: 59841

[regarding Anodyne Software's new "CD InScriptOr" software]

On 6 Jul 2000 11:23:50 -, Derryck Croker wrote:
>Thanks for the info Paul, sounds promising!

You're welcome.

The software has been extremely stable and useful to me. I've been recording WAV files of a lot of my music to the Falcon from DATs, and then burning ISO9660 CDRs of the WAV files, to transfer to my PC to create MP3s.

Plus, I've used it to make some backups of my PC's hard drive - transferring files over on SyQuest cart to the Falcon (utilizing long file names under MagiC 5), and then burning CDRs of the data - freeing up PC hard drive space in the process.

This opens up a whole new world for your Atari IMHO...
;^)

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

493. Re: cubase audio bombs

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: nurmix@socal.SPAM
Message-ID: <8kjcmi02upc@enews3.newsguy.com>
Source record: 59842

On 6 Jul 2000 16:14:56 +, "Mark Bedingfield" wrote:
>I have had a few drama's with ICD-HDdriver as well. If the drive was
>formated TOS compatible under HD Driver then had ICD or AHDI put on the
>drive then it caused the machine to lock up during some disk access's. Not
>consistantly though. So I wonder if your respective drives should be
>reformatted with HD Driver to cure the drama?

Something to consider I guess. And for the record, the drive was
originally formatted with ICD Pro to be AHDI-compatible. But I would think
that if this was the cause of the problem, then the bombs and crashes would
happen in other apps too, not just when recording STEREO audio files in CAF.

A few other digital audio recording apps I've tested work fine with both HD
Driver and ICD Pro. Strange...

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

494. Re: Milan and Midi

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8kjh9pmfs1@nnrp1.deja.com>
Source record: 59843

> hmmm, since your Atari pages includes MIDI "liberated" ware, and
we
> have a number of Milan users in this forum, I see we can at least
> probably do a grand experiment with those to see if they will run :)

Thankyou for all this great Info (as well as past responses)YES..now
that we have have some great Freeware to try out, I would appreciate
some experimentation on these newer "modern" Atari's. Feel free to
download anything from my site.

BTW..Just released Cris Sions Copyist DTP! It is now available on my
page.

David Snows Atari Midi software is next.Stay tuned!

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

495. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: mikeborsley@fyldecoast.com
Message-ID: <8kjjbd$7pq$1@newsg2.svr.pol.co.uk>
Source record: 59844

On 11 Jul 2000 20:30:08 , Steve Sweet wrote:
>Hi Mike
>
>> I don't think it was Newsie causing the problem, as since
>>transferring to Freeserve its never happened,
>
>Are you using Freeserve on an atari setup?, i used to and it suddenly
>without warning refused to talk to me further.

Hi Steve,
Yes I use it with my Mega STE, and have done with an
STFM. I've recently bought a PC and use it also on the internet.
However the ISP I use for that only seems to find about 10% of the News
items I download with the Atari, so I stick with the Atari for the
Newsgroups.
Mike

--
mike@jborsley.freeserve.co.uk West Lancs. UK

496. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-13 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8kjjul$221$1@nnrp03.primenet.com>
Source record: 59845

```
On 8 Jul 2000 17:56:35 G, Paul Nurminen wrote:
>On 1 Jul 2000 19:42:00 +, =?ISO-8859-1?Q?Gerhard_H=F6lscher?= wrote:
>>
>>Also, I'd like to have the attachments to be placed in an special folder,
>>not the work folder. Or otherwise, the work folder gets all working data,
>
>You and me both. Actually, I asked John for this a long time ago, but he
>didn't seem to think there was any demand for it, aside from my request.
>Well, John, now 2 people want it! <ha ha!>
>
>
>>BTW: can I use news servers that need name and password with newsie?
>
>Ah yes, I ran into this back when I first started using NEWSie (like 2-3
>years ago??). Anyway, my ISP's news server requires a _global_ user name
>and password (it's the same for all users). You send the information they
>give you to use, and if you've sent the right information, the server checks
>that you are connecting from a valid IP address (to prove you're connecting
>from the ISP that uses that login information), and if that's correct,
>you're in.
>
>Basically in NEWSie, simply create another user profile (I named mine after
>the news server - "newsguy.inf"), and under PERSONAL INFORMATION, put the
>user name the news server requires under E-MAIL ADDRESS. And under MAIL
>READING OPTIONS, put the password the news server requires. It should work
>fine after that. Just switch to that profile whenever you're going to
>connect to the news server.
>
>
>-Paul
Thanks for the support and for finding another person wanting a
separate attachments folder. Who knows, it could happen :)

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari
```

497. Re: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <8knn5b$or4$1@news1.xs4all.nl>
Source record: 59696

cze��, Marku!

who has got the rights to LDW Power???

Any idea of the whereabouts of Lucjan Daniel Wencel???

gtx Rein

On 10 Jul 2000 17:57:53 , Marek Dankowski wrote:
>
>> Texel 2.0 is good for a"normal" usage
>Texel 2.0 in FTP archves is not full useable demo (functions save, save
>as..., and export not work).
>Regards. Marek.
>
>--
>Marek Dankowski.
>portfolio@atari.org
>---EOF---
>.

498. Re: filename problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <WXJb5.3404$dT5.80804@newsread2.prod.itd.earthlink.net>
Source record: 59697

```
On 14 Jul 2000 08:30:20 , Janka Gerhard wrote:
>Hi,
>
>Several times now I downloaded zip files that included files with
>blancs in their name. So after unzipping I have files that neither
>can be renamed nor deleted. The only way to get rid of them I can
>think of is to save everything else from the partition, then
>deleting the whole partition and restoring the data.
>Does anybody have a better idea ? Maybe some way to edit the
>file name table on the HD ( the best possible solution since then
>I could use the files ) ?
>
>Thanks
>Gerhard
>.
Gerhard,
If you're using ICD to boot your HD with, 'Cleanup.prg' will let you
re-name bad filenames. Note: bypass the sector test (it takes forever)
and if prompted to "reconstruct.....chains/files" click "NO" or you'll
need another program like Diamond Edge to rename files that start with a
"?" which Cleanup.prg creates!!!
John G.
```

499. Re: filename problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <I5Kb5.66828$_b3.1939262@newsread1.prod.itd.earthlink.net>
Source record: 59698

```
On 14 Jul 2000 08:30:20 , Janka Gerhard wrote:
>Hi,
>
>Several times now I downloaded zip files that included files with
>blancs in their name. So after unzipping I have files that neither
>can be renamed nor deleted. The only way to get rid of them I can
>think of is to save everything else from the partition, then
>deleting the whole partition and restoring the data.
>Does anybody have a better idea ? Maybe some way to edit the
>file name table on the HD ( the best possible solution since then
>I could use the files ) ?
>
>Thanks
>Gerhard
>.
Gerhard,
If you boot with ICD, CLEANUP.PRG will let you rename bad
filenames. Note: Bypass the sector test if you don't need it (takes
forever) and click "NO" if asked to "reconstruct.....cluster chains"
or you'll end up with a "?unknown" for new filenames which you'll
need Diamond Edge (or similer) to rename!!!
John G.
```

500. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <396f79a7$0$31677@news.zetnet.co.uk>
Source record: 59699

On 14 Jul 2000 05:38:03 , John M Rojewski wrote:
>On 10 Jul 2000 21:53:49 , Paul Williamson wrote:
>>Hi All,
>>
>>Over the last few months several of us using zetnet (UK ISP) have been
>>trying to work out why we sometimes get <no subject> messages when
>>downloading newsgroup articles for offline reading.

>I am surprised this is a problem on 0.96, as I purposely reduced the
>criteria to identify a "missing" article by allowing any 4xx series
>response code to iedntify an "article not found" response for OFFLINE
>reading. The OFFLINE reading goes article by article and expects a
>4xx response to indicate a missing article.
>
>If you could send me a LOG file with an example of a missing article,
>or one that hangs and times out, I would be happy to look at it.

Thanks for the reply John. I am not using 0.96 myself yet. My problem
is with 0.94, but I mentioned 0.96 as others on the zetnet atari list
were having the problem with it.

I will go back to the list and see if anyone can get a log file from 0.96
to send you. It is re-assuring to find that you know about the problem
and it is being dealt with.

Thanks for continuing to develop a very useful piece of Atari software.

Cheers

Paul

501. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <396f83a66c5f3f1@online.be>
Source record: 59700
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/textconvert/asc2asc.lzh (75.179 bytes)
(Transcode ASCII text from one format to another)

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/winston_v3.zip (682.193 bytes) (ST-emulator for
pc)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/gg202.lzh (249.164 bytes)
(GEMGraph version 2 is a powerfull chart software for ATARI computers)

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/tidy08jul00.zip (119.799 bytes) (Tidy
cleans up faulty html)

**programming**
ftp://chapelie.rma.ac.be/atari/programming/open_gl/tinylib.lzh (308.487 bytes)
(a very small implementation of a subset of
OpenGL* for embedded systems or games)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/stviewer.tos (45.616 bytes) (fileviewer a la
Guck)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
```

UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

502. Re: Computer Direct

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396F7E6F.8FEB0673@jps.net>
Source record: 59701

His disappearance occured in an untimely manner while I was dealing with a defective Nemesis that ATY Computer had bought through him when he was the North American distributor for Titan. ATY wanted Titan to honor the warranty for me, and Titan wanted it to go through channels. Since Chris wouldn't respond to Alex, I was stuck with the Nemesis. Luckily I got my money back through Visa's dispute process.

"Edward S. Baiz Jr." wrote:
>
> On 13 Jul 2000 10:47:26 , John Kolak wrote:
> >Computer Direct's irresponisble disappearance from the Atari scene
> >should be considered a fluke, and not reflect on the Milan at all. If
> >Chris didn't want to deal with Atari anymore, that is his choice, but to
> >ignore responsibilities to customers in inexcusable. The chance of Milan
> >Gmbh being equally irresponsible is unlikely, though the recent demise
> >of Centek reminds us that any companies existence in the Atari market is
> >fragile at best. The main thing is that once you obtain a working
> >computer, they rarely need any repair or attention when properly cared
> >for.
>
> Yes I was not too happy when Chris disappeared. Now and then he answers my
> email, but he does not talk too much Atari. But you are correct. My Hades
> is still going strong (also my STe).
>
> Edward S. Baiz Jr.

503. Re: Milan and Midi

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396F7EC2.9A8461BF@jps.net>
Source record: 59702

The Notator list says the cracked version is okay as a demo, but crashes
and has unreliable timing. I doubt the dongle card would help it run on
Hades since Notator won't run on TT or Falcon.

"Edward S. Baiz Jr." wrote:
>
> On 13 Jul 2000 11:28:57 , John Kolak wrote:
> >After following the Notator news list for a while, it seems Notator only
> >likes real Ataris, and only 68000 models on top of that!
> >
> >"Edward S. Baiz Jr." wrote:
> >>
> >> I can answer the Hades questions as I have one. I am not sure about Notator, but
Cubase will, but> only in a mono
> >> resolution.
> >> Edward S. Baiz Jr.
> >> (Gamer)
>
> Well Notator may run on a Hades. I know there is a dongle card out there
> somewhere that is support to work. I have also heard there is a version
> that will run without the dongle.
>
> Edward S. Baiz Jr.
> (Gamer)
> ---
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ---

504. Re: Alexander Clauss address

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: Sylvain Perchaud <sylvain@europe-shareware.org>
Message-ID: <963614732-469946AEicMi@europe-shareware.org>
Source record: 59703

>Anyone have a current email address for Alexander Clauss?
I don't know his current email adress, but his current website is http://www.icab.de
you'll find Alexander's email adress here

Sylvain Perchaud
http://www.europe-shareware.org

505. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963613680-828016AEicMi@bun.com>
Source record: 59704

Hi Jeff

>How can I force a boot to strictly ROM TOS or a floppy before any hard
>disk bootloaders kick in?

Hold down control or alternate, try either i cant remember which one, one
bypasses hard disk boot, the other bypass's AUTO folder loading.

If AHDI is not totaly poxed holding SHIFT - SHIFT might sort it.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

506. Re: Mintless C++?

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963613682-828456AEicMi@bun.com>
Source record: 59705

Hi Shiuming

>Hey, give it a break. You're supposed to be taking time off to
>recover from your accident. Doctor's orders! :-)

Does this mean...

.... the beasty is alive..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

507. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: reddish <drojo1NOdrSPAM@yahoo.com.invalid>
Message-ID: <07ff6d8c.c091ab31@usw-ex0103-019.remarq.com>
Source record: 59706

I see it this way: my falcon is adequate for _most_ of my
computer uses but a bit too slow for the internet and some
graphic applications. Then, a computer 10 x faster with better
graphics like the Milan is an excellent option. A PC with MagiC
PC can probably be faster in some areas, but I'm sure I'll be
saving a lot of time don't booting windows and then MagiC PC.
Oh, don't to mention reinstalling windows every other day.

Daniel

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>I really do not care if the Milan 2 is slow then some of the
upper end PCs.
>That will not enter in my decision if I decided to get one.
SUPPORT is the
>big issue and lots of hardware is another. It is fast enough
for most
>people and myself.
>Edward S. Baiz Jr.
> (Gamer)

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

508. Atari stuff, +NEW in BOX! Discounts! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8kolijmjg1@user2.teleport.com>
Source record: 59707
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Check out my Atari Catalogs. Find Hardware & Software, +NEW in BOX/BAG! Dealing in Atari Lines for Classic Atari 8 Bit, Atari ST and the 64 Bit Atari Jaguar Game Machines. Especially my ST line of Software, lots of Games +NEW in BOX As well as Jaguar, +NEW in BOX! To find these, search my Catalogs looking for the text "+NEW in BOX" to find these items!

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e-mail: atari@benjamin.net

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FREE Monitor with Atari Purchase! Buy either an Atari 1040STF, Mega ST2 or 1040STe & receive a FREE ST Monitor. Your Choice of a Color or Mono-Chrome Monitor. FREE Monitor when purchasing an Atari 8 Bit Computer. Buy an Atari 800XL or a 130XE and receive your choice of any Monitor in the Atari 8 Bit Hardware Catalog. And FREE when purchasing $50 worth of Atari Jaguar items, receive absolutely FREE, a +NEW in the BAG Jaguar Stereo Audio/Composite Video Cable.

Offer Available for Limited Time only. First Come, First Serve! Subject due to availability! Customer pays Shipping! Substitutions considered.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit, Atari ST & the Atari 64 Bit Jaguar Game Machine! And remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

509. Wanted: Atari Mega 4 ST Computer! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8kolqv$n2b$1@user2.teleport.com>
Source record: 59708

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

510. Re: OXO: XXL, WenSuite

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: Zorro <zorro270@hotmail.com>
Message-ID: <8klmlv$ht9$1@news1.skynet.be>
Source record: 59780

```
> Z>(the second version comes soon).
>
> Info from OXO?

Yes :-)

> Are there news on WenSuite, too?

Yes, a news version comes soon.... patience :-)

> bye,

Bye

Zorro

------------------------------
Atarix, the french Atari News
Today, news about the milan
http://users.skynet.be/atarix/
------------------------------
```

511. Re: OXO: XXL, WenSuite

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.38589dfc.78303820.doyene@zetnet.co.uk>
Source record: 59781

In message <200007102048.a30841@os.maus.de>
Gerhard_Hï¿½lscher wrote:
>Hi,

>zorro270@hotmail.com (Zorro) schrieb am 10.07.00 in Mitteilung Nr.
>8kba82koh1@news0.skynet.be:

>Z>(the second version comes soon).

>Info from OXO?
>Are there news on WenSuite, too?

>bye,
> =Gerhard=

Hello.
At present I am using version3.30b of WenSuite3. But I was looking on the atari.fr as my french is that strong. But I think it mention about work on the 3.40 version. As you can see from this news reply, its not too bad.

regards

John Nicholas Oakes

--
++++++++++++++++++++++++
+ Atari TT030 4X64 RAM +
+ +
+ Draconis+Marathon1.7 +
+ +
+ WenSuite 3.30 +
+ +
+ Used By +
+ +
+ John N Oakes +
+ +
++++++++++++++++++++++++

512. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <396e8c68.3468429@news.cwru.edu>
Source record: 59782

Alright, I have a seemingly simple question. How can I force a boot to strictly ROM TOS or a floppy before any hard disk bootloaders kick in? I need to overide AHDI before it turns on since I corrupted the sectors on my boot HD.

At bootup, the actual AHDI bootloader bombs. Everytime with every configuration. SO I need to access the floppy to fix the drive. How is this possible? Or is my disk gone? Thanks in advance!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

513. Re: The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Z6xb5.93$W94.8567@nsw.nnrp.telstra.net>
Source record: 59783

G'day Martin
I dont suppose you have ever set up an RS-422 port on a IBM compat. to talk
TCP/IP?

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

514. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8km8vr$9ed$2@nnrp03.primenet.com>
Source record: 59784

On 10 Jul 2000 21:53:49 , Paul Williamson wrote:
>Hi All,
>
>Over the last few months several of us using zetnet (UK ISP) have been
>trying to work out why we sometimes get <no subject> messages when
>downloading newsgroup articles for offline reading.
>
>The problem seems to have been narrowed down (by David Henderson) to the
>way Newsie handles unallocated X-ref numbers. It seems that these occur
>at times for a variety of reasons, maybe a message has been cancelled or
>something, and Newsie should ignore the unallocated number. It does this
>if you download headers before deciding which messages to download later
>or read online, but has a problem if all you click on "read offline" in
>the "subscribed newsgroups" window. It stops downloading at any
>unallocated X-ref and waits for a time-out.
>
>This seems to be the case for both 0.94 and 0.96, although it appears
>that one atari user on zetnet does not have quite the same problem with
>them.
>
>Does anyone have this problem with different servers ?
>
>John, are you aware of this and can anything be done about it ?
>
I am surprised this is a problem on 0.96, as I purposely reduced the
criteria to identify a "missing" article by allowing any 4xx series
response code to iedntify an "article not found" response for OFFLINE
reading. The OFFLINE reading goes article by article and expects a
4xx response to indicate a missing article.

If you could send me a LOG file with an example of a missing article,
or one that hangs and times out, I would be happy to look at it.

NEWSie 0.94 used 430 (I think), but some servers could use 420 as a
response to a missing article. A Log file would tell me (or you) what
the code was.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

515. filename problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <396EB37C.169C66E5@siemens.at>
Source record: 59785

Hi,

Several times now I downloaded zip files that included files with
blancs in their name. So after unzipping I have files that neither
can be renamed nor deleted. The only way to get rid of them I can
think of is to save everything else from the partition, then
deleting the whole partition and restoring the data.
Does anybody have a better idea ? Maybe some way to edit the
file name table on the HD (the best possible solution since then
I could use the files) ?

Thanks
Gerhard

516. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <396EB724.BDA99BB1@ooc.de>
Source record: 59786

Jeff Armstrong wrote:
>
> Alright, I have a seemingly simple question. How can I force a boot
> to strictly ROM TOS or a floppy before any hard disk bootloaders kick
> in? I need to overide AHDI before it turns on since I corrupted the
> sectors on my boot HD.
>
> At bootup, the actual AHDI bootloader bombs. Everytime with every
> configuration. SO I need to access the floppy to fix the drive. How
> is this possible? Or is my disk gone? Thanks in advance!

Try pressing the Alternate key (and keep it pressed until the desktop
appears) right after switching on your machine. If this doesn't help
you'll have to disconnect the hard disk drive, switch on the computer,
then carefully connect the drive, start the driver from floppy disk and
clean up the mess.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

517. Re: Syncing 2 Falcons with CAF

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: xmusic@my-deja.com
Message-ID: <8kmgdk$ta1$1@nnrp1.deja.com>
Source record: 59787

In article <rives-F39478.21542012072000@news.gte.net>,
Richard Rives <rives@gte.net> wrote:
> In article <8kj3mt$dj3$1@nnrp1.deja.com>, xmusic@my-deja.com wrote:
>
> >At this time I have two C-lab Falcons both running CAF and with
> >FDI's(Soundpool).The Digital out of the "master" is connected
> >to the Digital in of the "slave".In the Hardware Setup menu of
> >the slave i choose "FDI"(the clock is from the Fdi of the master).
> >The master is sending MTC to the slave through a midi cable.Both are
> >running with the same bpm.I have recorded 8 tracks Audio on the
"slave"
> >and now I want to record 8 tracks Audio on the "master".I made the
> >tests and all seems O.K. Are the two systems now accurate
synchronized
> >or I am wrong? I think it works like a 16-track system now.I can
punch
> >in on the master and the slave follows without a problem.Somebody an
> >idea?
> >
>
> There is also a check box in I believe the sync menu or the digital
> audio set up that allows you to separate the digital audio sync with
the
> midi sync. You will want to make sure that the sync is separated.
Yuor
> midi tracks will follow MTC and the audio is now running off the
master
> digital clock. I assume you are using MMC to start and stop. MMC will
> only work properly through the Falcon's built in midi ports.
>
> Rich
> Hi Rich,I'm using the "master" for start/stop and the "slave" follows
these commands with the MTC of the master.I have connected the Falcons
with a single Midi cable.In the Hardware Setup dialog box I have
checked the "SYNC" button.The "master" sends Midi Time COde through the
midi cable and the audio clocks through the FDI's coaxial digital
out.On the "slave" I've checked the Sync box on the main screen(for MTC
receive)and on the Synchronization Page the "MTC".Are they locked
sample accurate?
Tony/X-music Studios

Sent via Deja.com http://www.deja.com/
Before you buy.

518. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <8kmlc9lbi1@nyheter.chalmers.se>
Source record: 59788

In article <05f82b70.64fb378a@usw-ex0107-055.remarq.com>,
atarigalen <kNOkSPAM@uia.net.invalid> wrote:
>michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
>wrote:
>>In article <0512ae1c.d8d03fdd@usw-ex0107-055.remarq.com>,
>>atarigalen <kNOkSPAM@uia.net.invalid> wrote:
>
>>>The Milan II is said to be a 66Mhz 68060, but one should note
>>>that the 060 can (in most cases) deal with three instructions
>>>at once, so it is said to be roughly identical with a 200 Mhz
>>>Pentium II.
>>
>>Huh? Three?
>>
>>AFAIK, there are only two integer instruction pipelines on the
>>060.
>>
>From Motorola's Website (http://ebus.mot-
>sps.com/ProdCat/psp/0,1250,MC68060%7EM934310184622,00.html):
...
>Executes Three Instructions per Clock
>
>Although there are only two integer pipes, a branch instruction
>can be made simultaneously as well.

Yes, but there are lots of limitations as to what instructions can
be run in parallel, and when the branches aren't predicted correctly
they take half a dozen cycles or so.

Motorola themselves say that the '060 is around 1.5 (or was it 1.7?)
times faster than the '040, clock for clock, which would put it around
one cycle per instruction, average (I've seen measurments that had the
'040 at 1.4-1.6 cycles per instruction).
They also say in the '060 manual that it can get <1 cycle per
instruction, which (while it's of course (intentionally?) vague) is
about the same.

>As for comparison, the 68060 has roughly the number of
>transistors (2.5 million) as the Pentium I and has a similar
>MIPS as the Pentium w/MMX 233 or 266 (100-110 for the 68060, 104-

No, no, no!

You should _never_ use MIPS as an indicator of processor speed, unless
you know _very_ well what you're talking about and there is absolutely
no difference in the way you counted it on two different processors.

There is a world of difference between 'VAX MIPS' and 'millions of
instructions per second' (and I'm not saying that VAX MIPS is reasonable).

>114 for the Pentium). [Source: http://www.pc-
>micro.com/informat.htm] There never was a Pentium II 200, but

You'll find that they don't have any '060 numbers on that site, so
there is no way to compare their MIPS with your '060 number.

>since the Pentium II 333 is 145 MIPS and the Pentium II 400 is
>174 MIPS a little interpolation (accounting for the fact that
>it's nonlinear) places the 68060 about where the Pentium II 200
>would be if it had ever been made. I think my logic is correct.

Rather, you should find a place that actually has a number of comparable
results to look at, such as http://www.pcmarkt.ch/spec.shtml
SPECmarks are generally recognized as reasonable measurements of processor
speed (unlike any kind of MIPS). The numbers on that page are SPEC95 and
there have been updates since then, but I doubt anyone has run the newer
test suites on hardware as old as we're talking about here.

Anyway, this is what SPEC95 has to say:
CPU/MHz Int Float
68000/16 0.14 0.16
68030/33 0.42 0.49
68040/40 1.16 1.31
68060/66 2.18 2.33
486DX2/66 0.74 0.50
P5/60 1.73 1.45
P54C/90 2.65 2.07
P55C/233 7.01 5.17
PII/333 13.00 9.55
PII/400 15.85 12.15
G4/500 23.78 22.67
K5/100 3.20 2.90
K6-2/300 8.50 5.80
Athlon/600 27.50 22.20
21264/666 38.00 61.00

As you can see, the '060 is somewhere around Pentium 60/90 speed.

>In any event, regardless of the idea of supporting the Atari
>community (a good one, in my opinion), the Milan II should bring
>us up to about 1997 technology. While this seems unimpressive,

Make that '93-'94 and you're about right.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

519. Re: The LAN port on the STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007141259020.77-100000@rakas>
Source record: 59789

On 2000-7-14, Mark Bedingfield <mark@baypc.com.au> wrote:

> I dont suppose you have ever set up an RS-422 port on a IBM
> compat. to talk TCP/IP?

I have once managed to setup an RS-232 serial port to do it;
RS-422 should not be any different. I have some tips about that
on my page (URL below).

However, since my TT has Ethernet, things are much simpler.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

520. Re: Hard drive cable

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8kmv06nmo1@neptunium.btinternet.com>
Source record: 59790

Doh!

Should have been 19pin cable :)

Simon

> A standard 15pin DMA cable if the hard-drive is an Atari megafile, else
you
> need a device called a Link that allows SCSI deviced to be used on the
ACSI
> bus of Atari computers (but not Falcon, since it's got proper scsi)
>
> Simon Osborne
>
> Atari Active
>
>

521. Re: ST News International Christmas Coding Convention 2000 (Atari scene reunion event)

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: Russ Collins <chill182@aol.com>
Message-ID: <8kn6g4$sg6$1@herald.onu.edu>
Source record: 59791
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

```
> Then you should not wait a second longer and surf over to
> http://www.stniccc.com (which is a new URL!) to discover that, in fact, a
> reunion of that very historical event is being organised for December
2000, a
> 10th anniversary reunion as it were! It is going to be the coolest event
of
> the millenium, I can assure you!

Coolest event of the millenium? That means the next 1000 years are going to
suck. That's dissappointing.
```

522. Re: ST News International Christmas Coding Convention 2000 (Atari scene reunion event)

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: drdoom@modeemi.fi
Message-ID: <slrn8mu9m2.8so.drdoom@fanta.modeemi.cs.tut.fi>
Source record: 59792
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Russ Collins <chill182@aol.com> wrote:

>Coolest event of the millenium? That means the next 1000 years are going to
>suck. That's dissappointing.

Oh yes, how much I love this never ending flame war..:) And yes,
my next millenium starts at 1.1.2001....welcome to party! :)

--
- Tommi -

523. Re: Atari Cubase Studio Module

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <396f4222@news-uk.onetel.net.uk>
Source record: 59793

Try Keychange Music, 01925 266120, they have Cubase v3 they may have the
module as well.

Phil
DobDoa <DobDoa@hotmail.com> wrote in message
news:ERtqOSCVK=DlREGtPavD+XZDjAGT@4ax.com...
> Does anyone know where I could find this module. I know it exists,
> but no one sells it anymore. The only place I can find it is on
> Steinberg's FTP, but it is an update and you need the original disk to
> make it work.
>
> Thanks in advance
>
> DobDoa

524. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8knjcm$4o3$1@draco.stochastik.rwth-aachen.de>
Source record: 59794

In article <05f82b70.64fb378a@usw-ex0107-055.remarq.com>,
atarigalen <kNOkSPAM@uia.net.invalid> wrote:
>
>MC68060 Features (partial)
>Completely User-Code Compatible with the MC68040
>Superscalar Implementation of M68000 Architecture
>Executes Three Instructions per Clock
>
>Although there are only two integer pipes, a branch instruction
>can be made simultaneously as well.

All right - that may be true, however, in normal code, branches do not
happen that often (plus they may flush the pipelines and thus decrease the
effective performance), so you may only account up to two instructions per
clock cycle for real programs.

Even if Motorola says "three", I would not quote that number in the context
of performance comparisons, since it is far off from reality.

cu
Michael
--
In the beginning there was nothing, which exploded.

525. Re: Atari ST Questions / Hopes / Dreams...

Newsgroup: comp.sys.atari.st
Date: 2000-07-14 00:00:00 UTC
From: ranger <gmanNOgmSPAM@mcb.net.invalid>
Message-ID: <089f08e0.449ded2c@usw-ex0107-049.remarq.com>
Source record: 59795

Your DR-GEM Atari creates DR- or MS-DOS double density disks in 9 track 80 sector format (depending on whose formatting software you used) and these 'should' be directly compatible with any MS-DOS machine, including PCs. I use an STFM with a box standard DD drive and the only time I have encountered problems was when using a custom format on the Atari machine. It may be that your mistake is to try and use a more modern DOS format in your legacy Atari hardware. I have never known any problems using a standard Atari-formatted disk in a PC drive used to exchange ASC, TXT and DOC files for instance, or ATARI software downloaded from the Web. If you are having a real headache, why not splash out on an ATARI harddrive. ACSI is a dialect of Slow Narrow SCSI and companies like KeyChange Music Services (on the Web) can sort you out an HD and easily fit a standard SCSI port on your new ATARI Hard Drive. Then all you need is a SCSI card on your PC and a cable and your days of agonisingly slow program load and cross platform communication will be banished forever...talk to Barry at KCMS about all aspects of ATARI hardware; there are also available high density drives for the Atari, a much simpler and cheaper solution...

Regards

The GMAN

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

526. Re: Wanted: Atari Mega 4 ST Computer! Buy o

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <OJRb5.68506$_b3.1985932@newsread1.prod.itd.earthlink.net>
Source record: 59709

On 14 Jul 2000 20:29:35 , Benjamin Smith wrote:
>For faster service, Please direct all replies through E-Mail to Ben at:
>atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
>am swamped and I find it hard to keep up with reading the NewsGroups.
>
>Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
>stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
>feature is this. The built-in floppy must be the Chinon (I think that's
>the name). You can tell, the drive has an eject button centered under
>the slot of the floppy. The button is wide, short and slanted on both
>the left and right side. And the case needs to be unaltered, not cut up
>to replace a drive with an incompatible button. Mega 4 ST with a bad
>floppy considered? As long as the case is right. Please direct your
>reply through E-Mail to bensmith@teleport.com or call Ben at:
>(503)256-9974. I need to keep this transaction solely in the U.S.
>
>P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
>Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
>Megs. The upgrade failed and I don't want that again. I don't care if
>Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
>come that way from the factory. I don't trust most of other peoples
>tech work. I'd rather have the RAM put in at the Factory.
>--
>Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
>DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
>http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
>http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.>com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!
>.
Like I said, the ball's in your court!!! I don't understand why you keep
posting this same message if you don't intend to respond to takers! Would
it have something to do with you're adjacent advertisement that's
regularly posted here?
John G.

527. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: mikeborsley@fyldecoast.com
Message-ID: <8kos7i$tu3$1@newsg3.svr.pol.co.uk>
Source record: 59710

On 13 Jul 2000 20:56:38 , Steve Sweet wrote:
>Hi Mike
>
>>>Are you using Freeserve on an atari setup?, i used to and it suddenly
>>>without warning refused to talk to me further.
>
>>Yes I use it with my Mega STE, and have done with an STFM.
>
>With Sting or iConnect?.

Neither....I've been member of the Stik 2 beta test group for some
time now,.... I couldn't get on with Sting. I'm not using the latest version
of Stik yet but the version I am using is working perfectly well for me.

Have you had to change any settings recently to
make it work again. I alwasy did use freeserve and it recently refused to
>work any more with My MegaSTE and iConnect.

No I haven't made any changes since I enrolled with Freeserve
over a year ago now. I've been well satisfied with the service.

>>I've recently bought a PC and use it also on the internet.
>
>Lets not lower ourselves to bad language.
>
>>However the ISP I use for that only seems to find about 10% of the News
>>items I download with the Atari, so I stick with the Atari for the
>>Newsgroups.
>
>No suprise there, so why wont Freeserve work with my setup anymore??.
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

--
mike@jborsley.freeserve.co.uk West Lancs. UK

528. Sonus Mousterpiece

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8kovhc$m8b$1@nnrp1.deja.com>
Source record: 59711

Hello All:

On our FILES section at Atari-Midi:

http://www.egroups.com/files/atari-midi

I have uploaded the MOUSTERPIECE demo.I have the full version and it quite cool. I have created my own "maps" as that is the strength of the program. Basically it is a mouse controller much like Music Mouse with some twists.The "map" section is completly configurable. You can have 3 scales going at once with Panning oand other controller info going on at the same time when you move the mouse across "the map". I have also found that if you slow down the Z axis, and push down BOTH mouse buttons, you get all axis's going to the speed of the Z axis, so it sounds very close to Music Mouse. I have included the Intro below to give you an idea of it's scope.

ANYONE USE THIS PROGRAM? I would like to exchange "maps". According to the liturature from SONUS, there were suppose to be more "maps" available.
In the meantime, check out the DEMO. It may work only on certain machines. To get it to work on My STe, I had to use GENEVA, so go figure.Works fine on my 520ST however.

Tim

_____
Mousterpiece for the Atari ST is an extraordinary and revolutionary software program that transforms the computer mouse and keyboard, into a 3 dimensional MIDI controller and compositional tool. As many as 16 MIDI devices can be commanded at once, providing unprecedented power and control.

Music is created by moving the mouse within a multi-dimensional matrix of notes and MIDI commands. MIDI data is arranged within each map along an X,Y,& Z axis. Each axis provides 4 separate data tracks, containing 61 event points per track. Each event point can store any MIDI note/event, Sys/Ex, or your own custom MIDI commands.

With 12 unique MIDI controls per event point, 732 distinct events, and 226,981 graph points, a choice of over 2,723,772 event combinations can be assembled within any one map and played live. Adding custom macros and live map switching expands this to over 27 million combinations! Separate velocity and MIDI channel information is also provided at each event point.

Mousterpiece is the first entirely programmable, software MIDI controller that makes possible the creation of complex musical compositions with remarkable originality and inventiveness. Outstanding for live performance and studio production. Human ingenuity and computer power unite in a contemporary approach, inventing a new and profound realm of creative possibilities.

Mousterpiece - transforming the vision of music -

With Mousterpiece, your Atari ST becomes a fully programmable musical instrument. You can use the maps, sequences, screens and controller options provided, build your own instrument from the ground up, or anything in between.

Using the mouse and the ST keyboard, you can send MIDI information of virtually any description (e.g. notes, system exclusive, modulation, lights, etc.) according to the position of the mouse cursor. This position is determined by coordinates on three axes: the horizontal or X axis, the vertical or Y axis, and a Z axis denoted by the size of the box surrounding the mouse.

Mousterpiece includes two on-board MIDI sequencers. Note information can be stored in the real-time sequencer, and be played back concurrently with any new notes you send with the mouse and ST keyboard. In addition, ten linkable step sequences can be created and played in any order.

MIDI controller information can be sent directly from the ST keyboard. Specially designated keys will increment or decrement many commonly used MIDI parameters, including modulation, aftertouch, pitch bend, pan, sustain pedal, sostenuto pedal, breath controller and more.

Z-axis speed and snap zoom increments, numeric function key program change assignments, controller key channel assignments, and location of screen markers can be programmed individually. All maps (five on a 520 ST, ten on a 1040 or Mega) are fully editable. Virtually any type of MIDI data can be mapped onto a screen location, including custom data types that you create.

All the above information can be saved or loaded individually or as part of a larger file. Maps can be printed in compressed or standard format.

Mousterpiece is an open ended design allowing unlimited musical composition, performance and yet undefined capabilities. Mousterpiece can be used for any MIDI application such as a live MIDI light controller. Years of experimentation will be required to even begin realizing the power of Mousterpiece!

--

I would like to invite anyone of you to the Atari-midi mailing list.
_____

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

529. Re: Remakes Site Wants Your Games!

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <39701a9e$0$31677@news.zetnet.co.uk>
Source record: 59712

```
On 9 Jul 2000 22:54:08 +, "[JJ]" wrote:
>Any fellow ST'ers out there willing to donate PD games
>to my site?
>
>The Site consists of Classic Game Remakes, You know
>like Space Invaders, Asteroids, even computer
>remakes like ZX Speccy's Jet Set Willy and Atari XL's
>Attack of the Mutant Camels....
>
>The remakes on my site are for the moment downloadable
>for the Amiga, IBM PC, and Atari ST. Tho' other platforms
>will be catered for in the future.
>
>If you would like to donate software please mail me below
>with a) The Original Games Name and b) The Remakes
>Games Name... software will be added as and when I get
>it...

Hi JJ!

On my site you can download a copy of Llamatron by Jeff Minter. This is a
remake of Robotron!

http://www.users.zetnet.co.uk/jfhaslam/atari.htm

Follow the Downloads link from there!

Cheers!

James

_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
| | || ||/ \_
| http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-----------------------------------------------------

Cheers!

James

_____________________________________________________
| | .____.
```

```
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
| | || ||/ \_
| http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

530. Still looking for TT or Falcon System

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8kp2n9$pv9$1@nd.eastky.net>
Source record: 59713

Got a friend who would really like to purcase a good Atari TT or
Atari Falcon system.

So if you got one you can part with do e-mail me the details on it
with price.

Thanks,
phantomm@eastky.net

531. Tina Turner Demo

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8kp2t4$pv9$2@nd.eastky.net>
Source record: 59714

I've heard alot about the Tina Turner Demo, but have never had the pleasure of seeing it.

Does anyone know if any Atari Hardware was used in making the Demo?

phantomm@eastky.net

532. Looking for the following hardware

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8kp3ad$pv9$3@nd.eastky.net>
Source record: 59715

Looking to purchase the following Atari Stuff...

1. A Falcon Video Genlock, wasn't there one made especially for the
Falcon?
Are there any other types of Genlocks that will work well on the
Falcon and other Atari machines?

2. Working or Non working Expose's and Screen Eye's.

3. Non working Falcons.

4. Migraph Wand/Flatbed GreyScale Scanners for Ataris.

Got some of this stuff, then e-mail me some details with price please.

Thanks,
phantomm@eastky.net

533. Best FPU's for use in a CT2B?

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8kp3js$pv9$4@nd.eastky.net>
Source record: 59716

Can anyone give me some advise on the best FPU to put into a CT2B Falcon. Like whats the fastest one that I would need?

Also, can someone tell me what difference does it make if you do the VGA Adapter Modification for the CT2B that the manual recommends? What will I gain by doing this modification?

Thanks in advance,
phantomm@eastky.net

534. Gem desktop pictures?

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au>
Message-ID: <3970615A.2828C1EB@rka.com.au>
Source record: 59717

Howdy,

I am wondering whether there is any way to customize the Gem desktop with a background image, short of a replacement desk program... ie, can the desktop.inf file on boot floppy be edited to load up a background image?

I use a Mega ST4 without hard drive, so I'm looking for something that can be easily customised on the boot disk. Any ideas???

Thanks a lot,

Matthew.

535. Re: Best FPU's for use in a CT2B?

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1edtmlm.1qgu93c1b5v0hgN%doitarchive@atari-computer.de>
Source record: 59718

Phantomm <phantomm@eastky.net> wrote:

> Can anyone give me some advise on the best FPU to put into a
> CT2B Falcon. Like whats the fastest one that I would need?

I use an 68882-33 as long i have the CT2. Perfectly.
68882-16, falcon standard part, woni¿½t run.

> Also, can someone tell me what difference does it make if you
> do the VGA Adapter Modification for the CT2B that the manual
> recommends? What will I gain by doing this modification?

Modification allows to use the higher pixel clock from CT2 with falcon
standard video adaptor. Falcon video adaptor had pin 15 normaly
connected to ground. Also you can remove one smt resistor below
mainboard with the same result.

Pin 15 video port is connected via smt resistor R49 staight to pin 14
videl. If any video adaptor outside falcon pull down pin 15 to gnd also
pixel clock from CT2 goes to gnd.

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

536. Re: Gem desktop pictures?

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007151851250.77-100000@rakas>
Source record: 59719

On 2000-7-15, Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au> wrote:

> I am wondering whether there is any way to customize the Gem desktop
> with a background image, short of a replacement desk program...

Thing is the best replacement desktop around. It is shareware.
You can find out more at http://www.cix.co.uk/~inactive/

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

537. Re: Syncing 2 Falcons with CAF

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: Richard Rives <rives@gte.net>
Message-ID: <rives-F0D679.12444315072000@news.gte.net>
Source record: 59720

```
In article <8kmgdk$ta1$1@nnrp1.deja.com>, xmusic@my-deja.com wrote:
>In article <rives-F39478.21542012072000@news.gte.net>,
> Richard Rives <rives@gte.net> wrote:
>> In article <8kj3mt$dj3$1@nnrp1.deja.com>, xmusic@my-deja.com wrote:
>>
>> >At this time I have two C-lab Falcons both running CAF and with
>> >FDI's(Soundpool).The Digital out of the "master" is connected
>> >to the Digital in of the "slave".In the Hardware Setup menu of
>> >the slave i choose "FDI"(the clock is from the Fdi of the master).
>> >The master is sending MTC to the slave through a midi cable.Both are
>> >running with the same bpm.I have recorded 8 tracks Audio on the
>"slave"
>> >and now I want to record 8 tracks Audio on the "master".I made the
>> >tests and all seems O.K. Are the two systems now accurate
>synchronized
>> >or I am wrong? I think it works like a 16-track system now.I can
>punch
>> >in on the master and the slave follows without a problem.Somebody an
>> >idea?
>> >
>>
>> There is also a check box in I believe the sync menu or the digital
>> audio set up that allows you to separate the digital audio sync with
>the
>> midi sync. You will want to make sure that the sync is separated.
>Yuor
>> midi tracks will follow MTC and the audio is now running off the
>master
>> digital clock. I assume you are using MMC to start and stop. MMC will
>> only work properly through the Falcon's built in midi ports.
>>
>> Rich
>> Hi Rich,I'm using the "master" for start/stop and the "slave" follows
>these commands with the MTC of the master.I have connected the Falcons
>with a single Midi cable.In the Hardware Setup dialog box I have
>checked the "SYNC" button.The "master" sends Midi Time COde through the
>midi cable and the audio clocks through the FDI's coaxial digital
>out.On the "slave" I've checked the Sync box on the main screen(for MTC
>receive)and on the Synchronization Page the "MTC".Are they locked
>sample accurate?
>Tony/X-music Studios
>
>
```

From what I remember CAF as a whole cannot be sync'd to the sample (according to an old beta tester and Charlie S.) as MTC only checks its location every so many frames but the midi timing on a Atari is very tight so most likely you will not see any drift.

Your digital clocks are sync'd though.

I ran CAF with a Fostex RD8 (ADAT with a built-in sync card) also with a SoundPool ADAT digital interface and used MMC to control stop/stop on the RD8. Was it sample accurate? no but it was very damn close. (if I recorded the same audio on two tracks and inverted the phase of one the samples would not cancel.)

If you have a SMPII on both you could lock to SMPTE time.

All in all, its close enough.

Rich

538. Atari ST Games Items for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <0m2c5.34731$FQ.3684817@news0.telusplanet.net>
Source record: 59721
Cross-posted to: alt.games.video.classic,comp.sys.atari.st,rec.games.video.classic

To respond to this message, please use the enclosed address link rather than using your reply button

Last Updated 07/15/00
- Sold Items removed

I have the following Atari ST components, software and manuals/magazines for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.ST (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

Hardware Please make an offer
==========
- Atari 520 ST - with mouse but missing power supply
- Atari SC1224 Monitor 13" ST Color Monitor
- Atari PCT1426 Monitor 14" High Resolution TT/PC Color Monitor
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLM804 Laser Printer - boxed with power supply and controller
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60 - with power supply
- Magic Sac 1 - Macintosh Emulator Cartridge (with manuals, but NO ROMS)
- Magic Sac 1+ - Macintosh Emulator Cartridge (with manuals and ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
- Best Data Smart One 2400X - External 2400 baud modem with power supply

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

ST Software Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, & software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, & software)
- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals, software - NO ROMS or cartridge)
- Flash Telecommunications package (Complete with packaging, manuals, & software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals & Technical Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Micro C Shell - by Beckemeyer Development Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Integral Solutions (without software)
- Brataccas - by Psygnosis (without software)

Trades
==========
I am also willing to trade for or towards rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems

- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working 6000 series Dish Network receiver
- A valid Dish Network card
- Valid DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :)

539. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <ns2c5.34732$FQ.3685580@news0.telusplanet.net>
Source record: 59722
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed link rather than your reply button

- Last Updated 07/15/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25 - Only a couple left

** Atari Jaguar Accessories - New**
==========
- Jaguar unit alone (No power supply, controller or accessories) $20
- Team Tap (4 Player adapter) $25
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- A working 6000 series Dish Network receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

540. Re: Tina Turner Demo

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3970b9d1$0$31677@news.zetnet.co.uk>
Source record: 59723

On 15 Jul 2000 07:12:36 , Phantomm wrote:
>I've heard alot about the Tina Turner Demo, but have never had the
>pleasure of seeing it.

It was totally gob-smacking at the time. Other machines were
struggling with 256 colours, then along came this amazing
demo which ran in 16-bit. Technically it didn't do anything
amazing, it was the fact that is was recognisable (in terms
of content) and was quite well presented. Its short length
and general loudness (sound and vision) made quite an impact.

>Does anyone know if any Atari Hardware was used in making the Demo?

Don't know. It's just a digitised video, and that could be
done on almost anything.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

541. Re: Best FPU's for use in a CT2B?

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3970baa3$0$31677@news.zetnet.co.uk>
Source record: 59724

On 15 Jul 2000 07:24:44 , Phantomm wrote:
>
>Can anyone give me some advise on the best FPU to put into a
>CT2B Falcon. Like whats the fastest one that I would need?

It says so quite clearly in the manual: 33MHz MC68882 in a
PLCC package.

>Also, can someone tell me what difference does it make if you
>do the VGA Adapter Modification for the CT2B that the manual
>recommends? What will I gain by doing this modification?

Your CT2 will work properly.

Note: This only applies for the original Atari adaptor!

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

542. Re: Newsie 0.96

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <ii4c5.7247$dT5.179200@newsread2.prod.itd.earthlink.net>
Source record: 59725

On 10 Jul 2000 14:07:27 , Ross MacIver wrote:
>Newsie seems a bit more stable than before but there's still a number
>of problems:
>
> When retrieving mail Newsie doesn't recognize the end of an
> email and will sit waiting for the timeout. If I press
> escape I will lose the current email (about 4 lost this way).
> I've worked around this by setting the timeout to 5 seconds,
> but really this seems to be a major bug and I remember this
> from previous versions.

Could also be a mail server problem! Here, it's happened with .94
and .96 but is very inrtermittant which would make it hard to trace
the problem down (I would assume).
This does happen very frequently here though (.94 & .96) with
NG dowloads. There's a delay before the whole file is received and
then just sits there but if I wait long enough or hit ESC the file
kicks in. All was OK with .94 for a while before the problem arose
so something must have changed on my NG server which Newsie
does'nt like!

>
> When saving preferences and other options the file select box
> appears with lower case letters.

A complaint of mine too. There are other file selectors that handle
lower case but I'd rather use the standard which only handles upper case
(just used to it I guess) and may have something to do with single TOS.
I manually take out the 'txt' and either add an '*' or a TXT which will
then show the list of files not shown with 'txt'.
Maybe John R. is evesdropping (:->)~

>
> There doesn't seem to be any (easy) way to edit a newsgroup
> article before sending it. I'm doing it now but I had to
> manually load the article.

Everest works fine for me as an 'External Editor' and kicks in
automatically if 'EDIT' is clicked on before you send. Thanks to the new
'QUEUE' for newsposts I can take my time editing while my NG disconnects.
The next time Newsie re-connects, the first thing it does is
automatically send the Queued post. Great feature for slow typists!

John R. is also looking into adding an editor if enough people want it.
He's got a long list of items in 'IMPROVE.DOC' in the .96 package which
he asks feedback on + add suggestions.

>
>I won't carp. Basically it works, but it's a bit awkward. Thank you
>John for all your hard work. If you could fix the email bug I would
>be happy.

Ditto on the thanks to John R.

John G.

543. Re: Gem desktop pictures?

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <c95c5.18575$7%3.1093680@news.flash.net>
Source record: 59726

On 15 Jul 2000 18:53:38 , =?ISO-8859-1?Q?Martin-=C9ric_Racine?= wrote:
>On 2000-7-15, Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au> wrote:
>
>> I am wondering whether there is any way to customize the Gem desktop
>> with a background image, short of a replacement desk program...
>
>Thing is the best replacement desktop around. It is shareware.
>You can find out more at http://www.cix.co.uk/~inactive/

While I agree Thing is pretty good, I think he was asking about a
program that puts a picture in the background *without* a replacement
desktop. I suggested DeskPic, or WINX's background pattern program.
Does anyone else have any other suggestions I don't know about?

Mike Freeman
nameerf@flash.net

544. Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <3970d24e.21797862@news.cwru.edu>
Source record: 59727

ALright,everyone. Some of you may have read my previous problems with SCSI on my TT. Well, I recently acquired a copy of HDDriver to set up this system. I had a 120meg drive set to SCSI 0 and terminated inside the TT. Outside, I have another 120meg drive set to SCSI 1 with no termination. Next in the chain is a 8gig SCSI drive set to SCSI 2 and terminated with internal power to the temrinator (whatever that means. That is the full description of the setup.

Now, ealier today, I formatted and attempted partitioning the 8gig drive after booting to floppy. from the floppy, I ran HDDRIVER.PRG and it detected all three drives. I formatted the 8gig drive (all the others were allready configured) and partitioned it into 4 x 2000 meg partiitions and 1 x 660 meg partition. It passed the setcor test and all. Nect, I tried changing some options at wich point the system foze. Upon reboot, HDDriver loaded (detecting all drives), but like ealier the system bombed while loading GEM (2 bombs). THe auto folder is empty and there are no autorun applications set up.

Now I booted to floppy again, but this time, HDDRIVER.PRG did not detect the two external drives (one of the 120megs and the 8gig). Since then, it has not detected it. I can enter HDDRUTIL.APP and run a scan (I believe it's the option Auto-configuring...) which scans the busses for drives. My big SCSI and the little SCSI show up as there in the scan, but, as I said earlier, are not detected by HDDRIVER.PRG. Since they are not detected by the SCSI driver, I cannot access them through HDDRUTIL.APP to format and partiiton them.

Now I have checked the termination settings and all the hardware over and over again. I have removed the external 120meg drive and reset the 8gig drive to SCSI 1 with termination and attempted to detect it with the same results as described above. Furthermore, when I remove the external drives, the internal drive will still not boot and gives two bombs when entering GEM.

Does anyone have any idea what is going on here? I am absolutely fed up with this ridiculous procedure at this point and I need some help. If anyone has any idea how this works for setup, please help me! Thanks in advance!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

545. FTL Games and Software Heaven Inc

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: "Grey Dragon"
Message-ID: <5x5c5.7334$Cm.142490@news1.gvcl1.bc.home.com>
Source record: 59728

I've been searching for a while now for a game put out by this company.
The game was called Sundog. I had it for my Atari 1040STFm and played it to the day my ex-wife got rid of the computer. (it was my first ever computer game)
I remember seeing it once for the PC but I hold no hopes of ever finding that. I know there is some sort of Atari emulator for the PC that will allow me to play the game on my computer (I hope)
Does anyone know anything about the Company or the people who programmed or worked for the company?
Interplay was not much help for me as they only provided Dungeon Master 2.
please help me before I slowly loose my mind. (too late?)

546. FS: RAM cards, Polyframe, joystick...

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <8kqons$eq8$1@as102.tel.hr>
Source record: 59729

```
FS:

- ST RAM cards for Falcon 030, 4 (original) and 14 (WB System) Mb,
both fully functional
- C Lab Polyframe universal synth editor and librarian, with dongle
and leather case
- Atari joystick, original, new, never used, for ST, XE, etc...

make an offer

-----------------------------------------------
Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2
-----------------------------------------------
```

547. Re: Milan and Midi

Newsgroup: comp.sys.atari.st
Date: 2000-07-15 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007151140.a30958@os.maus.de>
Source record: 59730

ESBJ>Well Notator may run on a Hades.

No, it definitey runs only on 68000 cpus.
This is what C-LAB (now Emagic) says.
But You can upgade to (Notator) LOGIC 2.5 which runs on 68030 cpus as well.

bye,
=Gerhard=

548. Atari Swap & Sale Columbus Ohio USA Sept 9

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <zjlc5.4878$s3.61807@typhoon.columbus.rr.com>
Source record: 59646

```
Atari Swap (and other stuff) and Sale.
Regular Vendors appreciated! However, we've also had good "general
community" turnout in the many previous years.
RSVP not necessary, but appreciated if you're going to sell.
Please see details at http://www.icwhen.com/index1.html
or e-mail me.

--
R. Wayne Arenz

___
| | rarenz@columbus.rr.com
|___/ . / wayne.arenz@healthcare.com
| \ /_\ / rwarenz@freenet.columbus.oh.us
| \/ \/ (if all else REALLY fails)
```

549. YM2149- datasheets ?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3971F2A1.FFCD9603@avtomatika.com>
Source record: 59647
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
like subject line says, Iďž˝m searching for datasheet of STďž˝s sound chip,
but so far without luck. I have tried also Yamaha site, but they do not
mention anything that old. Maybe some die-hard atari user has it ?

Regards,

Branko

550. Looking to buy a Mega ST - any out there?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: "Dr. Shake" <drshake@jps.net>
Message-ID: <3971F500.4645A949@jps.net>
Source record: 59648

Hi,

I have been searching the Yahoo! and eBay auction sites for a Mega ST (2 or 4 megs - doesn't matter) system but I haven't had any luck. Would anyone be willing to part with theirs? I'm just looking for the computer. I don't need a monitor.

I live in the SF Bay area and I would like to buy from within the US to avoid any massive S&H costs and risks. Please e-mail at drshake@jps.net and I will get back to you very quickly! Thanks!

-- Boris

551. Re: SETI displaying errors?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Starlord <starlord@qnet>
Message-ID: <397203a7$1@news.qnet.com>
Source record: 59649

Didn't know they had a verson that could run on an Atari.

--
Founder of SIAR in 1971 / Founder of IAR in 1995
Current President of SIAR
http://www.whitelakeweb.com/siar

"Louis Holleman" <louis@holleman.demon.nl> wrote in message
news:3971a8fe.179621992@news.demon.nl...
> Hi,
>
> dunno whether or not there are still SETI users around here (where
da
> heck is Gary Priest???), but I'm encountering something weird with
> SETI:
> last thursday or friday or both SETI wasn't reachable for sending in
> results, but as from either friday or saturday it simply states
> "Unknown Error -66" after connecting and that's it. It doesn't send
> results (or has done so but it still displays "sending result to
> server" and doesn't fetch new data either...
>
> Anyone having similar troubles or am I the only one?
>
>
> CU NeXT msg
> LOUIS
>
> http://www.holleman.demon.nl

552. Nova + HDDriver 7.71

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <4DE29FC3B71F473F.D766ACA81F8B8188.3A865E9DE71670F5@lp.airnews.net>
Source record: 59650

All,

I'm trying to get HDDRiver 7.71 working with my Nova on an Afterburner 040. I've tried both 2.61 and 2.66 Nova drivers, with similar results: lockup as soon as the option to go into the Nova menu starts (before the countdown timer is displayed, but after the Nova screen has been turned on). This worked just fine with HDDriver 7.12.

Any hints?

Thanks in advance,

Michael White (michael@fastlane.net)

553. Re: FTL Games and Software Heaven Inc

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <qXnc5.1802$Mt6.5039@newsfeed.slurp.net>
Source record: 59651

On 15 Jul 2000 22:25:05 , nospam)@home.(nospam wrote:
> I've been searching for a while now for a game put out by this company.
>The game was called Sundog. I had it for my Atari 1040STFm and played it to
>the day my ex-wife got rid of the computer. (it was my first ever computer
>game)

Yes I still have that game. I played it to death and am still thinking
about re-playing it since it is somewhat different. I do not know much
about the company FTL I found Dungeon Master II for the PC by them and that
was las thing I have seen them produce. Here is a website that is dedicated
to Sundog. You may find some answers there:

http://hadfiiw.simplenet.com/sundog/index.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

554. Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <tXnc5.1804$Mt6.5039@newsfeed.slurp.net>
Source record: 59652

Hello,

I have been trying to get STING 1.26 to run. It does do well upto a point. It gets all way to "initialising link" and goes no further. It does not crash the Hades, it just sits there. Version 1.12 runs fine however. Any ideas anyone??

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

555. User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <vXnc5.1805$Mt6.5039@newsfeed.slurp.net>
Source record: 59653

Hello,

Papyrus 8 has been a dream program for me. I love it except for one thing. I cannot get the user defined color option to work. All I get is mono images, not color. I am told by ROM that it could be my Nova card drivers. I think this to be true, because when I export a file to a html form, the colors appear there under Cab. I was told to fool around with the compatibility options. Are there any Nova/Hades owners out there that have gotten this option to work?? If so, let me know just how you did it. Thanks.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

556. Re: SETI displaying errors?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <39720c0d.204984669@news.demon.nl>
Source record: 59654

On Sun, 16 Jul 2000 11:52:52 -0700, "Starlord" <starlord@qnet<*>com>
wrote:

>Didn't know they had a verson that could run on an Atari.

Dennis (it was Dennis, wasn't it?),

they don't. Mine runs on my PC. I'm trying to get it running under
Linux too, but thusfar no success. Been trying 2 versions, but somehow
one was installed, the other one I can't even get untarred. The
installed one runs but I can't see what it does. It uses the CPU for
99 percent, but AFAIK I never fetched the first datablock for it :-)

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

557. Re: SETI displaying errors?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <397211bf.206442956@news.demon.nl>
Source record: 59655

On Sun, 16 Jul 2000 16:15:27 +0100, Chris <mrg@mrgs.cix.co.uk> wrote:

>Louis Holleman wrote:
>>
>> Hi,
>>
>> dunno whether or not there are still SETI users around here (where da
>> heck is Gary Priest???), but I'm encountering something weird with
>> SETI:
>> Anyone having similar troubles or am I the only one?
>
>No probs here

Chris,

I decided to remove the complete dir, saved the existing txt files
somewhere else and reinstalled: got a new block and it runs again. I
just missed one block and the time, well heck... Still wonder what's
caused it, probably something wrong with the outfile... I had a zero
byte one here, dunno whether or not that's regular? I had a resultfile
alright, but something must have gone wrong. It happened after
thursday/friday's server problems.

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

558. Jaguar Mousepads...

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: AtariVision@mail.com
Message-ID: <8kt53t$d5p$1@nnrp1.deja.com>
Source record: 59656

So far I have only 16 signed up on the list interested in purchasing a Jaguar mousepad.

If you are interested in one, and have not already e-mailed me stating you would like to purchase one, then please do so now :

ClintT@AtariVision.com

The price is going to be between $6-8 (that includes shipping to anywhere in the U.S. and a few extra goods possibly! :)

The numbers have to be bigger then 16 to get these moving, thats why I'm posting this now. The more of you that e-mail me wanting one,the faster the mousepads will be made and start rolling out.

Thanks,

Clint Thompson
www.AtariVision.com

Sent via Deja.com http://www.deja.com/
Before you buy.

559. Electronic Cow Apps now Shareware

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8kt59v$d7r$1@nnrp1.deja.com>
Source record: 59657

Hello All:

Just got this from Danny at EC.(see below) Looks like his stuff is now
Shareware. While glad they decided to make it shareware, I am saddened
that the finacial end did not go as well as they wanted.These are
excellent apps with a "modern" look and very creative as well.
If you use these programs, please register them and support EC.

Tim Conrardy

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

From: "Electronic Cow" <electronic_cow@dial.pipex.com>
>To: "Tim Conrardy" <tconrardy@hotmail.com>
>Subject: free Atari software
>Date: Sun, 16 Jul 2000 18:52:29 +0100
>
>Hello Tim,
>You might be happy to know that all of Electronic Cow's software range
is
>now shareware. Download it for free from our Web site (address below).
>Have fun,
>Danny @ Electronic Cow
>---
>http://ds.dial.pipex.com/electronic_cow/cownet.shtml
>electronic_cow@dial.pipex.com
>---
>

--

Sent via Deja.com http://www.deja.com/
Before you buy.

560. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39722535$0$31676@news.zetnet.co.uk>
Source record: 59658

On 16 Jul 2000 19:22:01 , Edward S. Baiz Jr. wrote:
>I have been trying to get STING 1.26 to run. It does do well upto a point.
>It gets all way to "initialising link" and goes no further. It does not
>crash the Hades, it just sits there. Version 1.12 runs fine however. Any
>ideas anyone??

Sorry, no ideas - it does the same thing with me (on a Falcon). I'm staying with
v1.15.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

561. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39722bb2$0$31675@news.zetnet.co.uk>
Source record: 59659

On 14 Jul 2000 05:38:03 , John M Rojewski wrote:
>On 10 Jul 2000 21:53:49 , Paul Williamson wrote:
>>Hi All,
>>
>>Over the last few months several of us using zetnet (UK ISP) have been
>>trying to work out why we sometimes get <no subject> messages when
>>downloading newsgroup articles for offline reading.
>snips>
>If you could send me a LOG file with an example of a missing article,
>or one that hangs and times out, I would be happy to look at it.
>
>NEWSie 0.94 used 430 (I think), but some servers could use 420 as a
>response to a missing article. A Log file would tell me (or you) what
>the code was.

Extract from my log (saved earlier for this purpose):

newsgroup: comp.sys.atari.st, first: 179441, last: 179522
-> article 179441
430 No such article
-> group comp.sys.atari.st.tech

File 179411 shows up with 0 length.

Cheers,
Charles.

562. RE: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: chimogal <chimogal@teleline.es>
Message-ID: <a_pc5.10178$aS.80258@telenews.teleline.es>
Source record: 59660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Branko Badrljica <brankob@avtomatika.com> escribi&#65533; en el mensaje de noticias 3971F2A1.FFCD9603@avtomatika.com...
> Hi,
> like subject line says, I&#65533;m searching for datasheet of ST&#65533;s sound chip,
> but so far without luck. I have tried also Yamaha site, but they do not
> mention anything that old. Maybe some die-hard atari user has it ?
>
> Regards,
>
>
> Branko
>
>
>
Hello.
Somebody sent to a spanish Atari mailing list a .txt document that has some information about the yamaha sound chip. I will send to you.

David Galvez.

563. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <39722EF2.A898AD4@midsouth.net>
Source record: 59661

In the Italian movie Flight of the Innocent (1993) I'm not sure of the Italian title though, when we finally see the kidnapped/murdered boys bedroom, a 520/1040ST, monitor and mouse are on the desk.

!

--
Do Not Remove This Tagline Under Penalty Of Law

564. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <39722F2D.5A74DD39@midsouth.net>
Source record: 59662

In the Italian movie Flight of the Innocent (1993) I'm not sure of the Italian title though, when we finally see the kidnapped/murdered boys bedroom, a 520/1040ST, monitor and mouse are on the desk.

They're Everywhere!

--
Do Not Remove This Tagline Under Penalty Of Law

565. Re: SETI displaying errors?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <3971F314.A6E21601@atari.org>
Source record: 59663

```
"Starlord
>
> Didn't know they had a verson that could run on an Atari.
>
Is SETI client for Atari?!
--
Marek Dankowski.
portfolio@atari.org
---EOF---
```

566. Re: SETI displaying errors?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Steve <stephen.maclagan@REMOVETHISTOREPLYbtinternet.com>
Message-ID: <8ktckm$77r$1@neptunium.btinternet.com>
Source record: 59664

There was a version that might have been able to run on an Atari, it was for
the an "hp" with a m68k running NetBSD, my theory is that a program written
for the m68k processor and NetBSD should run on any platform, whether it's
an hp or an Atari, Joe Mirando of "Team Atari" was going to try it, but
that client
has been retired now, and there seemed to be only one user, (who's done 189
units
over a year and a half)

Claggy.

"Starlord com>" <starlord@qnet<*> wrote in message
news:397203a7$1@news.qnet.com...
> Didn't know they had a verson that could run on an Atari.
>
>
> --
> Founder of SIAR in 1971 / Founder of IAR in 1995
> Current President of SIAR
> http://www.whitelakeweb.com/siar
>
> "Louis Holleman" <louis@holleman.demon.nl> wrote in message
> news:3971a8fe.179621992@news.demon.nl...
> > Hi,
> >
> > dunno whether or not there are still SETI users around here (where
> da
> > heck is Gary Priest???), but I'm encountering something weird with
> > SETI:
> > last thursday or friday or both SETI wasn't reachable for sending in
> > results, but as from either friday or saturday it simply states
> > "Unknown Error -66" after connecting and that's it. It doesn't send
> > results (or has done so but it still displays "sending result to
> > server" and doesn't fetch new data either...
> >
> > Anyone having similar troubles or am I the only one?
> >
> >
> > CU NeXT msg
> > LOUIS
> >
> > http://www.holleman.demon.nl
>
>

567. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39724b0d$0$31677@news.zetnet.co.uk>
Source record: 59665

Hi Sean

On 13 Jul 2000 07:10:20 , "Sean Barbieri" wrote:
,
>
>on Thu 13-07-2000 00:08 (GMT) Trevor Spencer wrote:
>
>>>Anyone had any problems with it?
>>
>>Yes, it doesn't load, just "bombs" with 2 bombs.
>>
>>Now experimentation is called for to see if I can find out why.
>
>Definately works fine here Trev. Are you using MagiC or TOS with STinG and
>when does the crash happen ie. after loading all the modules or before?
>Also, What Veloce mode are you in 68020/68000? I had a problem with CAB
>where if I switch from using 68020 to 68000 mode CAB crashes with 2 bombs.

clipped...

The crash did not happen until I clicked on Dialler to load it and after
everything had loaded so I will try your procedure as soon as I have time
- these long summer evenings in the garden :-))

I have never needed 68000 mode so I don't use it, the only programs that I
have problems with don't like Magic or TOS 2.06. This is fine as far as
Magic is concerned as I can boot in TOS but a bit of a pain for the one
ACC that I used to use - Abbreviator - as it refuses to work whatever
flag settings I try.

Thanks again :-)

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

568. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39724b12$0$31677@news.zetnet.co.uk>
Source record: 59666

On 13 Jul 2000 05:26:45 , John M Rojewski wrote:
>On 8 Jul 2000 17:56:35 G, Paul Nurminen wrote:
>>On 1 Jul 2000 19:42:00 +, =?ISO-8859-1?Q?Gerhard_H=F6lscher?= wrote:
>>>
>>>Also, I'd like to have the attachments to be placed in an special folder,
>>>not the work folder. Or otherwise, the work folder gets all working data,
>>
>>You and me both. Actually, I asked John for this a long time ago, but he
>>didn't seem to think there was any demand for it, aside from my request.
>>Well, John, now 2 people want it! <ha ha!>

er.... No, 3 now, that's a 50% increase in 'demand' :-))) The @ for
attachments is a great help in the meantime.

clipped

>Thanks for the support and for finding another person wanting a
>separate attachments folder. Who knows, it could happen :)

Thank *you* John! <grin>

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

569. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39724b10$0$31677@news.zetnet.co.uk>
Source record: 59667

On 14 Jul 2000 05:38:03 , John M Rojewski wrote:
>On 10 Jul 2000 21:53:49 , Paul Williamson wrote:
>>Hi All,
>>
>>Over the last few months several of us using zetnet (UK ISP) have been
>>trying to work out why we sometimes get <no subject> messages when
>>downloading newsgroup articles for offline reading.

various clips.....

>>
>>This seems to be the case for both 0.94 and 0.96, although it appears
>>that one atari user on zetnet does not have quite the same problem with
>>them.

No I don't have any "no subject" headed posts. I've been getting a note
of the number(s) from Paul for those he has headed "no subject" and in my
case the number(s) just aren't there, e.g. say 17529 and 17530 show as "no
subject", the only way I can tell is when I check the list of .txt files
I'll have 17500 to 17549 minus 17529 and 17530. I'm downloading all
posts for offline reading.

>>John, are you aware of this and can anything be done about it ?
>>
>I am surprised this is a problem on 0.96, as I purposely reduced the
>criteria to identify a "missing" article by allowing any 4xx series
>response code to iedntify an "article not found" response for OFFLINE
>reading. The OFFLINE reading goes article by article and expects a
>4xx response to indicate a missing article.

I've only just remembered (doh) that I used to get "no subject" posts in
v0.88 (when I started newsgroups) until in v0.94, in the Preferences
Server Address, I changed the maximum timeout to 20 seconds and From Last
Character to 5 seconds, it's since then that I've stopped getting them.

>If you could send me a LOG file with an example of a missing article,
>or one that hangs and times out, I would be happy to look at it.

I doubt that my log file would be of any use to you in view of the above
John, but if you would like me to send it I will.

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

570. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39724b15$0$31677@news.zetnet.co.uk>
Source record: 59668

On 14 Jul 2000 19:28:44 , Steve Sweet wrote:
>Hi Jeff
>
>>How can I force a boot to strictly ROM TOS or a floppy before any hard
>>disk bootloaders kick in?
>
>Hold down control or alternate, try either i cant remember which one, one
>bypasses hard disk boot, the other bypass's AUTO folder loading.
>
>If AHDI is not totaly poxed holding SHIFT - SHIFT might sort it.

If you still have problems - email me and I'll send you a program that
will enable you to boot up with the hard drive off. You then switch it on
and access it hopefully, I find it very handy for the odd occasion when a
new program crashes the system for some reason. I use AHDI as well.

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

571. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8ktl6c$9mm$1@cubacola.tninet.se>
Source record: 59669

"Jeff Armstrong" <jba4@po.cwru.edu> wrote in message
news:396e8c68.3468429@news.cwru.edu...
: Alright, I have a seemingly simple question. How can I force
: a boot to strictly ROM TOS or a floppy before any hard disk
: bootloaders kick in?

Alternative 1:
You can hold down the ALTERNATE or CONTROL key while booting.
Their function seems a bit different. IIRC the CONTROL key skips
really everything, ALTERNATE loads some stuff.

Alternative 2:
You can, mostly, turn on your computer first, with an empty
diskette in the drive, wait till the Desktop appears and then
you can turn on the harddisk. After that you can use a diskette
with a harddisk driver to get access to the harddrive.

Alternative 3:
A very risky variation on this theme is to turn on the computer,
wait for the Desktop, and then (carefully) put in the 19p
harddisk cable from your not yet turned on harddisk. Finally
harddisk is turned on and driver activated from floppy. Avoid
this procedure if any of the others work!

MG

572. Re: Gem desktop pictures?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007160956.a30981@os.maus.de>
Source record: 59670

Hello Mike,

MANF>I suggested DeskPic, or WINX's background pattern program.

I don't know DeskPic, but anyways WINX would be good to install.

bye,
=Gerhard=

573. Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.012fa48b.72624020.doyene@zetnet.co.uk>
Source record: 59731

Hello Fellow Atarians.
Last night on TV i saw Bladerunner probable for umteenth time.
Still in the background shots we still had our famous Atari symbol. After this excellent film, they had a break down of what made the film unique, describing various techniques. Which got me thinking of the uniqueness of our own personal machine. I feel we don't need to try and stick our heads above a parapit. As long as the majority enjoy what are the best about your own individual machine. Everyone's eye is always drawn to flashy gimmick, but as long
as you know that you have a safe ground too return to, that is the part of enjoyment. of the
of seeing of Atari in the background.

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

574. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <5l7c5.70648$_b3.2076143@newsread1.prod.itd.earthlink.net>
Source record: 59732

On 13 Jul 2000 05:26:45 , John M Rojewski wrote:
>On 8 Jul 2000 17:56:35 G, Paul Nurminen wrote:
>>On 1 Jul 2000 19:42:00 +, =?ISO-8859-1?Q?Gerhard_H=F6lscher?= wrote:
>>>
>>>Also, I'd like to have the attachments to be placed in an special folder,
>>>not the work folder. Or otherwise, the work folder gets all working data,
>>
>>You and me both. Actually, I asked John for this a long time ago, but he
>>didn't seem to think there was any demand for it, aside from my request.
>>Well, John, now 2 people want it! <ha ha!>

Make that 3
John G.

575. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.d7fb725f.71204040.doyene@zetnet.co.uk>
Source record: 59733

In message <3970d24e.21797862@news.cwru.edu>
Jeff Armstrong wrote:
>ALright,everyone. Some of you may have read my previous problems with
>SCSI on my TT. Well, I recently acquired a copy of HDDriver to set up
>this system. I had a 120meg drive set to SCSI 0 and terminated inside
>the TT. Outside, I have another 120meg drive set to SCSI 1 with no
>termination. Next in the chain is a 8gig SCSI drive set to SCSI 2 and
>terminated with internal power to the temrinator (whatever that means.
>That is the full description of the setup.
Should not the chain sequence be terminated at the end
With my TT030 I did not bother with a internal SCSI just kept a External instead.
>Now, ealier today, I formatted and attempted partitioning the 8gig
>drive after booting to floppy. from the floppy, I ran HDDRIVER.PRG
>and it detected all three drives. I formatted the 8gig drive (all the
>others were allready configured) and partitioned it into 4 x 2000 meg
>partiitions and 1 x 660 meg partition. It passed the setcor test and
>all. Nect, I tried changing some options at wich point the system
>foze. Upon reboot, HDDriver loaded (detecting all drives), but like
>ealier the system bombed while loading GEM (2 bombs). THe auto folder
>is empty and there are no autorun applications set up.

* The reason here is because the HDDriver.sys was not created and saved.*
So when you rebooted it it had nothing.
On the option try not auto configure Try this manually and check each option needed.

>Now I booted to floppy again, but this time, HDDRIVER.PRG did not
>detect the two external drives (one of the 120megs and the 8gig).
>Since then, it has not detected it. I can enter HDDRUTIL.APP and run
>a scan (I believe it's the option Auto-configuring...) which scans the
>busses for drives. My big SCSI and the little SCSI show up as there
>in the scan, but, as I said earlier, are not detected by HDDRIVER.PRG.
>Since they are not detected by the SCSI driver, I cannot access them
>through HDDRUTIL.APP to format and partiiton them.

Try cold bootup as I remember with mine on warm bootup it doesn't clear
the system. allow all three drives to engage the start your computer up.

>Now I have checked the termination settings and all the hardware over
>and over again. I have removed the external 120meg drive and reset
>the 8gig drive to SCSI 1 with termination and attempted to detect it
>with the same results as described above. Furthermore, when I remove
>the external drives, the internal drive will still not boot and gives
>two bombs when entering GEM.

This is mainly because there is no boot configure. When or if you remove
the internal scsi drive you will have normal basic TT030. When you added

the harddrive internally the computer is asking for a boot sequence.
With mine TT the 2.1gb harddrive are kept outside and terminated at cdrom source.

>Does anyone have any idea what is going on here? I am absolutely fed
>up with this ridiculous procedure at this point and I need some help.
>If anyone has any idea how this works for setup, please help me!
>Thanks in advance!

*Try-not-to-give-up-too-easy-end

>Jeffrey Armstrong (jba4@po.cwru.edu)
>Case Western Reserve University

Regards

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

576. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <pl8c5.42$RC4.2769@nsw.nnrp.telstra.net>
Source record: 59734

atarigalen wrote in message <0512ae1c.d8d03fdd@usw-ex0107-055.remarq.com>...
>John Kolak <jkolak@jps.net> wrote:
>>I would say the Milan performed pretty well considering the AMD
>>is running at least six times faster in MHz than the Milan
>>what is the Milan II clock anyway?), but the numbers are not
>>consistently six times faster, and the milan is sometimes
>>faster.
>>
>---Something strange occurred to my post -- I'll try again --
>
>The Milan II is said to be a 66Mhz 68060, but one should note
>that the 060 can (in most cases) deal with three instructions at
>once, so it is said to be roughly identical with a 200 Mhz
>Pentium II.
>

BS, pure and simple. The 68060 is roughly equivelant to a P75.

Clockmeister.

577. Re: Hard drive cable

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <397146BE.26606293@sprint.ca>
Source record: 59735

Hiya all,
ICD makes host adaptors which can connect many SCSI-1 drives to Atari st systems. check them out at www.icd.com. they can tell you what mail order dealers will have these to sell you. I have owned one for almost 6 years and its great. I have a scsi scanner, CD rom, and 4 hard disks on one of these and I wouldnt give it up for anything. Having a fast scsi HD is too good to miss.

atarigalen wrote:

> "Bob Hamilton" <bobh@csj.net> wrote:
> >Hi everyone
> > My question is, what kind of cable connects Atari Hard drives
> >to the computers? Are they proprietary cables, or are they
> >something that can be picked up anywhere?

578. Re: Computer Direct

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <397147D3.86A6C0E3@sprint.ca>
Source record: 59736

Hiya,
I was in the process of ordering a high density floppy upgrade from him when his company dissapeared. first his local and 1-800 numbers went bust then his website dissapeared to be replaced but a company of the same name from new york soon after. I always had suspected he had financial trouble and simply went broke or closed down to avoid bankruptcy. The sitution I read about here sounds more like what TOAD did to us (thats a place I have a beef with since they stiffed me the last time I dealt with them).

"Edward S. Baiz Jr." wrote:

> On 13 Jul 2000 10:47:26 , John Kolak wrote:
> >Computer Direct's irresponisble disappearance from the Atari scene
> >should be considered a fluke, and not reflect on the Milan at all. If
> >Chris didn't want to deal with Atari anymore, that is his choice, but to
> >ignore responsibilities to customers in inexcusable. The chance of Milan
> >Gmbh being equally irresponsible is unlikely, though the recent demise
> >of Centek reminds us that any companies existence in the Atari market is
> >fragile at best. The main thing is that once you obtain a working
> >computer, they rarely need any repair or attention when properly cared
> >for.
>
> Yes I was not too happy when Chris disappeared. Now and then he answers my
> email, but he does not talk too much Atari. But you are correct. My Hades
> is still going strong (also my STe).
>
> Edward S. Baiz Jr.
> (Gamer)

579. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007160300020.93-100000@TT030>
Source record: 59737

On Sat, 15 Jul 2000, Jeff Armstrong wrote:

> ALright,everyone. Some of you may have read my previous problems with
> SCSI on my TT. Well, I recently acquired a copy of HDDriver to set up
> this system. I had a 120meg drive set to SCSI 0 and terminated inside
> the TT.

Had? Is this drive removed? If not it probably should have the
termination removed from it. I am no SCSI guru but my internal
drive I think is considered the first drive in the chain and so
it should not be terminated. At least that is how mine is setup.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

580. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Gerald K&#65533;rner <koerner.g@t-online.de>
Message-ID: <8ks5ku$5gp$13$1@news.t-online.com>
Source record: 59738

Yesterday in the cinema a have seen a preview of the new movie "road trip".
one of the actors wears all the time a red t-shirt with the ATARI-Logo. For
me is this a reason, to watch this movie.

Greetings from Germany

G. Kï¿½rner

581. SETI displaying errors?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3971a8fe.179621992@news.demon.nl>
Source record: 59739

Hi,

dunno whether or not there are still SETI users around here (where da
heck is Gary Priest???), but I'm encountering something weird with
SETI:
last thursday or friday or both SETI wasn't reachable for sending in
results, but as from either friday or saturday it simply states
"Unknown Error -66" after connecting and that's it. It doesn't send
results (or has done so but it still displays "sending result to
server" and doesn't fetch new data either...

Anyone having similar troubles or am I the only one?

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

582. Re: Best FPU's for use in a CT2B?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8krj77mon1@nd.eastky.net>
Source record: 59740

On 15 Jul 2000 19:25:23 , Shiuming Lai wrote:

>
>>Also, can someone tell me what difference does it make if you
>>do the VGA Adapter Modification for the CT2B that the manual
>>recommends? What will I gain by doing this modification?
>
>Your CT2 will work properly.
>
>Note: This only applies for the original Atari adaptor!

That's really not the answer I was looking for.
My CT2B works Great without that modification. 800x608 TrueColor
Mode and it Benchmarks the same or better than the Benchmark tests
that Centek Posted!

So if I do the mod, can I expect better than 800x608 TrueColor on
a SVGA?

phantomm@eastky.net

583. Re: Tina Turner Demo

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8krjcnmon2@nd.eastky.net>
Source record: 59741

On 15 Jul 2000 19:21:53 , Shiuming Lai wrote:

>edited<

Hmmm...Is the demo a video File like .MOV, .AVR or similar?

584. Space Hulk on the ST?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <3971C858.A548B25E@midsouth.net>
Source record: 59742

I was wondering if there was ever a version of Games Workshop's Warhammer 40k game SPACE HULK ever done for the ST. I know there is a PC version and a version of a similar game SPACE CRUSADE for the ST.

Heck, for that matter, what other GW games and/or utilities were done for the ST? I figure Warhammer being from the UK and ST so popular there that there would be some crosspollination between the two. Thanks all.

Eric
--
Do Not Remove This Tagline Under Penalty Of Law

585. Re: SETI displaying errors?

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3971D18E.32FE9742@mrgs.cix.co.uk>
Source record: 59743

```
Louis Holleman wrote:
>
> Hi,
>
> dunno whether or not there are still SETI users around here (where da
> heck is Gary Priest???), but I'm encountering something weird with
> SETI:
> Anyone having similar troubles or am I the only one?

No probs here

Chris (on a Mac)
```

586. Re: Magneto-optical drive (was: Parallel or SCSI?)

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200007161255.a16557@su2.maus.de>
Source record: 59744

Hi Pascal,

PR>BTW, what's the speed (transfer rate) of a MO drive ?
between a Megafile and a modern hard disk.

Und TTschï¿½
ps

587. [NEW] D-GEM 0.10

Newsgroup: comp.sys.atari.st
Date: 2000-07-16 00:00:00 UTC
From: ptonthat@club-internet.fr
Message-ID: <8ksm0d$5pv$2@front2.grolier.fr>
Source record: 59745

Bonjour :)

I have released a new program called D-GEM. It's an embryo of a
Dungeon Master clone. Please read the doc, coz you must have
the original floppy disk of Dungeon Master (or Chaos Strikes Back)
for the copyright.

The program is now a sort of Minos game: walls, pits and stairs are
implemented. So find the exit ;-)

Download at http://www.multimania.com/nef (files/dgem010.zip directly, 140 Kb)

Bye

Rajah Lone

588. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: msd/pov <pov@tesco.net>
Message-ID: <8kvk36$ig6$1@epos.tesco.net>
Source record: 59596

I noticed last month on a pop video (I think my the group Five) that one of them was wearing an Atari sweatshirt. I have a similar one in blue with a silver logo.

589. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <397360c82bd2712@online.be>
Source record: 59597

on Sun 16-07-2000 19:22 Edward S. Baiz Jr. wrote:

>
>I cannot get the user defined color option to work. All I get is mono
>images, not color. I am told by ROM that it could be my Nova card drivers.
>I think this to be true, because when I export a file to a html form, the
>colors appear there under Cab. I was told to fool around with the
>compatibility options. Are there any Nova/Hades owners out there that have
>gotten this option to work?? If so, let me know just how you did it. Thanks.

Well, well, well I always have thought that the monochrome colors of the
'user defined' color option was caused by the fact I'm using N_AES.
So this is not the case then.
Just like you my Hades is equiped with a Mach 64 card and yes I do have
the same problem.
I believe that Paul Williamson who has also a Hades but with an ET4000
card doesn't have this problem. Right Paul?
So it could be the card drivers indeed.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

590. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <397360c82bd2711@online.be>
Source record: 59598

on Sun 16-07-2000 19:22 Edward S. Baiz Jr. wrote:

>Hello,
>
>I have been trying to get STING 1.26 to run. It does do well upto a point.
>It gets all way to "initialising link" and goes no further. It does not
>crash the Hades, it just sits there. Version 1.12 runs fine however. Any
>ideas anyone??

Sorry I don't have any clue what's is wrong but I can report that on my
Hades running N_AES/FreeMiNT STing 1.26 works happely. I only must make
sure that I don't use the special MiNT SCC.XDD. With this HSMODA
replacement I have the same problem as you. However if I use HSMODA 7
everything runs smoothly.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

591. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8kvl99gnj1@SOLAIR2.EUnet.yu>
Source record: 59599

On 16 Jul 2000 00:53:21 , John Garone wrote:

>>>You and me both. Actually, I asked John for this a long time ago, but he
>>>didn't seem to think there was any demand for it, aside from my request.
>>>Well, John, now 2 people want it! <ha ha!>
>
> Make that 3

NO, four! (me, too).
I suppose that the Download path would be appropriate for extracting
attachments.

As it seems that this is a time for making wishes... the arrangement of
some Newsie's menu items has always seemed somehow illogical to me. So maybe
some shuffling of menus might make this application easier to use. I have
in mind the "File", "News" and "Special" menus all of which deal mostly
(but not completely) with setting-up and manipulating news-reading. To
the contrary, the "Mail" and "FTP" menus contain everything and only what
is needed for those particular activities. It would seem reasonable to me
to move "New group window", "Check new groups", "Get full groups",
"Subscribe" and "Unsubscribe" into "News" menu...

Cu.

592. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8kvl9dgnj2@SOLAIR2.EUnet.yu>
Source record: 59600

On 10 Jul 2000 18:21:22 , Dennis Vermeire wrote:

>PhotoTip doesn't support a lot of brands, but the few cameras that are
>supported are among the best.... Olympus, Nikon, Epson... etc..
>As an Atari user you should look for a camera that has a RS232 port

I have come upon a digital camera the documentation for which says that
it uses TWAIN protocol for communication with a computer. I am completely
unfamiliar with this protocol, and I know only what was written in
camera's docs: TWAIN is a protocol for communication with picture
generating devices such as scanners and cameras. So: is this protocol
to be considered as some sort of de-facto standard, and is there
any software for our computer type(s) that support it?

593. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: mikeborsley@fyldecoast.com
Message-ID: <8kvrfbnff1@news7.svr.pol.co.uk>
Source record: 59601

On 11 Jul 2000 17:29:54 , Paul Williamson wrote:

>Hi Mike,
>
>I think the above shows that it is infact still happening. The
>downloading is stopping for a time-out, which will vary depending on the
>number of unallocated X-refs.
>
>Newsie expects to download a given number of messages so you then get the
>message showing one or more still to download. I suspect that when you do
>this, you will find that you have simply downloaded a duplicate of the
>last message. This is what happens to me.
>
>The fact that you no longer see the <no subject> header may be connected
>to the different server. When this happens again, you might like to have
>a look at the X-refs and see if there are any missing.

Hi Paul,
It happened this morning, I suppose thats not bad...first time in
16 days. There was a short hang, probably about 15 secs. This left me
with one left at the end, which I clicked on 'read for offline' again.

On checking the numbers out of 200 downloaded this morning, there
were no missing posts, just one duplicated.

Mike

--
mike@jborsley.freeserve.co.uk West Lancs. UK

594. Re: Magic & MagicMac Whats the deal?

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <8kvrli$77t$1@news1.xs4all.nl>
Source record: 59602

John Clausen heeft geschreven in bericht <8kv98h$dq0@atlas.lcc.net>...
>I have been trying to purchase a copy of Magic for my Falcon and MagicMac
for
>my Mac for over a year now.
>Does anyone out there know where I may be able to purchase this in the
United
>States?

Go to http://www.ash-software.de , choose "bestellen", fill in the form.
Thats it. You can pay via cheque.
If you have trouble filling in the German form, don't hesitate to ask. The
ASH page is translated and will be online soon I heard.
Cheers
Dan

595. Re: Best FPU's for use in a CT2B?

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39737496.9C83D642@jps.net>
Source record: 59603

This mod has no effect on the CT2 performance. If you have the original Atari VGA adaptor block that plugs into the back of the Falcon, it won't work with the CT2 installed. I use the Chro-magic VGA/RGB switchable adaptor, and the mod is not necessary.

Phantomm wrote:
>
> On 15 Jul 2000 19:25:23 , Shiuming Lai wrote:
>
> >
> >>Also, can someone tell me what difference does it make if you
> >>do the VGA Adapter Modification for the CT2B that the manual
> >>recommends? What will I gain by doing this modification?
> >
> >Your CT2 will work properly.
> >
> >Note: This only applies for the original Atari adaptor!
>
> That's really not the answer I was looking for.
> My CT2B works Great without that modification. 800x608 TrueColor
> Mode and it Benchmarks the same or better than the Benchmark tests
> that Centek Posted!
>
> So if I do the mod, can I expect better than 800x608 TrueColor on
> a SVGA?
>
> phantomm@eastky.net

596. For Sale: Atari 1040 STf with monitor $35

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: sterling827sl@my-deja.com
Message-ID: <8kvtg8$d72$1@nnrp1.deja.com>
Source record: 59604

Hi, here's what I've got for sale.
An Atari 1040STf with mouse.
An Atari SC1224 color RGB monitor (built-in speakers).

$35.00 buys it all.
Everything is in excellent and working condition.
Located in Miami, FL (33179).

konami_98@yahoo.com

Sent via Deja.com http://www.deja.com/
Before you buy.

597. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39737531.E61E8DB8@jps.net>
Source record: 59605

You must be smoking pot. My P120 is nowhere near as fast as my 50MHz
030.

Clockmeister wrote:
>
>
> BS, pure and simple. The 68060 is roughly equivelant to a P75.
>
> Clockmeister.

598. Re: Nova + HDDriver 7.71

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8kvt9u$lf2$1@snipp.uninett.no>
Source record: 59606

Michael White <michael@fastlane.net> wrote:

> I'm trying to get HDDRiver 7.71 working with my Nova on an
> Afterburner 040. I've tried both 2.61 and 2.66 Nova drivers, with
> similar results: lockup as soon as the option to go into the Nova
> menu starts (before the countdown timer is displayed, but after
> the Nova screen has been turned on). This worked just fine with
> HDDriver 7.12.

> Any hints?

I have (or had, I now have an Eclipse) the same hardware, and my
experience is that no HD-Driver since 7.12 can be booted without some
problems. I now boot with a minimal HD-Driver (no caches, IDE 0 only)
7.12, and put a fully configured 7.8x in the autofolder. This works very
well, I haven't noticed any problems with it so far.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

599. Re: TT power...

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8kvtfh$lf2$2@snipp.uninett.no>
Source record: 59607

Joshua Kaijankoski <lord_gaiyan@hotmail.com> wrote:
> I'm bringing a TT to Canada from Finland. The problem is the power supply.
> In Finland the power is at 220 volts and in Canada it's 110v. Does the TT
> have a switching power supply? Or do I have to install a new one. I

I can't say, I have actually never seen an original TT PSU as mine came
without one.

> understand that I can use a PC power supply too right? Any comments and
> suggestions are very welcome. Thanks.

Any *AT* PSU is plug'n play, but if you want to fit it internally you
might have to look a while to find one small enough. ATX PSUs needs
rewiring to work. I found instructions on how to do this somewhere on
IBM's website.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

600. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <39737b7b$0$31676@news.zetnet.co.uk>
Source record: 59608

On 17 Jul 2000 20:05:18 , "Martin \"Nightowl\" Byttebier" wrote:
>on Sun 16-07-2000 19:22 Edward S. Baiz Jr. wrote:
>
>>
>>I cannot get the user defined color option to work. All I get is mono
>>images, not color. I am told by ROM that it could be my Nova card drivers.
>>I think this to be true, because when I export a file to a html form, the
>>colors appear there under Cab. I was told to fool around with the
>>compatibility options. Are there any Nova/Hades owners out there that have
>>gotten this option to work?? If so, let me know just how you did it. Thanks.

>I believe that Paul Williamson who has also a Hades but with an ET4000
>card doesn't have this problem. Right Paul?
>So it could be the card drivers indeed.

Hi Martin,

I am not exactly sure which user defined color opions you mean. If you
mean the Display Colors option (options menu) then this works fine for me
under Mint, Single TOS and Magic. I can also import a picture without
any colour problems, so all seems to be working fine here.

It looks from Edward's query as if he can't load a picture and display it
in colour and I don't think that is affected by the Display Colours
options menu.

I think it is a shame that the ruler icons only display correctly in
colour under Magic. Can this be corrected Ulli ?

Cheers

Paul

601. Re: Best FPU's for use in a CT2B?

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <39737c57$0$31673@news.zetnet.co.uk>
Source record: 59609

On 16 Jul 2000 06:03:19 , Phantomm wrote:

>That's really not the answer I was looking for.
>My CT2B works Great without that modification. 800x608 TrueColor
>Mode and it Benchmarks the same or better than the Benchmark tests
>that Centek Posted!

In that case I don't know. If it works, leave it.

>So if I do the mod, can I expect better than 800x608 TrueColor on
>a SVGA?

No. You're doing very well with 800x608. I can't get any lower
than the next one up from 640*480 before my Multiscan loses
sync because the scan rate is so low (it must flicker like hell
at that resolution - 60Hz in the standard Falcon modes is just
about tolerable if I sit at the right distance).

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

602. Re: Tina Turner Demo

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <39737cc8$0$31673@news.zetnet.co.uk>
Source record: 59610

```
On 16 Jul 2000 06:06:15 , Phantomm wrote:

>Hmmm...Is the demo a video File like .MOV, .AVR or similar?

Don't know the internal format. It has a basic front-end
(press buttons for various display modes) and is a Tony Barker
(a.k.a. Moving Pixels) production.
```

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

603. Re: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <39737d86$0$31673@news.zetnet.co.uk>
Source record: 59611

On 16 Jul 2000 19:36:33 , Branko Badrljica wrote:
>Hi,
>like subject line says, I�m searching for datasheet of ST�s sound chip,
>but so far without luck. I have tried also Yamaha site, but they do not
>mention anything that old.

```
Did you look in the semiconductor section specifically?
You could also try General Instruments, which made the
same chip under the name of AY-(something... 8192?).
That's why you sometimes see the PSG referred to as
GI rather than YM in some sound programs' output selector.
```

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100�F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

604. Re: TT power...

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <RiLc5.13$IN6.4347@news0.optus.net.au>
Source record: 59612

Joshua Kaijankoski <lord_gaiyan@hotmail.com> wrote:
> I'm bringing a TT to Canada from Finland. The problem is the power supply.
> In Finland the power is at 220 volts and in Canada it's 110v. Does the TT
> have a switching power supply? Or do I have to install a new one. I

The standard TT and MSTe PSUs (they are identical) are universal i.e
they cover 100-250 volts, 50-60Hz.

ST PSUs are voltage specific. I don't know about the Falcon's PSU.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

605. Re: Looking to buy a Mega ST - any out there?

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: asalina <sawjrNOsaSPAM@uswest.net.invalid>
Message-ID: <31b2e646.841e9c94@usw-ex0106-044.remarq.com>
Source record: 59613

I have a mega2 in excellent shape if you want let me know. I also have
a megaSTe with 4 meg and is good shape. Please let me know, as units are
in Arizona. Thanks.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

606. Test

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <397394f2$0$31677@news.zetnet.co.uk>
Source record: 59614

. .

607. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <347b57bc.8e9eee51@usw-ex0107-055.remarq.com>
Source record: 59615

rand@cd.chalmers.se (Johan Klockars) wrote:
>Rather, you should find a place that actually has a number of
>comparable results to look at, such as
>http://www.pcmarkt.ch/spec.shtml. SPECmarks are generally
>recognized as reasonable measurements of processor speed
>(unlike any kind of MIPS). The numbers on that page are SPEC95
>and there have been updates since then, but I doubt anyone has
>run the newer test suites on hardware as old as we're talking
>about here.
>
>Anyway, this is what SPEC95 has to say:
>CPU/MHz Int Float
>68000/16 0.14 0.16
>68030/33 0.42 0.49
>68040/40 1.16 1.31
>68060/66 2.18 2.33
>486DX2/66 0.74 0.50
>P5/60 1.73 1.45
>P54C/90 2.65 2.07
>P55C/233 7.01 5.17
>PII/333 13.00 9.55
>PII/400 15.85 12.15
>G4/500 23.78 22.67
>K5/100 3.20 2.90
>K6-2/300 8.50 5.80
>Athlon/600 27.50 22.20
>21264/666 38.00 61.00
>
>As you can see, the '060 is somewhere around Pentium 60/90
>speed.
>
>>In any event, regardless of the idea of supporting the Atari
>>community (a good one, in my opinion), the Milan II should
>>bring us up to about 1997 technology...
>
>Make that '93-'94 and you're about right.

Well, you almost had me agreeing with you until that last line.
Now I'm skeptical (and had never heard of SPECmarks before). My
25Mhz 040 Mac dates from late 1993 to early 1994 and although
the Pentium 60 did debut in 1993, it was incredibly expensive
and rare until late 1994. Come to think of it, the Falcon
itself dates from 1993, though it's really earlier technology.

By your own data, the Milan II should run roughly 10x a stock
Falcon. I can live with that.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

608. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007172019460.83-100000@TT030>
Source record: 59616

On Mon, 17 Jul 2000, Uwe Seimet wrote:

> Lonny Pursell wrote:
> >
> > On Sat, 15 Jul 2000, Jeff Armstrong wrote:
> >
> > > ALright,everyone. Some of you may have read my previous problems with
> > > SCSI on my TT. Well, I recently acquired a copy of HDDriver to set up
> > > this system. I had a 120meg drive set to SCSI 0 and terminated inside
> > > the TT.
>
> Both ends of the SCSI chain have to be terminated. The TT's internal
> drive is always at one end of the chain, i.e. it must always be
> terminated.

Mine is not terminated like that for ages, but the chain works fine.
This is one area often confusing, as there is also terminating
resistor packs on the mother board.

Pity there is not some good block diagrams which show
all the possible drive combinations in a clear fashion.
Like I say mine works, so I do not require further clearification.
If it ain't broke don't fix it way of thinking. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

609. Re: Astronomy programs

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <353b5ba0.90d45a10@usw-ex0107-055.remarq.com>
Source record: 59617

"Academia 3000 inform&#65533;tica" <minaocasion@latinmail.com> wrote:
>I need astronomy software for Atari ST.
>If you know any web page with programs, please send me a e-mail.
>Tanks!.
>
The original ST Astronomy program (can't remember its name right
now) went out to 4th order stars and was quite nice for casual
viewing. Many a night I'd be on my back with STacy on, clicking
on a star to see some trivia about the real star I was looking
at.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

610. Re: FD Interface Board

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007172028190.83-100000@TT030>
Source record: 59618

On Mon, 17 Jul 2000, Branko Badrljica wrote:

> BTW: I don't think that binaries are allowed on this NG.
> It would be good idea that next time you offer to email such material to
> interested parties instead of poisoning the globe with picture material of
> non-porno nature ;-)

Indeed. I am suprised Steve has not stomped on this guy.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

611. Re: Desktop pics revisited....

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <04de0237.943d8fe5@usw-ex0107-055.remarq.com>
Source record: 59619

Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au> wrote:
>Hello,
>
>I posted earlier about ways to get a picture onto the gem
>desktop - thanks for the responses there. Now I've found such a
>program to boot in the auto folder on a floppy; only problem
>is, it requires a degas .pi3 image for displaying.
>
>The problem with that is that I want to work on an image on my
>PC first, then get it into degas format to load on the atari. I
>can't find any programs that convert gif or even .img files
>into degas. The only one I found that works only loads degas
>and saves degas, which means I have to draw the image by hand
>(mouse) and that's a little tricky when it ain't Photoshop!
>
You might try Flash 32.
http://perso.infonie.fr/chass/

Imagery, for Mac users.
http://www.vargr.com/imagery/imagery.html

There are a variety of commerical programs that also work. I
use Imagecopy 4 on the Atari. Debabelizer on the Mac in another
which would work.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

612. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <020ae73c.97186676@usw-ex0107-055.remarq.com>
Source record: 59620

```
"Martin Graiter" <graiter@starmail.com> wrote:
>
>"Jeff Armstrong" <jba4@po.cwru.edu> wrote in message
>news:396e8c68.3468429@news.cwru.edu...
>: Alright, I have a seemingly simple question. How can I force
>: a boot to strictly ROM TOS or a floppy before any hard disk
>: bootloaders kick in?
>
>
>Alternative 1:
>You can hold down the ALTERNATE or CONTROL key while booting.
>Their function seems a bit different. IIRC the CONTROL key skips
>really everything, ALTERNATE loads some stuff.
>
>Alternative 2:
>You can, mostly, turn on your computer first, with an empty
>diskette in the drive, wait till the Desktop appears and then
>you can turn on the harddisk. After that you can use a diskette
>with a harddisk driver to get access to the harddrive.
>
>Alternative 3:
>A very risky variation on this theme is to turn on the computer,
>wait for the Desktop, and then (carefully) put in the 19p
>harddisk cable from your not yet turned on harddisk. Finally
>harddisk is turned on and driver activated from floppy. Avoid
>this procedure if any of the others work!
>
Methods 1 and 2 will both work fine. Note that I always wait
for the first sign of life from the computer before I press the
Alternate key (which is supposed to signal booting from
floppy). Method 3 will, in time, destroy your HD port and must
be avoided.

Galen

---------------------------------------------------------------

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com
```

613. Re: FTL Games and Software Heaven Inc

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <031fa8cb.9b65f6fd@usw-ex0107-055.remarq.com>
Source record: 59621

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
>Yes I still have that game. I played it to death and am still
>thinking about re-playing it since it is somewhat different.

I play it once every few years. I like this site better.

http://www.lukin.com/sundog/

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

614. Re: Hard drive cable

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <065ac7ec.9cdc80cd@usw-ex0107-055.remarq.com>
Source record: 59622

James Alexander <jamesalexander@sprint.ca> wrote:
>Hiya all,
>ICD makes host adaptors which can connect many SCSI-1 drives to
>Atari st systems. check them out at www.icd.com.

Although ICD did make a good adaptor, they do not appear to send out product nowadays (note careful wording). Ordering a similar cable from Europe might be a better idea. Alternatively, you might find an Atari dealer with an ICD adaptor in stock.

Try www.myatari.com for more information.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

615. Re: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0e309880.9eaed9d9@usw-ex0107-055.remarq.com>
Source record: 59623

tcjspencer@zetnet.co.uk (Trevor Spencer) wrote:
>On 11 Jul 2000 21:43:47 , Edward S. Baiz Jr. wrote:
>>On 9 Jul 2000 21:02:23 G, Trevor Spencer wrote:
>>>I've decided I need to up date my currnet spreadsheet
Digicalc (circa
>>>198x), does anyone have any suggestions?
>>
>>On my Hades I am using LDW Power which seems to be working
fine. I hear a
>>newer version of Texel is coming and that is what I hope to
get.
>
>Thanks for the info. from everyone. Just one more question,
does anyone
>know a website where I can get them from?

Both LDW Power and Texel are commercial.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

616. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200007172000.a19241@su2.maus.de>
Source record: 59624

Hi Lonny,

LP>I am no SCSI guru but my internal drive I think is considered the
LP>first drive in the chain and so it should not be terminated.
if internal _and_ external drives are connected to the TT, the
internal drive must, the TT must not and the last external drive must
be terminated!!

Und TTschï¿½
ps

617. Re: SETI displaying errors?

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <Ztsc5.16792$rH5.36621@nntpserver.swip.net>
Source record: 59671

"Louis Holleman" <louis@holleman.demon.nl> wrote:

> dunno whether or not there are still SETI users around here (where da
> heck is Gary Priest???), but I'm encountering something weird with
> SETI:
> last thursday or friday or both SETI wasn't reachable for sending in
> results, but as from either friday or saturday it simply states
> "Unknown Error -66" after connecting and that's it. It doesn't send
> results (or has done so but it still displays "sending result to
> server" and doesn't fetch new data either...

Hi,
There were problems with their server for about 24 hours, but now it's
been fixed. I managed to send and get data yesterday and friday
afternoon, but friday morning, it was impossile...

To all who haven't joined yet: If you only use an Atari at home, use the
PC or Mac you have at work for a good cause and start searching for E.T.
and join the Atari group at
http://setiathome.ssl.berkeley.edu/cgi-bin/cgi?cmd=team_lookup&name=team
+atari
Who knows - maybe you'll be among those who helps the scientists find
other civilisations...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

618. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <GIsc5.73962$_b3.2186706@newsread1.prod.itd.earthlink.net>
Source record: 59672

```
On 16 Jul 2000 23:53:54 , Trevor Spencer wrote:
>On 13 Jul 2000 05:26:45 , John M Rojewski wrote:
>>On 8 Jul 2000 17:56:35 G, Paul Nurminen wrote:
>>>On 1 Jul 2000 19:42:00 +, =?ISO-8859-1?Q?Gerhard_H=F6lscher?= wrote:
>>>>
>>>>Also, I'd like to have the attachments to be placed in an special folder,
>>>>not the work folder. Or otherwise, the work folder gets all working data,
>>>
>>>You and me both. Actually, I asked John for this a long time ago, but he
>>>didn't seem to think there was any demand for it, aside from my request.
>>>Well, John, now 2 people want it! <ha ha!>
>
>er.... No, 3 now, that's a 50% increase in 'demand' :-))) The @ for
>attachments is a great help in the meantime.
>
>clipped
>
>>Thanks for the support and for finding another person wanting a
>>separate attachments folder. Who knows, it could happen :)
>
>Thank *you* John! <grin>
>
>--
>Trevor
>
>6 MB ATARI STe with Veloce+2
>TOS 2.06 NVDI MagiC Thing
Hey Trevor! I got bumped!!! I was was #3 !!! Oh well, #4 is fine! (:->)~
(shh! did you hear that? I thought I heard somebody ask John R. for
Javascript in his browser).
John G.
```

619. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <7Qsc5.73972$_b3.2186706@newsread1.prod.itd.earthlink.net>
Source record: 59673

On 16 Jul 2000 21:12:21 , Chris Simon wrote:
>On 16 Jul 2000 19:22:01 , Edward S. Baiz Jr. wrote:
>>I have been trying to get STING 1.26 to run. It does do well upto a point.
>>It gets all way to "initialising link" and goes no further. It does not
>>crash the Hades, it just sits there. Version 1.12 runs fine however. Any
>>ideas anyone??
>
>Sorry, no ideas - it does the same thing with me (on a Falcon). I'm staying with
>v1.15.
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.
Running StinG 1.26, Dialer 1.17, Newsie .96 (with NNNNNNNNNN next to
'experimental', NVDI 5.01 with loaded fonts) and CAB 2.8 with no apparant
problems on a stock Falcon MKI (14 meg)! E-mail me if you'd like to
compare scripts or cfg files.
John G.

620. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: dwolfe4@genie.idt.net
Message-ID: <8ktv6r$h81@nnrp1.farm.idt.net>
Source record: 59674

On 16 Jul 2000 19:22:01 , Edward S. Baiz Jr. wrote:
>Hello,
>
>I have been trying to get STING 1.26 to run. It does do well upto a point.
>It gets all way to "initialising link" and goes no further. It does not
>crash the Hades, it just sits there. Version 1.12 runs fine however. Any
>ideas anyone??

Gamer,

I installed STING 1.26/DAILER 1.17 on my TT and it worked good,
except when in a big web site like Yahoo or Ebay and moved around
to much I would get 2 bombs & 68 or 69 error, or sometimes it would
say "program refused to except data". So I went back to STING 1.22
which seem to be rock solid....

Try copying your old working DIAL.SCR into the new DIALER and see
if that helps the "initialising link" problem....

Later, Donner.....

621. Re: FS: 1040st with external HD $30

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3972B736.E5403AA@ev1.net>
Source record: 59675

```
pmlm wrote:
>
> plus shipping
>
> color monitor for $20
>
> lmk

Where are you located???

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

622. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3972B79E.16A85DCA@ooc.de>
Source record: 59676

Lonny Pursell wrote:
>
> On Sat, 15 Jul 2000, Jeff Armstrong wrote:
>
> > ALright,everyone. Some of you may have read my previous problems with
> > SCSI on my TT. Well, I recently acquired a copy of HDDriver to set up
> > this system. I had a 120meg drive set to SCSI 0 and terminated inside
> > the TT.

Both ends of the SCSI chain have to be terminated. The TT's internal
drive is always at one end of the chain, i.e. it must always be
terminated.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

623. Re: Panasonic PD with Falcon, HDDRIVER 7.9

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3972B850.C86CCD74@ooc.de>
Source record: 59677

Steve Sweet wrote:

> >FAT32 requires MagiC or MiNT and with HDDRIVER 7.9 you create TOS or DOS
> >compatible FAT32 partitions without having to use other software for
> >this.
>
> So what happens in the boot phase when HD-Driver is booting in a TOS
> environment, is the bootsector TOS compatible. Does this also mean i'l
> not be able to access my drive if i revert to TOS?.

A partition that is at the same time DOS and TOS compatible cannot be
bootable.

> >Creating a FAT32 partition is no more difficult than creating
> >other partitions. You just have to enter the partition type as explained
> >in the README of HDDRIVER 7.9.
>
> Ive not translated this yet, although a cursory galnce renders that....
>
> ....I notice the implementation of the default language selection, well
> done.
>
> Personaly i have HDDRUTIL.APP setup in Jinnee's Installed Applications
> menu and i send it a command line on execution of -e, in difference to
> the readme which states --e. -e works, --e does not, which is in error?.

Dosn't the manual say "-e" or "--english"? In case it says "--e" it's a
typo. I will check this.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

624. GNU and .o file help needed

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3972BA78.54B3EF4B@siemens.at>
Source record: 59678
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

I'm working at a GNU project and have the problem, that my environment
generates other .o files than the one of other people working at the
same project (a800 emu) and the result of my compilation does not
work while the others do. For the Atari platform we agreed on GNU C
2.91.66 and GAS 2.9. The first things when we tried to synchronize
were bin/gcc and bin/gas where I gave up my slightly newer versions.
Then I took over the include directory. That too didn't help.
Does anybody have an idea what other files would be needed for exact
synchronisation so we could be sure to create exactly the same
programs ?

Thanks
Gerhard

625. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <8kufcv$50b$1@pegasus.csx.cam.ac.uk>
Source record: 59679

John N Oakes wrote in message ...
>Hello Fellow Atarians.
> Last night on TV i saw Bladerunner probable
for umteenth time.
>Still in the background shots we still had our famous Atari symbol. After
this excellent
>film, they had a break down of what made the film unique, describing
various techniques.
>Which got me thinking of the uniqueness of our own personal machine. I feel
we don't need
>to try and stick our heads above a parapit. As long as the majority enjoy
what are the best
>about your own individual machine. Everyone's eye is always drawn to flashy
gimmick, but as long
>as you know that you have a safe ground too return to, that is the part of
enjoyment. of the
>of seeing of Atari in the background.
>

On a related note, what model Atari does John Connor (Edward Furlong) used
in Terminator 2 to raid the cash point machine?, is it a Stylus?.

Stephen Moss

626. Astronomy programs

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Academia 3000 inform&#65533;tica <minaocasion@latinmail.com>
Message-ID: <0lAc5.11150$aS.87570@telenews.teleline.es>
Source record: 59680

I need astronomy software for Atari ST.
If you know any web page with programs, please send me a e-mail.
Tanks!.

627. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3972DBF4.E46EFBF5@patent.gov.uk>
Source record: 59681

Hi Edward,

re your point about importance of good software and support. I run the
following on my Milan 1:

Graphics: Photo line 2.3 ..... PhotoShop look alike of 5 years ago and
not being updated (as yet)
Spreadsheet: Texel 2 ..... Excel look alike of 5 years vintage
Word processor: Papyrus 6 ..... Takes a different approach from
WordPerect 8 and as a result, for what it does is much easier to use.
Browser: CAB 2.8 ... on the Milan as fast as Netscape, but no Java
virtual engine so Graftool breaks in when Java encounted.
DTP: DA's LayoutTC ..... excellent and being supported Xplatforms.

Apart from some notable exceptions, the software picture is one of just
adequate software in all departments, some 2 to 5 generations behind the
PC/Mac equivalents.

On the MkX C-Lab Falcon my son runs Cubase Audio Falcon and I run Logic
Audio on my Falcon, both superb programs but again no longer supported.

Unless by some miracle, the software companies can be convinced of
1,000,000's yes I said millions of Milan 2 sales, they are not going to
divert facilities from PC/Mac software to Milan, but without such
uptodate software, the new computer byers are not going to 'go Milan'.
It's a vicious circle of hard money driven market logic. I am not
talking present Atarian's, like you and me, we are committed (or should
be :)), but about the great mass of don't knows.

Bob King.

"Edward S. Baiz Jr." wrote:
>
> On 12 Jul 2000 00:32:37 , "A.A.de Hulster" wrote:
> >
> >Bob King heeft geschreven in bericht <396B17D0.9B2A6DDE@patent.gov.uk>...
> >>Hi all,
> >>
> >>Bengy reports a report at:
> >>
> >>http://users.skynet.be/atarix/mamil.html
> >>
> >>re. the above topic. It's in french but I think it shows that against a
> >>top end PC running MagicPC, GEMBENCH figures show the Milan 2 to be very
> >>very much slower.
>

> I really do not care if the Milan 2 is slow then some of the upper end PCs.
> That will not enter in my decision if I decided to get one. SUPPORT is the
> big issue and lots of hardware is another. It is fast enough for most
> people and myself.
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

628. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80r98tgj2r.fsf@junk.nocrew.org>
Source record: 59682

"Stephen Moss" <sgm23@eng.cam.ac.uk> writes:

> On a related note, what model Atari does John Connor (Edward Furlong) used
> in Terminator 2 to raid the cash point machine?, is it a Stylus?.

It was a Portfolio, probably a bit Hollywood-enhanced. :)

Tomas

629. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Matt Sheppard <matt.sheppard@cableinet.co.uk>
Message-ID: <wbBc5.10071$ht.705055@news3.cableinet.net>
Source record: 59683

No, that would be a Portfolio!

Matt.

Stephen Moss <sgm23@eng.cam.ac.uk> wrote in message
news:8kufcv$50b$1@pegasus.csx.cam.ac.uk...
>
> John N Oakes wrote in message ...
> >Hello Fellow Atarians.
> > Last night on TV i saw Bladerunner probable
> for umteenth time.
> >Still in the background shots we still had our famous Atari symbol. After
> this excellent
> >film, they had a break down of what made the film unique, describing
> various techniques.
> >Which got me thinking of the uniqueness of our own personal machine. I
feel
> we don't need
> >to try and stick our heads above a parapit. As long as the majority enjoy
> what are the best
> >about your own individual machine. Everyone's eye is always drawn to
flashy
> gimmick, but as long
> >as you know that you have a safe ground too return to, that is the part
of
> enjoyment. of the
> >of seeing of Atari in the background.
> >
>
>
> On a related note, what model Atari does John Connor (Edward Furlong) used
> in Terminator 2 to raid the cash point machine?, is it a Stylus?.
>
> Stephen Moss
>
>

630. Re: GNU and .o file help needed

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10007171239180.106-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 59684
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello!

> Then I took over the include directory. That too didn't help.
> Does anybody have an idea what other files would be needed for exact
> synchronisation so we could be sure to create exactly the same
> programs ?

Same compiler, same binutils, same libraries.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
---
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

631. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3972F0B8.12AD3658@patent.gov.uk>
Source record: 59685

Hi Stephen,

just to add to the story of the uniqueness of the Atari family, in my job of determining the degree or otherwise of inventions, Atari software and hardware has been used against some very big companies indeed. Notably the 8-bit Atari Artist tablet and cartridge against the market leaders in pre and post-production TV graphics and Tom Hudson's 3D-CAD suite against market leaders in 3D CAD. The GEM desktop has been cited against many 'new' GUIs. The Atari got there first in many areas, but sadly that was then and this is now.

Bob King. (GB)

Stephen Moss wrote:
>
> John N Oakes wrote in message ...
> >Hello Fellow Atarians.
> > Last night on TV i saw Bladerunner probable
> for umteenth time.
> >Still in the background shots we still had our famous Atari symbol. After
> this excellent
> >film, they had a break down of what made the film unique, describing
> various techniques.
> >Which got me thinking of the uniqueness of our own personal machine. I feel
> we don't need
> >to try and stick our heads above a parapit. As long as the majority enjoy
> what are the best
> >about your own individual machine. Everyone's eye is always drawn to flashy
> gimmick, but as long
> >as you know that you have a safe ground too return to, that is the part of
> enjoyment. of the
> >of seeing of Atari in the background.
> >
>
> On a related note, what model Atari does John Connor (Edward Furlong) used
> in Terminator 2 to raid the cash point machine?, is it a Stylus?.
>
> Stephen Moss

632. TT power...

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <IYCc5.168$4g2.13623@read2.inet.fi>
Source record: 59686

I'm bringing a TT to Canada from Finland. The problem is the power supply. In Finland the power is at 220 volts and in Canada it's 110v. Does the TT have a switching power supply? Or do I have to install a new one. I understand that I can use a PC power supply too right? Any comments and suggestions are very welcome. Thanks.

Joshua.

633. Desktop pics revisited....

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au>
Message-ID: <397304A3.C528558B@rka.com.au>
Source record: 59687

Hello,

I posted earlier about ways to get a picture onto the gem desktop - thanks for the responses there. Now I've found such a program to boot in the auto folder on a floppy; only problem is, it requires a degas .pi3 image for displaying.

The problem with that is that I want to work on an image on my PC first, then get it into degas format to load on the atari. I can't find any programs that convert gif or even .img files into degas. The only one I found that works only loads degas and saves degas, which means I have to draw the image by hand (mouse) and that's a little tricky when it ain't Photoshop!

I downloaded Degas Elite, and it bombs out the system and resets (MegaST4), won't even get up and running... not sure why that is. I'm not sure if that would load another format and save it as degas either.

So, if anyone can steer me in the direction of a program (atari or windows) that will convert an img or bmp or gif or whatever into Degas .pi3, I would appreciate it.

Thanks a lot,

Matthew.

634. Re: Astronomy programs

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au>
Message-ID: <3973069D.E6456056@rka.com.au>
Source record: 59688

The archive at http://www.umich.edu/~archive/atari/ has some astronomy programs under applications, I'm pretty sure some of the other ftp archives also have some.

Cheers,

Matthew.

"Academia 3000 informï¿½tica" wrote:

> I need astronomy software for Atari ST.
> If you know any web page with programs, please send me a e-mail.
> Tanks!.

635. Re: FD Interface Board

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <397324E2.D24F6FC5@avtomatika.com>
Source record: 59689

I have seen this before, in fact I probably have a board or two laying around,
if I didnďż˝t trash them jut the other day.
8048 on the board is microcontroller which takes care of generating some signals
that old floppy is too dumb to give by himself.
IIRC itďż˝s diskchange or something like that.
On the second glance i think that my version of the board doesn't have "modern"
34-wire version of the cable, just old multicolour bunch of wires that goes to
weird floppy connector for old drive.
It looks like you can just plug in the new drive on the new cable, take power
supply from white 4-pin connector (almost 100% of the time you don't need 12V,
so don't bother with it), persuade the PC drive to respond as drive0, cut some
plastic to fit it in and that's all.

OTOH, If you are a bit on mazohistic side, you could connect new drive almost
directly to the external floppy connector (that round black thing that round
floppy cable goes to).
That way you save 0.2W of electric power and your floppy becomes Green Star
Compliant Plug-and-Play peripheral :-)

BTW: I don't think that binaries are allowed on this NG.
It would be good idea that next time you offer to email such material to
interested parties instead of poisoning the globe with picture material of
non-porno nature ;-)

Regards,

Branko

Dr John The Night Tripper wrote:

> Found this whilst repairing a goosed Atari 520STFM.
> It was interfacing a real old belt-driven 3.5" FD with large button bezel to
> the STFM. Drive not working very well so it needs a replacement but its the
> first time I've seen one.
>
> John
>
> [Image]

636. Magic & MagicMac Whats the deal?

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: jkclausen@yahoo.com
Message-ID: <8kv98h$dq0@atlas.lcc.net>
Source record: 59690

I have been trying to purchase a copy of Magic for my Falcon and MagicMac for my Mac for over a year now.

My emails to System Soultions are unanswered and they have not returned the emails of dealers I have contacted.

Does anyone out there know where I may be able to purchase this in the United States?

If I can not purchase it, does anyone have a copy they would email me?

I would however much rather purchase...

Thanks,

John Clausen

637. Re: Magic & MagicMac Whats the deal?

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <kcGc5.337$4g2.26334@read2.inet.fi>
Source record: 59691

I have a copy of Magic6.1 for sale. Write to lord_gaiyan@hotmail.com Thanks.

Joshua.

"John Clausen" <jkclausen@yahoo.com> wrote in message
news:8kv98h$dq0@atlas.lcc.net...
> I have been trying to purchase a copy of Magic for my Falcon and MagicMac
for
> my Mac for over a year now.
>
> My emails to System Soultions are unanswered and they have not returned
the
> emails of dealers I have contacted.
>
> Does anyone out there know where I may be able to purchase this in the
United
> States?
>
> If I can not purchase it, does anyone have a copy they would email me?
>
> I would however much rather purchase...
>
> Thanks,
>
> John Clausen
>

638. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: Berthold_Woesle@gp.maus.de
Message-ID: <200007171619.a13580@gp.maus.de>
Source record: 59692

Hallo Edward,

ESBJ>I have been trying to get STING 1.26 to run. It does do well upto a
ESBJ>point. It gets all way to "initialising link" and goes no further.
ESBJ>It does not

I had exactly the same problem on my TT. Ronald Andersson gave me the tip to totally reconfigure HSMODA07 with the setter.ttp of the hsmoda07 package. Do you also use this for the serial ports of your Hades? Thanks to Ronald after the reconfiguration of hsmoda07 everything works correctly.

Viele Grï¿½ï¿½e aus Oberschwaben
Berthold

639. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <397348fb$0$31676@news.zetnet.co.uk>
Source record: 59693

On 16 Jul 2000 23:53:52 , Trevor Spencer wrote:
>On 14 Jul 2000 05:38:03 , John M Rojewski wrote:
>>On 10 Jul 2000 21:53:49 , Paul Williamson wrote:
>>>Hi All,
>>>
>>>Over the last few months several of us using zetnet (UK ISP) have been
>>>trying to work out why we sometimes get <no subject> messages when
>>>downloading newsgroup articles for offline reading.

clipped the rest !

John, I have been trying out 0.96 for myself on my Hades. At first it crashed on some menu entries and also when re-sizing the windows. Since editing the prefs.inf file to add the NNNNNNNNN to the "experimental" line it had been very stable. (This is under Mint/N.AES - under Single TOS it worked fine anyway.)

BTW I am running WDIALOG 2.04 so I won't try to edit nicknames :-))

Anyway, on the <no subject> messages, I have just downloaded the same 10 articles from a woodworking newsgroup into both 0.94 and 0.96. The log file shows....

-> article 520275
430 No such article

...in both of the logs. I had the same timeout to wait for in both 0.96 and 0.94 and the <no subject> message appeared the same in both.

Unless there is something I have not set properly in 0.96, it seems as though the problem has not been cured for me, although Trevor Spencer seems to be doing rather better !

If you would like copies of my prefs.inf file or the full log, let me know and I'll send them to you.

Cheers

Paul

640. Re: FD Interface Board

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1edxco3.k3xump1m4akayN%doitarchive@atari-computer.de>
Source record: 59694

Dr John The Night Tripper <quinbus_flestrin@privacyx.com> wrote:

> Found this whilst repairing a goosed Atari 520STFM.
> It was interfacing a real old belt-driven 3.5" FD with large button bezel to
> the STFM. Drive not working very well so it needs a replacement but its the
> first time I've seen one.

In donï¿½t know what you found :)
Never seeï¿½n this board before on any atari.

Could you please tell me more if you got any information?
Thanks! :)

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

641. Re: TT power...

Newsgroup: comp.sys.atari.st
Date: 2000-07-17 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1edxcud.13470n51giz6f4N%doitarchive@atari-computer.de>
Source record: 59695

Joshua Kaijankoski <lord_gaiyan@hotmail.com> wrote:

> I'm bringing a TT to Canada from Finland. The problem is the power supply.
> In Finland the power is at 220 volts and in Canada it's 110v. Does the TT
> have a switching power supply? Or do I have to install a new one. I
> understand that I can use a PC power supply too right? Any comments and
> suggestions are very welcome. Thanks.

There are three ways available.

1. use an transformer 110 -> 220V
2. replace internal psu with an 110V type (best electronics)
3. remove internal psu, connect pc psu
(and watch all psu connections!) board goes smokey if anything is wrong)

Mainboard
TT Description/Voltage

1 PG (PowerGood)
2 +5 Volt
3 +12 Volt
4 -12 Volt (serial!)
5 GND
6 GND
7 GND
8 GND
9 -5 Volt
10 +5 Volt Mainboard
11 +5 Volt Mainboard
12 +5 Volt Mainboard

Hope thats correct. No warranty. Use an volt checker.
Do not connect anything to some else if you doasnï¿½t knew for what it is!

DOIT_ST v3.2.2 contains colorised schematic you need. Click to TT PSU.
Text is german but you can use all drawings.

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

642. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8l216t$9fm$3@zingo.tninet.se>
Source record: 59546

"Bob King" <robert.king@patent.gov.uk> wrote in message
news:3972DBF4.E46EFBF5@patent.gov.uk...

: I am not talking present Atarian's, like you and me, we are
committed (or should be :)), but about the great mass of don't
knows.

Comitted? Doesn't that mean taken into an asylum?

MG

Murphy's Law is recursive.
Washing your car to make it rain doesn't work.

643. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39749b6220ec040@online.be>
Source record: 59547

on Mon 17-07-2000 21:32 Paul Williamson wrote:

>
>I am not exactly sure which user defined color opions you mean. If you
>mean the Display Colors option (options menu) then this works fine for me
>under Mint, Single TOS and Magic. I can also import a picture without
>any colour problems, so all seems to be working fine here.

It has nothing to do with picture but with rasters (?). He is talking
about the menu 'graphic/Object properties/color. Here you can choose
between basic color and define color.
The define colors are monochrome.

>I think it is a shame that the ruler icons only display correctly in
>colour under Magic. Can this be corrected Ulli ?

I guess it can.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

644. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <8l24ag$a66$1@nyheter.chalmers.se>
Source record: 59548

In article <3973AE1C.7108428C@avtomatika.com>,
Branko Badrljica <brankob@avtomatika.com> wrote:
>
>
>atarigalen wrote:
>
>> rand@cd.chalmers.se (Johan Klockars) wrote:
>> >Rather, you should find a place that actually has a number of
>> >comparable results to look at, such as
>> >http://www.pcmarkt.ch/spec.shtml. SPECmarks are generally
...
>I�m concerned about objectivity of SPec95, at least regarding MC68K

Spec95 is a test suite, not a person/group, so it's of course objective (well,
it doesn't really have an opinion at all ;-).

The really good thing about the Spec suite is that it's available to anyone
(it costs money, though, so you won't find many private persons running the tests),
so improved hardware and compilers can be tested at any time.

Since the test is fixed (it consists of a series of applications, running from
GCC compiles via games to heavy numerical computations), you can compare any numbers
to any other.

>machines,
>as there are a few illogical figures in your table:

Well, it wasn't my table. ;-)
Feel free to locate 'better' numbers on the net and show us. With something like
SPEC that is (unlike for 'MIPS') possible.

>> >CPU/MHz Int Float
>> >68000/16 0.14 0.16
>> >68030/33 0.42 0.49
>>
>
>1. How can 030, working at 33 MHz be only 3-times faster than 000 on
>16MHz ?

Does seem a bit low, but we don't know anything about the rest of the hardware
for these machines. I would have guessed at a factor of 4-5 or so.

>I think that for 000 one can say that it achieves 10 cpi average on
>"usual" code
>and 030- should be in 2-3 cpi range IIRC. Not to mention fully 32-bit

Uhm, no. The very best the '030 can do is two cycles, and that's for simple
instructions like add, etc. For the same (as long as they are only 16 bit), the
68000 usually takes 4 cycles. Anything involving memory takes more.

>>From float readings, one might suspect that both systems were without
>FPU, since the same performance ratio applies.

I'd rather assume that the 68000 in question has a 68881 connected.
The '030 number is far too high compared to the other machines otherwise.

>> >68040/40 1.16 1.31
>
>Logical speedup-looking at integer tests, but how can 040 be only 2.5-x
>faster
>than 030 at FPU stuff, given the fact that 040 HAS an FPU unit ?

The '030 must have been using an FPU as well, and note that real world FPU
calculations (like the ones in the Spec suite) are usually very heavy on uncached
memory accesses.

>Obviously, FPU was not used and so this test does not represent fully
>speed of 040.

There is no way an '040 could be within a factor of two of a PPC603e/166 without
using the FPU (the 603e/166 gets 3.9/2.5 according to the same table). Also, the
'040 number is higher than the reference - a SuperSparc/40 (used in Sun workstations).

>> >68060/66 2.18 2.33
>>
>
>060 should give higher results here in both tests.

I really doubt that, but as I've said, please feel free to locate higher numbers
on the net or somewhere else.

>Integer test is low, because 060 has TWO enhanced 040 integer units
>instead of only one in 040. Seems like system didn't use second unit.

I think that's extremely unlikely. People who take the trouble to get hold of and
run something as extensive as the Spec benchmark aren't too likely to make such
fundamental errors (and if there is indeed a need to turn anything on, the OS should
have done it).

>Same as before goes for FPU test, FPU unit has obviously been sleeping
>through entire test.

Absolutely not!
(But try to locate some other numbers if you think otherwise.)

>> >486DX2/66 0.74 0.50
>> >P5/60 1.73 1.45
...
>No special coments regarding Wintel.

Why not? ;-)
The 486/DX2 number looks awfully low (some Spec92 numbers I found put it at about the

same speed as the '040).

> would just say that these tests reflect many other factors than purse

Take a look at www.spec.org if you want to learn more about the Spec suite.
Memory and external cache (speed and size for both) is certainly important too,
of course. Unless you have so little memory that you start swapping, or have a really
bad HD, the rest of the hardware shouldn't matter.

>CPU performance. It seems to me that on all 68K machines was used the
>same old compiler, meant for old 68000, whereas that would be hard to

Even if that was the case, it doesn't really matter a whole lot.
I seldom bother with turning on '030/'040 optimizations in gcc, since the difference
is marginal.

>believe for Wintel platforms, where one just use the latest version of
>the stuff that does instruction optimization specially for
>Cyrix/AMD/Intel/Whatever...

Traditionally, the x86 compilers haven't been terribly good (horrible architecture!)
and I'd be surprised if anyone has rerun the tests for the old machines with the
latest compilers. Anyway, the processor makers take SPEC very seriously and do what
they can to get good numbers on it.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

645. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3974a832$0$31676@news.zetnet.co.uk>
Source record: 59549

On 17 Jul 2000 17:13:34 , atarigalen wrote:

>Well, you almost had me agreeing with you until that last line.
>Now I'm skeptical (and had never heard of SPECmarks before).

SPECmarks are used used by engineers. MHz is used by marketing men.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

646. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3974A975.CB3BA089@avtomatika.com>
Source record: 59550

Johan Klockars wrote:

<SNIP>

> >Iďž˝m concerned about objectivity of SPec95, at least regarding MC68K
>
> Spec95 is a test suite, not a person/group, so it's of course objective (well,
> it doesn't really have an opinion at all ;-).
>

Sorry. I meant that given results probably don't reflect pure CPU performance, as they seem to be clouded with interference of the systems that those CPUs were fitted in. Off course, each benchmark only shows us CPU speed on the given code...
One might argue that this is actually real speed as one depends on the whole system and not only CPU.
Still, arguments were made regarding CPU speed, not system speed.
(As "68060/66 is comparable to Pentium I/90" etc).

<SNIPPED>

>
> >machines,
> >as there are a few illogical figures in your table:
>
> Well, it wasn't my table. ;-)

Bad wording on my part...

>
> Feel free to locate 'better' numbers on the net and show us. With something like
> SPEC that is (unlike for 'MIPS') possible.
>
> >> >CPU/MHz Int Float
> >> >68000/16 0.14 0.16
> >> >68030/33 0.42 0.49
> >>
> >
> >1. How can 030, working at 33 MHz be only 3-times faster than 000 on
> >16MHz ?
>
> Does seem a bit low, but we don't know anything about the rest of the hardware
> for these machines. I would have guessed at a factor of 4-5 or so.
>

That's what I was talking about. 030 system seems to be poorly/economically designed. I sometimes think that MC made 68K stuff a bit too good, so designers could often cut corners and still get away with it. IIRC Atari TT (which was so praised and expensive)

DOES NOT HAVE L2 cache (at least not one worth mentioning). In Wintel world, with stunt like that, competition would eat them alive.
They would probably become reference for everyone else, so that they could claim their L2 boards as "Double Speed", "Quad Speed" etc...

>
> >I think that for 000 one can say that it achieves 10 cpi average on
> >"usual" code
> >and 030- should be in 2-3 cpi range IIRC. Not to mention fully 32-bit
>
> Uhm, no. The very best the '030 can do is two cycles, and that's for simple
> instructions like add, etc. For the same (as long as they are only 16 bit), the
> 68000 usually takes 4 cycles. Anything involving memory takes more.
>

IIRC 68000 takes four cycles only for NOP and more or less anything that operates on registers only, that is 16 bit wide and that do not have additional parameters within instruction... Everything else takes more, up to DIVS, which can take some 140 cycles. Usually the average is much higher than 4 cpi...

>
> >>From float readings, one might suspect that both systems were without
> >FPU, since the same performance ratio applies.
>
> I'd rather assume that the 68000 in question has a 68881 connected.
>

Even if 68000 had a FPU, one would expect that software handler for FPU communication would cause considerable additional slow down.
OTOH, maybe "grandpa" was tested while on viagra :-)

> The '030 number is far too high compared to the other machines otherwise.

I guess it depends on what's in a test. 030 is the fastest combination with full-instruction set FPU. Everything newer (040 and up) has simplified FPU that needs CPU assistance to execute complex instructions...
Thanks for the URL. I'll take a peek at the source code when time permits...

>
> >> >68040/40 1.16 1.31
> >
> >Logical speedup-looking at integer tests, but how can 040 be only 2.5-x
> >faster
> >than 030 at FPU stuff, given the fact that 040 HAS an FPU unit ?
>
> The '030 must have been using an FPU as well, and note that real world FPU
> calculations (like the ones in the Spec suite) are usually very heavy on uncached
> memory accesses.
>

As said, FPU unit in 040 is different than 68881/68882. It does lack many instructions, which have to be emulated. OTOH, new FPU unit is on the die, on the other side of the internal cache and FPU transfers shouldn't bother CPU nearly as much as with 030/68882.

One would expect to get FPU speedup totally different than CPU speedup.

> > >Obviously, FPU was not used and so this test does not represent fully
> > >speed of 040.
> >
> > There is no way an '040 could be within a factor of two of a PPC603e/166 without
> > using the FPU (the 603e/166 gets 3.9/2.5 according to the same table). Also, the
> > '040 number is higher than the reference - a SuperSparc/40 (used in Sun workstations).
> >

Wasn't 603e cheap version without FPU?
I'm not sure about this, I'll have to check, but I know that 603e was degraded in some
way, compared to 603...

> > >> >68060/66 2.18 2.33
> > >>
> > >
> > >060 should give higher results here in both tests.
> >
> > I really doubt that, but as I've said, please feel free to locate higher numbers
> > on the net or somewhere else.
> >
> > >Integer test is low, because 060 has TWO enhanced 040 integer units
> > >instead of only one in 040. Seems like system didn't use second unit.
> >
> > I think that's extremely unlikely. People who take the trouble to get hold of and
> > run something as extensive as the Spec benchmark aren't too likely to make such
> > fundamental errors (and if there is indeed a need to turn anything on, the OS should
> > have done it).
> >

I'll take your word for it. I never did designed anything around 040, so who am I to
speak... But I did my fair share of 68000 designs with some to come.
On the secon thought, maybe I should send a buck or two to those Spec guys.
Their results on the 68000 make me feel young :-)

> > >Same as before goes for FPU test, FPU unit has obviously been sleeping
> > >through entire test.
> >
> > Absolutely not!
> > (But try to locate some other numbers if you think otherwise.)
> >
> > >> >486DX2/66 0.74 0.50
> > >> >P5/60 1.73 1.45

> > ...
> > >No special coments regarding Wintel.
> >
> > Why not? ;-)

Because I have never done anything with 386,486 and the like except nice badges from the silicon die ;-)
I don't know much about x86. I have tried, but their 1-page datasheets are BS
(all saying "We are the best-that's all you need to know")

>
> The 486/DX2 number looks awfully low (some Spec92 numbers I found put it at about the
> same speed as the '040).
>
> > would just say that these tests reflect many other factors than purse
>
> Take a look at www.spec.org if you want to learn more about the Spec suite.
> Memory and external cache (speed and size for both) is certainly important too,
> of course. Unless you have so little memory that you start swapping, or have a really
> bad HD, the rest of the hardware shouldn't matter.
>

Something that fits in the cache of small Celeron's only 128 Kb cache doesn't necesarrily fit in the awesome 8K cache of 040, and then the rest of the hardwarematters a whole lot, mainly external L2 cache speed and memory speed, usually in this order of importance...

>
> >CPU performance. It seems to me that on all 68K machines was used the
> >same old compiler, meant for old 68000, whereas that would be hard to
>
> Even if that was the case, it doesn't really matter a whole lot.
> I seldom bother with turning on '030/'040 optimizations in gcc, since the difference
> is marginal.

>
> >believe for Wintel platforms, where one just use the latest version of
> >the stuff that does instruction optimization specially for
> >Cyrix/AMD/Intel/Whatever...
>
> Traditionally, the x86 compilers haven't been terribly good (horrible architecture!)
> and I'd be surprised if anyone has rerun the tests for the old machines with the
> latest compilers. Anyway, the processor makers take SPEC very seriously and do what
> they can to get good numbers on it.
>

Maybe also because it wouldn't be of particular interest to anyone to use some new fancy compiler in order to increase speed figures of old 486 system. Much better is to apply it to new things and let them shine more :-)

Regards,

Branko

>

647. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <002057e8.c710f7de@usw-ex0107-055.remarq.com>
Source record: 59551

jba4@po.cwru.edu (Jeff Armstrong) wrote:
>Ok, eveyrone, I've made a little progress. ...
>Finally, I removed BigDOS from the Auto and REbooted, which
>caused, as expected, GEM to bomb at start.
>
>And just as an end note, removing the 8gig drive and booting
>the HD with CBHD (or HDDRIVER) still causes GEM to bomb at
>startup.
>
This still looks like a termination error, and Uwe and Martin
appear to be giving good advice.

One thing I'd try is to get the TT running with just the
internal drive. Then pull the resistors (i.e. terminators) as
mentioned by the others and get back to work on the 8 Gb drive.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

648. FS : SuperCharger

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Optik@btinternet.com
Message-ID: <3974c56f.2483034@news.btinternet.com>
Source record: 59552

Would anyone on this group be interested in a 'Supercharger' for the
Atari ST.

Hopefully you know what one is?

It is complete with manuals/software + PSU and cables to link to PC
etc.

Please email me for more information or to make an offer?

Thanks

649. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sn9iqjf1nk24@corp.supernews.com>
Source record: 59553

On 18 Jul 2000 21:01:09 , Branko Badrljica wrote:

<SNIP>
>I meant that given results probably don't reflect pure CPU performance, as they
>seem to be clouded with interference of the systems that those CPUs were fitted in. Off
>course, each benchmark only shows us CPU speed on the given code...
>One might argue that this is actually real speed as one depends on the whole system and
>not only CPU.
>Still, arguments were made regarding CPU speed, not system speed.
>(As "68060/66 is comparable to Pentium I/90" etc).

I agree. It seems the specmark is a way of measuring the CPUs power,
not a whole computer. How have they achieved this?

A lot of people seem to think that a computer that
has the fastest Mhz is the fastest machine - they're just
ignorant.

I can accpet that a 060 @ 66Mhz has similar grunt to a P90. P90
machines probably have their memory at 33mhz don't they, whereas
the Milan II will have it storming along at 66/80 mhz.

Doubling the STs CPU gives a measly 120% speed increase overall,
whereas doubling the clock can give far more.

They also have to take the OS into account, I know which one's more
efficient out of Windows and Magic..

I would say bus/memory speed is a lot more important than CPU speed.
Leave that "1Ghz" crap to the sales people at PC World.

>Even if 68000 had a FPU, one would expect that software handler for FPU communication
>would cause considerable additional slow down.
>OTOH, maybe "grandpa" was tested while on viagra :-)

Hey quit it! You're disturbing my mind. :-(

You're gonna give me nightmares :-D

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

650. Re: Misc Atari Items FS/Trade/Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Chris <capw@pathcom.com>
Message-ID: <3974CCFB.430212@pathcom.com>
Source record: 59554

Fred Horvat wrote:

> I personally have not used the Spectre GCR on my Falcon but I have seen
> people run it on the Falcon just fine.
>
> The Atari 2600 computer I have IS NOT a plug in unit. It is a fully stand
> alone Atari 2600 computer system. It's roughly the size of an Atari 600XL
> computer. I have JPG's available of it for any interested people. Just
> E-mail me and I'll send them out to you.
>
>

Hi,

Please e-mail me the JPGs. mailto:capw@pathcom.com

Thanks,
g'day
--
Wow! Take a look at these great web pages!:

HamSTer Power!
http://www.pathcom.com/~capw/hamster.html

MegaLinks web page (1999 links)
http://www.geocities.com/SoHo/Village/9298/

Blame Canada, eh!
http://www.geocities.com/SoHo/Village/9298/lyrics/blame.html

SpongeBob SquarePants!
http://www.geocities.com/Soho/Village/9298/lyrics/sponge.html

Spring has sprung! Sproing!
mailto:capw@pathcom.com

It's Time to Take Advantage of the Internet.
Join AllAdvantage.com at
http://alladvantage.com/go.asp?refid=LIB-059

651. Creating real ST Disks with a Mac?

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Alexander Klock <alex@alexanderklock.de>
Message-ID: <3974CC64.48FC9B0F@alexanderklock.de>
Source record: 59555

Hi there,

I wanted to use DUST on my Macintosh to create some real ST readable
Disks out of some Archives from lgd.fatal-design.com.

Unfortunately the Disks don't work, either the disks seem to be corrupt
or the images are too large for the disks.

Is there another way to create real disks out of images with a mac?

Thanx
Alex

--
Besuch' doch mal planetklockeï¿½ @ http://www.alexanderklock.de
Eintracht - GameGear - C64 - Flohheim - Funnies - ...und ich!!

652. 100k Hits - magicos.de

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Bengy <bengy@home.com>
Message-ID: <B59A2B4B.40F0%bengy@home.com>
Source record: 59556

After I posted the arrival of 100 000 visits to magicos.de a few weeks ago, some programmers and organizations emailed me offering to help "celebrate" the milestone by donating some small gifts, so now...

We've teamed up with ST-Computer Magazine and various shareware programmers and organizations to be able to give loyal Atari users a chance to win prizes. "Celebration 100K" is a way of thanking all of our 500+ daily visitors and supporters. How to enter?
1) When you see the counter (Thanks to Atari.org) reach:
115 000
Then take a snap shot of the webpage (showing the counter), sign the guest book, and E-Mail me to see what you won!
Do the same when you see:
135 000 and 1 55 000
(Access.logs will be checked: Reloads will be disqualified! If the counter says 114 999 for example, Im sorry but you can not reload the page to win!)

2) Other mini contests will be announced as time goes by, so stay tuned!

Special note to programmers and organizations: If you would like to be very nice and donate a free registration, a gift certificate/voucher, then don't hesitate to e-mail me! You can even design your own mini-contest!

(note: This is a celebration of MagiC Online and is independent from the upcoming Atari Competition in conjunction with the Place2be. The upcoming competition will be much larger and should spark lots of activity in the Atari community)

Magic online: http://magicos.de

Yours, with sympathy and all blessings,
Bengy

```
---------------------------------------
| K B Collins - ben@magicos.de |
|MagiC Online Inc. - http://magicos.de|
---------------------------------------
```

653. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8l2p9i$820$5@news.hccnet.nl>
Source record: 59557

```
visit Gary Field's SCSI Info Central at www.scsifaq.org

"Martin-ï¿½ric Racine" <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10007181300590.69-100000@rakas...
| On 2000-7-17, Lonny Pursell <atari@SYNTAX.ERROR> wrote:
|
| > Mine is not terminated like that for ages, but the chain
| > works fine. This is one area often confusing, as there is
| > also terminating resistor packs on the mother board. Pity
| > there is not some good block diagrams which show all the
| > possible drive combinations in a clear fashion.
|
| Have a look at the NetBSD/Atari port's FAQ.
|
| http://www.netbsd.org/Ports/atari/faq.html#term
|
| The general idea is this:
|
| ^^--internal---------^^--||-------external--^^
|
| ^^ = terminators
| || = DB-25 external SCSI connector
|
| The SCSI chain is a straight line, and there must be resistors
| at both ends. One end is always the internal drive, and must be
| terminated at all times. This is the simple part.
|
| The complicated part is, either:
|
| 1) The other end is not used, in which case you should insert
| the resistor packs inside the TT, at the location marked on
| that NetBSD/Atari FAQ.
|
| 2) The other end _is_ used i.e. there are devices connected on
| the external SCSI connector, in which case you remove the
| internal resistors and instead terminate the last external
| device of the chain.
|
| In both cases, the TT's internal drive is always terminated.
|
| What changes is, the other end is terminated either near the
| DB-25 SCSI connector inside the TT, or at the last external
| device of the SCSI chain.
|
```

```
| --
| Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
| Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
|
```

654. Re: Looking to buy a Mega ST - any out there?

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3975061C.58EB2CC@jps.net>
Source record: 59558

Hi Bruce,

I'm letting go of my Centurbo II equipped Falcon. My asking price may be too close to your retail price for you to be interested. It has 32MB TT RAM, 14MB ST RAM, FPU, and 550MB internal IDE hard drive (w/o cable). CT2 CPU clocks at 50MHz. Asking $700. Also could include 2GB external SCSI drive in SF354 case, MediaVision Reno SCSI CD ROM, SLM605 with Falcon Heatseeker SLM interface.

John

"atari@myatari.com" wrote:
>
> I'm looking for Mega STE, STE and Falcon Computers.
> I do not need Mega ST or ST/STF computers.
>
> Ship to:
>
> Bruce E carso
> 5917 Stope Way
> El Dorado, Ca 95623
> atari@myatari.com
> Thanks/Bruce
>
> ---
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com

655. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3975079C.AB39FFB@jps.net>
Source record: 59559

Martin-ï¿½ric Racine wrote:
>
> E: and following, whichever size you want, but don't use BigDOS.
>
> Instead, use either MagiC or MiNT, both of which have built-in
> support for large partitions and are generally safer than BigDOS.
>
Yes, I learned the hard way when BigDOS blew out my C: partition!

John

656. Re: Misc Atari Items FS/Trade/Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <397509FA.44F52458@jps.net>
Source record: 59560

No no no! The Spectre will not run on a Falcon. The Cart port is
different. Dave Small had hoped to make a Falcon compatible Spectre, and
support Falcon color, but it never happened. Neither did 3.1 make it out
to the public.

Fred Horvat wrote:
>
> I personally have not used the Spectre GCR on my Falcon but I have seen
> people run it on the Falcon just fine.
>
> The Atari 2600 computer I have IS NOT a plug in unit. It is a fully stand
> alone Atari 2600 computer system. It's roughly the size of an Atari 600XL
> computer. I have JPG's available of it for any interested people. Just
> E-mail me and I'll send them out to you.
>
> Michael and Nicole Freeman wrote:
>
> > On 18 Jul 2000 00:30:28 , Fred Horvat wrote:
> > >I have a real gem here. The only known stand alone Atari 2600
> > >computer system made. The Bit60 Computer made by Bit Corp.
> > >Spectravideo made an add on adapter for the 2600 console.
> > >This is a fully functional computer and 2600 game system.
> > >This is the 2600 computer system reviewed in
> > >"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
> > >firm on the price since this is not something your going
> > >to find at a local flee market or garage sale. $1,000.00
> >
> > I may be thinking about something completely different, but I
> > remember there being a plug-in computer module for the 2600 in the
> > early '80s that sat on top of the main unit and had a small rubber-
> > keyed keyboard. I saw it in catalogs for a while, so if this is the
> > same thing, I'm sure it's not the only one. At any rate, I've seen
> > something similar before. I thought it was quite a cool idea at the
> > time (although I was in elementary school, so... :)!
> >
> > >Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
> > >for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
> > >box, and an extra disk of misc ST utils. $40.00
> >
> > And as far as I know, the Spectre GCR cartridge is NOT for the
> > Falcon, as the Falcon (stupidly) uses a different cartridge port
> > design than the ST(e)/TT computers do. Just thought I'd clarify in
> > case someone with only a Falcon is interested.
> >

> > Mike Freeman
> > nameerf@flash.net

657. Re: Desktop pics revisited....

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007180940.a31049@os.maus.de>
Source record: 59561

Hello Matthew and Caroline!

MACSM>So, if anyone can steer me in the direction of a program (atari or
MACSM>windows) that will convert an img or bmp or gif or whatever into
MACSM>Degas .pi3, I would appreciate it.

Guess: Smurf (Atari), Graphic Converter (Mac).
Alternative idea: Get the DegaSnap accessory, It makes screen snapshots in
Degas format. Any image Your Atari can display can be converted into Degas
format this way.

bye,
=Gerhard=

658. FS: Joysticks

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39751A59.143CA6F2@jps.net>
Source record: 59562

One pair joysticks left:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=386259612

659. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <963988814-122488AEicMi@cwcom.net>
Source record: 59563

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sun, 16 Jul 2000 19:22:03 GMT

>Papyrus 8 has been a dream program for me. I love it except for one thing.

How do you get on with some of the dialog boxes? The one which comes up offering to change styles has buttons so wide that it forces the dialog box off the side of the screen. The printer dialog has a remove <something> button where the shortcut hasn't been moved to a suitable letter, so it's ALT-Space. The text for the object of the "remove" command isn't complete in the button.

Bit messy, I'd say.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

660. Re: SETI displaying errors?

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <963988816-122956AEicMi@cwcom.net>
Source record: 59564

From: "Steve" <stephen.maclagan@REMOVETHISTOREPLYbtinternet.com>
Date: Sun, 16 Jul 2000 23:24:08 +0100

>There was a version that might have been able to run on an Atari, it was for
>the an "hp" with a m68k running NetBSD, my theory is that a program written
>for the m68k processor and NetBSD should run on any platform, whether it's

If it doesn't (and I doubt that it will) then I strongly suggest that this subject
is severely OFF TOPIC. This is an Atari newsgroup folks please.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

661. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <963988818-123398AEicMi@cwcom.net>
Source record: 59565

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: 17 Jul 2000 19:03:09 GMT

>I have come upon a digital camera the documentation for which says that
>it uses TWAIN protocol for communication with a computer. I am completely
>unfamiliar with this protocol, and I know only what was written in

That's a standard used for the PC. It allows programs to load or scan images
straight into their windows for further manipulation.

The nearest alternative on the Atari platform is GDPS, a scanner driver protocol
which allows scanning straight into programs such as Alexander Clauss' OCR,
PixArt, and Calamus.
--

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/ __ \ / __ \ / __ \
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

662. Misc Atari Items FS/Trade/Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Fred Horvat <fmh@oh.verio.com>
Message-ID: <3973A67A.4831DE2B@oh.verio.com>
Source record: 59625

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. E-Mail me or call me at
440-286-2567 evenings EST. I am also open to trade offers.
E-mail me your list to fmh@netzero.net

My want list is near the bottom of this list.

HARDWARE

I have a real gem here. The only known stand alone Atari 2600
computer system made. The Bit60 Computer made by Bit Corp.
Spectravideo made an add on adapter for the 2600 console.
This is a fully functional computer and 2600 game system.
This is the 2600 computer system reviewed in
"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
firm on the price since this is not something your going
to find at a local flee market or garage sale. $1,000.00

Falcon Speed by Sack Electronic
Intel 286-16mhz IBM processor board for the Atari Falcon computer
Run DOS and Windows 3.1 programs on your Falcon
Norton SI Factor of 12
Sound Support
Up to 8 Meg of IBM RAM
VGA and SVGA video modes 640x480, 800x600, and 1024x768 under Windows
3.1
Switch back and forth between TOS and DOS modes $100.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $40.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 as a stand alone fax machine.
Comes with special fax modem, diskettes, and manual. $30.00

Apple Powerbook 165. This machine runs MagiC Mac real fast.

Can even browse the Web with CAB! 68030 33mhz, 8 Meg RAM,
80 Meg Hard Drive, Running Mac OS 7.5, 9600 baud internal modem
640x400x16 shade grey scale display, Battery.
Comes with nice Targuus carrying case, Mac OS 7.5 for Dummies book
Internet Starter Kit for Mac book with CD-ROM.
I have Internet dialer software setup and working with a couple
of different browsers installed. With the 16 shade grey scale
screen it is not too bad to browse the Web with. $150.00

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

Conquest of Camelot by Sierra. Complete with box, docs, and disks $8.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $8.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks.
$12.00

MISC SOFTWARE

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $5.00

BOOKS $5.00 each unless noted

Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples. $5.00

Thunder! The Writers Assistant manual. $1.00

MAGAZINES

I have a large selection of mostly 80's and early 90's Video Game and
Computer Magazines, Books, and Newsletters for various systems.
Please E-mail me for a current listing.

WANTED

MagiC Milan Ver 6.1X
MagiC Mac Ver 6.XX

CAB 2.7 or higher, full version or upgrade
AIXIT TT RAM board
MagiC Ver 6.XX for Atari, full version or upgrade
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,

OS/2, and Amiga. If interested please request a list.

663. Re: Misc Atari Items FS/Trade/Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <27Pc5.3676$zW2.108922@news.flash.net>
Source record: 59626

On 18 Jul 2000 00:30:28 , Fred Horvat wrote:
>I have a real gem here. The only known stand alone Atari 2600
>computer system made. The Bit60 Computer made by Bit Corp.
>Spectravideo made an add on adapter for the 2600 console.
>This is a fully functional computer and 2600 game system.
>This is the 2600 computer system reviewed in
>"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
>firm on the price since this is not something your going
>to find at a local flee market or garage sale. $1,000.00

I may be thinking about something completely different, but I remember there being a plug-in computer module for the 2600 in the early '80s that sat on top of the main unit and had a small rubber-keyed keyboard. I saw it in catalogs for a while, so if this is the same thing, I'm sure it's not the only one. At any rate, I've seen something similar before. I thought it was quite a cool idea at the time (although I was in elementary school, so... :)!

>Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
>for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
>box, and an extra disk of misc ST utils. $40.00

And as far as I know, the Spectre GCR cartridge is NOT for the Falcon, as the Falcon (stupidly) uses a different cartridge port design than the ST(e)/TT computers do. Just thought I'd clarify in case someone with only a Falcon is interested.

Mike Freeman
nameerf@flash.net

664. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <3973bcd5.13938224@news.cwru.edu>
Source record: 59627

Ok, eveyrone, I've made a little progress. I loaded CBHD onto the internal C: partition. This partition was not reformatted at any point since I want everything on it. Now I can get CBHD to start from hard disk and detect my external 8gig drive. Next, BiGDOS in the Auto folder executes (this is the only ting in Auto). THen the bumble bee comes on and GEM goes down with two bombs. The desktop never comes up.

Now booting from floppy, I can run CBHD and install all the hard drives (including the 8 x 1 gig partitions on the 8gig drive). I do not run BigDOS from floppy as that will lock the system. Next I can access the internal partitions. I removded and saved a sterile Newdesk.INF file to insure programs were not causing GEM to bomb and renamed all the accesories to insure nothing loaded. Rebooting with this setup causes GEM to bomb with 2 bombs before it even comes up to the desktop.

Finally, I removed BigDOS from the Auto and REbooted, which caused, as expected, GEM to bomb at start.

ANd just as an end note, removing the 8gig drive and booting the HD with CBHD (or HDDRIVER) still causes GEM to bomb at startup.

Now the 8gig drive was partitioned using HDDRUTIL, not CBHDCONF since CBHDCONF cannot seem to understand that the drive has an 8gig capacity. However, I cannot use HDDRIVER with the system since it still refuses to detect the 8gig external drive at all.

The drives are not using parity (the internal drive doesn't work with it). tHe internal drive is terminated, as is the external drive. tHe internal drive has always been terminated and used to work. The internal drive is set to SCSI ID 0 and the external 8gig is set to SCSI ID 1.

I am completely out of ideas. Does anyone have any idea how to salvage this system? I'll do anything to get it running. THanks in advance! And thanks for all the help so far!

-Jeff

On Sun, 16 Jul 2000 02:04:32 GMT, John N Oakes <doyene@zetnet.co.uk> wrote:

>In message <3970d24e.21797862@news.cwru.edu>
>Jeff Armstrong wrote:
>>ALright,everyone. Some of you may have read my previous problems with
>>SCSI on my TT. Well, I recently acquired a copy of HDDriver to set up

>>this system. I had a 120meg drive set to SCSI 0 and terminated inside
>>the TT. Outside, I have another 120meg drive set to SCSI 1 with no
>>termination. Next in the chain is a 8gig SCSI drive set to SCSI 2 and
>>terminated with internal power to the temrinator (whatever that means.
>>That is the full description of the setup.
>Should not the chain sequence be terminated at the end
>With my TT030 I did not bother with a internal SCSI just kept a External instead.
>>Now, ealier today, I formatted and attempted partitioning the 8gig
>>drive after booting to floppy. from the floppy, I ran HDDRIVER.PRG
>>and it detected all three drives. I formatted the 8gig drive (all the
>>others were allready configured) and partitioned it into 4 x 2000 meg
>>partiitions and 1 x 660 meg partition. It passed the setcor test and
>>all. Nect, I tried changing some options at wich point the system
>>foze. Upon reboot, HDDriver loaded (detecting all drives), but like
>>ealier the system bombed while loading GEM (2 bombs). THe auto folder
>>is empty and there are no autorun applications set up.
>
>* The reason here is because the HDDriver.sys was not created and saved.*
>So when you rebooted it it had nothing.
>On the option try not auto configure Try this manually and check each option needed.
>
>>Now I booted to floppy again, but this time, HDDRIVER.PRG did not
>>detect the two external drives (one of the 120megs and the 8gig).
>>Since then, it has not detected it. I can enter HDDRUTIL.APP and run
>>a scan (I believe it's the option Auto-configuring...) which scans the
>>busses for drives. My big SCSI and the little SCSI show up as there
>>in the scan, but, as I said earlier, are not detected by HDDRIVER.PRG.
>>Since they are not detected by the SCSI driver, I cannot access them
>>through HDDRUTIL.APP to format and partiiton them.
>
>Try cold bootup as I remember with mine on warm bootup it doesn't clear
>the system. allow all three drives to engage the start your computer up.
>
>>Now I have checked the termination settings and all the hardware over
>>and over again. I have removed the external 120meg drive and reset
>>the 8gig drive to SCSI 1 with termination and attempted to detect it
>>with the same results as described above. Furthermore, when I remove
>>the external drives, the internal drive will still not boot and gives
>>two bombs when entering GEM.
>
>This is mainly because there is no boot configure. When or if you remove
>the internal scsi drive you will have normal basic TT030. When you added
>the harddrive internally the computer is asking for a boot sequence.
>With mine TT the 2.1gb harddrive are kept outside and terminated at cdrom source.
>
>>Does anyone have any idea what is going on here? I am absolutely fed
>>up with this ridiculous procedure at this point and I need some help.
>>If anyone has any idea how this works for setup, please help me!
>>Thanks in advance!
>

>*Try-not-to-give-up-too-easy-end
>
>>Jeffrey Armstrong (jba4@po.cwru.edu)
>>Case Western Reserve University
>
>Regards
>
>
>--
>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
>xx Alway and Forever a Atari User xx
>xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
>xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
>xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
>xx Email: doyene@zetnet.co.uk xx
>xx Med vennlig hilsen : with kindest regards xx
>xx John Nicholas Oakes xx
>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
>

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

665. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <hhPc5.56$H35.3274@nsw.nnrp.telstra.net>
Source record: 59628

It is a portfolio...

Mark Bedingfield

Stephen Moss <sgm23@eng.cam.ac.uk> wrote in message
news:8kufcv$50b$1@pegasus.csx.cam.ac.uk...
>
> John N Oakes wrote in message ...
> >Hello Fellow Atarians.
> > Last night on TV i saw Bladerunner probable
> for umteenth time.
> >Still in the background shots we still had our famous Atari symbol. After
> this excellent
> >film, they had a break down of what made the film unique, describing
> various techniques.
> >Which got me thinking of the uniqueness of our own personal machine. I
feel
> we don't need
> >to try and stick our heads above a parapit. As long as the majority enjoy
> what are the best
> >about your own individual machine. Everyone's eye is always drawn to
flashy
> gimmick, but as long
> >as you know that you have a safe ground too return to, that is the part
of
> enjoyment. of the
> >of seeing of Atari in the background.
> >
>
>
> On a related note, what model Atari does John Connor (Edward Furlong) used
> in Terminator 2 to raid the cash point machine?, is it a Stylus?.
>
> Stephen Moss
>
>

666. Re: Gem desktop pictures?

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <UjPc5.58$H35.3534@nsw.nnrp.telstra.net>
Source record: 59629

Doesnt WINX need gemram to run? It put me off using it is it gobbles up more ram.

Mark Bedingfield

Gerhard H�lscher <Gerhard_Hoelscher@os.maus.de> wrote in message ews:200007160956.a30981@os.maus.de...
> Hello Mike,
>
> MANF>I suggested DeskPic, or WINX's background pattern program.
>
> I don't know DeskPic, but anyways WINX would be good to install.
>
> bye,
> =Gerhard=

667. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3973AE1C.7108428C@avtomatika.com>
Source record: 59630

atarigalen wrote:

> rand@cd.chalmers.se (Johan Klockars) wrote:
> >Rather, you should find a place that actually has a number of
> >comparable results to look at, such as
> >http://www.pcmarkt.ch/spec.shtml. SPECmarks are generally
> >recognized as reasonable measurements of processor speed
> >(unlike any kind of MIPS). The numbers on that page are SPEC95
> >and there have been updates since then, but I doubt anyone has
> >run the newer test suites on hardware as old as we're talking
> >about here.
> >
> >Anyway, this is what SPEC95 has to say:
>

Iďž˝m concerned about objectivity of SPec95, at least regarding MC68K
machines,
as there are a few illogical figures in your table:

> >CPU/MHz Int Float
> >68000/16 0.14 0.16
> >68030/33 0.42 0.49
>

1. How can 030, working at 33 MHz be only 3-times faster than 000 on
16MHz ?
I think that for 000 one can say that it achieves 10 cpi average on
"usual" code
and 030- should be in 2-3 cpi range IIRC. Not to mention fully 32-bit
ALUs, which mean no speed penalty for 32-bit instructions etc.
>From float readings, one might suspect that both systems were without
FPU, since the same performance ratio applies.

> >68040/40 1.16 1.31

Logical speedup-looking at integer tests, but how can 040 be only 2.5-x
faster
than 030 at FPU stuff, given the fact that 040 HAS an FPU unit ?
Obviously, FPU was not used and so this test does not represent fully
speed of 040.

>
> >68060/66 2.18 2.33
>

060 should give higher results here in both tests.
Integer test is low, because 060 has TWO enhanced 040 integer units

instead of only one in 040. Seems like system didn't use second unit.
IIRC it has to be enabled after reset through special flag. 65% of speed
increase is due to the higher clock, so there is only 13% speed increase
in cycle terms. This could be due to larger cache on 060 or more likely
due to enhancements on the integer engine.
Same as before goes for FPU test, FPU unit has obviously been sleeping
through entire test.

> >486DX2/66 0.74 0.50
> >P5/60 1.73 1.45
> >P54C/90 2.65 2.07
> >P55C/233 7.01 5.17
> >PII/333 13.00 9.55
> >PII/400 15.85 12.15
> >G4/500 23.78 22.67
> >K5/100 3.20 2.90
> >K6-2/300 8.50 5.80
> >Athlon/600 27.50 22.20
> >21264/666 38.00 61.00
>

No special coments regarding Wintel.

I would just say that these tests reflect many other factors than purse
CPU performance. It seems to me that on all 68K machines was used the
same old compiler, meant for old 68000, whereas that would be hard to
believe for Wintel platforms, where one just use the latest version of
the stuff that does instruction optimization specially for
Cyrix/AMD/Intel/Whatever...

> >
> >As you can see, the '060 is somewhere around Pentium 60/90
> >speed.
> >
> >>In any event, regardless of the idea of supporting the Atari
> >>community (a good one, in my opinion), the Milan II should
> >>bring us up to about 1997 technology...
> >
> >Make that '93-'94 and you're about right.
>

If not a year or two before that.

<SNIP>

Regards,

Branko

668. Re: TT power...

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Tomy <montom@kki.net.pl>
Message-ID: <3973E468.C83DD7C7@kki.net.pl>
Source record: 59631

Hi!

> I understand that I can use a PC power supply too right?

Of course. You can use any AT type PC POWER.

--
(o) e-mail : montom@kki.net.pl
(o)(o)(o)(o) www : www.kki.net.pl/~montom
(o) (o) mobile/SMS : (0-604) 985462
(o)
(o) (o)(o) (o)(o)(o) (o) (o)
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o) (o) (o) (o) (o) (o) (o)
(o) (o)(o) (o) (o) (o)(o)
------------------------------ (o)
/ Tomy /ATARI/Falcon/030/68882/ (o) (o)
------------------------------ (o)(o)
beST regards

669. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39740026.EC75DED5@ooc.de>
Source record: 59632

Lonny Pursell wrote:

> > Both ends of the SCSI chain have to be terminated. The TT's internal
> > drive is always at one end of the chain, i.e. it must always be
> > terminated.
>
> Mine is not terminated like that for ages, but the chain works fine.

Nevertheless it's wrong. Just have a look at the SCSI standard.
Regularly users report problems that are caused by not correctly
terminating the bus.

> This is one area often confusing, as there is also terminating
> resistor packs on the mother board.

What's confusing about this? Both physical ends have to be terminated,
the rest must not be terminated. That's it.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

670. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <397401B8.D98EAB8A@ooc.de>
Source record: 59633

Jeff Armstrong wrote:

> capacity. However, I cannot use HDDRIVER with the system since it
> still refuses to detect the 8gig external drive at all.

Since HDDRIVER when started from a floppy recognized this drive but it only wasn't recognized when booting HDDRIVER from hard disk I can't imagine any other source of error than not having configured HDDRIVER.SYS with the SCSI ID of the missing drive.
HDDRIVER.PRG as you find it on the driver disk checks any device ID since it is preconfigured this way. But the version you install as HDDRIVER.SYS has to be configured for most devices. Simply use the "Auto configure" option for this, as explained in the manual.

> The drives are not using parity (the internal drive doesn't work with

This doesn't matter anyway since the TT and Falcon support parity.

> it). tHe internal drive is terminated, as is the external drive. tHe
> internal drive has always been terminated and used to work. The
> internal drive is set to SCSI ID 0 and the external 8gig is set to
> SCSI ID 1.

Did you remove the resistors on the mainboard? You have to when an internal and an external drive are connected. Don't be confused by some people telling you that termination might not be important since it worked with their machine even if it was incorrectly terminated. Wrong termination can lead to weird problems and you simply have to ensure that everything is correctly terminated.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

671. Re: SETI displaying errors?

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <39740704.79206678@news.demon.nl>
Source record: 59634

On Mon, 17 Jul 2000 01:53:24 +0200, "Claes Holmerup"
<claes@holmerup.com> wrote:

>"Louis Holleman" <louis@holleman.demon.nl> wrote:
>
>> dunno whether or not there are still SETI users around here (where da
>> heck is Gary Priest???), but I'm encountering something weird with
>> SETI:
>> last thursday or friday or both SETI wasn't reachable for sending in
>> results, but as from either friday or saturday it simply states
>> "Unknown Error -66" after connecting and that's it. It doesn't send
>> results (or has done so but it still displays "sending result to
>> server" and doesn't fetch new data either...
>
>Hi,
>There were problems with their server for about 24 hours, but now it's
>been fixed. I managed to send and get data yesterday and friday
>afternoon, but friday morning, it was impossile...

Hej Claes,

well, the problems have been solved meanwhile. Also meanwhile I
fetched the 2.04 client. I seem to recall the docs state "it will
inform you when new versions become available", but I never saw one
single msg about it. By accident I discovered that a new version had
come out early June. I installed that one yesterday. Thusfar I had an
average block time of around 10.37, max was 12.47 and fastest was
9:17. This morning the block was done in 9:06... OK, the first one for
the new version but I figure it's a lot faster than the old 1.06 I was
running.
I still have problems getting the latest client running under Linux.
Actually it's working, looking at the process-manager (which shows
SETI takes 99% of CPU time), but I only installed, didn't fetch a
datablock and there's no way of checking WHAT it's doing. Got the
glibc 2.1 client here, also version 2.4.

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

672. Astronomy Programs

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Academia 3000 inform&#65533;tica <minaocasion@latinmail.com>
Message-ID: <lwVc5.14322$aS.115486@telenews.teleline.es>
Source record: 59635

I need astronomy software for Atari ST.
If you know any web page with programs, please send me a e-mail.
Tanks!.
e-mail jlb00010@teleline.es
minaocasion@latinmail.com

673. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007181256170.69-100000@rakas>
Source record: 59636

On 2000-7-18, Jeff Armstrong <jba4@po.cwru.edu> wrote:

> internal C: partition. This partition was not reformatted at
> any point since I want everything on it.

This is generally a bad idea.

What I recommend:

C: 5mb boot partition only
D: 512mb GEM applications that expect old TOS filesystem

E: and following, whichever size you want, but don't use BigDOS.

Instead, use either MagiC or MiNT, both of which have built-in
support for large partitions and are generally safer than BigDOS.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

674. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007181300590.69-100000@rakas>
Source record: 59637

On 2000-7-17, Lonny Pursell <atari@SYNTAX.ERROR> wrote:

> Mine is not terminated like that for ages, but the chain
> works fine. This is one area often confusing, as there is
> also terminating resistor packs on the mother board. Pity
> there is not some good block diagrams which show all the
> possible drive combinations in a clear fashion.

Have a look at the NetBSD/Atari port's FAQ.

http://www.netbsd.org/Ports/atari/faq.html#term

The general idea is this:

^^--internal---------^^--||-------external--^^

^^ = terminators
|| = DB-25 external SCSI connector

The SCSI chain is a straight line, and there must be resistors
at both ends. One end is always the internal drive, and must be
terminated at all times. This is the simple part.

The complicated part is, either:

1) The other end is not used, in which case you should insert
the resistor packs inside the TT, at the location marked on
that NetBSD/Atari FAQ.

2) The other end _is_ used i.e. there are devices connected on
the external SCSI connector, in which case you remove the
internal resistors and instead terminate the last external
device of the chain.

In both cases, the TT's internal drive is always terminated.

What changes is, the other end is terminated either near the
DB-25 SCSI connector inside the TT, or at the last external
device of the SCSI chain.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

675. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007181316290.69-100000@rakas>
Source record: 59638

On 2000-7-17, Stephen Moss <sgm23@eng.cam.ac.uk> wrote:

> On a related note, what model Atari does John Connor (Edward
> Furlong) used in Terminator 2 to raid the cash point
> machine?, is it a Stylus?.

Portfolio.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

676. Re: TT power...

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007181318150.69-100000@rakas>
Source record: 59639

On 2000-7-17, Joshua Kaijankoski <lord_gaiyan@hotmail.com> wrote:

> I'm bringing a TT to Canada from Finland. Does the TT have a
> switching power supply?

Kuten tiedï¿½t, I have done the trip the other way around. ;-)
Yes, the TT has a switchable power supply.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

677. Re: Misc Atari Items FS/Trade/Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Fred Horvat <fmh@oh.verio.com>
Message-ID: <39744416.988E68F1@oh.verio.com>
Source record: 59640

I personally have not used the Spectre GCR on my Falcon but I have seen
people run it on the Falcon just fine.

The Atari 2600 computer I have IS NOT a plug in unit. It is a fully stand
alone Atari 2600 computer system. It's roughly the size of an Atari 600XL
computer. I have JPG's available of it for any interested people. Just
E-mail me and I'll send them out to you.

Michael and Nicole Freeman wrote:

> On 18 Jul 2000 00:30:28 , Fred Horvat wrote:
> >I have a real gem here. The only known stand alone Atari 2600
> >computer system made. The Bit60 Computer made by Bit Corp.
> >Spectravideo made an add on adapter for the 2600 console.
> >This is a fully functional computer and 2600 game system.
> >This is the 2600 computer system reviewed in
> >"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
> >firm on the price since this is not something your going
> >to find at a local flee market or garage sale. $1,000.00
>
> I may be thinking about something completely different, but I
> remember there being a plug-in computer module for the 2600 in the
> early '80s that sat on top of the main unit and had a small rubber-
> keyed keyboard. I saw it in catalogs for a while, so if this is the
> same thing, I'm sure it's not the only one. At any rate, I've seen
> something similar before. I thought it was quite a cool idea at the
> time (although I was in elementary school, so... :)!
>
> >Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
> >for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
> >box, and an extra disk of misc ST utils. $40.00
>
> And as far as I know, the Spectre GCR cartridge is NOT for the
> Falcon, as the Falcon (stupidly) uses a different cartridge port
> design than the ST(e)/TT computers do. Just thought I'd clarify in
> case someone with only a Falcon is interested.
>
> Mike Freeman
> nameerf@flash.net

678. selling atari stuff

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: kidbud99@yahoo.com
Message-ID: <8l1hfa$i43$1@nnrp1.deja.com>
Source record: 59641

For Sale: Atari 520ST upgraded with extra .5 mg (equivalent to a 1040ST) with manual, an Atari SM124 monochrome monitor with manual, a mouse, and a C-Lab Creator (music sequencing software same as Notator without the notation capability) dongle with disks and manual. Accepting best offer on each, want to sell ASAP. I'm in New York City.

Sent via Deja.com http://www.deja.com/
Before you buy.

679. Re: TT power...

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <RzXc5.174$2y3.6083@read2.inet.fi>
Source record: 59642

Hey Funkyman :) Thanks for the help. All of you too who helped me here. I appreciate it.

Joshua.

"Martin-€ric Racine" <q-funk@funkyware.atari.org> wrote in message news:Pine.MNT.4.10.10007181318150.69-100000@rakas...
> On 2000-7-17, Joshua Kaijankoski <lord_gaiyan@hotmail.com> wrote:
>
> > I'm bringing a TT to Canada from Finland. Does the TT have a
> > switching power supply?
>
> Kuten tied€t, I have done the trip the other way around. ;-)
> Yes, the TT has a switchable power supply.
>
> --
> Martin-€ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
>

680. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8l1t53deo1@nnrp02.primenet.com>
Source record: 59643

On 16 Jul 2000 21:40:02 , Charles Stanley wrote:
>On 14 Jul 2000 05:38:03 , John M Rojewski wrote:
>>On 10 Jul 2000 21:53:49 , Paul Williamson wrote:
>>>Hi All,
>>>
>>>Over the last few months several of us using zetnet (UK ISP) have been
>>>trying to work out why we sometimes get <no subject> messages when
>>>downloading newsgroup articles for offline reading.
>>snips>
>>If you could send me a LOG file with an example of a missing article,
>>or one that hangs and times out, I would be happy to look at it.
>>
>>NEWSie 0.94 used 430 (I think), but some servers could use 420 as a
>>response to a missing article. A Log file would tell me (or you) what
>>the code was.
>
>Extract from my log (saved earlier for this purpose):
>
> newsgroup: comp.sys.atari.st, first: 179441, last: 179522
> -> article 179441
> 430 No such article
> -> group comp.sys.atari.st.tech
>
>File 179411 shows up with 0 length.
>
OK, did the article timeout, or continue along without stalling? I
assume because of the title that a header with subject <no subject>
did appear.

Was this online or offline news reading? It makes a difference, since
the processing paths are different.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

681. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <A6%c5.172$io6.4285@news2.voicenet.com>
Source record: 59644

On 17 Jul 2000 16:19:00 , Berthold Woesle wrote:
>Hallo Edward,
>
>ESBJ>I have been trying to get STING 1.26 to run. It does do well upto a
>ESBJ>point. It gets all way to "initialising link" and goes no further.
>ESBJ>It does not
>
>I had exactly the same problem on my TT. Ronald Andersson gave me the tip to
>totally reconfigure HSMODA07 with the setter.ttp of the hsmoda07 package. Do
>you also use this for the serial ports of your Hades? Thanks to Ronald after
>the reconfiguration of hsmoda07 everything works correctly.
>
>Viele Gr��e aus Oberschwaben
> Berthold
>.

Could you tell the folks in the group these tricks?

Raymond

682. Re: Looking to buy a Mega ST - any out there?

Newsgroup: comp.sys.atari.st
Date: 2000-07-18 00:00:00 UTC
From: atari@myatari.com
Message-ID: <0994fd30.08752884@usw-ex0104-028.remarq.com>
Source record: 59645

I'm looking for Mega STE, STE and Falcon Computers.
I do not need Mega ST or ST/STF computers.

Ship to:

Bruce E carso
5917 Stope Way
El Dorado, Ca 95623
atari@myatari.com
Thanks/Bruce

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

683. Re: Gem desktop pictures?

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: Gerhard_Hoelscher@os.maus.de
Message-ID: <200007191031.a31083@os.maus.de>
Source record: 59496

Hi Mark!

MB>Doesnt WINX need gemram to run?

Yes, but the amount of used memory is not big, aroung 60 KBytes.

bye,
=Gerhard=

684. Any multisync monitors for *color*?

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: "Dr. Shake" <drshake@jps.net>
Message-ID: <39767B73.466C7B94@jps.net>
Source record: 59497

Hi,

Does anyone know if there are any current production monitors that can sync all the way down to Atari's 15.5 kHz horizontal refresh rate? Or is there any sort of trick or magic that can be done to raise the frequency or make it work somehow?

Thanks!

-- Boris

685. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: Sean Barbieri <sean@barbieri.ukf.net>
Message-ID: <39761d028a4521@barbieri.ukf.net>
Source record: 59498

Hi Derryck,

on Tue 18-07-2000 17:07 (GMT) Derryck Croker wrote:

>From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>Date: Sun, 16 Jul 2000 19:22:03 GMT
>
>>Papyrus 8 has been a dream program for me. I love it except for one thing.
>
>How do you get on with some of the dialog boxes?....

Same problems here Derryck (in ST high Res Mono)..I have to go around to my
next door neigbours telly to catch the end of some of the dialogs there
that far off my screen! :-|

--
Best Wishes
Sean

Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC 6.01 NVDI 5.03 Jinnee 2.01 Kobold 3.5 ExtenDOS Gold 3.2b

686. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: Berthold_Woesle@gp.maus.de
Message-ID: <200007192103.a13642@gp.maus.de>
Source record: 59499

Hello Raymond,

RC>Could you tell the folks in the group these tricks?

there is no trick. The only thing I did was a total reconfiguration of HSMODA07 with the setter.ttp of the HSMODA07 package. Other versions of the setter could have damaged the processed hsmoda07 files.

This is the relevant part of Ronald Andersson's mail:

...
The new STinG kernel and dialer use serial.stx the same way, so thatshould not be a problem. The big question is _why_ the newer serial.stxmodule doesn't work for you.Checking back on the feedback I got when it was first released, I notethat most complaints came from people who eventually fixed it by makinga new installation and configuration of the HSMODA07 package.The new speed improvements of serial.stx depend on known functions anddata structures of HSMODA07, so it is important that this is installedand configured properly.In one case the problem was that the setter.ttp from an older HSModemrelease had been used to configure the components of HSMODA07. Whenthe guy reinstalled the components again and reconfigured them withthe proper setter.ttp, then all his problems disappeared.Somehow the old setter.ttp had caused an error in the HSModem driver(s?)which caused the new serial.stx to fail, but didn't affect the old one.I'm not at all sure if the same applies to your system, but it shouldbe worth checking anyway.While you are doing that you may also want to set some more reasonableHSModem buffer sizes than the 256 byte defaults. I recommend using16Kbyte for reception buffers and 4KByte for transmission buffers.(I use these sizes myself, for all HSModem drivers.)Those sizes are a lot larger than normally needed, but they eliminatesome 'time costs' in the interface routines, and also minimize therisk of data loss during 'abnormal' application routines....

Viele Grï¿½ï¿½e aus Oberschwaben
Berthold

687. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3974f115$0$31676@news.zetnet.co.uk>
Source record: 59566

On 17 Jul 2000 00:47:34 , John Garone wrote:
>On 16 Jul 2000 23:53:54 , Trevor Spencer wrote:

various clips

>>>>Well, John, now 2 people want it! <ha ha!>
>>
>>er.... No, 3 now, that's a 50% increase in 'demand' :-))) The @ for
>>attachments is a great help in the meantime.

>Hey Trevor! I got bumped!!! I was was #3 !!! Oh well, #4 is fine! (:->)~
>(shh! did you hear that? I thought I heard somebody ask John R. for
>Javascript in his browser).

Sorry about that John, at least it's increased the % again! As to JS now
that would really be something!

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

688. Epson Stylus 600

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: dwolfe4@genie.idt.net
Message-ID: <8l38rk$ln5@nnrp1.farm.idt.net>
Source record: 59567

PageStream 2.2se doesn't have a printer driver for the Epson Stylus 600, would anyone know where I could find a "Stylus" driver for PageSTream ???

Thanks, Donner....

689. Re: Nova + HDDriver 7.71

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <3D3C3F9B971B38F7.77AA745FAE126985.484DE6EFE6AC0AD3@lp.airnews.net>
Source record: 59568

Thanks! I'll give it a shot!

Mike White

On 17 Jul 2000 21:19:58 , Jo Even Skarstein wrote:
>Michael White <michael@fastlane.net> wrote:
>
>> I'm trying to get HDDRiver 7.71 working with my Nova on an
>> Afterburner 040. I've tried both 2.61 and 2.66 Nova drivers, with
>> similar results: lockup as soon as the option to go into the Nova
>> menu starts (before the countdown timer is displayed, but after
>> the Nova screen has been turned on). This worked just fine with
>> HDDriver 7.12.
>
>> Any hints?
>
>I have (or had, I now have an Eclipse) the same hardware, and my
>experience is that no HD-Driver since 7.12 can be booted without some
>problems. I now boot with a minimal HD-Driver (no caches, IDE 0 only)
>7.12, and put a fully configured 7.8x in the autofolder. This works very
>well, I haven't noticed any problems with it so far.
>
>--
>
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>.

Michael White (michael@fastlane.net)

690. Re: Misc Atari Items FS/Trade/Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <397541CA.A4249729@psu.edu>
Source record: 59569

Hmm, I can not help but notice that you say 3.1 did not make it out to
the public . . . does this mean it was in beta-test? Are there copies
available that may be used?

Just curious.

Thanks

-Marlin

John Kolak wrote:
>
> No no no! The Spectre will not run on a Falcon. The Cart port is
> different. Dave Small had hoped to make a Falcon compatible Spectre, and
> support Falcon color, but it never happened. Neither did 3.1 make it out
> to the public.
>
> Fred Horvat wrote:
> >
> > I personally have not used the Spectre GCR on my Falcon but I have seen
> > people run it on the Falcon just fine.
> >
> > The Atari 2600 computer I have IS NOT a plug in unit. It is a fully stand
> > alone Atari 2600 computer system. It's roughly the size of an Atari 600XL
> > computer. I have JPG's available of it for any interested people. Just
> > E-mail me and I'll send them out to you.
> >
> > Michael and Nicole Freeman wrote:
> >
> > > On 18 Jul 2000 00:30:28 , Fred Horvat wrote:
> > > >I have a real gem here. The only known stand alone Atari 2600
> > > >computer system made. The Bit60 Computer made by Bit Corp.
> > > >Spectravideo made an add on adapter for the 2600 console.
> > > >This is a fully functional computer and 2600 game system.
> > > >This is the 2600 computer system reviewed in
> > > >"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
> > > >firm on the price since this is not something your going
> > > >to find at a local flee market or garage sale. $1,000.00
> > >
> > > I may be thinking about something completely different, but I
> > > remember there being a plug-in computer module for the 2600 in the
> > > early '80s that sat on top of the main unit and had a small rubber-
> > > keyed keyboard. I saw it in catalogs for a while, so if this is the
> > > same thing, I'm sure it's not the only one. At any rate, I've seen
> > > something similar before. I thought it was quite a cool idea at the

> > > time (although I was in elementary school, so... :)!
> > >
> > > >Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
> > > >for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
> > > >box, and an extra disk of misc ST utils. $40.00
> > >
> > > And as far as I know, the Spectre GCR cartridge is NOT for the
> > > Falcon, as the Falcon (stupidly) uses a different cartridge port
> > > design than the ST(e)/TT computers do. Just thought I'd clarify in
> > > case someone with only a Falcon is interested.
> > >
> > > Mike Freeman
> > > nameerf@flash.net

691. Re: Looking to buy a Mega ST - any out there?

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <397556DE.9CD47D17@qnet.com>
Source record: 59570

What are you looking to get for both computers?

Don

asalina wrote:

> I have a mega2 in excellent shape if you want let me know. I also have
> a megaSTe with 4 meg and is good shape. Please let me know, as units are
> in Arizona. Thanks.
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
> The fastest and easiest way to search and participate in Usenet - Free!

692. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3975689a$0$31673@news.zetnet.co.uk>
Source record: 59571

On 18 Jul 2000 18:35:46 , "Martin \"Nightowl\" Byttebier" wrote:
>on Mon 17-07-2000 21:32 Paul Williamson wrote:

>It has nothing to do with picture but with rasters (?). He is talking
>about the menu 'graphic/Object properties/color. Here you can choose
>between basic color and define color.
>The define colors are monochrome.

All is fine on my machine. (Hades - ET4000)

I wonder if it is O.K. with the new card ?

Cheers

Paul

693. Re: Looking to buy a Mega ST - any out there?

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: atari@myatari.com
Message-ID: <0aca6070.7a6cd70d@usw-ex0105-038.remarq.com>
Source record: 59572

Falcon with lots of stuff. I think that is a good price if I
needed the extra stuff. Unfortunately I only need the Falcon, 4
or more meg of RAM and no HD. If you get offers on the other
stuff or decide to break it up let me know. Bruce

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

694. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8l3stfigf1@snipp.uninett.no>
Source record: 59573

Uwe Seimet <us@ooc.de> wrote:

>> > ALright,everyone. Some of you may have read my previous problems with
>> > SCSI on my TT. Well, I recently acquired a copy of HDDriver to set up
>> > this system. I had a 120meg drive set to SCSI 0 and terminated inside
>> > the TT.

> Both ends of the SCSI chain have to be terminated. The TT's internal
> drive is always at one end of the chain, i.e. it must always be
> terminated.

In theory... I have two internal drives in my TT, no external. The
motherboard is terminated, but if I terminate the last drive, it just
won't work. The TT won't recognise any drives at all, regardless of which
driver I use. When I don't terminate the last internal drive, everything
works perfectly.

So my advice is to start by terminating "by the book", and then start
experimenting if it doesn't work. (Btw. doing it by the book can actually
be harmful with some hardware, like the Mega STE or STacy...)

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

695. Re: Tina Turner Demo

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: atari@myatari.com
Message-ID: <21dfa370.8367c59b@usw-ex0105-038.remarq.com>
Source record: 59574

phantomm@eastky.net (Phantomm) wrote:
I've heard alot about the Tina Turner Demo, but have never had
the pleasure of seeing it.
Does anyone know if any Atari Hardware was used in making the
Demo?>phantomm@eastky.net
>
The Tina Turner Demo is on the Moving Pixels CDROM.
You can get that for $9.95 at myatari.com . There are lots of
great demos on the CDROM. Other CDROMS & Atari stuff also
available. File is 70 Mega Byte self running. Not std file
format. It has been my experience that it only runs on the
Falcon internal IDE HD and then only certain ones. I upgraded
to a larger, faster, internal and ended up with skipping on
Tina Turner but everything else worked fine?. Maybe buffer
compatibility, interleave, they lied(not faster)? I have never
got it to work on an external SCSI. Bruce

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

696. FA 5200 , 7800

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: snk2112@aol.com
Message-ID: <20000719055037.07047.00000577@ng-bj1.aol.com>
Source record: 59575

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=383503396
Danno
who'd rather win $5000 from BEN STEIN
Than $1000000 from Regis ,,,,,,,,,

don't worry ,, we're not alien spies sent to kidnap you or any thing ,,,,
"it's a HAND grenade "

697. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <39758db4$0$31673@news.zetnet.co.uk>
Source record: 59576

On 18 Jul 2000 17:07:42 , Derryck Croker wrote:
>From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>Date: Sun, 16 Jul 2000 19:22:03 GMT
>
>>Papyrus 8 has been a dream program for me. I love it except for one thing.
>
>How do you get on with some of the dialog boxes? The one which comes up offering
>to change styles has buttons so wide that it forces the dialog box off the side
>of the screen. The printer dialog has a remove <something> button where the
>shortcut hasn't been moved to a suitable letter, so it's ALT-Space. The text for
>the object of the "remove" command isn't complete in the button.

Hi Derryck,

I have just checked this on my Hades in 3 different resolutions and there
is no problem with the style change dialog. The printer dialog shows
<remove report> but the final "t" of report is slightly cut off - still
readable however. The shortcut shows the "v" of remove underlined.

There were several similar problems during the beta-testing time and ROM
corrected most of them. Perhaps you could e-mail Ulli with details of
your problems as there may be a difference in our systems which is making
them show up on yours and not mine.

BTW, which version are you using ? The latest up-date I've got is 8.21A.

Cheers

Paul

698. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <8l4dv0eur1@nyheter.chalmers.se>
Source record: 59577

In article <3974A975.CB3BA089@avtomatika.com>,
Branko Badrljica <brankob@avtomatika.com> wrote:
>Johan Klockars wrote:
...
>Sorry. I meant that given results probably don't reflect pure CPU performance, as they

There is no such thing as pure CPU performance. A CPU can't do anything
by itself. The memory system is always involved.

>seem to be clouded with interference of the systems that those CPUs were fitted in. Off

Yes, but only the memory system and to some degree disk (should be minor
since SPECmarks is a workstation benchmark and the data sets should fit
in memory on reasonable machines).

>course, each benchmark only shows us CPU speed on the given code...

If you look at the official SPEC pages, you'll find complete machine
identifications.

>One might argue that this is actually real speed as one depends on the whole system and
>not only CPU.

That's the point.
SPECmarks are used by people who buy computers to do work rather than
play games or run WinBench.

>Still, arguments were made regarding CPU speed, not system speed.
>(As "68060/66 is comparable to Pentium I/90" etc).

You always have to assume _something_ about the surrounding hardware.

>> >> >CPU/MHz Int Float
>> >> >68000/16 0.14 0.16
>> >> >68030/33 0.42 0.49
>> >>
>> >
>> >1. How can 030, working at 33 MHz be only 3-times faster than 000 on
>> >16MHz ?
>>
>> Does seem a bit low, but we don't know anything about the rest of the hardware
>> for these machines. I would have guessed at a factor of 4-5 or so.

I realized another thing last night:
These benchmark numbers are likely to be from some kind of workstation
(Sun and others made them using the chips above), which means that
memory systems and cache can be quite a bit better than you'd find in
a normal Atari machine.

More importantly, perhaps, it's not at all unlikely that the FPU was
something completely different from the 68881/2 (note the -mfpa for
Sun's floating point accelerator among the 68k options for gcc).

>That's what I was talking about. 030 system seems to be poorly/economically designed. I

Relatively unlikely for something that SPECmark was run on, but not
at all impossible, of course.

>> Uhm, no. The very best the '030 can do is two cycles, and that's for simple
>> instructions like add, etc. For the same (as long as they are only 16 bit), the
>> 68000 usually takes 4 cycles. Anything involving memory takes more.
>>
>
>IIRC 68000 takes four cycles only for NOP and more or less anything that operates on
>registers only, that is 16 bit wide and that do not have additional parameters within
>instruction... Everything else takes more, up to DIVS, which can take some 140 cycles.

As I said, the '030 is similar in that regard, but there 32 bit doesn't
matter.

>Usually the average is much higher than 4 cpi...

Just as it is much higher than 2 cpi on the '030.

>Even if 68000 had a FPU, one would expect that software handler for FPU communication
>would cause considerable additional slow down.

Yes, but then you would have more or less exactly the same slow down as
for integer code, which the numbers showed.

>> The '030 number is far too high compared to the other machines otherwise.
>
> I guess it depends on what's in a test. 030 is the fastest combination with
>full-instruction set FPU. Everything newer (040 and up) has simplified FPU that needs CPU
>assistance to execute complex instructions...

Even '040 should be able to emulate the missing instructions at least
as fast as an '882 can execute them (according to Motorola), but in any
case, most numerical computations only use the simple ones.

>Thanks for the URL. I'll take a peek at the source code when time permits...

If you're talking about the SPECmarks source, those are probably several
hundred megabytes. I think all the programs are available as source code,
though, so you should be able to take a look at them (the various
applications included should be mentioned at www.spec.org).

>> >> >68040/40 1.16 1.31
...
>As said, FPU unit in 040 is different than 68881/68882. It does lack many instructions,
>which have to be emulated. OTOH, new FPU unit is on the die, on the other side of the
>internal cache and FPU transfers shouldn't bother CPU nearly as much as with 030/68882.
>One would expect to get FPU speedup totally different than CPU speedup.

I would have expected a larger difference as well on the FPU side, but
the '030 in question may not have been using an 68881/2.

>> >Obviously, FPU was not used and so this test does not represent fully
>> >speed of 040.
>>
>> There is no way an '040 could be within a factor of two of a PPC603e/166 without
>> using the FPU (the 603e/166 gets 3.9/2.5 according to the same table). Also, the
>> '040 number is higher than the reference - a SuperSparc/40 (used in Sun workstations).
>>
>
>Wasn't 603e cheap version without FPU?

No, but it only had one FP unit, while at least the 604 had several.
It's been a while, but I also seem to remember double precision taking
longer, but I may be wrong about that.

>I'm not sure about this, I'll have to check, but I know that 603e was degraded in some
>way, compared to 603...

No, it was improved (2.6 million transistors compared to 1.6 million
(mainly more cache, IIRC)).
I believe even the 601 was a more complex chip (2.8 million transistors),
but they never made those at as high clock frequencies.

>On the secon thought, maybe I should send a buck or two to those Spec guys.
>Their results on the 68000 make me feel young :-)

I doubt they've run any tests themselves.

>> Memory and external cache (speed and size for both) is certainly important too,
>> of course. Unless you have so little memory that you start swapping, or have a really
>> bad HD, the rest of the hardware shouldn't matter.
>>
>
>Something that fits in the cache of small Celeron's only 128 Kb cache doesn't necesarrily
>fit in the awesome 8K cache of 040, and then the rest of the hardwarematters a whole lot,
>mainly external L2 cache speed and memory speed, usually in this order of importance...

Uhm, I did mentioned those parts, for obvious reasons.
By 'the rest of the hardware' I was referring to disk, display, etc.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

699. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <8l4eh4$f14$1@nyheter.chalmers.se>
Source record: 59578

In article <sn9iqjf1nk24@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>On 18 Jul 2000 21:01:09 , Branko Badrljica wrote:
>
...
>>Still, arguments were made regarding CPU speed, not system speed.
>>(As "68060/66 is comparable to Pentium I/90" etc).
>
>I agree. It seems the specmark is a way of measuring the CPUs power,

If you include the memory system, naturally.

>not a whole computer. How have they achieved this?

By not doing any graphics or major disk access (some disk access is
of course need, for example to compile gcc).

>A lot of people seem to think that a computer that
>has the fastest Mhz is the fastest machine - they're just
>ignorant.

No disagreement there.

>I can accpet that a 060 @ 66Mhz has similar grunt to a P90. P90
>machines probably have their memory at 33mhz don't they, whereas
>the Milan II will have it storming along at 66/80 mhz.

No, the Pentium generation has always used 50/60/66/75/etc MHz busses
(depending on the specific chip and motherboard settings).

Also, unlike the '060, the Pentium uses a 64 bit wide bus.
Twice that of the '060!
(That's why some clueless people (including magazines) used to call
the Pentium a 64 bit processor.)

>Doubling the STs CPU gives a measly 120% speed increase overall,
>whereas doubling the clock can give far more.

Yes, but for a CPU with internal caches it's not nearly as bad as that.

>They also have to take the OS into account, I know which one's more
>efficient out of Windows and Magic..

I don't even think you _can_ run SPECmarks under Windows.
There are lots of other OSes out there for PCs, you know.

Sure, Windows takes more power than GEM, but with modern processors
and graphics cards, that's no big deal.

>I would say bus/memory speed is a lot more important than CPU speed.

See above.

>Leave that "1Ghz" crap to the sales people at PC World.

Those 1 GHz chips have several hundred kbyte internal caches, running
at processor speed. Compare that to the 16 (or was it 16*2?) kbyte of
the '060.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

700. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <8l4fkt$f4t$1@nyheter.chalmers.se>
Source record: 59579

In article <8L7b5.189$ol5.168@newsfeed.slurp.net>,
Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>On 12 Jul 2000 00:32:37 , "A.A.de Hulster" wrote:
>>
>>Bob King heeft geschreven in bericht <396B17D0.9B2A6DDE@patent.gov.uk>...
>>>Hi all,
>>>
>>>Bengy reports a report at:
>>>
>>>http://users.skynet.be/atarix/mamil.html
>>>
>>>re. the above topic. It's in french but I think it shows that against a
>>>top end PC running MagicPC, GEMBENCH figures show the Milan 2 to be very
>>>very much slower.

No, the GEMBench figures don't really show that.
In fact, GEMBench figures don't generally show much at all. ;-)

I have another article ready for posting, discussing those numbers
and comparing them to my AB040/Eclipse, but I'm not going to post that
until I can get some confirmation as to whether those benchmarks really
are versus a Falcon _with_ NVDI. That's not how those comparison numbers
are usually reported (since GEMBench doesn't have any NVDI numbers in
its default comparison set), and going by other Milan GEMBench numbers
on the net, I really doubt it's true.

If someone could send me some GEMBench numbers from a normal Milan,
running NVDI, so that I can check this, I'd be much obliged.
(Please, send the entire generated file, including the timings, so that
there is no question about the numbers.)

>I really do not care if the Milan 2 is slow then some of the upper end PCs.

Note that a 600 MHz Athlon is by no means an upper end machine.
The slowest (MHz wise) processor I can even find at the usual places here
is a 500 MHz K6-2.

The AMD Duron (the budget variant of the new generation of the Athlon
processors, generally accepted to be at least as fast, clock for clock,
as the old Athlon) 600 can be had for about $100 (one hundred dollars).
Hardly high end!
(Actually, I'm going to upgrade to just that processor within a week or
two (just waiting for the mainboards to arrive).)
The old Athlon 600 will set you back $200 or so (the new one has the
level two cache on chip and is thus much cheaper to produce).

>That will not enter in my decision if I decided to get one. SUPPORT is the
>big issue and lots of hardware is another. It is fast enough for most

Then I would have thought you would have bought a PC. ;-)
The support (if you buy from the right place) is hard to beat, and
the amount of hardware is completely unbeatable.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

701. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <%zjd5.283$0a2.1735@newsfeed.slurp.net>
Source record: 59580

On 17 Jul 2000 21:32:43 , Paul Williamson wrote:
>On 17 Jul 2000 20:05:18 , "Martin \"Nightowl\" Byttebier" wrote:
>>I believe that Paul Williamson who has also a Hades but with an ET4000
>>card doesn't have this problem. Right Paul?
>>So it could be the card drivers indeed.
>
>Hi Martin,
>
>I am not exactly sure which user defined color opions you mean. If you
>mean the Display Colors option (options menu) then this works fine for me
>under Mint, Single TOS and Magic. I can also import a picture without
>any colour problems, so all seems to be working fine here.
>
>It looks from Edward's query as if he can't load a picture and display it
>in colour and I don't think that is affected by the Display Colours
>options menu.

William just go under "Text" and then under colors. That is where I mean. I can load a picture and display it in color just fine. It is just the text that are the problem. I loaded a demo on a TT using a Crazy Dots Card and it did the same thing. I am wondering if anyone has gotten the user defined colors to appear.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

702. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <2Ajd5.284$0a2.1735@newsfeed.slurp.net>
Source record: 59581

```
On 19 Jul 2000 08:36:42 , Paul Williamson wrote:
>On 18 Jul 2000 18:35:46 , "Martin \"Nightowl\" Byttebier" wrote:
>>on Mon 17-07-2000 21:32 Paul Williamson wrote:
>
>>It has nothing to do with picture but with rasters (?). He is talking
>>about the menu 'graphic/Object properties/color. Here you can choose
>>between basic color and define color.
>>The define colors are monochrome.
>
>All is fine on my machine. (Hades - ET4000)
>
>I wonder if it is O.K. with the new card ?

Well I guess that answers that. It is the Nova driver. I guess we need a
serious upgrade to that, but I doubt we will see one.
Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

703. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3975CB76.66472E81@avtomatika.com>
Source record: 59582

Johan Klockars wrote:

> In article <3974A975.CB3BA089@avtomatika.com>,
> Branko Badrljica <brankob@avtomatika.com> wrote:
> >Johan Klockars wrote:
> ...
> >Sorry. I meant that given results probably don't reflect pure CPU performance, as they
>
> There is no such thing as pure CPU performance. A CPU can't do anything
> by itself. The memory system is always involved.
>

CPU performance represents to me the level of performance that particular CPU would reach unhindered by the rest of the system. Whether or not this is realistical for given CPU is another matter.
For all systems that would be access to external memory without wait states.

<SNIP>

>
> >Still, arguments were made regarding CPU speed, not system speed.
> >(As "68060/66 is comparable to Pentium I/90" etc).
>
> You always have to assume _something_ about the surrounding hardware.
>

Yes, but that something might be almost invisible to the CPU, like ordinary ST, where CPU almost never waits for memory or it can be something like TT, made originaly with 16MHz 030 in
mind and fitted with 32MHz adapter in the last moment. All this without L2 cache, off course.

<SNIP>

> >
> >Wasn't 603e cheap version without FPU?
>
> No, but it only had one FP unit, while at least the 604 had several.
> It's been a while, but I also seem to remember double precision taking
> longer, but I may be wrong about that.
>
> >I'm not sure about this, I'll have to check, but I know that 603e was degraded in some
> >way, compared to 603...
>
> No, it was improved (2.6 million transistors compared to 1.6 million
> (mainly more cache, IIRC)).

> I believe even the 601 was a more complex chip (2.8 million transistors),
> but they never made those at as high clock frequencies.
>

My mistake. I see that MC has a name MPE603e for FPU-less 603.

> >
> >Something that fits in the cache of small Celeron's only 128 Kb cache doesn't
necesarrily
> >fit in the awesome 8K cache of 040, and then the rest of the hardwarematters a whole
lot,
> >mainly external L2 cache speed and memory speed, usually in this order of importance...
>
> Uhm, I did mentioned those parts, for obvious reasons.
> By 'the rest of the hardware' I was referring to disk, display, etc.
>

One thought though. These spec tests are made in order to favor high power machines- like
Intel. If anyone can pick the tests, I want to pick the place.
And since STM have made nice low cost radiation hardened 040's in 0.35um for space
programs, I
wote for continuous 6-month benchmarking in the high radiation zone orbit ! Like old saying
goes: Surwivers shall speak ! :-)
Long live 040 !

Regards,

Branko

704. ATARI Convention

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <told5.3201$UU3.11283496@nnrp2.proxad.net>
Source record: 59583

An ATARI (all machines) convention in Germany.
The convention is in east Germany, in Lengenfeld.
There is a map at the party site (http://unconventional.atari.org).
The date is the 1-3. September 2000

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

705. WEB site update !

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <uold5.3203$UU3.11283496@nnrp2.proxad.net>
Source record: 59584

Hi,

My WEB site was updated :
- new and last (!) software/files package for the CT2.
- new Links page.
- CT60 : the Super BOOSTER for your Falcon !
54 users in the buyers list !

Regards
--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

706. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3975f6ac2742503@online.be>
Source record: 59585

on Wed 19-07-2000 08:36 Paul Williamson wrote:

>On 18 Jul 2000 18:35:46 , "Martin \"Nightowl\" Byttebier" wrote:
>>on Mon 17-07-2000 21:32 Paul Williamson wrote:
>
>>It has nothing to do with picture but with rasters (?). He is talking
>>about the menu 'graphic/Object properties/color. Here you can choose
>>between basic color and define color.
>>The define colors are monochrome.
>
>All is fine on my machine. (Hades - ET4000)

That's is what I thought.
The best way to see what we mean is by loading the pap_help.pap.
That doc contains lots of colored frames. All these colored frames are
using User define colors. All what I see is a rastered frame, no colors
whatsoever. Once exported to html the colors (pale green) are there
alright.

>I wonder if it is O.K. with the new card ?

I guess you refer too the Rage Pro card. As the graphic card driver for
the Rage Pro is NVDI (special version) I suppose it will work too.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

707. Re: Misc Atari Items FS/Trade/Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3975EF92.3F2CD78E@jps.net>
Source record: 59586

Gadgets by Small was holding it pretty tightly to their chest. I begged
for it, even a beta version because of the support for the TT internal
SCSI drive, but they refused, explaining that it was their last chance
for financial recovery, but that plan never materialized, and so even
those willing to pay never got it. I never heard of any beta testers
leaking it out.

"Marlin Bates, IV" wrote:
>
> Hmm, I can not help but notice that you say 3.1 did not make it out to
> the public . . . does this mean it was in beta-test? Are there copies
> available that may be used?
>
> Just curious.
>
> Thanks
>
> -Marlin
>
> John Kolak wrote:
> >
> > No no no! The Spectre will not run on a Falcon. The Cart port is
> > different. Dave Small had hoped to make a Falcon compatible Spectre, and
> > support Falcon color, but it never happened. Neither did 3.1 make it out
> > to the public.
> >
> > Fred Horvat wrote:
> > >
> > > I personally have not used the Spectre GCR on my Falcon but I have seen
> > > people run it on the Falcon just fine.
> > >
> > > The Atari 2600 computer I have IS NOT a plug in unit. It is a fully stand
> > > alone Atari 2600 computer system. It's roughly the size of an Atari 600XL
> > > computer. I have JPG's available of it for any interested people. Just
> > > E-mail me and I'll send them out to you.
> > >
> > > Michael and Nicole Freeman wrote:
> > >
> > > > On 18 Jul 2000 00:30:28 , Fred Horvat wrote:
> > > > >I have a real gem here. The only known stand alone Atari 2600
> > > > >computer system made. The Bit60 Computer made by Bit Corp.
> > > > >Spectravideo made an add on adapter for the 2600 console.
> > > > >This is a fully functional computer and 2600 game system.
> > > > >This is the 2600 computer system reviewed in

> > > > >"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
> > > > >firm on the price since this is not something your going
> > > > >to find at a local flee market or garage sale. $1,000.00
> > > > >
> > > > I may be thinking about something completely different, but I
> > > > remember there being a plug-in computer module for the 2600 in the
> > > > early '80s that sat on top of the main unit and had a small rubber-
> > > > keyed keyboard. I saw it in catalogs for a while, so if this is the
> > > > same thing, I'm sure it's not the only one. At any rate, I've seen
> > > > something similar before. I thought it was quite a cool idea at the
> > > > time (although I was in elementary school, so... :)!
> > > > >
> > > > >Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
> > > > >for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
> > > > >box, and an extra disk of misc ST utils. $40.00
> > > > >
> > > > And as far as I know, the Spectre GCR cartridge is NOT for the
> > > > Falcon, as the Falcon (stupidly) uses a different cartridge port
> > > > design than the ST(e)/TT computers do. Just thought I'd clarify in
> > > > case someone with only a Falcon is interested.
> > > > >
> > > > Mike Freeman
> > > > nameerf@flash.net

708. Re: Tina Turner Demo

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3975F01D.C1BE77B9@jps.net>
Source record: 59587

Works fine on my external SCSI. The internal IDE was so slow that it was
choppy. Once I moved it to the SCSI drive, it ran perfectly.

"atari@myatari.com" wrote:
>
> phantomm@eastky.net (Phantomm) wrote:
> I've heard alot about the Tina Turner Demo, but have never had
> the pleasure of seeing it.
> Does anyone know if any Atari Hardware was used in making the
> Demo?>phantomm@eastky.net
> >
> The Tina Turner Demo is on the Moving Pixels CDROM.
> You can get that for $9.95 at myatari.com . There are lots of
> great demos on the CDROM. Other CDROMS & Atari stuff also
> available. File is 70 Mega Byte self running. Not std file
> format. It has been my experience that it only runs on the
> Falcon internal IDE HD and then only certain ones. I upgraded
> to a larger, faster, internal and ended up with skipping on
> Tina Turner but everything else worked fine?. Maybe buffer
> compatibility, interleave, they lied(not faster)? I have never
> got it to work on an external SCSI. Bruce
>
> ----------
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com

709. Re: Tina Turner Demo

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0b6741e2.2d1e6987@usw-ex0107-055.remarq.com>
Source record: 59588

atari@myatari.com <atariNOatSPAM@myatari.com.invalid> wrote:
>phantomm@eastky.net (Phantomm) wrote:
>The Tina Turner Demo is on the Moving Pixels CDROM.
>...
>It has been my experience that it only runs on the
>Falcon internal IDE HD and then only certain ones.
>...
>I have never got it to work on an external SCSI.

Oh, it's possible. I ran it straight off the CD (8x). It was a
bit choppy, though.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

710. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8l4ua2$5f9$2@news.hccnet.nl>
Source record: 59589

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:8l3stfigf1@snipp.uninett.no...
| Uwe Seimet <us@ooc.de> wrote:
|
| >> > ALright,everyone. Some of you may have read my previous problems with
| >> > SCSI on my TT. Well, I recently acquired a copy of HDDriver to set up
| >> > this system. I had a 120meg drive set to SCSI 0 and terminated inside
| >> > the TT.
|
| > Both ends of the SCSI chain have to be terminated. The TT's internal
| > drive is always at one end of the chain, i.e. it must always be
| > terminated.
|
| In theory... I have two internal drives in my TT, no external. The
| motherboard is terminated, but if I terminate the last drive, it just
| won't work. The TT won't recognise any drives at all, regardless of which
| driver I use. When I don't terminate the last internal drive, everything
| works perfectly.

A nonpowered second terminator may do more harm than a missing second
terminator. Something you may want to check.

--
Folkert Rienstra
(don't email me please, reply to the group)
visit Gary Field's SCSI Info Central at www.scsifaq.org

|
| So my advice is to start by terminating "by the book", and then start
| experimenting if it doesn't work. (Btw. doing it by the book can actually
| be harmful with some hardware, like the Mega STE or STacy...)
|
| --
|
| /*
| ** Jo Even Skarstein http://home.nvg.org/~joska/
| */

711. Re: Epson Stylus 600

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0fa88340.35bb2b32@usw-ex0107-055.remarq.com>
Source record: 59590

dwolfe4@genie.idt.net (Don Wolfe) wrote:
>
> PageStream 2.2se doesn't have a printer driver for the
>Epson Stylus 600, would anyone know where I could find
>a "Stylus" driver for PageSTream ???
>
I assume you mean the Epson Stylus COLOR 600 (I don't think they made a monochrome 600, although they did make a monochrome 800).

From the Epson support webpage:

"For color output choose the Stylus PRO, Stylus COLOR 500, Stylus COLOR II, LQ-2550, or LQ-860. For monochrome (black/white) printing select one of the following LQ or SQ models: LQ-870/1170, LQ-500, LQ-570+/1070+, SQ-870/1070, or LQ-850."
[Source: http://files.support.epson.com/pdf/sc600_/sc600_f1.txt]

There may also be some third party drivers about. ELF software made a HP660C driver that does a good job of color lineart on my HP612CL (it's not so good on photos, though).

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

712. Documentation of Battletech.

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: "Grey Dragon"
Message-ID: <maod5.11138$Cm.260377@news1.gvcl1.bc.home.com>
Source record: 59591

```
Has anyone got the documentation on Battletech?
Please?
Thanks.
Andrew.
```

713. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <39761431$0$24227@znews.zetnet.co.uk>
Source record: 59592

On 19 Jul 2000 19:16:28 , "Martin \"Nightowl\" Byttebier" wrote:
>on Wed 19-07-2000 08:36 Paul Williamson wrote:
>
>>On 18 Jul 2000 18:35:46 , "Martin \"Nightowl\" Byttebier" wrote:
>>>on Mon 17-07-2000 21:32 Paul Williamson wrote:
>>
>>>He is talking
>>>about the menu 'graphic/Object properties/color.
>>
>>All is fine on my machine. (Hades - ET4000)
>
>That's is what I thought.
>The best way to see what we mean is by loading the pap_help.pap.
>That doc contains lots of colored frames. All these colored frames are
>using User define colors. All what I see is a rastered frame, no colors
>whatsoever.

Hi Martin/Edward

I have just been looking at the Help file. If I call it from the Help menu, then the colours are fine. If I load it as a PAP document, then some of it appears differently. Is this what you are talking about ?

For example - if I go the the end of the file (Chapter 28) and look at the "Startup Parameters" I see the table with the columns headed "Parameter" and "Explanation". In the PAP document these words are in a frame on a white background. In the Help file (called from Help menu) they appear on a green background.

I did some experimenting with the object properties last night and the user defined colours worked fine on things like text frame lines etc.

I have just tried changing the fill and text colours in the Help.pap document and this works as it should.

Maybe the Help.pap document is not meant to display those colours when called as a document ?

Cheers

Paul

714. Computer Direct

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39762f6c@fmlynet.org>
Source record: 59593

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)

> Yes I was not too happy when Chris disappeared. Now and then he answers my
> email, but he does not talk too much Atari. But you are correct. My Hades
> is still going strong (also my STe).
> Edward S. Baiz Jr.
> (Gamer)

Speaking of which, I've seen adds for a "Direct TT" which were listed to be
'030 and '060. How were those?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

715. monitor for Mega STE?

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <8l59lkqds1@news.netmar.com>
Source record: 59594
Cross-posted to: comp.sys.atari.st,newsone.log

BOTH my monochrome monitors recently died. Can I hook up a non-Atari monitor
to a Mega STE?

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----- http://newsone.net/ -- Discussions on every subject. -----
NewsOne.Net prohibits users from posting spam. If this or other posts
made through NewsOne.Net violate posting guidelines, email abuse@newsone.net

716. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-19 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200007192148.a20333@su2.maus.de>
Source record: 59595

Hi Jo,

JES>When I don't terminate the last internal drive, everything works
JES>perfectly.
an incorrectly terminated SCSI bus /may/ work, if it's really short
(cable length!) but you can't rely on that.

If your host adapter is _not_ between the tow drives, I mean
drive1<->host<->drive2, you have to terminate the host and the last
drive.

If it's like described above, you must terminate both the drives and
'unterminate' the host...

Und TTschï¿½
ps

717. Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39779d0c@fmlynet.org>
Source record: 59446

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: John N Oakes <doyene@zetnet.co.uk>

>I feel we don't need to try and stick our heads above a parapit. As long as
> the majority enjoy what are the best
> about your own individual machine. Everyone's eye is always drawn to flashy
> gimmick, but as long as you know that you have a safe ground too return to, >
that is the part of enjoyment. of the
> of seeing of Atari in the background.
> --
> xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
> xx Alway and Forever a Atari User xx
> xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
> xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
> xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
> xx Email: doyene@zetnet.co.uk xx
> xx Med vennlig hilsen : with kindest regards xx
> xx John Nicholas Oakes xx
> xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Aha... a Draconis User... fascinating.. I have been pondering that lately.
Of course I saw Cab 2.7 with NVDI... wow... that's not bad!

Well, what you said above takes a bit of maturity to say, and it is the
realization that perhaps it's good to have something good that you enjoy. As
long as you enjoy it and you have people to enjoy it with, that's all that
really matters.

The world can march on. I know a good thing when I see it.

Actually that was the Atari 400/800 .. but the ST makes a nice accessory
to that. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

718. Re: Computer Direct

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39779d0c@fmlynet.org>
Source record: 59447

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)

> He could at least answer some questions, but he elects not to. The goes for
> a couple of ex-Atari guru's in my area. They leave and go to the PC world
> and act like you are diseased if you ever ask them an Atari question.
> Edward S. Baiz Jr.
> (Gamer)

Hmmm.. sounds like the last Atari club I was a part of before JYBOLAC. :)

One thing to have to understand is that there are two users in the Atari realm. The power user and the hobbyist. I am a hobbyist, a rebel without a clue, a person who likes it simply because it is Atari.

The other user pushes the Atari to it's limits. We have them to thank for many innovations in the Atari realm. They push one boundary, maybe two, and then they meet the end to whatever innovation they made, decide there is more power elsewhere, and move on.
After they move on, having exhausted all they know to do on the system, they tend to question why anyone else would care.

At any rate, there you have it. Don't dispair, there are still those who will talk to you.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

719. Handspring Visor+Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39779d0c@fmlynet.org>
Source record: 59448

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: twarnemu@c2i.net (Thomas Warnemuende)
> Hy,
> I'm planing to buy me a palm-based handheld. Since I use a Falcon at home,
> I need some inforation about the compability, to make the decision which
> model I should buy.
> Does anyone know about a software to communicate between a handspring Visor
> and TOS / MagiC? At least backup and softwareupload should be possible.
> Is it principally possible to write such a software?
> I know that the communiication between a Palm and an Atari machine works.
> The Visor has only an USB-port. The communication should therfore go over
> a docking station with a serial port. I don't know if the software that
> works for the Palm also allowes contact with a Visor.
> Has anybody experiences with this?
> Are there maybe other handhelds that fit the Falcon better?
> Greetings from Norway,
> Thomas.

Currently experimenting with ways of getting a Newton MessagePad to connect
and transfer data and files between the Newton and 400/800 / ST. Going quite
well. See if the Palm has applications good for taking care of itself, like
sending notes through the serial port, or a terminal program that has various
downloading protocals.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

720. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <xzLd5.7$IB4.3592@news0.optus.net.au>
Source record: 59449

On 20 Jul 2000 10:40:04 , Jo Even Skarstein wrote:
>Uwe Seimet <us@ooc.de> wrote:
>
>> I wonder why some people try to give wrong advice to others. The
>> specification clearly says how to correctly terminate. Anything else is
>> wrong, even when it works by chance with some systems.
>
>Perhaps because the correct termination sometimes does not work? Try to
>"correctly" terminate a MSTE/STacy SCSI-adapter, or come over to my place
>and correctly terminate the internal SCSI-chain in my TT...

I want to support Uwe strongly on this. My experience with both MSTe and TT has been that, if you terminate by the book, things will work. If you do not, they may work with with no or one external drive connected, but with two external drives and a cd-rom failure is almost certain.

The host electronics of the TT are at a T-intersection. One arm at the T goes to the internal drive. The other arm goes to the SCSI port. Both arms should be terminated at their ends. That is, the internal drive should be terminated. If no external drive is connected to the SCSI port, then the SCSI port termination resistors, on the mother board of the TT, should be in place. The fact that the internal drive will probably work if they are not in place does not falsify this statement.

When external drive(s) are connected to the SCSI port, the port resistors inside the TT should be removed and the last drive in the external chain terminated. The internal drive should remain terminated.

The host in the MSTe is not at a T - it is merely at one end of the chain. Normally the internal drive should be terminated. However if, as is recommended with the Link96 host adaptor, the SCSI chain is extended past the internal drive to an external SCSI port, then the internal drive should have its termination removed as soon as something is plugged into that port. Ideally it should have its termination removed at all times and a terminator plugged into the port when nothing else is connected, particularly if the new cable from the internal drive to the new port is at all lengthy.

If the TT or MSTe is transferred to a new case, the distinction between internal and external drives becomes somewhat academic, but the rule remains the same. If the host adaptor is at one end of the chain (the usual MSTe case), only the other end of the chain should be terminated. If the host adaptor is somewhere inside the chain (the

usual TT case), both ends should be terminated.

Terminators have never been used on an ASCI chain. Things may have been simpler if they had been. Then we should not have had all the warnings about only using one or two devices and keeping the cables very short.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

721. Re: Misc Atari Items FS/Trade/Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3977ABFD.57F2B0C9@jps.net>
Source record: 59450

"Marlin Bates, IV" wrote:
>
> Wow, I am truly sorry to hear that. BTW, what happened to either
> Gadgets by Small or Dave Small? He was truly an asset to the community.
>
> -Marlin
>
They lost the lawsuit over defective GCR manufacturing. The lawsuit
drained them financially and ended the company. Dave has gone on to
other non-Atari activities.

722. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3977ADC4.E72A78A6@jps.net>
Source record: 59451

Michael Schwingen wrote:
>
> In article <39737531.E61E8DB8@jps.net>, John Kolak <jkolak@jps.net> wrote:
> >You must be smoking pot. My P120 is nowhere near as fast as my 50MHz
> >030.
>
> On what applications?
>
> Try running Linux and CPU-intensive applications on both (like a gcc
> compile on a large source file, or tex with the source files icached in
> memory). You will notice that a P120 easily beats the 68030.
>
> You doni¿½t have to like them, but Intel CPUs do have a good performance per
> money ratio if you do not need the current high-end ones.
>
Here I use common everyday apps like WP, DTP, SS, demos, plus just
cruising around the OS and also CAB. I only find the Falcon slow on
formatting web pages. The P120 running Windows is dog slow at everything
it does.

John

723. CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3977b62c_2@huge.aa.net>
Source record: 59452

Hi all,

I'm ready to take the CDRW plunge, and would like some insights from those of you who have experience. I'm using a Falcon with Nemesis, TOS 4.04, ICD Pro 6.5.5, external 2.1 gig Seagate SCSI, 1 gig internal IDE, external Syjet 1.5 gig SCSI. I want to write music CDs, and be able to use CDs for backing up audio files, and other software.

Hardware:

What brands/ models work well, and those that have problems with Atari. Yamaha and HP seem to be commonly available. I've also looked at some of the "stand-alone" CD recorders such as by Tascam.

What speeds (write/rewrite/read) are good? what speeds are "overkill"?

Software:

Which CD recording software do people recommend? What is good or lacking in programs? I know that Soundpool and Anodyne have programs - any others I should consider?

Would any of these hardware/software combinations allow me to simply hook up an analog source to the CD recorder and record straight into it without needing to make a hard-drive file in the computer, convert it to the appropriate audio format, etc.?

Media:

There are a lot of blank CD brands - Imation, Memorex, Sony, DigitalMedia, PNY, Traxdata... to name a few. I've seen catagories of CDR, CDRW, Audio CDR, and even AudioCDRW. I know the difference between CDR and CDRW being that the CDRW can be RE-written and the CDR can NOT. What's the difference between CDR and Audio CDR? Also between CDRW and AUDIO CDRW?

Hope I'm not exceeding the maximum number of questions per newsgroup posting. Am I? How many are allowed? Why? Should I just shut up now?

Thanks for any insights,

Clayton Murray
Seattle, WA USA

724. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3977B62D.A35E3944@jps.net>
Source record: 59453

I think the really great thing is that Rodolphe has included
installation in the price of the product, so there is no reason to try
hacking your falcon with inadequate tools when you can have an expert
installation by Rodolphe.

Rodolphe Czuba wrote:
>
> You were wrong to not buy CT2 because it is a very stable product !
> Sure, some times, to become a stable product, some people should explain me
> their problems !!!
> What they surely not did !! And that's a shame because, after, some guys
> like you think that CT2 is not stable !!!
> But CT2 is perfectly stable each time the guys had let me to solve their
> problems !!!
> Sure I can't imagine that a guy has problems if he don't tell it me !!!!
> When people buy a car and have problems they go immediatly to request the
> problem to be solved !
> Why not on atari world ?????!
>
> I'm really bored by the stupid attitude of certain atari users that consider
> that it is normal to be fucked by a reseller/producer with a not good
> product !!!
> Hey, I'm not like some bad companies on atari market ..... I'm honnest !!
>

725. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3977B820.29BE8FE4@jps.net>
Source record: 59454

Jo Even Skarstein wrote:
>
> As for the CT60 - RC promised a CT2TT if 50 people or more wanted it. A
> lot more showed interest but the project was silently killed. I don't
> think the CT60 will ever see the light of day (please feel free to search
> Deja News for my predictions about the Phenix...).
>
I don't think it is fair to blame Rodolphe about Phenix. He did his part
and produced the hardware. The Dolman OS software team shelved it.

John

726. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10007202254580.3871-100000@shell2>
Source record: 59455

On Thu, 20 Jul 2000, John Kolak wrote:

> Jo Even Skarstein wrote:
> >
> > As for the CT60 - RC promised a CT2TT if 50 people or more wanted it. A
> > lot more showed interest but the project was silently killed. I don't
> > think the CT60 will ever see the light of day (please feel free to search
> > Deja News for my predictions about the Phenix...).
> >
> I don't think it is fair to blame Rodolphe about Phenix. He did his part
> and produced the hardware. The Dolman OS software team shelved it.

John, if you only knew.
Rodolphe, (hi rodolphe since you read here) is an opportunist with some electronics skills. Falcon users are so desperate for a person that can handle their beloved machines that they would put their trust into anyone. Now, the sadest part is not that he is trying to get a few extra bucks on atari users back, but it's that someone shitting on their face, they would still ignore the fact just because there is nothing else better so they just eat it or beat it.

Well, I know that Rodolphe hates me, and probably half of this newsgroup too, but honestly it does not really matter as I know exactly where I stand for.
Rodolphe, I know you're probably going to try once again to threaten me to court for opening my mouth in public. Just know that I am ready for any action you might take.

Now, I don't deny that Mr. Czuba has some customers that are actually happy, and I am really glad for them and somewhat shows that mr. czuba is not THAT bad.
However, know that half of these "Satisfied" customers just shut up because of his bad attitude.

Please, real happy customers, speak up, and show your enthousiasm for centek/czuba, so other potential customers can see that I am wrong, and all would be fair. But at least, I would have spoken for the few too shy to say a word.

Mr. Czuba for the last time (at least 6th now), stop sending me spam in my personal mailbox, If I want news as I told you before, I would go in the newsgroup more often, OR would check your personal www page.

Thank you.

727. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8l8fi1$oj0$1@user2.teleport.com>
Source record: 59456
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out into Atari Jaguar Hardware & Games. So checkout what's new on my Web Site. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! No competing in auctions. Just Sales, Support & Service! I have 8 different Catalogs, & my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes and Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit, Atari ST & the Atari 64 Bit Jaguar Game Machine! And remember, if you can't come see me today, come see me tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

728. Wanted: Atari Mega 4 ST Computer! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8l8h2t$t1r$1@user2.teleport.com>
Source record: 59457

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

729. Re: monitor for Mega STE?

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <H6sd5.87$7x5.3072@nsw.nnrp.telstra.net>
Source record: 59500
Cross-posted to: comp.sys.atari.st,newsone.log

any SVGA monitor can be hooked up by doing the following, ground mono detect on the 13 pin plug, connect rgb on the vga socket to mono out on the 13 pin plug, and al the rest are the same. i.e. h sync to hsync, v sync to v sync and grnd to grnd..

Mark Bedingfield

<rosco@game-master.com> wrote in message
news:8l59lkqds1@news.netmar.com...
> BOTH my monochrome monitors recently died. Can I hook up a non-Atari
monitor
> to a Mega STE?
>
>
>
>
> ----- Posted via NewsOne.Net: Free Usenet News via the Web -----
> ----- http://newsone.net/ -- Discussions on every subject. -----
> NewsOne.Net prohibits users from posting spam. If this or other posts
> made through NewsOne.Net violate posting guidelines, email
abuse@newsone.net

730. Re: Epson Stylus 600

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <O8sd5.91$7x5.3192@nsw.nnrp.telstra.net>
Source record: 59501

I have put together a driver disk for the Epson 400/600/800 stylus colour, I
will e-mail you a copy. All major software drivers ps2.2, calamus etc

Mark Bedingfield

atarigalen <kNOkSPAM@uia.net.invalid> wrote in message
news:0fa88340.35bb2b32@usw-ex0107-055.remarq.com...
> dwolfe4@genie.idt.net (Don Wolfe) wrote:
> >
> > PageStream 2.2se doesn't have a printer driver for the
> >Epson Stylus 600, would anyone know where I could find
> >a "Stylus" driver for PageSTream ???
> >
> I assume you mean the Epson Stylus COLOR 600 (I don't think they
> made a monochrome 600, although they did make a monochrome 800).
>
> From the Epson support webpage:
>
> "For color output choose the Stylus PRO, Stylus COLOR 500, Stylus
> COLOR II, LQ-2550, or LQ-860. For monochrome (black/white)
> printing select one of the following LQ or SQ models: LQ-
> 870/1170, LQ-500, LQ-570+/1070+, SQ-870/1070, or LQ-850."
> [Source: http://files.support.epson.com/pdf/sc600_/sc600_f1.txt]
>
> There may also be some third party drivers about. ELF software
> made a HP660C driver that does a good job of color lineart on my
> HP612CL (it's not so good on photos, though).
>
> Galen
>
>
>
> --
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com
>

731. N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <2439CFFB313B916A.84B8DDE3F93A5F0C.24BD3E203776CE22@lp.airnews.net>
Source record: 59502

Alright, I'm tired of waiting.

My credit card was charged months ago for N.AES 2.0, and I still haven't received it. As far as I'm concerned, if I payed for it, I'm entitled to a copy.

Would someone out there be kind enough to send me image(s) of the floppy disk(s)? English version preferred, of course.

Thanks in advance,

Michael White (michael@fastlane.net)

732. Re: Misc Atari Items FS/Trade/Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <39766758.28AE9FE5@psu.edu>
Source record: 59503

Wow, I am truly sorry to hear that. BTW, what happened to either
Gadgets by Small or Dave Small? He was truly an asset to the community.

-Marlin

John Kolak wrote:
>
> Gadgets by Small was holding it pretty tightly to their chest. I begged
> for it, even a beta version because of the support for the TT internal
> SCSI drive, but they refused, explaining that it was their last chance
> for financial recovery, but that plan never materialized, and so even
> those willing to pay never got it. I never heard of any beta testers
> leaking it out.
>
> "Marlin Bates, IV" wrote:
> >
> > Hmm, I can not help but notice that you say 3.1 did not make it out to
> > the public . . . does this mean it was in beta-test? Are there copies
> > available that may be used?
> >
> > Just curious.
> >
> > Thanks
> >
> > -Marlin
> >
> > John Kolak wrote:
> > >
> > > No no no! The Spectre will not run on a Falcon. The Cart port is
> > > different. Dave Small had hoped to make a Falcon compatible Spectre, and
> > > support Falcon color, but it never happened. Neither did 3.1 make it out
> > > to the public.
> > >
> > > Fred Horvat wrote:
> > > >
> > > > I personally have not used the Spectre GCR on my Falcon but I have seen
> > > > people run it on the Falcon just fine.
> > > >
> > > > The Atari 2600 computer I have IS NOT a plug in unit. It is a fully stand
> > > > alone Atari 2600 computer system. It's roughly the size of an Atari 600XL
> > > > computer. I have JPG's available of it for any interested people. Just
> > > > E-mail me and I'll send them out to you.
> > > >
> > > > Michael and Nicole Freeman wrote:
> > > >

> > > > > On 18 Jul 2000 00:30:28 , Fred Horvat wrote:
> > > > > >I have a real gem here. The only known stand alone Atari 2600
> > > > > >computer system made. The Bit60 Computer made by Bit Corp.
> > > > > >Spectravideo made an add on adapter for the 2600 console.
> > > > > >This is a fully functional computer and 2600 game system.
> > > > > >This is the 2600 computer system reviewed in
> > > > > >"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
> > > > > >firm on the price since this is not something your going
> > > > > >to find at a local flee market or garage sale. $1,000.00
> > > > > >
> > > > > I may be thinking about something completely different, but I
> > > > > remember there being a plug-in computer module for the 2600 in the
> > > > > early '80s that sat on top of the main unit and had a small rubber-
> > > > > keyed keyboard. I saw it in catalogs for a while, so if this is the
> > > > > same thing, I'm sure it's not the only one. At any rate, I've seen
> > > > > something similar before. I thought it was quite a cool idea at the
> > > > > time (although I was in elementary school, so... :)!
> > > > > >
> > > > > >Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
> > > > > >for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
> > > > > >box, and an extra disk of misc ST utils. $40.00
> > > > > >
> > > > > And as far as I know, the Spectre GCR cartridge is NOT for the
> > > > > Falcon, as the Falcon (stupidly) uses a different cartridge port
> > > > > design than the ST(e)/TT computers do. Just thought I'd clarify in
> > > > > case someone with only a Falcon is interested.
> > > > > >
> > > > > Mike Freeman
> > > > > nameerf@flash.net

733. Re: monitor for Mega STE?

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: rosco@game-master.com
Message-ID: <8l5sv5$6rf$1@news.netmar.com>
Source record: 59504
Cross-posted to: comp.sys.atari.st,newsone.log,

In a previous article, "Mark Bedingfield" <mark@baypc.com.au> writes:
>any SVGA monitor can be hooked up by doing the following, ground mono detect
>on the 13 pin plug, connect rgb on the vga socket to mono out on the 13 pin
>plug, and al the rest are the same. i.e. h sync to hsync, v sync to v sync
>and grnd to grnd..

Thanks Mark - that's just the info I need.

----- Posted via NewsOne.Net: Free Usenet News via the Web -----
----- http://newsone.net/ -- Discussions on every subject. -----
NewsOne.Net prohibits users from posting spam. If this or other posts
made through NewsOne.Net violate posting guidelines, email abuse@newsone.net

734. Wanted: Star Fleet I

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <397683F1.53447D9C@psu.edu>
Source record: 59505

Hello folks!

I am looking for this Star Trek-type strategy/hec game. It was
available for the ST (and the Atari 8-bit). I would love to have it
complete in the box, but an original disk would suffice as I have a copy
of the 8-bit version.

Thanks
-Marlin

735. Re: Creating real ST Disks with a Mac?

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Neil <nrh31@student.canterbury.ac.nz>
Message-ID: <39768410.1C447BC3@student.canterbury.ac.nz>
Source record: 59506

I know it's easy to do on a PC, but I'm not sure about a mac - it's definately not impossible. This may sound silly, but are you using standard double density formatted disks to do this? Seeing as the ST only has a double density drive.

Alexander Klock wrote:
>
> Hi there,
>
> I wanted to use DUST on my Macintosh to create some real ST readable
> Disks out of some Archives from lgd.fatal-design.com.
>
> Unfortunately the Disks don't work, either the disks seem to be corrupt
> or the images are too large for the disks.
>
> Is there another way to create real disks out of images with a mac?
>
> Thanx
> Alex
>
> --
> Besuch' doch mal planetklocke® @ http://www.alexanderklock.de
> Eintracht - GameGear - C64 - Flohheim - Funnies - ...und ich!!

736. Re: Looking to buy a Mega ST - any out there?

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: asalina <sawjrNOsaSPAM@uswest.net.invalid>
Message-ID: <0719e7a7.d9afed8e@usw-ex0107-050.remarq.com>
Source record: 59507

megaSTe complete system $175
Mega2ST system, 20m Hdr $150

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

737. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3976A95F.80CBCF83@ooc.de>
Source record: 59508

Bill F wrote:
>
> My TT works fine with or without an external drive connected to either
> the SCSI or ACSI DMA port. I don't change any terminator resistors
> inside the computer, however, the external drive is always terminated.

If it's works you're lucky. Nevertheless it is wrong.
I wonder why some people try to give wrong advice to others. The
specification clearly says how to correctly terminate. Anything else is
wrong, even when it works by chance with some systems.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

738. Software needed for Atari ROBOKIT

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Brock <hsv98@hotmail.com>
Message-ID: <8l6auc$id3$1@nina.pacific.net.au>
Source record: 59509

I have found an ATARI ROBOKIT still in box, but unfortunately there wasn't any software in the. Any information is much appreciated.

Cheers

739. A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <lFzd5.602$M04.1007730@nnrp5.proxad.net>
Source record: 59510

> It appears as though you intend the CT60 to be a "computer on a card"
> that simply uses the Falcon for input/output. Is this the case?

YES, and it is exactly the same thing for the CT2 !
CT2 is too a computer that use Falcon as I/O !

> The
> main reason I didn't buy the CT2 was because I simply could not risk
> having the Falcon become non-stable (a fate that for some reason did
> occur to some CT2 owners).

Do you really think that a serious company can take the risk selling a
product that is not sure ????!!!!
You were wrong to not buy CT2 because it is a very stable product !
Sure, some times, to become a stable product, some people should explain me
their problems !!!
What they surely not did !! And that's a shame because, after, some guys
like you think that CT2 is not stable !!!
But CT2 is perfectly stable each time the guys had let me to solve their
problems !!!
Sure I can't imagine that a guy has problems if he don't tell it me !!!!
When people buy a car and have problems they go immediatly to request the
problem to be solved !
Why not on atari world ?????!

I'm really bored by the stupid attitude of certain atari users that consider
that it is normal to be fucked by a reseller/producer with a not good
product !!!
Hey, I'm not like some bad companies on atari market ..... I'm honnest !!

Let me know if you want to be in the CT60 list or not ...

> Please respond to comp.sys.atari.st.
>
>Galen

???

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

740. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8l6kng$7ri$1@snipp.uninett.no>
Source record: 59511

Peter Schneider <Peter_Schneider@su2.maus.de> wrote:

> an incorrectly terminated SCSI bus /may/ work, if it's really short
> (cable length!) but you can't rely on that.

> If your host adapter is _not_ between the tow drives, I mean
> drive1<->host<->drive2, you have to terminate the host and the last
> drive.

> If it's like described above, you must terminate both the drives and

I have host<->drive1<->drive2. The only way to get it to work with my two drives is to terminate the host, and not terminate drive2 (and drive1 ofcourse). If I terminate the last drive (regardless of which drive I connect at the end) no drives are recognised. I have tried every possible combination of drives and termination, but my current setup is 100% stable.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

741. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8l6ku4$7ri$2@snipp.uninett.no>
Source record: 59512

Uwe Seimet <us@ooc.de> wrote:

> I wonder why some people try to give wrong advice to others. The
> specification clearly says how to correctly terminate. Anything else is
> wrong, even when it works by chance with some systems.

Perhaps because the correct termination sometimes does not work? Try to
"correctly" terminate a MSTE/STacy SCSI-adapter, or come over to my place
and correctly terminate the internal SCSI-chain in my TT...

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

742. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964091242-117198AEicMi@cwcom.net>
Source record: 59513

From: paul.williamson@zetnet.co.uk (Paul Williamson)
Date: 19 Jul 2000 20:48:49 GMT

>I have just been looking at the Help file. If I call it from the Help
>menu, then the colours are fine. If I load it as a PAP document, then
>some of it appears differently. Is this what you are talking about ?

My Falcon shows the "User Colors" as various grey rasters, and the page from the Help doc you mention shows a similar fill whether it's loaded from the Help key or as a PAP doc.

Seems to be a bug then?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

743. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8l6ojtefo1@SOLAIR2.EUnet.yu>
Source record: 59514

On 18 Jul 2000 16:54:40 , Derryck Croker wrote:

>>I have come upon a digital camera the documentation for which says that
>>it uses TWAIN protocol for communication with a computer.
>>
>That's a standard used for the PC. It allows programs to load or scan images
>straight into their windows for further manipulation.
>
>The nearest alternative on the Atari platform is GDPS, a scanner driver protocol
>which allows scanning straight into programs such as Alexander Clauss' OCR,
>PixArt, and Calamus.

So, from this explanation, I gather that TWAIN and GDPS are functionally
similar, but still different. Therefore, if a camera uses TWAIN protocol
to communicate (via RS-232 link) with a computer, it CAN NOT be used
with some GDPS-compliant software on the Atari, can it?

744. need info on 8-bit game cartages

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Scott McDonald <copper@mnsi.net>
Message-ID: <3976DC30.2C350578@mnsi.net>
Source record: 59515

I think these are 8-bit but not sure but here are the names and numbers
defender atari cxl 4025
donkey kong atari rx 8031
pole position atari rx 8034
submarine commander atari 400/800
pac-man cxl 4022
star wars ,the arcade game no other markings on this one...
if you know anything about them please let me know ,and i guess they are
for sale as well
if you know of any one who would like then,I have not had a 8-bit for
years and have no way
of testing them...thanks for any replys

745. Re: N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <FjCd5.272$io6.10556@news2.voicenet.com>
Source record: 59516

On 20 Jul 2000 02:23:01 , Michael White wrote:
>Alright, I'm tired of waiting.
>
>My credit card was charged months ago for N.AES 2.0, and I still
>haven't received it. As far as I'm concerned, if I payed for it,
>I'm entitled to a copy.
>
>Would someone out there be kind enough to send me image(s) of the
>floppy disk(s)? English version preferred, of course.
>
>Thanks in advance,
>
>Michael White (michael@fastlane.net)
>.

File a complaint through your credit card company.
I know of others who have had to do this.

Raymond

746. Re: FD Interface Board

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Dr John The Night Tripper <quinbus_flestrin@privacyx.com>
Message-ID: <ilCd5.323$yE4.5549@news2-win.server.ntlworld.com>
Source record: 59517

Whats all this? Stomping on this guy? What kind of talk is that? If you want a closed community go live in a monastery. I found something odd and offered it to the community for comment... not censure. I see no FAQ in evidence to ask subscribers not to post pics.

Dr John

"Lonny Pursell" <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10007172028190.83-100000@TT030...
> On Mon, 17 Jul 2000, Branko Badrljica wrote:
>
> > BTW: I don't think that binaries are allowed on this NG.
> > It would be good idea that next time you offer to email such material to
> > interested parties instead of poisoning the globe with picture material
of
> > non-porno nature ;-)
>
> Indeed. I am suprised Steve has not stomped on this guy.
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

747. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3976FEDB.255AB357@siemens.at>
Source record: 59518

Rodolphe Czuba wrote:
>
> > It appears as though you intend the CT60 to be a "computer on a card"
> > that simply uses the Falcon for input/output. Is this the case?
>
> YES, and it is exactly the same thing for the CT2 !
> CT2 is too a computer that use Falcon as I/O !
>
> > The
> > main reason I didn't buy the CT2 was because I simply could not risk
> > having the Falcon become non-stable (a fate that for some reason did
> > occur to some CT2 owners).
>
> Do you really think that a serious company can take the risk selling a
> product that is not sure ????!!!!
> You were wrong to not buy CT2 because it is a very stable product !
> Sure, some times, to become a stable product, some people should explain me
> their problems !!!
> What they surely not did !! And that's a shame because, after, some guys
> like you think that CT2 is not stable !!!
> But CT2 is perfectly stable each time the guys had let me to solve their
> problems !!!
> Sure I can't imagine that a guy has problems if he don't tell it me !!!!
> When people buy a car and have problems they go immediatly to request the
> problem to be solved !
> Why not on atari world ?????!
>
> I'm really bored by the stupid attitude of certain atari users that consider
> that it is normal to be fucked by a reseller/producer with a not good
> product !!!
> Hey, I'm not like some bad companies on atari market ..... I'm honnest !!

That's exactly my experience. Except some misunderstanding (maybe
caused by my german English and Rodolphes french English) Rodolphe
always tried to help and so I'm quite satisfied, and being as happy
as I am with my CT2 is the main reason that I'm not yet on the CT60
list (I can't even remember the last time I had to put my Falcon
back into slow mode).

Gerhard

748. Re: FD Interface Board

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <G6Ed5.208$L76.9229@read2.inet.fi>
Source record: 59519

I agree!

Joshua.

"Dr John The Night Tripper" <quinbus_flestrin@privacyx.com> wrote in message
news:ilCd5.323$yE4.5549@news2-win.server.ntlworld.com...
> Whats all this? Stomping on this guy? What kind of talk is that? If you
want
> a closed community go live in a monastery. I found something odd and
offered
> it to the community for comment... not censure. I see no FAQ in evidence
to
> ask subscribers not to post pics.
>
> Dr John
>
> "Lonny Pursell" <atari@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10007172028190.83-100000@TT030...
> > On Mon, 17 Jul 2000, Branko Badrljica wrote:
> >
> > > BTW: I don't think that binaries are allowed on this NG.
> > > It would be good idea that next time you offer to email such material
to
> > > interested parties instead of poisoning the globe with picture
material
> of
> > > non-porno nature ;-)
> >
> > Indeed. I am suprised Steve has not stomped on this guy.
> >
> > ____
> > Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
> >
>
>

749. Re: N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8l73k7atb1@snipp.uninett.no>
Source record: 59520

Michael White <michael@fastlane.net> wrote:
> Alright, I'm tired of waiting.

> My credit card was charged months ago for N.AES 2.0, and I still
> haven't received it. As far as I'm concerned, if I payed for it,
> I'm entitled to a copy.

You're not the only one... Contact your credit card company, you should
get a refund from them.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

750. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <KhEd5.464$QG2.2148@newsfeed.slurp.net>
Source record: 59521

On 20 Jul 2000 11:51:18 , Derryck Croker wrote:

>My Falcon shows the "User Colors" as various grey rasters, and the page
from the >Help doc you mention shows a similar fill whether it's loaded
from the Help key or >as a PAP doc.
>
>Seems to be a bug then?

I am not sure it is a bug or what. It is hard to believe that this feature
is only good when using the ET4000 graphics card. It does not work on a
Crazy Dots card or the Nova Mach 64 card. Maybe ROM can adjust the calls
that Papyrus makes to try to adjust this.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

751. Re: Computer Direct

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <MhEd5.465$QG2.2148@newsfeed.slurp.net>
Source record: 59522

On 19 Jul 2000 15:27:06 , "Greg Goodwin" wrote:

> Speaking of which, I've seen adds for a "Direct TT" which were listed to be
>'030 and '060. How were those?
>
> Doctor Clu

I am not sure, but I think the Direct TT was the Hades.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

752. Re: N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <OhEd5.467$QG2.2148@newsfeed.slurp.net>
Source record: 59523

Who did you order it from. Woller Systeme? If so, I had the same problem with N.AES 1.2. Woller said he never received my cashier's check and I had to scan/email him the cancelled check. Finally he sent it to me. Could have been an over-sight, but who really knows....

On 20 Jul 2000 02:23:01 , Michael White wrote:
>Alright, I'm tired of waiting.
>
>My credit card was charged months ago for N.AES 2.0, and I still
>haven't received it. As far as I'm concerned, if I payed for it,
>I'm entitled to a copy.
>
>Would someone out there be kind enough to send me image(s) of the
>floppy disk(s)? English version preferred, of course.
>
>Thanks in advance,
>
>Michael White (michael@fastlane.net)

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

753. HDDiver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <QhEd5.468$QG2.2148@newsfeed.slurp.net>
Source record: 59524

I downloaded the demo of HDDiver version 7.91. I found I had to turn off the instruction cache in order to boo the auto-folder program. Then I installed the demo SYS file on my partition C. When I rebooted, it went smoothly. I was pleasantly surpised when I found out I could use the utility file without having to turn off the instruction cache on the Hades acc. I was thrilled that I also could re-install the SYS file with no problems. I guess I will be upgrading.

I was, however, sadden to see a statement on Uwe's site that the Hades is no longer officially supported. I guess the cache problem was too much.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

754. Re: N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8l74uh$o8n$1@nnrp1.deja.com>
Source record: 59525

AIRC, it took about 6 weeks for my copy of V1.2 to arrive from Germany
to the US (purchased from Woller).

Mike

In article <FjCd5.272$io6.10556@news2.voicenet.com>,
rcollins@voicenet.com (Raymond Collins) wrote:
> On 20 Jul 2000 02:23:01 , Michael White wrote:
> >Alright, I'm tired of waiting.
> >
> >My credit card was charged months ago for N.AES 2.0, and I still
> >haven't received it. As far as I'm concerned, if I payed for it,
> >I'm entitled to a copy.
> >
> >Would someone out there be kind enough to send me image(s) of the
> >floppy disk(s)? English version preferred, of course.
> >
> >Thanks in advance,
> >
> >Michael White (michael@fastlane.net)
> >.
>
> File a complaint through your credit card company.
> I know of others who have had to do this.
>
> Raymond
>

Sent via Deja.com http://www.deja.com/
Before you buy.

755. Re: Computer Direct

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8l7597$ok8$1@nnrp1.deja.com>
Source record: 59526

Pretty sure the Direct TT 030 was a TT with a (48Mhz) CaTTamaran fitted.
The 060 was a Direct cased Medusa.

Mikey

In article <0000.39762f6c@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>
> > Yes I was not too happy when Chris disappeared. Now and then he
answers my
> > email, but he does not talk too much Atari. But you are correct. My
Hades
> > is still going strong (also my STe).
> > Edward S. Baiz Jr.
> > (Gamer)
>
> Speaking of which, I've seen adds for a "Direct TT" which were
listed to be
> '030 and '060. How were those?
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

756. test

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <8l75rq$5gt$1@hermes.achilles.net>
Source record: 59527

```
this is just a test (using a different editor), please ignore.
```

757. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8l7a99nrr1@draco.stochastik.rwth-aachen.de>
Source record: 59528

In article <8l6ku4$7ri$2@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>Perhaps because the correct termination sometimes does not work? Try to
>"correctly" terminate a MSTE/STacy SCSI-adapter, or come over to my place
>and correctly terminate the internal SCSI-chain in my TT...

The MSTE adapter is no SCSI adapter, but an adapter which allows to connect
a single SCSI drive (it fails in several parts of the spec), so the spec
does not apply to that one anyway.

cu
Michael
--
In the beginning there was nothing, which exploded.

758. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8l7b2f$o24$1@draco.stochastik.rwth-aachen.de>
Source record: 59529

In article <39737531.E61E8DB8@jps.net>, John Kolak <jkolak@jps.net> wrote:
>You must be smoking pot. My P120 is nowhere near as fast as my 50MHz
>030.

On what applications?

Try running Linux and CPU-intensive applications on both (like a gcc
compile on a large source file, or tex with the source files icached in
memory). You will notice that a P120 easily beats the 68030.

You don't have to like them, but Intel CPUs do have a good performance per money ratio if you do not need the current high-end ones.

cu
Michael
--
In the beginning there was nothing, which exploded.

759. Re: Computer Direct

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007201917210.69-100000@rakas>
Source record: 59530

On 2000-7-19, Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> Speaking of which, I've seen adds for a "Direct TT" which
> were listed to be '030 and '060. How were those?

DirecTT 030 was an Atari motherboard, tower-mounted.

DirecTT 040/060 were Hades motherboards, tower-mounted locally
by Chris, instead of in Switzerland by Medusa Systems.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

760. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <LWHd5.5082$Yy3.176171@newsread2.prod.itd.earthlink.net>
Source record: 59531

On 19 Jul 2000 00:06:45 , Trevor Spencer wrote:
>On 17 Jul 2000 00:47:34 , John Garone wrote:
>>On 16 Jul 2000 23:53:54 , Trevor Spencer wrote:
>
>various clips
>
>>>>>Well, John, now 2 people want it! <ha ha!>
>>>
>>>er.... No, 3 now, that's a 50% increase in 'demand' :-))) The @ for
>>>attachments is a great help in the meantime.
>
>>Hey Trevor! I got bumped!!! I was was #3 !!! Oh well, #4 is fine! (:->)~
>>(shh! did you hear that? I thought I heard somebody ask John R. for
>>Javascript in his browser).
>
>Sorry about that John, at least it's increased the % again! As to JS now
>that would really be something!
>
>--
>Trevor
>
>6 MB ATARI STe with Veloce+2
>TOS 2.06 NVDI MagiC Thing
>

Trevor,
I Don't see this post I uploaded 7/18 or 7/20 so here goes again!
Sorry if it eventually shows up 3 times!

It does'nt matter where I'm on the list as long as others show there interest! Regarding Javascript in John R's browser, I assume a lot more has to be done with the browser before the possibility of Javascript being incorporated (as a very uneducated guess!). But stability and bug removal should come first and John shows his interest by actively engaging in the newsgroup. Really nice to see!
John G.

761. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <397755881078040@online.be>
Source record: 59532

on Wed 19-07-2000 20:48 Paul Williamson wrote:

>I have just been looking at the Help file. If I call it from the Help
>menu, then the colours are fine. If I load it as a PAP document, then
>some of it appears differently. Is this what you are talking about?

Loaded from the Help menu or loaded as PAP doc makes no different. The
colored columns are in both case in monochrome.

>
>Maybe the Help.pap document is not meant to display those colours when
>called as a document ?

For me it sounds more like a bug. Not from the graphic card driver but from
Papyrus itself.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

762. Re: HDDiver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <397755881078041@online.be>
Source record: 59533

on Thu 20-07-2000 14:47 Edward S. Baiz Jr. wrote:

>I downloaded the demo of HDDiver version 7.91. I found I had to turn off
>the instruction cache in order to boo the auto-folder program. Then I
>installed the demo SYS file on my partition C. When I rebooted, it went
>smoothly. I was pleasantly surpised when I found out I could use the
>utility file without having to turn off the instruction cache on the Hades
>acc. I was thrilled that I also could re-install the SYS file with no
>problems. I guess I will be upgrading.

All fine but can you use your external SCSI devices without having to turn
off the instruction cache?

On my Hades HDdriver v7.90 just won't let me access the external
SCSI-devices.
Sure if I switch off the instruction cache I can use them but as you know
turning off the instruction cache turns the Hades into a slow machine.
Even with hades_b5.acc it is impossible.
The last version of HDdriver that works for me is V7.6

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

763. Falcon + Ethernet: SUCCESS

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <397755881078044@online.be>
Source record: 59534
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Hello,

I send this message on behalf of Karl Samyn. Currently he doesn't have an
Internet connection. If you've a reaction you want to mail via PM please send
it to me. I'll forward the message to him.

CU
Martin

------------Forwarded message-----------

Subject : Falcon + Ethernet : SUCCESS

Finally, I succeeded to connect my F030 to an ethernet network
and do some succesfull tests. Already a couple of months ago I
succeeded to "ping" between a PC (Win NT) and a F030, in both
ways. Since that day I didn't do any more tested, but yesterday
I started again with testing.
This was the setup :
1 PC with NE2000 PCI network card + Windows 95 TCP-IP stack
1 Atari F030 with parallel pocket adaptor + Sting 1.20 + RTL8012 driver
1 Atari Mega ST4 with Riebl card + Sting 1.20 + Riebl driver

I succeeded to ping between all computers. In a next test I
installed a HTTPD on the PC and was able to connect to it and
get pages on the F030 using CAB (using the URL of the HTTPD).

How is the F030 connected to the ethernet :
- harware: parallel pocket ethernet adaptor with RTL8012 ethernet controller
ROM port device to connect adaptor to the ROM-port of the F030
- Software: Sting 1.20
RTL8012 ethernet driver for Sting

Let me make clear that all thanks goes to *Vassilis Papathanaiou*
for his ethernet driver and the PCB layout of the ROM port device
and also to *Elmar Hilgart* for fabrication of a working ROM
port device (mine refused to work).
Tests with BNET were also conducted, but were not succesfull
so far. I'll have to look again to the host.inf file and
route.tab to be sure no problems is there.
No tests of sharing files and directories between an Atari
and the PC were conducted since there exists (IMHO) no NFS or
NetBEUI program/protocol available for the Atarin (i.e. for a
decent price or share-ware).
Since I have no internet access at this moment I'm not able to
update my pages. But from the moment I can I will do so.

Screenshots and a complete "How-To" guide will be available.
If you would have any questions, address them to Martin. If
that's OK for you Martin... He knows how to contact me.

Greetings,

Saka
saka@village.uunet.be
http://uunet.gallery.be/saka/

----------End original message----------

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

764. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <397755881078045@online.be>
Source record: 59535
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**mint**
ftp://chapelie.rma.ac.be/atari/mint/device/midxdd_1.0.lzh (21.714 bytes)
(MiDXDD is a device driver for FreeMiNT that makes a device (u:/dev/MiDX)
available to programmers. Anything you can send or retrieve from the device
will be sent or read 'as is', without any interpretation. So you can use
it for transfering any kind of binary information (including MIDI messages
for synthesizers).

ftp://chapelie.rma.ac.be/atari/mint/archivers/unzip-5.4.tgz (337.796 bytes)
ftp://chapelie.rma.ac.be/atari/mint/archivers/zip-2.3.tgz (312.868 bytes)

**network**
ftp://chapelie.rma.ac.be/atari/network/other/parcp380.zip (1.094.431 bytes)
(PARCP 3.80 - fast PARallel CoPier. Transfers files between two computers
on their printer ports)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/disktools/hddriver79_demo.zip (132.531 bytes)
(demo of HDdriver v 7.90)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

765. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <1226b0e5.0f71f3df@usw-ex0107-055.remarq.com>
Source record: 59536

michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
wrote:
>Try running Linux and CPU-intensive applications on both (like
>a gcc compile on a large source file, or tex with the source
>files icached in memory). You will notice that a P120 easily
>beats the 68030.
>
>You don't have to like them, but Intel CPUs do have a good
>performance per money ratio if you do not need the current high-
>end ones.
>

True enough. Personally, I think it's a pity that TOS 4 wasn't
ported over to run on the Intel line of processors.

Ataris are my hobby. Motorola is simply a chip maker.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

766. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <08c59a9d.12f3927a@usw-ex0107-055.remarq.com>
Source record: 59537

For those curious, I asked Rodolphe a couple of questions via email and asked him to publicly respond here.

"Rodolphe Czuba" <rczuba@free.fr> wrote:
>> It appears as though you intend the CT60 to be a "computer on
>> a card" that simply uses the Falcon for input/output. Is
>> this the case?
>
>YES, and it is exactly the same thing for the CT2 !
>CT2 is too a computer that use Falcon as I/O !

O.K.

>> The main reason I didn't buy the CT2 was because I simply
>> could not risk having the Falcon become non-stable (a fate
>> that for some reason did occur to some CT2 owners).
>
>Do you really think that a serious company can take the risk
>selling a product that is not sure ????!!!!

In the Atari world there are certainly companies that sell non-stable products. I have no idea if they were serious.

>You were wrong to not buy CT2 because it is a very stable
>product ! Sure, some times, to become a stable product, some
>people should explain me their problems !!! What they surely
>not did !! And that's a shame because, after, some guys like
>you think that CT2 is not stable !!! But CT2 is perfectly
>stable each time the guys had let me to solve their problems !!!

I well recall people getting frustrated over the CT2. I also see many happy CT2 owners. The conclusion I drew from this (correct or not) was that most CT2 owners were happy, but that there was a risk. I still use my Falcon every day for grading, budgeting, and general computer use, and I felt that I was not willing to take that risk.

>Let me know if you want to be in the CT60 list or not ...

Well, what do you think, guys? Was my concern unwarranted, or do you think my caution had merit? FWIW, I intend to buy a Milan II (if/when it comes out), but I could afford to get a CT60 for the Falcon as well, particularly since it apparently will be within my rather modest ability to install.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

767. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0a89c8e4.1330db2b@usw-ex0107-055.remarq.com>
Source record: 59538

```
vdjole@EUnet.yu (Djordje Vukovic) wrote:
>On 18 Jul 2000 16:54:40 , Derryck Croker wrote:
>
>>>I have come upon a digital camera the documentation for which
says that
>>>it uses TWAIN protocol for communication with a computer.
>>>
>>That's a standard used for the PC. It allows programs to load
or scan images
>>straight into their windows for further manipulation.
>>
>>The nearest alternative on the Atari platform is GDPS, a
scanner driver protocol
>>which allows scanning straight into programs such as Alexander
Clauss' OCR,
>>PixArt, and Calamus.
>
>So, from this explanation, I gather that TWAIN and GDPS are
functionally
>similar, but still different. Therefore, if a camera uses TWAIN
protocol
>to communicate (via RS-232 link) with a computer, it CAN NOT be
used
>with some GDPS-compliant software on the Atari, can it?
>
True.

Galen

------------------------------------------------------------

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com
```

768. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <964129296-496879AEicMi@bun.com>
Source record: 59539

Hi Derryck

>My Falcon shows the "User Colors" as various grey rasters,

Eek!, ive been checking out the demo ive got, (single parent pauper drooling here), and thats what i find as well, MV300 Graphics card in 256 colours here, also i find the text in some of the Interface is poxed as well, so are these problems in the production version as well.

<later>

Ive just transfered this demo to My PC and run it under MagicPC/Jinnee and the colour buttons are OK

Where's Ulli, he's gone quiet lately?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

769. Re: Any multisync monitors for *color*?

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <2f4f716a.17c5703f@usw-ex0107-055.remarq.com>
Source record: 59540

"Dr. Shake" <drshake@jps.net> wrote:
>Hi,
>
>Does anyone know if there are any current production monitors
>that can sync all the way down to Atari's 15.5 kHz horizontal
>refresh rate?

Yep, but it's $600.
http://www.softhut.com/cgi-bin/test/Web_store/web_store.cgi?
page=catalog/hardware/monitors/ycplus_19inch.html&cart_id=6949490
_26183

>Or is there any sort of trick or magic that can be done to
>raise the frequency or make it work somehow?

This is easier and cheaper (<$150), and it is called a scan
doubler. There are several available, one of which is at
http://www.softhut.com/cgi-bin/test/Web_store/web_store.cgi?
page=catalog/hardware/accelerators/apollo_scandoublers.html&cart_
id=6949490_26183

Caveat: Although there is no reason why these should not work,
I have not personally tried it, and an adapter cable may have to
be made.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

770. Re: monitor for Mega STE?

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <307473d8.1a4410fc@usw-ex0107-055.remarq.com>
Source record: 59541
Cross-posted to: comp.sys.atari.st,newsone.log

rosco@game-master.com wrote:
>BOTH my monochrome monitors recently died. Can I hook up a non-
Atari monitor
>to a Mega STE?
>
Short answer: Yes.
See http://gem.win.co.nz/mario/hardware/stvga.html.

Long answer: Yes, but you'll have to modify the signal strength (the STE is a bit above VGA specification) and you'll have to make (or buy) a cable that maps all the color lines to the STEs monochrome line. Fortunately, ST High is close enough to monochrome VGA that the modern monitors don't seem to mind it.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

771. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007201809130.91-100000@TT030>
Source record: 59542

On Thu, 20 Jul 2000, atarigalen wrote:

--snip--

> Well, what do you think, guys? Was my concern unwarranted, or
> do you think my caution had merit? FWIW, I intend to buy a
> Milan II (if/when it comes out), but I could afford to get a
> CT60 for the Falcon as well, particularly since it apparently
> will be within my rather modest ability to install.

I know a few ct2 owners who are not 100% happy and have had
the machine sent to you know who, and yet all the problems
were not solved. Maybe the magority are completely happy,
however I also won't take the risk either. Asking questions
can't hurt anything, especially if it's going to cost you
money or possible heart ache.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

772. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007201823280.91-100000@TT030>
Source record: 59543

On 19 Jul 2000, Jo Even Skarstein wrote:

> Uwe Seimet <us@ooc.de> wrote:
>
> >> > ALright,everyone. Some of you may have read my previous problems with
> >> > SCSI on my TT. Well, I recently acquired a copy of HDDriver to set up
> >> > this system. I had a 120meg drive set to SCSI 0 and terminated inside
> >> > the TT.
>
> > Both ends of the SCSI chain have to be terminated. The TT's internal
> > drive is always at one end of the chain, i.e. it must always be
> > terminated.
>
> In theory... I have two internal drives in my TT, no external. The
> motherboard is terminated, but if I terminate the last drive, it just
> won't work. The TT won't recognise any drives at all, regardless of which
> driver I use. When I don't terminate the last internal drive, everything
> works perfectly.
>
> So my advice is to start by terminating "by the book", and then start
> experimenting if it doesn't work. (Btw. doing it by the book can actually
> be harmful with some hardware, like the Mega STE or STacy...)

Thanks for that bit of info, the arrangement I have which
everyone says is wrong, is the arrangement that works.
I've tinkered with it in the past per scsi docs, and had
nothing but problems.

PS. No more SCSI tips from me. hehe

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

773. Re: FD Interface Board

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007201836520.91-100000@TT030>
Source record: 59544

Well I've gotten very negative feedback just for requoting too much,
and I was just warning you. My guess is he won't say a thing about it,
he just has some grudge against me. :-)

On Thu, 20 Jul 2000, Dr John The Night Tripper wrote:

> Whats all this? Stomping on this guy? What kind of talk is that? If you want
> a closed community go live in a monastery. I found something odd and offered
> it to the community for comment... not censure. I see no FAQ in evidence to
> ask subscribers not to post pics.
>
> Dr John
>
> "Lonny Pursell" <atari@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10007172028190.83-100000@TT030...
> > On Mon, 17 Jul 2000, Branko Badrljica wrote:
> >
> > > BTW: I don't think that binaries are allowed on this NG.
> > > It would be good idea that next time you offer to email such material to
> > > interested parties instead of poisoning the globe with picture material
> of
> > > non-porno nature ;-)
> >
> > Indeed. I am suprised Steve has not stomped on this guy.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

774. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-20 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007201828330.91-100000@TT030>
Source record: 59545

On 20 Jul 2000, Jo Even Skarstein wrote:

> Uwe Seimet <us@ooc.de> wrote:
>
> > I wonder why some people try to give wrong advice to others. The
> > specification clearly says how to correctly terminate. Anything else is
> > wrong, even when it works by chance with some systems.
>
> Perhaps because the correct termination sometimes does not work? Try to
> "correctly" terminate a MSTE/STacy SCSI-adapter, or come over to my place
> and correctly terminate the internal SCSI-chain in my TT...

No need to travel here, but I would like to say I was not stating
how the SCSI spec _is_. I was stating how my setup worked, which
to me is 2 very different things. It was something for him to
try, that is all. And as much problems as he had listed, trying
something just a little out of the norm didn't seem harmful.
My setup has been this way for several years, I cannot
explain why it works, only that it does.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

775. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <964210728-353729AEicMi@skynow.net>
Source record: 59396

Hi Dezza

>Hopefully it'll come right in the next release, I've emailed Ulli noting
>these points.

He seems to be taking a sabatical.

BTW, i tried my D emo on the Pox box under MPC and the colour selector
work OK there, thats with a Matrox Millenium card under powerdesk.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

776. Re: FD Interface Board

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <964210730-354165AEicMi@skynow.net>
Source record: 59397

Hi Lonny

>Well I've gotten very negative feedback just for requoting too much,
>and I was just warning you. My guess is he won't say a thing about it,

Theres no need for me to pipe up, other peop's are doing just fine.

>he just has some grudge against me. :-)

Thats not true Lonny, i have a go at most peop's, its just that you dont
seem to acknowledge that its unneccesary or just plain irritating.

Besides, he's only done it once, if he does it again he'l get a slap.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

777. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <964210732-354661AEicMi@skynow.net>
Source record: 59398

Hi Clayton

>Hope I'm not exceeding the maximum number of questions per newsgroup
>posting.

There are no limits on sensible questions.

>Am I?

Nope.

>How many are allowed?

As many valid questions as you like.

>Why? Should I just shut up now?

Yes, sod off!!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

778. Re: monitor for Mega STE?

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <964210738-355881AEicMi@skynow.net>
Source record: 59399

Hi Djordje

>I think that MONO_OUT should be connected to R, G, B lines by resistors
>(different value, each line) in order to balance a correct white colour.

In the proportion

R 0.33
G 0.59
B 0.11

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

779. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007211639350.81-100000@TT030>
Source record: 59400

On Fri, 21 Jul 2000, Janka Gerhard wrote:

-snip-

> I'm really fed up with the 'too shy' people and even more with the
> ones who know what the shy ones would have said. In the last few
> weeks I must have read dozens of mails from people who 'know somebody
> who had troubles with his CT2' but not one mail of someone stating
> that he personally had troubles and what they were (or are).

The problem is there are people who don't come here at all,
so you will never know some situations. One of the people
I refered to surfaced, the other doesn't waste his time here.
It would be nice if I could get a Milan here in the US and
not have to consider such upgrades in the first place. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

780. Re: Enhanced Graphics on Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3978b70c$0$31676@news.zetnet.co.uk>
Source record: 59401

On 21 Jul 2000 07:58:45 , Ken Macdonald wrote:

>I would reccomend nVDI 5.0
>It will accellerate your machine, and provide you with fonts and printer
>drivers
>that can be used by any GDOS compatible program.
>very up to date on printers also!

Be careful with the phrasing. I've heard of one user complaining
that it didn't accelerate JPEG decoding, even though it was
advertised as a "screen" accelerator...

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

781. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3978b8c0$0$31677@news.zetnet.co.uk>
Source record: 59402

On 20 Jul 2000 19:32:12 , Clayton Murray wrote:
>Hi all,
>
>I'm ready to take the CDRW plunge, and would like some insights from
>those of you who have experience. I'm using a Falcon with Nemesis, TOS
>4.04, ICD Pro 6.5.5, external 2.1 gig Seagate SCSI, 1 gig internal
>IDE, external Syjet 1.5 gig SCSI. I want to write music CDs, and be
>able to use CDs for backing up audio files, and other software.
>
>Hardware:
>
>What brands/ models work well, and those that have problems with
>Atari. Yamaha and HP seem to be commonly available.

I've used Yamaha, Plextor and Teac with no problems. I use both
Anodyne's CDWriter suite as well as SoundPool CDRecorder Pro 2.

>I've also looked
>at some of the "stand-alone" CD recorders such as by Tascam.

Forget it, no SCSI interface.

>What speeds (write/rewrite/read) are good? what speeds are "overkill"?

Define overkill. The Falcon's SCSI port imposes a practical limit
of 6x, and then you need a fast source drive, preferably EIDE HDD.

>Software:
>
>Which CD recording software do people recommend? What is good or
>lacking in programs? I know that Soundpool and Anodyne have programs -
>any others I should consider?

SoundPool's is more professionally-oriented, hence the provision
for lots of sub-formats like mixed mode and Red Book audio mastering
with PQ encoding. You can now buy SoundPool's software as audio or
data only, previously the two components were only available together.
Very good software each time they've ironed out the bugs with new
recorders. In my experience it also records perfectly reliably straight
from (a sometimes fragmented) hard disk without making an image file
first. A real time-saver.

Anodyne's Software is very user friendly and has great support
from its authors, too. I've found it to work straight away with
every single CD writer I've managed to get my hands on.
Anodyne's suite allows Atari-readable-only hard disk partition
back-up (with ReWrite support), audio CD (though not Red Book,

so you can't take these to a duplication house), and ISO9660
with the latest update. This enables the creation of truly
universally readable data discs.

>Would any of these hardware/software combinations allow me to simply
>hook up an analog source to the CD recorder and record straight into
>it without needing to make a hard-drive file in the computer, convert
>it to the appropriate audio format, etc.?

No computer CD-R(W) drives have A/D convertors, and they would be
lousy quality anyway. Get a high quality A/D:D/A unit for your
Falcon to do the recording. Line Audio Sweden makes the best
available. http://www.lineaudio.se for details.

The whole point of making an image file on the hard disk is to ensure
constant data flow and avoid buffer under-run (although the latest
Plextor drives have BURN-Proof technology which simply stops the
recording when the buffer is empty, fills it up again and starts
recording again from where it left off - nifty). If you want to
bypass having to make an image file, get the SoundPool software.

>can NOT. What's the difference between CDR and Audio CDR?

Audio CD-R media are the same stuff as computer CD-R media, but the
manufacturers would like you to believe otherwise. The difference
is that the audio discs have a key-code pre-written to the disc,
which unlocks an electronic security system on the standalone
audio recorders. Basically, the "audio" discs include a levy,
hence their higher price. Another reason to avoid the stand-alone
recorders.

>Hope I'm not exceeding the maximum number of questions per newsgroup
>posting. Am I? How many are allowed?

If you strategically phrase some things as ignorant statements
rather than questions, then you can get more answers, in the form
of corrections, than questions asked.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

782. Re: Floppy a no reading disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3978b8f5$0$31677@news.zetnet.co.uk>
Source record: 59403

```
On 21 Jul 2000 03:04:20 , "firebird@apex.net" wrote:
>I have an atari ste and the floppy doesnt seem to work. I noticed some
>jumpers on the floppy....Should they be in any certain sequence. thanks
>for the help.
>
>.

Doesn't power up? Fails to spin? Spins but doesn't detect the disk?
What jumpers? What are their labels? What model of FDD? Be more
specific and you'll get an accurate and meaningful answer!
```

Shiuming Lai

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mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

783. Re: Is Atari computers safe

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3978b99a$0$31677@news.zetnet.co.uk>
Source record: 59404

```
On 21 Jul 2000 02:38:06 , John N Oakes wrote:
>Hello Fellow Atarian.
>
>Recently I have been using my internet package Adamas (Draconis 1.7).
>I mainly use it for perusing,

There's a new buzzword. Quickly patent your web peruser before
Microsoft gets in!
```

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

784. Re: Enhanced Graphics on Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3978BB74.F1C05FA2@avtomatika.com>
Source record: 59405

Shiuming Lai wrote:

> On 21 Jul 2000 07:58:45 , Ken Macdonald wrote:
>
> >I would reccomend nVDI 5.0
> >It will accellerate your machine, and provide you with fonts and printer
> >drivers
> >that can be used by any GDOS compatible program.
> >very up to date on printers also!
>
> Be careful with the phrasing. I've heard of one user complaining
> that it didn't accelerate JPEG decoding, even though it was
> advertised as a "screen" accelerator...

How could it ? nVDI replaces old Visual Display Iinterface routines in TOS
with new ones, which are debugged,
enhanced and optimized for speed. Since old VDI does not have routine for
jpeg handling, how can one
expect from nVDI to make things better ?
So, nVDI accelerates screen handling routines, like block copying, scrolling,
textual output, GEM window drawing etc...
IIRC nVDI was always VERY nice thing to have, but I have stopped actively
using my ST a little bit before v4.0,
so I can't judge about 5.0

Regards,

Branko

785. Re: Enhanced Graphics on Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3978ccc1$0$31673@news.zetnet.co.uk>
Source record: 59406

On 21 Jul 2000 23:07:00 , Branko Badrljica wrote:
>
>
>Shiuming Lai wrote:

>> Be careful with the phrasing. I've heard of one user complaining
>> that it didn't accelerate JPEG decoding, even though it was
>> advertised as a "screen" accelerator...
>
>How could it ? nVDI replaces old Visual Display Iinterface routines in TOS
>with new ones, which are debugged,
>enhanced and optimized for speed. Since old VDI does not have routine for
>jpeg handling, how can one
>expect from nVDI to make things better ?

Don't ask me. Consumers expect things to be cheap, therefore they
have to educate themselves, and yet they don't. Even when there is
good advice available, they don't take it, and make irrational
assumptions, then complain when the product doesn't do what they
think it's meant to. That's asking for it.

If you go to buy a car, the sales person isn't going to question
whether you know how to drive, and if you go there requesting a
particular model without asking any questions, it will be assumed
that you have done your research and made your choice. No good
then to go complaining to the dealer that the car didn't float
when you drove it into a river!

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
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Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

786. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Henrik_Kluever@hh.maus.de
Message-ID: <200007211936.a22569@hh.maus.de>
Source record: 59407

Hallo Jo,

JES>Or if you're lucky, get a cheap, second-hand Afterburner. It has a
JES>much faster CPU and doesn't push the Falcon beyond it's limits. It
JES>will also work with graphics-card.

That's really nonsense. A Centurbo II is much more compatible than an
Afterburner. It just has to work once. Then there are no more SCSI problems
e.g. And there is no fooling around with cache on/ cache off etc. and patches
everywhere. Not to speak that an Afterburner really "burns" ;-)

Did the people you know have the card installed by Rodolphe?

And for me, but that's personal opinion, I trust R.C. more than most of the
AXRO/Milan people.

Greez,

Henrik

787. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Henrik_Kluever@hh.maus.de
Message-ID: <200007211943.a22570@hh.maus.de>
Source record: 59408

Hi Gerhard,

well, I think it's time to state that *I* am happy with my CT2 after Rodolphe had a look at the installation. And I know 4 to 5 people who are even more glad than me. No problems that couldn't be solved. Although I admit that Rodolphe can have a very bad temper...

Greez,

Henrik

788. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39793AF9.6BBD8642@jps.net>
Source record: 59409

Katherine Ellis wrote:
>
> > I don't think it is fair to blame Rodolphe about Phenix. He did his part
> > and produced the hardware. The Dolman OS software team shelved it.
>
> John, if you only knew.
> Rodolphe, (hi rodolphe since you read here) is an opportunist with some
> electronics skills. Falcon users are so desperate for a person that can
> handle their beloved machines that they would put their trust into anyone.
> Now, the sadest part is not that he is trying to get a few extra bucks on
> atari users back, but it's that someone shitting on their face, they
> would still ignore the fact just because there is nothing else better so
> they just eat it or beat it.
>
> Well, I know that Rodolphe hates me, and probably half of this newsgroup
> too, but honestly it does not really matter as I know exactly where I
> stand for.
> Rodolphe, I know you're probably going to try once again to threaten me to
> court for opening my mouth in public. Just know that I am ready for any
> action you might take.
>
Some interesting statements, but no specifics on what he has done to
warrant this criticism.

John

789. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39793C66.C14C58C8@jps.net>
Source record: 59410

Janka Gerhard wrote:
>
> Now that I have blown off my steam, I'd like to say that I would be
> really interested in knowing about the experiences of other CT2 users
> (what problems they have, or if there are none then for how long
> they used their CT2, since every once in a while I read : "now it
> may work but if you wait long enough you'll see").
>
> just trying to bring the whole thing back to the facts which would
> be so much more of use
>
> Gerhard

I've had my CT2 for about 6 months. It has worked fine, though I've been weeding out programs that don't like to run at high speed. People seem to be afraid of pushing the system clock to 50MHz, but the Nemesis does the same. Double clocking the CPU seems to be a more common problem, as the 16MHz 030 does not like to run at 40MHz or higher. When I ran the CPU at 40MHz on the FX board, I had no problems there either, but no longer have this unit, so I have no idea what the long term survivability is. The FX developer swears by its safety and says his original Falcon still runs fine with the FX installed. Rodolphe bypasses this issue by placing a 50MHz 030 on the CT2 card.

John

790. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39793CC1.64553C96@jps.net>
Source record: 59411

Henrik Klï¿½ver wrote:
>
> Hi Gerhard,
>
> well, I think it's time to state that *I* am happy with my CT2 after Rodolphe
> had a look at the installation. And I know 4 to 5 people who are even more glad
> than me. No problems that couldn't be solved. Although I admit that Rodolphe
> can have a very bad temper...
>
> Greez,
>
> Henrik

It's a shame about tempers. Citizens of civilized nations should behave
professionally.

John

791. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39793D1F.DA012B58@jps.net>
Source record: 59412

Mark Bedingfield wrote:
>
> I installed one (I am trained, and work in this field), to the letter for a
> friend and ended up having to send it to france, it still craps it self all
> the time, and the 68030 was removed too ? I have a lot of respect for anyone
> who can do what Rudolph did, but think maybe their should have been more
> discusion in setting thes things up. If any one has any smart ideas on how
> to improve the stability of my mate's CT2 dont hesitate to e-mail.
>
> Mark Bedingfield
>
Has the system software been checked for approved compatible versions
and or patches (per the list supplied with the distribution disk)?

John

792. Re: Misc Atari Items FS/Trade/Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39793E2B.F0C6FF4E@jps.net>
Source record: 59413

This is pretty old news, and I believe it was pretty well covered in the Atari magazines of the period, though I can't recall any specific issues to refer you to. The subject comes up once and a while in this newsgroup. You might try posting a question with a specific "Dave Small" subject line. He has occaisionally surfaced here or at ataricentral.com to post a message, but never hangs around to pursue dialogs, and doesn't answer email. For that reason I deleted the bookmark to his web site, which was primarily a family site with family photos, etc.

John

"Marlin Bates, IV" wrote:
>
> WOW! That is terrible. IS there anywhere I can read the details on
> that? I was not aware of that and think that is fairly atrocious! If
> this is not worthy of the newsgroup, please let me know and I will take
> it private. However, I should think most folks would like to know.
>
> Thanks!
>
> -Marlin
>
> John Kolak wrote:
> >
> > "Marlin Bates, IV" wrote:
> > >
> > > Wow, I am truly sorry to hear that. BTW, what happened to either
> > > Gadgets by Small or Dave Small? He was truly an asset to the community.
> > >
> > > -Marlin
> > >
> > They lost the lawsuit over defective GCR manufacturing. The lawsuit
> > drained them financially and ended the company. Dave has gone on to
> > other non-Atari activities.

793. Re: Any multisync monitors for *color*?

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39793FCF.1912CA98@qnet.com>
Source record: 59414

There is a whole list of Multi Sync monitors that can be used with the Atari ST line. Yes, it does take a special cable that can be bought at Best Electronics or you can attempt it yourself.

I have a NEC Mutli Sync 2 that I beleive will work with the cable and the ST.

Don

794. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <39794151.E0608584@jps.net>
Source record: 59415

Derryck Croker wrote:
>
> I see that Draconis are looking for beta testers (ref http://www.place2be.be if
> my memory hasn't let me down.
>
make that http://www.place2be.de

;)

John

795. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964253802-183004AEicMi@cwcom.net>
Source record: 59416

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Fri, 21 Jul 2000 08:54:21 +0200

>> Which CD recording software do people recommend? What is good or
>> lacking in programs? I know that Soundpool and Anodyne have programs
>
>I use the Soundpool software. I'm very satisfied with the Audio CD
>software. The other program for backups etc. has some problems at
>handling of certain file names and when I make multiple backups via
>image it creates the image new every time which is not very economic

I was under the impression that electing to Record a CD would result in the
ISO file being written to the CD if no other options in the dialog box had
been chosen. Could be wrong I guess! :-)

>> Would any of these hardware/software combinations allow me to simply
>> hook up an analog source to the CD recorder and record straight into

>The Soundpool software doesn't allow that but I wouldn't try it
>anyway, at least not with CDRs because you know, one single buffer
>underrun and your new CDR is only trash.

Or a coaster? :-)

It's a hardware issue so isn't program related. (Clayton might care to look
at CDLAB as well, http://fgalea.free.fr/cdlab/info.html BTW).

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

796. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200007212016.a315@wun.maus.de>
Source record: 59417

Hallo Katherine!

KE>Please, real happy customers, speak up, and show your enthousiasm for
KE>centek/czuba, so other potential customers can see that I am wrong,
KE>and all would be fair.

Well, I obtained a CT2A second hand and tried to fit it into one of my Falcons
myself. Installation wasn't that hard, but the CT2A wouldn't work properly
either. I was able to use it in turbo mode, but no fast-RAM was recoghnized.
After fiddling around with it for some time, trying different SIMMs and
removing the original CPU with no effect, I sent the mainboard to Rodolphe for
repair. A few weeks later I got it back, and since then it has been working
flawlessly. I don't know what was wrong, the only comment Rodolphe wrote was
"fitting was bad", but I don't know in which respect.
Anyway, this CT2A Falcon with 14+32MB RAM, but without IDE-Drives due to a
broken IDE port (not CT2-related), is working very well now, with absolutely no
stability problems or hardware-related crashes.
Great Job, Rodolpe!

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

797. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200007212018.a316@wun.maus.de>
Source record: 59418

Hallo Derryck!

DC>I doubt that I'll join the CT60 list though, unless I had a second,
DC>unmodified Falcon into which to plug it in! :-)

Well, I've got such a Falcon sitting around here, but I've also got a Milan I and a CT2A Falcon. Since video display with a decent graphics card is better than with a CT2 Falcon and it's (to a certain extent) limited hardware, I'd rather a Milan II than a CT60. If I needed one, that is, as I normally don't need more than two computers.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

(I _do_ need two, though, because I drive home on the weekends and don't want to carry those large tower cases forth and back every time :-)

798. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8l84lc$i5o$1@snipp.uninett.no>
Source record: 59458

David Leaver <leaver@dynamite.com.au> wrote:

> I want to support Uwe strongly on this. My experience with both MSTe
> and TT has been that, if you terminate by the book, things will work.

No! *Don't* terminate internal drives on the MSTE or STacy, it can kill
your SCSI-adapter!

As for the TT - well, with my current drives (one 540Mb Conner and one 3Gb
WD), it will simply not work if the last drive is terminated. And I have
tried to replace the SCSI-cable.

> If you do not, they may work with with no or one external drive
> connected, but with two external drives and a cd-rom failure is
> almost certain.

I have my TT in a tower, and only use the internal SCSI-chain, so I can't
comment on this.

> board of the TT, should be in place. The fact that the internal drive
> will probably work if they are not in place does not falsify this
> statement.

But what if the internal drives *doesn't work* when the internal
termination in in place?

> The host in the MSTe is not at a T - it is merely at one end of the
> chain. Normally the internal drive should be terminated. However if,

No, this is not correct. This could possibly kill the adapter, and will
certainly not work with most drives. Believe me, I've tried this with two
MSTEs and three STacys.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

799. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8l854h$i5o$2@snipp.uninett.no>
Source record: 59459

atarigalen <kNOkSPAM@uia.net.invalid> wrote:

> Well, what do you think, guys? Was my concern unwarranted, or
> do you think my caution had merit? FWIW, I intend to buy a

Actually, 75% of the CT2-owners I know have serious problems (I know 4...), and from what I've seen on it I would not really recommend one. IMO (for what it's worth) it pushes the Falcon too far, I seriously doubt that any CT2-fitted Falcon will live that long. But this is just an amateur's opinon.

> Milan II (if/when it comes out), but I could afford to get a
> CT60 for the Falcon as well, particularly since it apparently
> will be within my rather modest ability to install.

Get the Milan II. Or if you're lucky, get a cheap, second-hand Afterburner. It has a much faster CPU and doesn't push the Falcon beyond it's limits. It will also work with graphics-card.

As for the CT60 - RC promised a CT2TT if 50 people or more wanted it. A lot more showed interest but the project was silently killed. I don't think the CT60 will ever see the light of day (please feel free to search Deja News for my predictions about the Phenix...).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

800. Re: Handspring Visor+Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8l857o$i5o$3@snipp.uninett.no>
Source record: 59460

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> well. See if the Palm has applications good for taking care of itself, like
> sending notes through the serial port, or a terminal program that has various
> downloading protocals.

pilot-link works fine with MiNT (and most likely MagiC if it ever gets
tty's), you can find it on the SpareMiNT-site).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

801. Re: N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8l85ia$i5o$5@snipp.uninett.no>
Source record: 59461

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> to scan/email him the cancelled check. Finally he sent it to me. Could have
> been an over-sight, but who really knows....

It's not, he does this all the time. Never pay Woller with cheques, use a
credit card so you can get your money back when he cheats you.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

802. Re: Falcon + Ethernet: SUCCESS

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8l85d3$i5o$4@snipp.uninett.no>
Source record: 59462
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

> and the PC were conducted since there exists (IMHO) no NFS or

NFS is available for MiNT, but you probably already know that.

> NetBEUI program/protocol available for the Atarin (i.e. for a

Samba is ported to MiNT, so you can use the Falcon as a server (but
unfortunately not as a client, which would be much more useful).

> decent price or share-ware).

Both are free.

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

803. Is Atari computers safe

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.2d278883.79865440.doyene@zetnet.co.uk>
Source record: 59463

Hello Fellow Atarian.

Recently I have been using my internet package Adamas (Draconis 1.7).
I mainly use it for perusing, but recently I know use Adamas to order
from places like Amazon.
One question I would like to know. is the Atari less accessable to a would be HACKER
than a modern top of the range PC.?

regards

john oakes

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

804. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <D%Od5.15$uP5.892@nsw.nnrp.telstra.net>
Source record: 59464

I installed one (I am trained, and work in this field), to the letter for a friend and ended up having to send it to france, it still craps it self all the time, and the 68030 was removed too ? I have a lot of respect for anyone who can do what Rudolph did, but think maybe their should have been more discusion in setting thes things up. If any one has any smart ideas on how to improve the stability of my mate's CT2 dont hesitate to e-mail.

Mark Bedingfield

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message news:8l854h$i5o$2@snipp.uninett.no...
> atarigalen <kNOkSPAM@uia.net.invalid> wrote:
>
> > Well, what do you think, guys? Was my concern unwarranted, or
> > do you think my caution had merit? FWIW, I intend to buy a
>
> Actually, 75% of the CT2-owners I know have serious problems (I know
> 4...), and from what I've seen on it I would not really recommend one. IMO
> (for what it's worth) it pushes the Falcon too far, I seriously doubt that
> any CT2-fitted Falcon will live that long. But this is just an amateur's
> opinon.
>
> > Milan II (if/when it comes out), but I could afford to get a
> > CT60 for the Falcon as well, particularly since it apparently
> > will be within my rather modest ability to install.
>
> Get the Milan II. Or if you're lucky, get a cheap, second-hand
> Afterburner. It has a much faster CPU and doesn't push the Falcon beyond
> it's limits. It will also work with graphics-card.
>
> As for the CT60 - RC promised a CT2TT if 50 people or more wanted it. A
> lot more showed interest but the project was silently killed. I don't
> think the CT60 will ever see the light of day (please feel free to search
> Deja News for my predictions about the Phenix...).
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

805. Re: Misc Atari Items FS/Trade/Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <3977C42E.E109BB6E@psu.edu>
Source record: 59465

WOW! That is terrible. IS there anywhere I can read the details on
that? I was not aware of that and think that is fairly atrocious! If
this is not worthy of the newsgroup, please let me know and I will take
it private. However, I should think most folks would like to know.

Thanks!

-Marlin

John Kolak wrote:
>
> "Marlin Bates, IV" wrote:
> >
> > Wow, I am truly sorry to hear that. BTW, what happened to either
> > Gadgets by Small or Dave Small? He was truly an asset to the community.
> >
> > -Marlin
> >
> They lost the lawsuit over defective GCR manufacturing. The lawsuit
> drained them financially and ended the company. Dave has gone on to
> other non-Atari activities.

806. Re: Gem desktop pictures?

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3977C80C.51D3AE4@ihug.co.nz>
Source record: 59466

Hi there,

Matthew and Caroline Simpson-Morgan wrote:
>
> Howdy,
>
> I am wondering whether there is any way to customize the Gem desktop
> with a background image, short of a replacement desk program... ie, can
> the desktop.inf file on boot floppy be edited to load up a background
> image?
>
> I use a Mega ST4 without hard drive, so I'm looking for something that
> can be easily customised on the boot disk. Any ideas???

Desktop wallpaper can be done with something like Deskpic 5, but TOS
has never had the ability to load wallpapers. On the Mega 4 Deskpic 5
would probably work quite OK, as the palettes are fixed (assuming you
just have the standard gfx modes!). I find it annoying on my Falcon as
I can never get a correct palette in 256 colour mode. Always the 16
system colours are 'altered'. In standard mono, 4, and 16 colour ST
modes it shouldn't be a prob, provided the palette of the pics is OK...

Magxdesk (needs MagiC), Thing, and other replacement desks of course do
a pretty good job of wallpaper...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

807. Re: N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3977C938.97B5320D@ihug.co.nz>
Source record: 59467

Hi there,

Jo Even Skarstein wrote:
>
> Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
> > to scan/email him the cancelled check. Finally he sent it to me. Could have
> > been an over-sight, but who really knows....
>
> It's not, he does this all the time. Never pay Woller with cheques, use a
> credit card so you can get your money back when he cheats you.

Sounds like this guy should be investigated. N.AES 2.0, fine product it reportedly is, doesn't deserve to be distributed in this manner. I would probably have talked to a solicitor AS WELL AS my credit card company by now...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

808. FA: USA: ATARI SM124 Monitor

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Jon <atarmiga@mindspring.com>
Message-ID: <8l8rum$7lf$1@slb7.atl.mindspring.net>
Source record: 59468

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=388232526

Thanks!

Jon

809. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3977F39D.60043C21@siemens.at>
Source record: 59469

Clayton Murray wrote:
> Hardware:
>
> What brands/ models work well, and those that have problems with
> Atari. Yamaha and HP seem to be commonly available. I've also looked
> at some of the "stand-alone" CD recorders such as by Tascam.

I've had my Yamaha for two or three years now and it never caused
any problems.

> What speeds (write/rewrite/read) are good? what speeds are "overkill"?

2x always works.

> Software:
>
> Which CD recording software do people recommend? What is good or
> lacking in programs? I know that Soundpool and Anodyne have programs

I use the Soundpool software. I'm very satisfied with the Audio CD
software. The other program for backups etc. has some problems at
handling of certain file names and when I make multiple backups via
image it creates the image new every time which is not very economic
but except that minor problems it works reliable too.

> Would any of these hardware/software combinations allow me to simply
> hook up an analog source to the CD recorder and record straight into
> it without needing to make a hard-drive file in the computer, convert
> it to the appropriate audio format, etc.?

The Soundpool software doesn't allow that but I wouldn't try it
anyway, at least not with CDRs because you know, one single buffer
underrun and your new CDR is only trash.

> Media:
>
> There are a lot of blank CD brands - Imation, Memorex, Sony,
> DigitalMedia, PNY, Traxdata... to name a few. I've seen catagories of
> CDR, CDRW, Audio CDR, and even AudioCDRW. I know the difference
> between CDR and CDRW being that the CDRW can be RE-written and the CDR
> can NOT. What's the difference between CDR and Audio CDR? Also between
> CDRW and AUDIO CDRW?

I think the main difference is the price tag. But if there were any
difference the Audio ones would be the worse since the requirements
are lower there.

Gerhard

810. FS Falcon + Cubase 'n' more....

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Carolyn M Haley-Murray <NOTE-ABLE@prodigy.net>
Message-ID: <8l8sm6$46lu$1@newssvr05-en0.news.prodigy.com>
Source record: 59470

I have an Atari Falcon 030 with Cubase Audio 16 and a 500 meg SCSI Harddrive
plus other software...monitor included.....all in excellent shape.....all
for just $650 (firm) plus shipping.

Contact Carolyn at note-able@prodigy.net

811. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3977FE8E.ACFF87BB@siemens.at>
Source record: 59471

Katherine Ellis wrote:
> John, if you only knew.
> Rodolphe, (hi rodolphe since you read here) is an opportunist with some
> electronics skills. Falcon users are so desperate for a person that can
> handle their beloved machines that they would put their trust into anyone.
> Now, the sadest part is not that he is trying to get a few extra bucks on
> atari users back, but it's that someone shitting on their face, they
> would still ignore the fact just because there is nothing else better so
> they just eat it or beat it.

Dear Katherine, it seems that the main problem you and Rodolphe
have is not a technical one but that you have the same sort of
tempers. When something works it's the best thing imaginable
(I bought my CT2 after reading your review) but if there is
the least bit of a problem then it immediately turns the thing
into the greatest bit of shit on earth.

> Well, I know that Rodolphe hates me, and probably half of this newsgroup
> too, but honestly it does not really matter as I know exactly where I
> stand for.

That sounds a bit paranoid to me. Why should anybody hate someone
because of voicing a different opinion, but maybe it's because
deep inside you too think that your attacks aren't always fair.

> Rodolphe, I know you're probably going to try once again to threaten me to
> court for opening my mouth in public. Just know that I am ready for any
> action you might take.
>
> Now, I don't deny that Mr. Czuba has some customers that are actually
> happy, and I am really glad for them and somewhat shows that mr. czuba
> is not THAT bad.
> However, know that half of these "Satisfied" customers just shut up
> because of his bad attitude.

Why anybody should be sitting there trembling and not risking to
voice his opinion is entirely beyond me. After all I'm pretty sure
that Mr. Czuba is not the Boss of the KGB. But this technique of
yours to mouth accusations is exactly how Mr. Haider, is you have
heard of him, succeeded in poisoning the political climate here
in Austria.

> Please, real happy customers, speak up, and show your enthousiasm for
> centek/czuba, so other potential customers can see that I am wrong, and
> all would be fair. But at least, I would have spoken for the few too shy
> to say a word.

I'm really fed up with the 'too shy' people and even more with the ones who know what the shy ones would have said. In the last few weeks I must have read dozens of mails from people who 'know somebody who had troubles with his CT2' but not one mail of someone stating that he personally had troubles and what they were (or are).

Now that I have blown off my steam, I'd like to say that I would be really interested in knowing about the experiences of other CT2 users (what problems they have, or if there are none then for how long they used their CT2, since every once in a while I read : "now it may work but if you wait long enough you'll see").

just trying to bring the whole thing back to the facts which would be so much more of use

Gerhard

812. Re: Is Atari computers safe

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <snfvnpa66tt17@corp.supernews.com>
Source record: 59472

I think the only Atari "hackers" left are those that use a soldering
gun :)

Mike

On 21 Jul 2000 02:38:06 , John N Oakes wrote:
>Hello Fellow Atarian.
>
>Recently I have been using my internet package Adamas (Draconis 1.7).
>I mainly use it for perusing, but recently I know use Adamas to order
>from places like Amazon.
>One question I would like to know. is the Atari less accessable to a would be HACKER
>than a modern top of the range PC.?
>
>regards
>
>john oakes
>
>--
>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
>xx Alway and Forever a Atari User xx
>xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
>xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
>xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
>xx Email: doyene@zetnet.co.uk xx
>xx Med vennlig hilsen : with kindest regards xx
>xx John Nicholas Oakes xx
>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
>
>.

813. Floppy a no reading disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: "firebird@apex.net" <firebird@apex.net>
Message-ID: <39780404.D4166DB3@apex.net>
Source record: 59473

I have an atari ste and the floppy doesnt seem to work. I noticed some jumpers on the floppy....Should they be in any certain sequence. thanks for the help.

814. Re: monitor for Mega STE?

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8l91b3$fe3$1@SOLAIR2.EUnet.yu>
Source record: 59474

On 20 Jul 2000 03:51:01 , rosco@game-master.com wrote:
>
>In a previous article, "Mark Bedingfield" <mark@baypc.com.au> writes:
>>any SVGA monitor can be hooked up by doing the following, ground mono detect
>>on the 13 pin plug, connect rgb on the vga socket to mono out on the 13 pin

I think that MONO_OUT should be connected to R, G, B lines by resistors
(different value, each line) in order to balance a correct white colour.

815. Re: FS Falcon + Cubase 'n' more....

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39781ae0_1@huge.aa.net>
Source record: 59475

No, we're not related (that I know of), and no, MY Falcon is not
for sale. In fact, I'm looming into getting a CDRW for it.

Clayton Murray
Seattle, WA USA

On 21 Jul 2000 00:20:38 , "Carolyn M Haley-Murray" wrote:
>
>I have an Atari Falcon 030 with Cubase Audio 16 and a 500 meg SCSI Harddrive
>plus other software...monitor included.....all in excellent shape.....all
>for just $650 (firm) plus shipping.
>
>Contact Carolyn at note-able@prodigy.net

816. FS: 1040STe with C-Lab Notator

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: "Cory R. Bonnett" <guitarmn@execpc.com>
Message-ID: <sng8ucp16tt37@news.supernews.com>
Source record: 59476

Includes monitor, many disks, trackball, etc As is (last I checked, all worked well). I now use PARIS on the PC platform and have no need for one of the best computers ever made. Sad, isn't it?

Payment in advance and buyer pays shipping from Milwaukee, WI.

--
Cory R. Bonnett
Prog-metal Technocrat
www.artbeyondimage.com

817. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964176316-013032AEicMi@cwcom.net>
Source record: 59477

From: "Sean Barbieri" <sean@barbieri.ukf.net>
Date: Wed, 19 Jul 2000 22:26:12 GMT (GMT DST)

>>How do you get on with some of the dialog boxes?....
>
>Same problems here Derryck (in ST high Res Mono)..I have to go around to my
>next door neigbours telly to catch the end of some of the dialogs there
>that far off my screen! :-|

A problem that needs a little work with a RSC file editor to reduce the length of those button texts.

The user defined colour box is odd as well, everyone seems to be getting different results with this.

Hopefully it'll come right in the next release, I've emailed Ulli noting these points.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

818. Re: Digital Camera: Cable or disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964176318-013491AEicMi@cwcom.net>
Source record: 59478

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: 20 Jul 2000 11:42:53 GMT

>>The nearest alternative on the Atari platform is GDPS, a scanner driver
>protocol
>>which allows scanning straight into programs such as Alexander Clauss' OCR,

>So, from this explanation, I gather that TWAIN and GDPS are functionally
>similar, but still different. Therefore, if a camera uses TWAIN protocol
>to communicate (via RS-232 link) with a computer, it CAN NOT be used
>with some GDPS-compliant software on the Atari, can it?

You've hit the nail on the head. The GDPS protocol isn't for cameras (unless
someone writes such a driver!) :-)

There are other means of downloading pictures from a digital camera, but they
aren't as elegant as GDPS could be.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

819. Re: FD Interface Board

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964176320-013935AEicMi@cwcom.net>
Source record: 59479

From: "Dr John The Night Tripper" <quinbus_flestrin@privacyx.com>
Date: Thu, 20 Jul 2000 13:30:35 +0100

>it to the community for comment... not censure. I see no FAQ in evidence to
>ask subscribers not to post pics.

This newsgroup name "comp.sys.atari.st" doesn't include the word "binary",
unless someone has written it invisibly in my group list.

--

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

820. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964176322-014371AEicMi@cwcom.net>
Source record: 59480

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Thu, 20 Jul 2000 14:47:06 GMT

>>Seems to be a bug then?
>
>I am not sure it is a bug or what. It is hard to believe that this feature
>is only good when using the ET4000 graphics card. It does not work on a
>Crazy Dots card or the Nova Mach 64 card. Maybe ROM can adjust the calls
>that Papyrus makes to try to adjust this.

The only way to ensure that this happens will be to pass bug reports on to ROM,
as I've done. It's certainly a very strange thing tho'.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

821. Re: HDDiver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964176324-014827AEicMi@cwcom.net>
Source record: 59481

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Thu, 20 Jul 2000 14:47:12 GMT

>I downloaded the demo of HDDiver version 7.91. I found I had to turn off
>the instruction cache in order to boo the auto-folder program. Then I

... I'm always booing my Auto folder! :-) :-)

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

822. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964176326-015275AEicMi@cwcom.net>
Source record: 59482

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Thu, 20 Jul 2000 15:30:03 +0200

>> Hey, I'm not like some bad companies on atari market ..... I'm honnest !!
>
>That's exactly my experience. Except some misunderstanding (maybe
>caused by my german English and Rodolphes french English) Rodolphe
>always tried to help and so I'm quite satisfied, and being as happy

My experience as well. Rodolphe has always answered my questions, and by return of email at that. Whilst my main question (does the CT2 work with a Nova video card) remained unaswerable by him, some supplementaries had happier outcomes.

>as I am with my CT2 is the main reason that I'm not yet on the CT60
>list (I can't even remember the last time I had to put my Falcon
>back into slow mode).

I don't want to say "me too", but it is a phrase which exactly matches my thoughts!

I doubt that I'll join the CT60 list though, unless I had a second, unmodified Falcon into which to plug it in! :-)

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

823. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964176330-015995AEicMi@cwcom.net>
Source record: 59483

From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Date: Wed, 20 Jul 2000 16:36:54

> Aha... a Draconis User... fascinating.. I have been pondering that lately.
>Of course I saw Cab 2.7 with NVDI... wow... that's not bad!

I see that Draconis are looking for beta testers (ref http://www.place2be.be if
my memory hasn't let me down.

If anyone's interested in getting involved in future development of this package,
then pop along and register.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

824. Re: FD Interface Board

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964176332-016411AEicMi@cwcom.net>
Source record: 59484

From: Lonny Pursell <atari@SYNTAX.ERROR>
Date: Thu, 20 Jul 2000 18:39:23 +0000

>Well I've gotten very negative feedback just for requoting too much,
>and I was just warning you. My guess is he won't say a thing about it,

I probably banged on the "Delete" key too soon, but I thought the complaint was
about posting binaries to a non-binary newsgroup.

Luckily my newsfeed seemed to have dealt with the infraction by itself! :-)

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

825. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964176334-016855AEicMi@cwcom.net>
Source record: 59485

From: claytone@aa.net (Clayton Murray)
Date: 20 Jul 2000 19:32:12 -0600

>I'm ready to take the CDRW plunge, and would like some insights from
>those of you who have experience. I'm using a Falcon with Nemesis, TOS

You can certainly do all the jobs you want, but you'll need a sampler to be able to record analogue audio to CD UNLESS you just want to make compilation CDs from other CDs. In that case you will need a CD burner that is capable of reading digital audio, which your Falcon will most likely see as WAV files.

I have a Yamaha CDR400T recorder which works very well. Its 4* writing speed is probably about as good as you'll be able to attain on an Atari - it helps that you've got a Nemesis and an IDE drive, which you will most likely have to use to hold the intermediate buffer file for writing.

You can use either Soundpool or the Anodyne software, the latter also has long file support which the Soundpool lacks. Not something you'll be bothered about at the moment, but it's as well to be as futureproof as possible! :-)

Hope that that helps a little! :-)

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

826. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39783CFA.43BE69F1@siemens.at>
Source record: 59486

Derryck Croker wrote:
> >as I am with my CT2 is the main reason that I'm not yet on the CT60
> >list (I can't even remember the last time I had to put my Falcon
> >back into slow mode).
>
> I don't want to say "me too", but it is a phrase which exactly matches my
> thoughts!
>
> I doubt that I'll join the CT60 list though, unless I had a second, unmodified
> Falcon into which to plug it in! :-)

And that phrase exactly matches my thoughts :-)))

Gerhard

827. Re: HDDiver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39783DD1.2CC0DBE6@ooc.de>
Source record: 59487

"Edward S. Baiz Jr." wrote:
>
> I downloaded the demo of HDDiver version 7.91. I found I had to turn off
> the instruction cache in order to boo the auto-folder program. Then I
> installed the demo SYS file on my partition C. When I rebooted, it went
> smoothly. I was pleasantly surpised when I found out I could use the
> utility file without having to turn off the instruction cache on the Hades
> acc. I was thrilled that I also could re-install the SYS file with no
> problems. I guess I will be upgrading.
>
> I was, however, sadden to see a statement on Uwe's site that the Hades is
> no longer officially supported. I guess the cache problem was too much.

In a way, yes. Another problem is that Fredi Aschwanden doesn't care to
fix any problem. Regarding the cache problem I can't guarantee anything.
When hardware addresses (SCSI in this case) are cached weird things can
happen since the signals the driver sees are not the signals actually
asserted by the peripherals.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

828. Re: HDDiver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39783EDA.61D51E8D@ooc.de>
Source record: 59488

Martin \"Nightowl\" Byttebier wrote:

> >I downloaded the demo of HDDiver version 7.91. I found I had to turn off
> >the instruction cache in order to boo the auto-folder program. Then I
> >installed the demo SYS file on my partition C. When I rebooted, it went
> >smoothly. I was pleasantly surpised when I found out I could use the
> >utility file without having to turn off the instruction cache on the Hades
> >acc. I was thrilled that I also could re-install the SYS file with no
> >problems. I guess I will be upgrading.
>
> All fine but can you use your external SCSI devices without having to turn
> off the instruction cache?

I doubt he can. It doesn't matter whehter you have internal or external
devices: When SCSI hardware addresses are cached chances are slim that
it will work.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

829. Re: Enhanced Graphics on Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39783AF5.2B07D9E3@cfc.dnd.ca>
Source record: 59489

"Marlin Bates, IV" wrote:
> Hello,
> I just recently re-acquired a Mega STe (I had one eons ago) and have a
> few questions! (It is like learning a new language!)
> The bundle I got was VERY generously supplied with all of my software
> wants (I should think!) so I have a few hardware questions:
> 1. Can the graphics ont he Mega STe be enhanced in any way? Any
> expansion boards, etc?

mario becroft is working on a VME graphics adaptor, so that will expand
your
graphics capabilities I should think! :-)
http://gem.win.co.nz/mario/

> 2. Is there any easy way to get an Epson 600 Printer to work with this?
> It has a paralell port, but I suspect it needs a driver or something similar.
> Thanks!
> -Marlin

I would reccomend nVDI 5.0
It will accellerate your machine, and provide you with fonts and printer
drivers
that can be used by any GDOS compatible program.
very up to date on printers also!
http://www.nvdi.de/gb/Produkte.html

830. Re: Documentation of Battletech.

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <39784ffd@news.gemsoft.net>
Source record: 59490

"Grey Dragon" <gdragon1(nospam)@home.(nospam).com> wrote in message
news:maod5.11138$Cm.260377@news1.gvcl1.bc.home.com...
> Has anyone got the documentation on Battletech?
> Please?

Go to http://www.atarist.com and put in "Battle Tech" and select "Find a
Manual" and you'll have it. (you need the space in-between the words Battle
and Tech or it won't work)

Cheers,

Rich
http://www.atarist.com

831. Re: Desktop pics revisited....

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <39785300$1@news.gemsoft.net>
Source record: 59491

"Matthew and Caroline Simpson-Morgan" <mcsm@rka.com.au> wrote in message news:397304A3.C528558B@rka.com.au...
> The problem with that is that I want to work on an image on my PC first,
> then get it into degas format to load on the atari. I can't find any
> programs that convert gif or even .img files into degas. The only one I
> found that works only loads degas and saves degas, which means I have to
> draw the image by hand (mouse) and that's a little tricky when it ain't
> Photoshop!

Draw the pic as a GIF on your PC, convert it to 320x200x16 colours. Copy it onto your ST, get hold of the program "Speed of Light" - view the image, play around with the colour gradiant sliders etc until it looks like you wanted, right-click the image and select "Save As" and you can save it as a Degas PI1/PC1 image.

Cheers,

Rich
http://www.atarist.com/

832. Re: Space Hulk on the ST?

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <397854a2$1@news.gemsoft.net>
Source record: 59492

"Eric McCormack" <earthshaker@midsouth.net> wrote in message
news:3971C858.A548B25E@midsouth.net...
> I was wondering if there was ever a version of Games Workshop's
> Warhammer 40k game SPACE HULK ever done for the ST. I know there is a
> PC version and a version of a similar game SPACE CRUSADE for the ST.

They didn't do Space Hulk for the ST. Gremlin released Space Crusade and
HeroQuest as you already know, but that's about it.

> Heck, for that matter, what other GW games and/or utilities were done
> for the ST? I figure Warhammer being from the UK and ST so popular
> there that there would be some crosspollination between the two.

Actually, I don't think there were any!

Cheers,

Rich
http://www.atarist.com

833. Re: Okay, I need ST 101 any suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39784BCA.7EF5E31B@cfc.dnd.ca>
Source record: 59493

nope.
you don't need ST 101, you need...
The Atari ST Quick FAQ!!

http://bales.online.fr/atari/

"Marlin Bates, IV" wrote:
> Hello again,
> I will apologize in advance for all of my questions over the next few
> days, months, years (!)
> As some of you might know by now, I have re-acquired a Mega STe. It
> came with plenty of software and, well, I need the short course in all
> of this new stuff!
> Question one: How do I get on the net with the STe? I seem to have
> something called STing installed as well as CAB. I know that CAB is a
> web browser, but how do I get the ST hooked up over a PPP/Slip connection?
> Question Two: Can the STe do 57k via modem? Curious about that.
> Other questions will be coming as they arise! :-)
> Thanks
> -Marlin

834. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3978926c54c5f70@online.be>
Source record: 59494

on Fri 21-07-2000 11:22 Derryck Croker wrote:

>I see that Draconis are looking for beta testers (ref http://www.place2be.be if
>my memory hasn't let me down.
>
>If anyone's interested in getting involved in future development of this package,
>then pop along and register.
>

Tell me, what is the definition of a beta-program?
AFAIK, in order to be a beta-tester for the Draconis package you first
need to buy the package. ROTFL.

I really don't think that 100 testers can bring the package alive. The
only way to get a proper and decent working package is by dumping the old
package and starting all over again.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

835. [Update] AtariCQ 0.141

Newsgroup: comp.sys.atari.st
Date: 2000-07-21 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8la33gnjj1@nnrp1.deja.com>
Source record: 59495

Hi all,

New release from me and Dan with lots of small bugfixes and tweaks, as
well as some new functionality. Go to my site for more info:

http://gokmase.atari.org

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

836. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007221913450.81-100000@TT030>
Source record: 59346

On Sat, 22 Jul 2000, David Leaver wrote:

> On 21 Jul 2000 00:14:36 , Jo Even Skarstein wrote:
> >
> >No! *Don't* terminate internal drives on the MSTE or STacy, it can kill
> >your SCSI-adapter!
> >
> >> The host in the MSTe is not at a T - it is merely at one end of the
> >> chain. Normally the internal drive should be terminated. However if,
> >
> >No, this is not correct. This could possibly kill the adapter, and will
> >certainly not work with most drives. Believe me, I've tried this with two
> >MSTEs and three STacys.
>
> Jo, I find your insistance on this to be very odd. I bought my MSTe
> new in 1991. The internal Seagate 46mb was terminated, so clearly
> Atari thought that termination was required. This drive worked happily
> in this condition with the original adaptor for 7-8 years until I
> bought a LInk96 and replaced the Seagate with a 1mb Conner, which is
> also terminated. The Seagate still works perfectly (mostly with my
> 1040STF) and, as far as I know because I sold it, so does the Atari
> adaptor.

The machines which were shipped with drives where setup by the
dealers as far as I know. So the dealer "thought the termination
was required". My TT was shipped with the termination removed
on the internal drive. If am wrong about dealers setting up
the machines, then Atari changed thier mind when they got to mine.
;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

837. Re: HDDiver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <397a1b986326f70@online.be>
Source record: 59347

on Sat 22-07-2000 18:48 Raymond Collins wrote:

>
>Which version of the Hades motherboard do you have?
>There is a revision 2 of the Hades board perhaps the bugs are fixed in
>the new board.

AFAIK, this has nothing to do with the motherboard. IMHO, the scsi-routines
are implemented in the Xilinx chip. All what Fredi has to do (maybe I see
it too easy) is reprogram that chip.

The scsi-routines of the Hades are not fully TT-scsi compatible, hence the
problems we have with HDdriver 7.7 and higher.
Correct Uwe?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

838. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200007221648.a23550@su2.maus.de>
Source record: 59348

Hi David,

I think your description of Atari SCSI is one the best I' ve ever read.

But I don't agree with
DL>Terminators have never been used on an ASCI chain.
for I owned a box in Megafile format that contained an ICD host adapter and two SCSI drives (1 hard disk and 1 SyQuest 44 meg), and if I remember correctly, that adapter and the later of the two drives were terminated.

Regarding any ACSI device as a black box, you're right. You can attach several devices one after another, maybe up to seven. For me three was the most to be attached to my former 1040 ST. And in contradiction to theory, my DMA (ACSI) cable usually had a length of 1 m...

Und TTschï¿½
ps

839. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200007221637.a23549@su2.maus.de>
Source record: 59349

Hi Jo Even,

JES>The only way to get it to work with my two drives is to terminate the
JES>host, and not terminate drive2
that really does astonish me.

JES>but my current setup is 100% stable.
So keep it running with your fingers crossed although I am afraid that
any third (the host not being counted) SCSI device you are going to
introduce into your system will cause some trouble. :-((

Und TTschï¿½
ps

840. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200007221657.a23551@su2.maus.de>
Source record: 59350

Hi Clayton,

CM>Hardware:
I'm very satisfied with my Yamaha 8424 SCSI writer bought in Feb 2000.
There were up to now no problems of the kind "this brand of CDR can't
be written with that recorder". All misburnt (ho do you call in
English a not usable CDR?) CDs are due to my mistakes, not to the
hardware.

CM>Which CD recording software do people recommend?
I use CD Recorder 3.1 and am generally satisfied. The program dies
sometimes when configuring a CD, but luckily never when writing.

The Yamaha 8424 is a bit oversized, for a normal TT can't exceed 4X
writing speed.

Und TTschï¿½
ps

841. Re: HDDriver 7.8 partition

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200007221945.a24228@su2.maus.de>
Source record: 59351

Hi Ken,

KK>After I select OK, I get this message. This partition scheme is only
KK>valid for Big-DOS MagiC or MiNT
try again with 8 partitions (each less than 256 M) or run Magic,
BigDOS or MiNT before handling the drive.

KK>If I continue, I cannot access any of the drive letters.
That's quite normal if HDDRUTIL refuses to partition your drive. On my
TT that message wouldn't surprise me, but I think that should work on
a Falcon (TOS => 4.0)

KK>I did try this on a SyQuest 200MB removable. Everything works fine.
There any partition will be smaller than 256 megs. Alright!

btw: BigDOS will allow bigger and more (more than 14) partitions if
desired.

My 4.3 giga IBM drive is divided into 10 parts, 8 times 2.3 megs and 2
times 1 GB. The latter for CD writing purposes, but inaccessible after
booting plain-TOS (no BigDOS, no MiNT, no MagiC etc.)

Und TTschï¿½
ps

842. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964508096-156012AEicMi@cwcom.net>
Source record: 59352

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Fri, 21 Jul 2000 14:23:26 +0200 (MET DST)

>Tell me, what is the definition of a beta-program?
>AFAIK, in order to be a beta-tester for the Draconis package you first
>need to buy the package. ROTFL.

I hadn't followed it up TBH, so I've no idea what the conditions were. If one does have to buy the package then yes, it's a strange way to attract testers. But at least they can be sure that the testing would be severe if money had been laid out! :-)

>I really don't think that 100 testers can bring the package alive. The
>only way to get a proper and decent working package is by dumping the old
>package and starting all over again.

Maybe, but perhaps the package has undergone a massive improvement!
--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

843. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <Yv6e5.30$9l1.5220@news0.optus.net.au>
Source record: 59419

On 21 Jul 2000 00:14:36 , Jo Even Skarstein wrote:
>
>No! *Don't* terminate internal drives on the MSTE or STacy, it can kill
>your SCSI-adapter!
>
>> The host in the MSTe is not at a T - it is merely at one end of the
>> chain. Normally the internal drive should be terminated. However if,
>
>No, this is not correct. This could possibly kill the adapter, and will
>certainly not work with most drives. Believe me, I've tried this with two
>MSTEs and three STacys.

Jo, I find your insistance on this to be very odd. I bought my MSTe
new in 1991. The internal Seagate 46mb was terminated, so clearly
Atari thought that termination was required. This drive worked happily
in this condition with the original adaptor for 7-8 years until I
bought a LInk96 and replaced the Seagate with a 1mb Conner, which is
also terminated. The Seagate still works perfectly (mostly with my
1040STF) and, as far as I know because I sold it, so does the Atari
adaptor.

For a brief time the Conner worked with the original Atari adaptor,
and certainly did not fry it, even though the former was terminated.

Which leads me to ask - what are you using for teminating resistors,
fencing wire? I have found that active termination works much better
than passive if you have three of four devices on the daisy-chain.

>I have my TT in a tower, and only use the internal SCSI-chain, so I can't
>comment on this.

There is no real distinction, apart from physical location, between
the internal and external chains. They form the one chain, but the
essential point is that, because the host driving elecronics is
connected somewhere in the middle rather than at one end, the chain
has two free ends where signal reflections can occur, and both ends
should be terminated.

You would have a tough time if you tried to use some of the
auto-terminating drives, because they insist that you terminate
correctly.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

844. Re: Atari in Background

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.827d27d9.779c5820.doyene@zetnet.co.uk>
Source record: 59420

Aha... a Draconis User... fascinating.. I have been pondering that latel

For me it was well worth the price. As now I find it easier to buy straight
from the source.
>y.
>Of course I saw Cab 2.7 with NVDI... wow... that's not bad!
>
> Well, what you said above takes a bit of maturity to say, and it is the
>realization that perhaps it's good to have something good that you enjoy. As
>long as you enjoy it and you have people to enjoy it with, that's all that
>really matters.

Thanks for the compliment I appreciate that.

> The world can march on. I know a good thing when I see it.

And stride on I shall.

> Actually that was the Atari 400/800 .. but the ST makes a nice accessory
>to that. ;)
>
> Doctor Clu

>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

regards

John Nicholas Oakes

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

845. Re: HDDiver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <qF6e5.814$_j3.3270@newsfeed.slurp.net>
Source record: 59421

On 20 Jul 2000 19:34:44 , "Martin \"Nightowl\" Byttebier" wrote:
>on Thu 20-07-2000 14:47 Edward S. Baiz Jr. wrote:
>
>>I downloaded the demo of HDDiver version 7.91. I found I had to turn off
>>the instruction cache in order to boo the auto-folder program. Then I
>>installed the demo SYS file on my partition C. When I rebooted, it went
>>smoothly. I was pleasantly surpised when I found out I could use the
>>utility file without having to turn off the instruction cache on the Hades
>>acc. I was thrilled that I also could re-install the SYS file with no
>>problems. I guess I will be upgrading.
>
>All fine but can you use your external SCSI devices without having to turn
>off the instruction cache?

Well the demo allowed no access of the external SCSI devices like my Jaz
drive. I would imagine it would work since I did not have to turn off the
cache to use the utility program. It really would not matter anyway. I will
upgrade anyway just in case I need it.

>The last version of HDdriver that works for me is V7.6

Me too... That is what I use now....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

846. Re: HDDiver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <uF6e5.815$_j3.3270@newsfeed.slurp.net>
Source record: 59422

On 21 Jul 2000 14:10:57 , Uwe Seimet wrote:
>"Edward S. Baiz Jr." wrote:
>> I was, however, sadden to see a statement on Uwe's site that the Hades is
>> no longer officially supported. I guess the cache problem was too much.
>
>In a way, yes. Another problem is that Fredi Aschwanden doesn't care to
>fix any problem. Regarding the cache problem I can't guarantee anything.
>When hardware addresses (SCSI in this case) are cached weird things can
>happen since the signals the driver sees are not the signals actually
>asserted by the peripherals.

You are right there Uwe. Fredi has not done too much for the Hades lately.
I asked him if he could write a driver for one of the Soundblaster cards
and he told me that he did not have the time. Kind of dum and un-supportive
of him. My Hades is still running strong and I will keep as long as it
performs. If anything seriously ever happened to it it will be Milan II
time.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

847. Re: Is Atari computers safe

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <wF6e5.816$_j3.3270@newsfeed.slurp.net>
Source record: 59423

On 21 Jul 2000 02:38:06 , John N Oakes wrote:
>Hello Fellow Atarian.
>
>Recently I have been using my internet package Adamas (Draconis 1.7).
>I mainly use it for perusing, but recently I know use Adamas to order
>from places like Amazon.
>One question I would like to know. is the Atari less accessable to a would be HACKER
>than a modern top of the range PC.?

I really do not think you have nothing to worry about. As another Atarian
put it, Atari computer owners are a spec on the wing of a fly that site on
the PC world. No PC hacker is going to give us a bother. That is why I
think we have nothing to fear when computer viruses attack the PC computers.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

848. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <yF6e5.817$_j3.3270@newsfeed.slurp.net>
Source record: 59424

On 20 Jul 2000 19:32:12 , Clayton Murray wrote:
>Hi all,
>
>I'm ready to take the CDRW plunge, and would like some insights from
>those of you who have experience. I'm using a Falcon with Nemesis, TOS
>4.04, ICD Pro 6.5.5, external 2.1 gig Seagate SCSI, 1 gig internal
>IDE, external Syjet 1.5 gig SCSI. I want to write music CDs, and be
>able to use CDs for backing up audio files, and other software.

I have a Yamaha CDRW 4-4-16 CD drive, Extendos Gold software from Anodyne
as well as their other CD software like CD Writer for making music CD's.
All work fine with the CD drive. I reccomend the Anodyne software highly.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

849. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <AF6e5.818$_j3.3270@newsfeed.slurp.net>
Source record: 59425

I still cannot get Sting 1.26 to run on my Hades. Mr Anderson said I had to re-install HSmodem. He also said that some of the beta testers had Hades computers. If anyone talks to any of these guys/gals, have them email me so I can see just how they did it.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

850. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007221057110.357-100000@rakas>
Source record: 59426

On 2000-7-20, Clayton Murray <claytone@aa.net> wrote:

> I'm ready to take the CDRW plunge,

Ditto.

Personally, I would like to know if any of these softwares can
create Rockridge media, more specifically to make backups of
Minix or Ext2 partitions under MiNT.

Btw, I do _not_ want to zip anything, I want a mirror of my
filesystem from which I can directly access individual files.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

851. Re: Hades and Soundblaster, was: HDDiver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10007221257420.100-100000@online.no>
Source record: 59427

On Sat, 22 Jul 2000, Edward S. Baiz Jr. wrote:

> On 21 Jul 2000 14:10:57 , Uwe Seimet wrote:
> >"Edward S. Baiz Jr." wrote:
> >> I was, however, sadden to see a statement on Uwe's site that the Hades is
> >> no longer officially supported. I guess the cache problem was too much.
> > >
> >In a way, yes. Another problem is that Fredi Aschwanden doesn't care to
> >fix any problem. Regarding the cache problem I can't guarantee anything.
> >When hardware addresses (SCSI in this case) are cached weird things can
> >happen since the signals the driver sees are not the signals actually
> >asserted by the peripherals.
> >
> You are right there Uwe. Fredi has not done too much for the Hades lately.
> I asked him if he could write a driver for one of the Soundblaster cards
> and he told me that he did not have the time. Kind of dum and un-supportive
> of him. My Hades is still running strong and I will keep as long as it
> performs. If anything seriously ever happened to it it will be Milan II
> time.

I also own a Hades060, and I'm currently working on a project called
GSXB. GSXB is a "Generic Sound XBIOS" for all TOS machines. But, GSXB does
not drive any sound hardware by itself. For that, a driver is necessary,
as that makes it possible to write hardware drivers for new hardware
without having to modify the XBIOS all the time. At this time I have a
driver for the Ensoniq AudioPCI64 (SoundBlaster 64, or just PCI64, it
think they're also called) working great in my Hades. Aniplay, GemJing and
the old SAM config acc works fine at this time. GSXB will work on Milan as
well, but the Ensoniq driver will not, as it is Hades only at this time.
I've been working on this for about 4 or 5 weeks now, and things are
shaping up real nice :) Playback works GREAT, capture (recording) works
fine with SAM, but this is pretty "fresh" yet, as I got the recording part
working yesterday and thus haven't been doing many tests yet. the SAM conf
accc have been tested and works great with both recording and playback.

I'm not sure yet, but I think I will release this as shareware when it is
done. When writing this, I'm working on a Mixer program while listening to
mp3's with Aniplay, so I hope it won't be long now :)

Regards,
Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

852. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8lc234fiu1@snipp.uninett.no>
Source record: 59428

David Leaver <leaver@netinfo.com.au> wrote:

>>No, this is not correct. This could possibly kill the adapter, and will
>>certainly not work with most drives. Believe me, I've tried this with two
>>MSTEs and three STacys.

> Jo, I find your insistance on this to be very odd. I bought my MSTe
> new in 1991. The internal Seagate 46mb was terminated, so clearly

True, my first MSTE also had a 48Mb Seagate which was terminated, and this
also worked. But I spent many hours trying to figure out why the new
Quantum LPS wouldn't work, until I removed the terminators. I thought this
was accidental, but I had the same problems when I upgraded a friends
MSTE. And a couple of years later, when I went to university and
discovered the internet, I found a document (in German) which explained
why a terminated internal drive could possibly kill the SCSI-adapter.

> Which leads me to ask - what are you using for teminating resistors,

Ordinary, original resistor-packs.

> There is no real distinction, apart from physical location, between
> the internal and external chains. They form the one chain, but the
> essential point is that, because the host driving elecronics is
> connected somewhere in the middle rather than at one end, the chain
> has two free ends where signal reflections can occur, and both ends
> should be terminated.

Which, in my case, does not work. The TT is terminated (as I said, I don't
have any external devices), but if I terminate the other end of the chain
no drives are recognised.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

853. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8lc2mgfiu2@snipp.uninett.no>
Source record: 59429

John Kolak <jkolak@jps.net> wrote:

> I've had my CT2 for about 6 months. It has worked fine, though I've been
> weeding out programs that don't like to run at high speed. People seem

What kind of programs?

> to be afraid of pushing the system clock to 50MHz, but the Nemesis does
> the same. Double clocking the CPU seems to be a more common problem, as

From what I've seen the CT2 is a lot more radical than the Nemesis. The Nemesis simply speed up the system-clock to 20 or 25MHz, and feed the ACIAs with 500KHz clocks, but the CT2 apparently runs some parts of the Falcon itself at 50MHz.

> original Falcon still runs fine with the FX installed. Rodolphe bypasses
> this issue by placing a 50MHz 030 on the CT2 card.

Are these really 50MHz units?? Most Amiga-accelerators I've seen use 33MHz units overclocked to 50MHz. Anyway, this is not the reason for using a new CPU in the CT2. The real reason is that the original CPU is crippled and only has a 16-but data-bus, while a real 030 has 32-bit. This - together with local 32-bit RAM - is mainly why the CT2 is so much faster than a ordinary, overclocked Falcon.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

854. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8lc3g0fiu3@snipp.uninett.no>
Source record: 59430

Henrik Klï¿½ver <Henrik_Kluever@hh.maus.de> wrote:

> JES>Or if you're lucky, get a cheap, second-hand Afterburner. It has a
> JES>much faster CPU and doesn't push the Falcon beyond it's limits. It
> JES>will also work with graphics-card.

> That's really nonsense. A Centurbo II is much more compatible than an

What? That it's...

a) faster?
b) does not push the Falcon like the CT2?
c) works with a graphics-card?

> Afterburner. It just has to work once. Then there are no more SCSI problems

The Afterburner is a lot more compatible than most people think. I've had
mine for three years now, and I wouldn't dream of downgrading to a 030.

> e.g. And there is no fooling around with cache on/ cache off etc. and patches

Caches? Patches? You only need one tiny program, the AB-driver itself. The
CT2 has this in ROM, and as far as I can tell has caused a lot of
headaches for it's users.

As for the caches, I always run with all caches enabled, copyback-mode
included. And my SCSI works, as long as I don't enable my Nemesis as well
;-) I guess I can tune the Nemesis' DMA-buffer to work properly in 40MHz,
but that's simply too much work. The Afterburner itself has no problems in
40MHz, but my Falcon's SCSI has never been reliable with any of the
accelerators I've had (Speed Res. Card and Nemesis).

> everywhere. Not to speak that an Afterburner really "burns" ;-)

What do you mean?

> Did the people you know have the card installed by Rodolphe?

Only one, he's still not happy with it.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

855. HDDriver 7.8 partition

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3979b34d$0$10393$726baab@news.execpc.com>
Source record: 59431

Hello,

I recently purchased HDDriver v7.8

I would like to partition a CORE 2000 (2gig) formatted to DOS 7.x
I have Falcon 030 4 meg | 80 meg internal IDE | TOS 4.04

I use the SPLIT option in HDDriver to partition equally into 7

TYPE MBYTE

0 $0b 290.2
1 290.2 Platform: Windows
2 290.2 Bytes per Sector: 512
3 290.2
4 290.2
5 290.2
6 298.1 Mode x MByte

Files in root directory: 512
Capacity: 2040.5
Used: 2039.5
Free: 1.0

After I select OK, I get this message.
This partition scheme is only valid for Big-DOS MagiC or MiNT

CDEF for IDE
GHIJKLM for CORE

If I continue, I cannot access any of the drive letters.

Has anyone come across this type of problem?

I did try this on a SyQuest 200MB removable.
Everything works fine.
But I would rather use the CORE if possible.

thanks for any help and suggestions

ken

856. Re: Is Atari computers safe

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3979cf8c@fmlynet.org>
Source record: 59432

FamilyNet HQ: Telnet:\\www.family-bbs.net

I think what Gamer said is true. We are the spec on the wing of a fly that sits on the edge of the PC world. .
Another person said it best that if Atari was the popular computer, we would have new viruses plaguing us as well. .
The bottom line is, ST viruses existed at one time because ST computers were more common. Many hackers as I understand it liked the ST computer, and there has been a lot done with that. I think that a lot of old hackers would remember there ST days. Newer ones would laugh.
But for those ST hackers who have moved on, why would they want to bother with the ST world? Why spend hours of time on a virus or hack when only a few hundred will be effected on-line verses millions? .
As for the Atari on the net. Sorry, the Atari is using the exact same media.. the internet.. to get out into the world. So others could read what you are posting, and so forth. .
The only real advantage I see is a few.... .
1) Though the Atari uses a disk system similar to PC dos, it can't run actual PC programs.
2) Newer viruses tend to be written around newer platforms and programs. For example, the newer viruses were written to infect and launch from Microsoft Outlook. Even then you needed Visual Basic installed to run it.

857. Atari Computer Hardware/Software FOR SALE!!!#5

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Anthony Zal <tonzal@hotmail.com>
Message-ID: <22072000133520549 3%tonzal@hotmail.com>
Source record: 59433
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.atari.st

Atari Computer Sale List

Hardware:
1 Spectre 128 with Roms $25 (comes with Mac softwares)
1 Translator Mac Disk Reader for the first MAC emulator $5
(Comes with MacPlus Emulator)

Software:
For Spectre Mac:
ATM 1.2 $2
ATM Fonts $2
Grammatic $1

For Atari:
1 Papyrus Word Processor v3.65 $10
1 Calligrapher 3.0 Word Processor $5
1 PageStream 2.2x $5
1 TimeWorks Desktop Publisher $1
1 TexPro (GEM Word processor) $1
1 AtariWorks, SpeedoGDOS, and Speedo Fonts $8
1 GFA Raytracer (Create beautiful 3D rendering scenes) $3
1 GFA Companion (Create GEM-like interface for GFA Basic) $2
1 Hisoft C Interpreter $3
1 Hisoft Basic Compiler $3
1 Hisoft WERCS (Create GEM Graphics for Basic, C, etc.) $3
1 The Music Studio $3
1 MultiViewer Graphica $1
1 Your Personal Poet (Generate poems based on options) $3
1 NeoDesk v1.xx $1
1 MiGraph TouchUp v1.8 $1

Book:
1 GFA BAsic Programmers, Ref, Guide Vol.1
by Michtron $5

All in excellent condition. Former Atari developer.
Postage not included for above items.

Email: tonzal@hotmail.com
North America

858. Re: Hades and Soundblaster, was: HDDiver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8lc92s$36k$1@neptunium.btinternet.com>
Source record: 59434

Odd Skancke <oskancke@online.no> wrote in message
news:Pine.MNT.4.10.10007221257420.100-100000@online.no...
> On Sat, 22 Jul 2000, Edward S. Baiz Jr. wrote:

> I also own a Hades060, and I'm currently working on a project called
> GSXB. GSXB is a "Generic Sound XBIOS" for all TOS machines. But, GSXB does
> not drive any sound hardware by itself. For that, a driver is necessary,
> as that makes it possible to write hardware drivers for new hardware
> without having to modify the XBIOS all the time. At this time I have a
> driver for the Ensoniq AudioPCI64 (SoundBlaster 64, or just PCI64, it
> think they're also called) working great in my Hades. Aniplay, GemJing and
> the old SAM config acc works fine at this time. GSXB will work on Milan as
> well, but the Ensoniq driver will not, as it is Hades only at this time.
> I've been working on this for about 4 or 5 weeks now, and things are
> shaping up real nice :) Playback works GREAT, capture (recording) works
> fine with SAM, but this is pretty "fresh" yet, as I got the recording part
> working yesterday and thus haven't been doing many tests yet. the SAM conf
> accc have been tested and works great with both recording and playback.
>
>
> I'm not sure yet, but I think I will release this as shareware when it is
> done. When writing this, I'm working on a Mixer program while listening to
> mp3's with Aniplay, so I hope it won't be long now :)
>
>
> Regards,
> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
>
>

Hey Odd,

Fantastic news! Please keep us posted

Simon Osborne
Atari Active - atariactive@btinternet.com

859. SM124 for sale UK only

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: BTInternet News <julianlb@btinternet.com>
Message-ID: <8lcddd$l97$1@plutonium.btinternet.com>
Source record: 59435

Hi There,

I have a spare boxed SM124 for sale, I am based in the Manchester area

£30 and shipping

Julian

860. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8lcog8$na5$1@SOLAIR2.EUnet.yu>
Source record: 59436

On 19 Jul 2000 21:03:00 , Berthold Woesle wrote:

>This is the relevant part of Ronald Andersson's mail:
>
>>The big question is _why_ the newer serial.stxmodule doesn't
>>work for you.Checking back on the feedback I got when it was first released, I
>>notethat most complaints came from people who eventually fixed it by makinga
>>new installation and configuration of the HSMODA07 package.

I think that the new serial.stx (V1.20) has som hidden problem. It made trouble to me here (Mega ST4, TOS1.4- or 2.06, Intel144/144e modem) and sometime crashed in Dialer during or after initialization. Whether it would work or not depended on to which node of my ISP I was connecting- it seemed they used two different sets of software on their nodes, which did not respond in the same way during login and initialization (coincidence or not, the nodes with which serial.stx v1.20 had problems were those where ISP had 56K modems; the nodes with which serial.stx worked ok were those with 33.6K modems). The older serial.stx (V1.15) worked OK all the time.

I contacted Ronald too, and he has even sent me a STiNG suite adjusted by himself, together with configured HSMODA7 files, to be used from a floppy on a bare machine, but that crashed, too. So, for the time being, I am using old serial.stx v1.15 with STiNG V1.26 and it works.

Ronalds final comment was that one of the variants of my ISP's software somehow sent some wrong data during initialization, and there were also some doubts that maybe my modem did not have quite complete rts/cts protocol (true, the documentation is unclear, yet everything had always worked before) BUT IT REMAINED UNCLEAR why the older serial.stx was more tolerant to these faults. Hopefully some new version may clear that?

861. Re: HDDiver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <g0me5.88$nb5.2900@news3.voicenet.com>
Source record: 59437

On 22 Jul 2000 01:20:26 , Edward S. Baiz Jr. wrote:
>On 21 Jul 2000 14:10:57 , Uwe Seimet wrote:
>>"Edward S. Baiz Jr." wrote:
>>> I was, however, sadden to see a statement on Uwe's site that the Hades is
>>> no longer officially supported. I guess the cache problem was too much.
>>
>>In a way, yes. Another problem is that Fredi Aschwanden doesn't care to
>>fix any problem. Regarding the cache problem I can't guarantee anything.
>>When hardware addresses (SCSI in this case) are cached weird things can
>>happen since the signals the driver sees are not the signals actually
>>asserted by the peripherals.
>
>You are right there Uwe. Fredi has not done too much for the Hades lately.
>I asked him if he could write a driver for one of the Soundblaster cards
>and he told me that he did not have the time. Kind of dum and un-supportive
>of him. My Hades is still running strong and I will keep as long as it
>performs. If anything seriously ever happened to it it will be Milan II
>time.
>
>Edward S. Baiz Jr.
> (Gamer)

Which version of the Hades motherboard do you have?
There is a revision 2 of the Hades board perhaps the bugs are fixed in
the new board.

Raymond

862. Re: need info on 8-bit game cartages

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: David Smith <david@suscom.net>
Message-ID: <3979FE2C.37BF789B@suscom.net>
Source record: 59438

start here http://videogames.org/

Scott McDonald wrote:

> I think these are 8-bit but not sure but here are the names and numbers
> defender atari cxl 4025
> donkey kong atari rx 8031
> pole position atari rx 8034
> submarine commander atari 400/800
> pac-man cxl 4022
> star wars ,the arcade game no other markings on this one...
> if you know anything about them please let me know ,and i guess they are
> for sale as well
> if you know of any one who would like then,I have not had a 8-bit for
> years and have no way
> of testing them...thanks for any replys

--
David Smith, david@suscom.net
Williamsport, Pennsylvania, US.

863. Hades Motherboard

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Bsne5.1207$_j3.5040@newsfeed.slurp.net>
Source record: 59439

On 22 Jul 2000 18:48:44 , Raymond Collins wrote:

>Which version of the Hades motherboard do you have?
>There is a revision 2 of the Hades board perhaps the bugs are fixed in
>the new board.
>
>Raymond

I believe I have version 1. I have been happy with it since I got it in
1996.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

864. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Dsne5.1208$_j3.5040@newsfeed.slurp.net>
Source record: 59440

On 22 Jul 2000 11:09:05 , =?ISO-8859-1?Q?Martin-=C9ric_Racine?= wrote:
>On 2000-7-20, Clayton Murray <claytone@aa.net> wrote:
>
>> I'm ready to take the CDRW plunge,
>
>Ditto.
>
>Personally, I would like to know if any of these softwares can
>create Rockridge media, more specifically to make backups of
>Minix or Ext2 partitions under MiNT.

Yes, CDISO from Anodyne has a Rockridge option. I have never used it. Just what exactly is it? There is also another option for Joliet media. CDiso is a great piece of software that allows one to made ISO compatible CD's on an Atari computer that will be able to be used on most any other computer.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

865. Re: HDDriver 7.8 partition

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Fsne5.1209$_j3.5040@newsfeed.slurp.net>
Source record: 59441

On 22 Jul 2000 09:44:27 , Ken Kosut wrote:

>After I select OK, I get this message.
>This partition scheme is only valid for Big-DOS MagiC or MiNT
>
>CDEF for IDE
>GHIJKLM for CORE
>
>If I continue, I cannot access any of the drive letters.
>
>Has anyone come across this type of problem?
>thanks for any help and suggestions
>

Well you could just get Magic or install BigDOS and that will solve your problems. But I have some size hard drive as you and what I would do is just partition your drive into 8 250meg partitions. That is what I am using now and it works fine and I am using HDDriver 7.61. I have used the demo of 7.9 and it works fine with this setup.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

866. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <964301322-463668AEicMi@bun.com>
Source record: 59442

Hi Lonny

>The problem is there are people who don't come here at all,
>so you will never know some situations.

Peop's with dead puters cant complain online.

Nice quoting BTW. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

867. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <964301324-464124AEicMi@bun.com>
Source record: 59443

Hi John

>It's a shame about tempers. Citizens of civilized nations should behave
>professionally.

Citizens of civilised nations do not yet have mains electricity or mains
water, let alone computers and internet. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

868. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <snk8mbjqjjt155@corp.supernews.com>
Source record: 59444

Now there is a good laugh:) CT2 Much more comaptible than the
Afterburner. How little you know.

Mikey

40Mhz 040 Falcon, caches always on:)

On 21 Jul 2000 19:36:00 , =?ISO-8859-1?Q?Henrik_Kl=FCver?= wrote:
>Hallo Jo,
>
>JES>Or if you're lucky, get a cheap, second-hand Afterburner. It has a
>JES>much faster CPU and doesn't push the Falcon beyond it's limits. It
>JES>will also work with graphics-card.
>
>That's really nonsense. A Centurbo II is much more compatible than an
>Afterburner. It just has to work once. Then there are no more SCSI problems
>e.g. And there is no fooling around with cache on/ cache off etc. and patches
>everywhere. Not to speak that an Afterburner really "burns" ;-)
>
>Did the people you know have the card installed by Rodolphe?
>
>And for me, but that's personal opinion, I trust R.C. more than most of the
>AXRO/Milan people.
>
>Greez,
>
>Henrik
>.

869. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-22 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <snk90663jjt25@corp.supernews.com>
Source record: 59445

Hey Jo,

I have seen this post before. I think this guy has "penis envy" of people that actually have an Afterburner:) A CT2 isn't much faster than my Mighty Sonic running at 40Mhz.....And my Afterburner puts it to shame, and is just as compatible. The Germans had problems with the AB due to poor distrubition and decent documentation, which Doug released in English. Kind of opposite of what normally occurs in the Atari world.

Mikey

On 22 Jul 2000 12:19:12 , Jo Even Skarstein wrote:
>Henrik Kl&#65533;ver <Henrik_Kluever@hh.maus.de> wrote:
>
>> JES>Or if you're lucky, get a cheap, second-hand Afterburner. It has a
>> JES>much faster CPU and doesn't push the Falcon beyond it's limits. It
>> JES>will also work with graphics-card.
>
>> That's really nonsense. A Centurbo II is much more compatible than an
>
>What? That it's...
>
>a) faster?
>b) does not push the Falcon like the CT2?
>c) works with a graphics-card?
>
>> Afterburner. It just has to work once. Then there are no more SCSI problems
>
>The Afterburner is a lot more compatible than most people think. I've had
>mine for three years now, and I wouldn't dream of downgrading to a 030.
>
>> e.g. And there is no fooling around with cache on/ cache off etc. and patches
>
>Caches? Patches? You only need one tiny program, the AB-driver itself. The
>CT2 has this in ROM, and as far as I can tell has caused a lot of
>headaches for it's users.
>
>As for the caches, I always run with all caches enabled, copyback-mode
>included. And my SCSI works, as long as I don't enable my Nemesis as well
>;-) I guess I can tune the Nemesis' DMA-buffer to work properly in 40MHz,
>but that's simply too much work. The Afterburner itself has no problems in
>40MHz, but my Falcon's SCSI has never been reliable with any of the
>accelerators I've had (Speed Res. Card and Nemesis).

>
>> everywhere. Not to speak that an Afterburner really "burns" ;-)
>
>What do you mean?
>
>> Did the people you know have the card installed by Rodolphe?
>
>Only one, he's still not happy with it.
>
>--
>
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>.

870. Re: N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <1Wqe5.10592$GO4.55612@quark.idirect.com>
Source record: 59353

On 20 Jul 2000 02:23:01 , Michael White wrote:
:Alright, I'm tired of waiting.
:My credit card was charged months ago for N.AES 2.0, and I still
:haven't received it. As far as I'm concerned, if I payed for it,
:I'm entitled to a copy.
:Would someone out there be kind enough to send me image(s) of the
:floppy disk(s)? English version preferred, of course.
:Thanks in advance,
:Michael White (michael@fastlane.net)
:.
allo
yes, I did the same. Woller received my money via credit card two months ago,
yet nothing received so far. He said three weeks ago that he would check his UPS
statements, yet I have heard nothing from him since.
He did send me nAES 1.17, so I thought it would not be a problem with nAES 2.0 on CD-ROM.
maybe I was wrong. (hope so) I will send one more e-mail and see what comes of it.
wish I could get nAES from a local dealer, but now just wish I could get nAES period! :-)
ken

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<45 Grenoble Dr.#1402, Toronto, ON, Canada, M3C 1C4>>
<<< http://welcome.to/taf --- http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

871. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ldf3k$pj9$1@snipp.uninett.no>
Source record: 59354

Peter Schneider <Peter_Schneider@su2.maus.de> wrote:

> JES>but my current setup is 100% stable.
> So keep it running with your fingers crossed although I am afraid that
> any third (the host not being counted) SCSI device you are going to
> introduce into your system will cause some trouble. :-((

I had a Sony 24x CD-ROM connected for a couple of months, it worked just
fine.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

872. Re: Gem desktop pictures?

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8ldpl2$t0t$1@sshuraab-i-1.production.compuserve.com>
Source record: 59355

I use EASEL/ST from Computer Fenestrations. It loads a
background picture in one of the three regular resolutions. I
don't know if it supports any of the higher rezs.

Rick D.

--

873. Mark Bedingfield

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: dwolfe4@genie.idt.net
Message-ID: <8ldqma$n4d@nnrp3.farm.idt.net>
Source record: 59356

Mark,

My E-Mail has been very quite lately not sure if its working right
so if you tried to send the drivers, please try again..:)

I have put together a driver disk for the Epson 400/600/800 stylus
colour, I will e-mail you a copy. All major software drivers
ps2.2, calamus etc

Mark Bedingfield

Thanks again, Donner.....

874. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <HMve5.110$AU.6510@news0.optus.net.au>
Source record: 59357

Methinks that I shall bow out of this rather unhelpful discussion,
after adding that anyone with a SCSI problem could do a lot worse than
look at

http://www.scsifaq.org/

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

875. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <dpwe5.111$AU.6905@news0.optus.net.au>
Source record: 59358

On 22 Jul 2000 16:48:00 , Peter Schneider wrote:
>Hi David,
>
>But I don't agree with
>DL>Terminators have never been used on an ASCI chain.
>for I owned a box in Megafile format that contained an ICD host
>adapter and two SCSI drives (1 hard disk and 1 SyQuest 44 meg), and if
>I remember correctly, that adapter and the later of the two drives
>were terminated.

Peter,

Sorry - I was being a bit sloppy in my writing. I tend to think to anything on the SCSI side of an ASCI to SCSI adaptor as SCSI, even though Uwe would remind us that it isn't real SCSI. Thus I wrote of the MSTe's internal SCSI termination, even though we know that it is firmly attached to the ASCI bus via the adaptor.

I never got past two ASCI devices, a SupraDrive FD-10 and a Supercharger, and even the FD-10 was SCSI with its own ASCI/SCSI adaptor.

Although I said that I would shut up, I must tell Lonny that by 1991 most Ataris sold in Australia were going out via music shops that wouldn't have known a termination resistor if it bit them. Also I think all MSTes sold here had a factory fitted hard drive.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

876. Re: Atari Computer Hardware/Software FOR SALE!!!#5

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <397a5c39.19523929@news.jax.bellsouth.net>
Source record: 59359
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.atari.st

On Sat, 22 Jul 2000 13:35:20 -0400, Anthony Zal <tonzal@hotmail.com>
wrote:

>Atari Computer Sale List
>
>1 PageStream 2.2x $5
>1 MiGraph TouchUp v1.8 $1
>
>All in excellent condition. Former Atari developer.
>Postage not included for above items.
>
>Email: tonzal@hotmail.com
>North America

I would be interested in this, shipped to the Jacksonville FL area Zip
code 32073
Can you give me a total shipped.

Thanks Mike

877. Re: Newsie.96 New Features

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <397ade0b$0$18631@news.zetnet.co.uk>
Source record: 59360

On 20 Jul 2000 18:55:39 , John Garone wrote:
>On 19 Jul 2000 00:06:45 , Trevor Spencer wrote:
>>On 17 Jul 2000 00:47:34 , John Garone wrote:
>>>On 16 Jul 2000 23:53:54 , Trevor Spencer wrote:
>>
>>various clips
>>

>>>Hey Trevor! I got bumped!!! I was was #3 !!! Oh well, #4 is fine! (:->)~
>>>(shh! did you hear that? I thought I heard somebody ask John R. for
>>>Javascript in his browser).
>>
>>Sorry about that John, at least it's increased the % again! As to JS now
>>that would really be something!

>Trevor,
> I Don't see this post I uploaded 7/18 or 7/20 so here goes again!
>Sorry if it eventually shows up 3 times!
>
> It does'nt matter where I'm on the list as long as others show there
>interest! Regarding Javascript in John R's browser, I assume a lot more
>has to be done with the browser before the possibility of Javascript
>being incorporated (as a very uneducated guess!). But stability and bug
>removal should come first and John shows his interest by actively engaging
>in the newsgroup. Really nice to see!

John

It's only come through once that I've seen and yes it's great that John
continues with the newsgroup.

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

878. Re: N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <meCe5.82$TN.6932@news2.voicenet.com>
Source record: 59361

On 23 Jul 2000 00:23:25 , Ken Macdonald wrote:
>On 20 Jul 2000 02:23:01 , Michael White wrote:
>:Alright, I'm tired of waiting.
>:My credit card was charged months ago for N.AES 2.0, and I still
>:haven't received it. As far as I'm concerned, if I payed for it,
>:I'm entitled to a copy.
>:Would someone out there be kind enough to send me image(s) of the
>:floppy disk(s)? English version preferred, of course.
>:Thanks in advance,
>:Michael White (michael@fastlane.net)
>:.
>allo
>yes, I did the same. Woller received my money via credit card two months ago,
>yet nothing received so far. He said three weeks ago that he would check his UPS
>statements, yet I have heard nothing from him since.
>He did send me nAES 1.17, so I thought it would not be a problem with nAES 2.0 on CD-ROM.
>maybe I was wrong. (hope so) I will send one more e-mail and see what comes of it.
>wish I could get nAES from a local dealer, but now just wish I could get nAES period! :-)
>ken
>

I reccomend you get him to send you the UPS tracking number. Then you can
track the package yourself with UPS. If he is unable give the number then he
did not send it.

Raymond

879. cMac Fun...

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.397b2f1c@fmlynet.org>
Source record: 59362

FamilyNet HQ: Telnet:\\www.family-bbs.net

880. Re: N.AES 2.0

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <alGe5.11379$GO4.63090@quark.idirect.com>
Source record: 59363

On 23 Jul 2000 13:16:02 , Raymond Collins wrote:
:I reccomend you get him to send you the UPS tracking number. Then you can
:track the package yourself with UPS. If he is unable give the number then he
:did not send it.
:Raymond
:.
thanks. good idea.
I have just sent another e-mail to Konstantin Woller asking him for this.
ken

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html
<<< http://welcome.to/taf --- http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

881. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007231453590.89-100000@TT030>
Source record: 59364

On Sat, 22 Jul 2000, Steve Sweet wrote:

> Peop's with dead puters cant complain online.

There is point a overlooked.

> Nice quoting BTW. 8~)

Thanks, finally comes to grips with PINE.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

882. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007231456410.89-100000@TT030>
Source record: 59365

On Sat, 22 Jul 2000, Peter Schneider wrote:

> Hi Clayton,
>
> CM>Hardware:
> I'm very satisfied with my Yamaha 8424 SCSI writer bought in Feb 2000.
> There were up to now no problems of the kind "this brand of CDR can't
> be written with that recorder". All misburnt (ho do you call in
> English a not usable CDR?) CDs are due to my mistakes, not to the
> hardware.
>
> The Yamaha 8424 is a bit oversized, for a normal TT can't exceed 4X
> writing speed.

Is the Yamaha 8424 the same as Yamaha model CRW8424SXZ ?
I have a TT also and am looking at getting this drive.
But was not sure if it was the same one listed on the
compatibilty chart with extendos.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

883. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <wsHe5.1904$5N1.77499@newsread1.prod.itd.earthlink.net>
Source record: 59366

On 22 Jul 2000 01:20:32 , Edward S. Baiz Jr. wrote:
>I still cannot get Sting 1.26 to run on my Hades. Mr Anderson said I had to
>re-install HSmodem. He also said that some of the beta testers had Hades
>computers. If anyone talks to any of these guys/gals, have them email me so
>I can see just how they did it.
>Edward S. Baiz Jr.
> (Gamer)
Hi Ed,
Hope you received my scripts by E-mail.
I sent you Default CFG, Dial SCR, Hsmodem7 settings and Route Tab.
Let me know if you've received them!
Your problem of an incomplete connection sounds like the one I had when
I used Hsmodem 6 instead of 7 (when I upgraded to Sting 1.22/Dialer 1.16.)
John G.

884. Re: Astronomy Programs

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <8lfi08scn1@news1.xs4all.nl>
Source record: 59367

Academia 3000 inform&#65533;tica heeft geschreven in bericht ...
>I need astronomy software for Atari ST.
>If you know any web page with programs, please send me a e-mail.
>Tanks!.
>e-mail jlb00010@teleline.es
> minaocasion@latinmail.com
>
Hello, I already e-mailed you the following list. I'll mention them again
here, maybe more people are interested.

```
Here are some astronomy prg's from the PD collection of the Dutch Atari
Society :
>A 143 Ephemeriden II
A 151 AstroCal
A 198 Astrolabium
A 215-218 General catalog
A 301 2nd Star, Astropho, StarFind
A 429 StarMap
A 533-534 Sidum Astra nieuwe versie op A 589-594
A 544 SAT402
A 564 SkyMap
A 675 Eclipses
A 707 Voyager 3
A 729 Astro Guide (hypertext)

You can order them at :

Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

>I found out the name of another program :
>"Universum"
>You can download it from :
>http://altern.org/wim15041977/universe.htm
>
>for questions contact the programmer :
>mdemeester@village.uunet.be
>
>Carefull ! The file including all the maps is 53mb and will take a long
time
>to download. You can also order the prg on cdrom. For this contact the
>programmer.
Cheers
Dan
```

>

885. File Section of Atari-Midi

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8lfp1m$f7k$1@nnrp1.deja.com>
Source record: 59368

Go to:

http://www.egroups.com/files/atari-midi/

For shareware, freeware and PD Atari-Midi apps.Some recent uploads
include some "Dutch Atari-Midi " apps that have become Freeware like
MT32 Factory, thanks to "Stitchtin ST" (hope I spelled that right!)

Actually, I would like to see if there are any problems with the
downloads, as one of our members(of Atari-Midi) are having problems. So
if any of you can please try downloading a few of these apps, and see
if you get any "error" messages during the download.The member is using
Explorer ver 4, so I wonder if THAT is the problem.

Thanks...and enjoy these apps!!!

Tim Conrardy

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

886. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <397B9290.91B94C91@ev1.net>
Source record: 59369

```
Peter Schneider wrote:
>
> Hi Clayton,
>
> CM>Hardware:
> I'm very satisfied with my Yamaha 8424 SCSI writer bought in Feb 2000.
> There were up to now no problems of the kind "this brand of CDR can't
> be written with that recorder". All misburnt (ho do you call in
> English a not usable CDR?) CDs are due to my mistakes, not to the
> hardware.
>
In English, we call misburnt CDR's: coasters. A coaster is a little
piece of wood, plastic, or paper that you place on a table to put your
drinking glass on. It keeps the moisture from the table top. The CDR's
become coasters because that is all they are good for after you screw
them up...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

887. comp.sys.atari.announce: Are you subscribed?

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-4C4203.20215523072000@news.northcoast.com>
Source record: 59370
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey all. This is just a little self-promotional announcement. I'm the
moderator of comp.sys.atari.announce, a newsgroup dedicated to
news about Atari computers. It's a low-volume newsgroup with
occasional news of interest to 8-bit, ST/TT/Falcon, Portfolio,
and other Atari computer folks.

Subscribe, read, enjoy. And next time you have some Atari news to share,
post.

See you at CGExpo,
--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

888. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <397BBD48.D4A25F38@jps.net>
Source record: 59371

Jo Even Skarstein wrote:
>
> John Kolak <jkolak@jps.net> wrote:
>
> > I've had my CT2 for about 6 months. It has worked fine, though I've been
> > weeding out programs that don't like to run at high speed. People seem
>
> What kind of programs?

For example, I have the Falcon Heatseeker interface for the SLM laser printer. The driver that comes with it works with Speedo 5, but not with NVDI. But Centurbo won't run Speedo at full speed (unless you run Speedo under NVDI, which causes other problems), so I have to run unaccellerated when I want to run the SLM.
>
> > to be afraid of pushing the system clock to 50MHz, but the Nemesis does
> > the same. Double clocking the CPU seems to be a more common problem, as
>
> From what I've seen the CT2 is a lot more radical than the Nemesis. The
> Nemesis simply speed up the system-clock to 20 or 25MHz, and feed the
> ACIAs with 500KHz clocks, but the CT2 apparently runs some parts of the
> Falcon itself at 50MHz.

Nemesis runs the 32MHz parts of the Falcon at 50MHz, and the 16MHz parts of the Falcon at 25MHz (in the last Nemesis release).
>
> > original Falcon still runs fine with the FX installed. Rodolphe bypasses
> > this issue by placing a 50MHz 030 on the CT2 card.
>
> Are these really 50MHz units?? Most Amiga-accelerators I've seen use 33MHz
> units overclocked to 50MHz. Anyway, this is not the reason for using a new
> CPU in the CT2. The real reason is that the original CPU is crippled and
> only has a 16-but data-bus, while a real 030 has 32-bit. This - together
> with local 32-bit RAM - is mainly why the CT2 is so much faster than a
> ordinary, overclocked Falcon.

This is correct, and is also the reason the FX Board could not overcome the 14MB RAM limit. It is a good question on the CT2 CPU, but I don't feel like opening mine again to see! ;)
>
John

889. ect97 / Connect98

Newsgroup: comp.sys.atari.st
Date: 2000-07-23 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.397bf3fc@fmlynet.org>
Source record: 59372

FamilyNet HQ: Telnet:\\www.family-bbs.net

Looking for a good place to find Connect97/98.

I'Ve tried the website that AC # 11 suggested at:

http://www.kabel.de/`philipp/personalien/connect.html

I find the link is good to a point, but get a blank screen and a error.
Of course, that is from Netscape. :)

Thanks in advance,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

890. FA: The Pawn / ST game RELISTED

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Jon <atarmiga@mindspring.com>
Message-ID: <8li63c$vp8$1@nntp9.atl.mindspring.net>
Source record: 59296

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=388469217

891. WHOOPS this is the URL.

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Jon <atarmiga@mindspring.com>
Message-ID: <8li66d$o9d$1@slb0.atl.mindspring.net>
Source record: 59297

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=391020920

892. SV: HDDriver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <Y02f5.19724$rH5.45153@nntpserver.swip.net>
Source record: 59298

Hi!

Agree!
Wouldn't it be possible to make a hardware hack here?
Perhaps just some chip enable signal that could be connected to the TCI?
Just a wire? I dunno, just thinking...

Cheers

/Peter

Rodolphe Czuba <rczuba@free.fr> skrev i
diskussionsgruppsmeddelandet:lK0f5.4226$lg5.14858414@nnrp2.proxad.net...
> SCSI addresses of the SCSI chip are cached ???!!!!
> What a stupid hardware design !!
>
> It may be nice and easy to decode the addresses of the SCSI and send the
TCI
> signal to the 040/060 processor !!
>
> Regards
> --
> Rodolphe CZUBA
> 28, rue des Sorbiers
> F-60290 LAIGNEVILLE
> FRANCE
> email : rczuba@free.fr
> WEB : www.czuba-tech.com
>
> Uwe Seimet <us@ooc.de> a crit dans le message :
397C011B.5C36B5AB@ooc.de...
> > Martin \"Nightowl\" Byttebier wrote:
> >
> > > The scsi-routines of the Hades are not fully TT-scsi compatible, hence
> the
> > > problems we have with HDdriver 7.7 and higher.
> > > Correct Uwe?
> >
> > Yes, this is correct. The Hades doesn't have the SCSI/DMA chip the TT
> > has. And as far as I can tell the Hades is also not compatible because
> > SCSI hardware adddresses are cached. This is something you must not do,
> > regardless of the platform.
> >
> > --

> > ---
> > Dr. Uwe Seimet mailto:us@ooc.de
> > MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt
>
>

893. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <083c5014.f75f3678@usw-ex0107-055.remarq.com>
Source record: 59299

It's been a while since I've seen your posts here Katherine.
Welcome back.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

894. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0d352820.fa44981d@usw-ex0107-055.remarq.com>
Source record: 59300

While we're on the CDR subject, has anyone tried a Panasonic CW-7502 with either software package? I own two -- one runs fine under Toast on my Mac, the other is currently functioning as a CD-ROM on my Falcon while I try to figure out how to get it to record!

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

895. Re: Newsie 0.96

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <397cba93$0$18631@news.zetnet.co.uk>
Source record: 59301

On 10 Jul 2000 14:07:27 , Ross MacIver wrote:
|Newsie seems a bit more stable than before but there's still a number
|of problems:
|
| When retrieving mail Newsie doesn't recognize the end of an
| email and will sit waiting for the timeout. If I press
| escape I will lose the current email (about 4 lost this way).
| I've worked around this by setting the timeout to 5 seconds,
| but really this seems to be a major bug and I remember this
| from previous versions.
| . . . . .

Just downloaded 600 news items after returning from leave - sorry
for the late comment. I have noticed this 'hang up' on a number of
versions of Newsie but assumed that it was the server as most of the
time the news items download OK.

896. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <397cba94$0$18631@news.zetnet.co.uk>
Source record: 59302

On 13 Jul 2000 00:07:32 , Edward S. Baiz Jr. wrote:

| . . . .
|I really do not care if the Milan 2 is slow then some of the upper end PCs.
|That will not enter in my decision if I decided to get one. SUPPORT is the
|big issue and lots of hardware is another. It is fast enough for most
|people and myself.

Support is very important and stability also. Speed is all relative
in that a bloated program needs a superfast computer - lean
programs, which, by and large, Atari programs tend to be, work
quickly with slower computers. Certainly for word processing
scrolling sometimes can be too fast. I have a Hades but have been
having problems with the SCSI interface and at present I intend
buying a Milan II rather than a pc and emulator.

897. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8ligaeda2@news.hccnet.nl>
Source record: 59303

```
| You would have a tough time if you tried to use some of the
| auto-terminating drives, because they insist that you terminate
| correctly.

Please elaborate. That does not make sense.

| Which leads me to ask - what are you using for terminating resistors,
| fencing wire? I have found that active termination works much better
| than passive if you have three or four devices on the daisy-chain.

Passive terminators should work perfectly on a fast SCSI chain.
Only when the termpowersupply is noisy or too high an impedance will
active terminators be of any help.

--
Folkert Rienstra
(don't email me please, reply to the group)
visit Gary Field's SCSI Info Central at www.scsifaq.org

"David Leaver" <leaver@netinfo.com.au> wrote in message
news:Yv6e5.30$9l1.5220@news0.optus.net.au...
| On 21 Jul 2000 00:14:36 , Jo Even Skarstein wrote:
| >
| >No! *Don't* terminate internal drives on the MSTE or STacy, it can kill
| >your SCSI-adapter!
| >
| >> The host in the MSTe is not at a T - it is merely at one end of the
| >> chain. Normally the internal drive should be terminated. However if,
| >
| >No, this is not correct. This could possibly kill the adapter, and will
| >certainly not work with most drives. Believe me, I've tried this with two
| >MSTEs and three STacys.
|
| Jo, I find your insistance on this to be very odd. I bought my MSTe
| new in 1991. The internal Seagate 46mb was terminated, so clearly
| Atari thought that termination was required. This drive worked happily
| in this condition with the original adaptor for 7-8 years until I
| bought a LInk96 and replaced the Seagate with a 1mb Conner, which is
| also terminated. The Seagate still works perfectly (mostly with my
| 1040STF) and, as far as I know because I sold it, so does the Atari
| adaptor.
|
| For a brief time the Conner worked with the original Atari adaptor,
| and certainly did not fry it, even though the former was terminated.
|
| Which leads me to ask - what are you using for terminating resistors,
```

| fencing wire? I have found that active termination works much better
| than passive if you have three of four devices on the daisy-chain.
|
| >I have my TT in a tower, and only use the internal SCSI-chain, so I can't
| >comment on this.
|
| There is no real distinction, apart from physical location, between
| the internal and external chains. They form the one chain, but the
| essential point is that, because the host driving elecronics is
| connected somewhere in the middle rather than at one end, the chain
| has two free ends where signal reflections can occur, and both ends
| should be terminated.
|
| You would have a tough time if you tried to use some of the
| auto-terminating drives, because they insist that you terminate
| correctly.
|
| David
|
| Susan and David Leaver 10 Goodparla St,
| e-mail leaver@netinfo.com.au Hawker, ACT 2614
| leaver@alphalink.com.au Australia

898. Setting up GCC

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Super-User <schois@uleth.ca>
Message-ID: <397CBA9F.5153CDB4@uleth.ca>
Source record: 59304

I am fairly new to the Atari platform (although I've known about it for quite some time), so please bear with these questions...

What is the newest version of the GNU compiler for the atari st? (the newest I've seen is 2.72).

Where are the binaries of the GNU compiler components available?

What are the basic components one needs to download to have a *useable* GNU compiler?

Can anyone point me to a recent installation guide (I found one for pre 2.x, but found it difficult to follow
as the file names were different).

I've searched for this info on the web and have not found anything useful yet. I'd appreciate your help.

Ian Schofield

899. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Henrik_Kluever@hh.maus.de
Message-ID: <200007242028.a22582@hh.maus.de>
Source record: 59305

Hello Mikey,

M>I have seen this post before. I think this guy has "penis envy"

Hey come on, is /that/ what you call serious discussing??
What I mean is for example that most games won't run with an AB. And any program that needs a 030 etc. I'm not at all envious of anybody's AB; not to mention that at least in Germany the AB had the double price of a CT. If that's different at your country, lucky you.

So just stop these stupid jokes.

Henrik

900. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200007242018.a26237@su2.maus.de>
Source record: 59306

Hi Lonny,

LP>Is the Yamaha 8424 the same as Yamaha model CRW8424SXZ ?
I think so, it's marked 8424 on the front of the drive, and it's a SCSI drive.

LP>I have a TT also and am looking at getting this drive.
It's a good one, as far as i can judge, for five months is not too much experience! I think the 6X Yamaha would have done the same job in the same way, but would have been a bit cheaper.

I spent 500 DM (~240 $-US?) for the bulk drive, just drive and manual.

Und TTschï¿½
ps

901. EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <Fy73GG.D8@gem.win.co.nz>
Source record: 59307

A member of our local Atari user group uses the EZCalc spreadsheet from
Royal Software, and has a few questions about the program.

1. Is there a way to calculate standard deviation with EZCalc?

2. Is Royal Software still in business, and if so, how may they be
contacted?

3. What is the most recent version of EZCalc?

Any advice on the above points would be much appreciated.
--
--
Mario Becroft # Tariland, New Zealand Atari User Group
mb@gem.win.co.nz # Atari Hardware Developments
http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

902. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <Fy73p2.Dv@gem.win.co.nz>
Source record: 59308

Edward S. Baiz Jr. (ebaiz@skyenet.net) wrote:
: Papyrus 8 has been a dream program for me. I love it except for one thing.
: I cannot get the user defined color option to work. All I get is mono
: images, not color. I am told by ROM that it could be my Nova card drivers.
: I think this to be true, because when I export a file to a html form, the
: colors appear there under Cab. I was told to fool around with the
: compatibility options. Are there any Nova/Hades owners out there that have
: gotten this option to work?? If so, let me know just how you did it. Thanks.

This is interesting because I get the same problem in Papyrus version 8
running on my prototype VMEbus graphics card in 16-bit colour mode using
NVDI version 4's 16-bit (Falcon) driver. I would like to know how Papyrus
determines that it should display the custom colours in monochrome.

--
--
Mario Becroft # Tariland, New Zealand Atari User Group
mb@gem.win.co.nz # Atari Hardware Developments
http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

903. Re: Astronomy Programs

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: dwolfe4@genie.idt.net
Message-ID: <8lg9u4$8ld@nnrp3.farm.idt.net>
Source record: 59373

Hi Dan,

Is there something missing on the URL listed below? I get the
"No file Error"

Thanks, Donner....

>>I found out the name of another program :
>>"Universum"
>>You can download it from :
>>http://altern.org/wim15041977/universe.htm
>>
>>for questions contact the programmer :
>>mdemeester@village.uunet.be
>>
>>Carefull ! The file including all the maps is 53mb and will take a long
>time
>>to download. You can also order the prg on cdrom. For this contact the
>>programmer.
>Cheers
>Dan
>>
>
>
>
>.

904. Re: Mark Bedingfield

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <RoOe5.43$nr6.4204@nsw.nnrp.telstra.net>
Source record: 59374

Send it 25/07/2000, my internet link is at work. :-)

Mark

Don Wolfe <dwolfe4@genie.idt.net> wrote in message
news:8ldqma$n4d@nnrp3.farm.idt.net...
> Mark,
>
> My E-Mail has been very quite lately not sure if its working right
> so if you tried to send the drivers, please try again..:)
>
> I have put together a driver disk for the Epson 400/600/800 stylus
> colour, I will e-mail you a copy. All major software drivers
> ps2.2, calamus etc
>
> Mark Bedingfield
>
>
> Thanks again, Donner.....
>
>
>

905. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <9ROe5.48$nr6.4985@nsw.nnrp.telstra.net>
Source record: 59375

Yup.

Mark Bedingfield

John Kolak <jkolak@jps.net> wrote in message
news:39793D1F.DA012B58@jps.net...
> Mark Bedingfield wrote:
> >
> > I installed one (I am trained, and work in this field), to the letter
for a
> > friend and ended up having to send it to france, it still craps it self
all
> > the time, and the 68030 was removed too ? I have a lot of respect for
anyone
> > who can do what Rudolph did, but think maybe their should have been more
> > discusion in setting thes things up. If any one has any smart ideas on
how
> > to improve the stability of my mate's CT2 dont hesitate to e-mail.
> >
> > Mark Bedingfield
> >
> Has the system software been checked for approved compatible versions
> and or patches (per the list supplied with the distribution disk)?
>
> John

906. Re: Gem desktop pictures?

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <l1Pe5.49$nr6.5141@nsw.nnrp.telstra.net>
Source record: 59376

Where do you get that software from?

Mark Bedingfield

Rick D <74766.1561@CompuServe.COM> wrote in message
news:8ldpl2$t0t$1@sshuraab-i-1.production.compuserve.com...
> I use EASEL/ST from Computer Fenestrations. It loads a
> background picture in one of the three regular resolutions. I
> don't know if it supports any of the higher rezs.
>
>
> Rick D.
>
>
>
> --
>

907. Master Tracks Pro + Port B Box

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8lgfoftrv1@nnrp1.deja.com>
Source record: 59377

Hi Atarians:

Brian Becroft has asked me to post this. The original posting was on
Atari-Midi Mailing Grp. Please repond directly to Brian on this subject.
<brian@gem.win.co.nz>

Thank you

Tim Conrardy

From: Brian Becroft <brian@gem.win.co.nz>
Date: Fri Jul 21, 2000 3:23pm
Subject: Master Tracks Pro + Port B Box

Hi there list members, my first message to this list, and I hope I have
got the posting procedure correct, so this is a bit of a test, but also
a
message that we want feedback on.

We recently had a request from a two Musos who use Master Tracks Pro and
wanted to know if Mario's MIDI3 box which suits Notator would work for
Master Tracks Pro.

We have looked into it and have ended up making a suitable Port B Box as
the the MIDI3 operates differently.

We were wondering if there is anyone else who would like such a box and
so make the project more financially feasable.

I hasten to add that the simple DIY Port B Box does not work with Master
Tracks Pro, this box is a complex circuit beyond a DIY approach, but
necessary to have a working unit.

So this unit is costing $80 (usa dollars), and while I am about it,
please
don't reply complaining about the cost, this is a fact of the low
production, but worth it for Atari aficionados. Maybe there is a unit
now
available that works with Master Tracks Pro, then please post about it.

What we want are orders as I am actually making this unit as I speak.

If you have any suggestions of other lists where I could post this info
about the Master Tracks Port B Box then also, please post up your help.

If you would like to hear the inside story of this project then post
here

saying so and I will post up the interesting saga.

Incidentally, this is being typed up on Mario's TT030, using his newly developed graphics card running in true colour on a 21" Radius high quality graphics monitor...

--
| Brian Becroft | Tariland, Atari user group in New Zealand |
| brian@g... | info@t... |
| http://gem.win.co.nz/brian/ | http://tariland.win.co.nz/

--

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

908. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <397BE758.365B440B@siemens.at>
Source record: 59378

Jo Even Skarstein wrote:
> ..., but my Falcon's SCSI has never been reliable with any of the
> accelerators I've had (Speed Res. Card and Nemesis).

My Falcon's SCSI never was reliable before installing an accelerator.
I spent quite some money for 'clock patch' and various HD drivers.
Since Rodolphe installed the CT2 SCSI works reliable for the first
time !

Gerhard

909. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <397BE905.7975F3BB@siemens.at>
Source record: 59379

Mikey wrote:
>
> Now there is a good laugh:) CT2 Much more comaptible than the
> Afterburner. How little you know.

Okay. You have your AB and you're happy with it. Nice for you.
But to say that a 040 is more compatible with a 030 than a 030 ???
And why is there a special MiNT kernel needed for AB for example ?

I would suggest stopping that 'mine is better than yours' or worse
sort of postings. Okay ?

Gerhard

910. Re: HDDriver 7.8 partition

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <397BF206.8195393@siemens.at>
Source record: 59380

Ken Kosut wrote:
> I recently purchased HDDriver v7.8
>
> I would like to partition a CORE 2000 (2gig) formatted to DOS 7.x
> I have Falcon 030 4 meg | 80 meg internal IDE | TOS 4.04
>
> I use the SPLIT option in HDDriver to partition equally into 7
>
> TYPE MBYTE
>
> 0 $0b 290.2
> 1 290.2 Platform: Windows
> 2 290.2 Bytes per Sector: 512
> 3 290.2
> 4 290.2
> 5 290.2
> 6 298.1 Mode x MByte
>
> Files in root directory: 512
> Capacity: 2040.5
> Used: 2039.5
> Free: 1.0
>
> After I select OK, I get this message.
> This partition scheme is only valid for Big-DOS MagiC or MiNT
>
> CDEF for IDE
> GHIJKLM for CORE
>
> If I continue, I cannot access any of the drive letters.
>
> Has anyone come across this type of problem?
>
> I did try this on a SyQuest 200MB removable.
> Everything works fine.
> But I would rather use the CORE if possible.

I have a Falcon with 4.04 TOS and use HDDRIVER 7.8 too. The following
configuration works fine here :

IDE with CDEFGHIJ (Type BGM, 1GB each) KL (Type MIX, 2GB each)
SCSI with MNOP (1GB each)

So if you compare that with yours neither the number of partitions
nor the size can be the problem. But maybe it's the partition type

you have to set to BGM for the TOS partitions ?

Gerhard

911. Re: Floppy a no reading disk

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: "firebird@apex.net" <firebird@apex.net>
Message-ID: <397BF29B.F3280B2B@apex.net>
Source record: 59381

This is the exact message...
drive A: is not responing.
Please check the disk drive,
or insert a disk.
atari 1040
ste

----
fdd: epson smd-380-101-07 (b1008638) p/n:c103558-003
| |
14 jumpers inbetween the power cable and the floppy cable | . . . .
::::::: :::::::::::::::: |

pwer jprs fdd cble

Shiuming Lai wrote:

> On 21 Jul 2000 03:04:20 , "firebird@apex.net" wrote:
> >I have an atari ste and the floppy doesnt seem to work. I noticed some
> >jumpers on the floppy....Should they be in any certain sequence. thanks
> >for the help.
> >
> >.
>
> Doesn't power up? Fails to spin? Spins but doesn't detect the disk?
> What jumpers? What are their labels? What model of FDD? Be more
> specific and you'll get an accurate and meaningful answer!
>
> Shiuming Lai
> ----------
> CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
> mains-filtered, 3 cooling fans, 400V 100ï¿½F(M) PSU smoothing capacitor
> Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
> Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
> with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
> Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

912. Re: Software needed for Atari ROBOKIT

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: atari@myatari.com
Message-ID: <016a7c18.2e97fcd6@usw-ex0101-005.remarq.com>
Source record: 59382

"Brock" <hsv98@hotmail.com> wrote:
>
>I have found an ATARI ROBOKIT still in box, but unfortunately
there wasn't
>any software in the. Any information is much appreciated.
>
>Cheers
>>
We have a couple Robokits left in stock. I think they are $49.95
and include the interface PCB, extensive manual and driver disk.
A copy of the driver disk would be $15. + shipping.
see www.myatari.com

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

913. Re: HDDriver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <397C011B.5C36B5AB@ooc.de>
Source record: 59383

Martin \"Nightowl\" Byttebier wrote:

> The scsi-routines of the Hades are not fully TT-scsi compatible, hence the
> problems we have with HDdriver 7.7 and higher.
> Correct Uwe?

Yes, this is correct. The Hades doesn't have the SCSI/DMA chip the TT
has. And as far as I can tell the Hades is also not compatible because
SCSI hardware adddresses are cached. This is something you must not do,
regardless of the platform.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

914. Re: HDDriver 7.8 partition

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <397C01B7.598EA74B@ooc.de>
Source record: 59384

Ken Kosut wrote:
>
> Hello,
>
> I recently purchased HDDriver v7.8
>
> I would like to partition a CORE 2000 (2gig) formatted to DOS 7.x
> I have Falcon 030 4 meg | 80 meg internal IDE | TOS 4.04
>
> I use the SPLIT option in HDDriver to partition equally into 7
>
> TYPE MBYTE
>
> 0 $0b 290.2
> 1 290.2 Platform: Windows
> 2 290.2 Bytes per Sector: 512
> 3 290.2
> 4 290.2
> 5 290.2
> 6 298.1 Mode x MByte
>
> Files in root directory: 512
> Capacity: 2040.5
> Used: 2039.5
> Free: 1.0
>
> After I select OK, I get this message.
> This partition scheme is only valid for Big-DOS MagiC or MiNT

TOS doesn't support Windows compatible partitions larger than 32 MByte.
So HDDRUTIL is correct in telling you that additional software is
required.
You should use the TOS compatible partitioning mode.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

915. Re: HDDriver 7.8 partition

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <397C027C.3406CF38@ooc.de>
Source record: 59385

Janka Gerhard wrote:

> So if you compare that with yours neither the number of partitions
> nor the size can be the problem. But maybe it's the partition type
> you have to set to BGM for the TOS partitions ?

Don't ever edit the partition type if you just want to create standard
DOS or TOS compatible partitions. You should only edit the type in order
to create F32, LNX, MIX or other non-TOS partitions.
Ken's problem is that he use the Windows compatible partitioning mode
for large partitions. TOS cannot access Windows compatible partitions
without additional software like MagiC or MiNT being installed.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

916. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8lh49b$j87$1@snipp.uninett.no>
Source record: 59386

John Kolak <jkolak@jps.net> wrote:

>> What kind of programs?

> For example, I have the Falcon Heatseeker interface for the SLM laser
> printer. The driver that comes with it works with Speedo 5, but not with
> NVDI. But Centurbo won't run Speedo at full speed (unless you run Speedo
> under NVDI, which causes other problems), so I have to run
> unaccellerated when I want to run the SLM.

This sounds really weird... Do you say that you can use the Heatseeker
with NVDI+Speedo and full speed, but not with Speedo alone? Really weird
indeed.

> Nemesis runs the 32MHz parts of the Falcon at 50MHz, and the 16MHz parts

Not really. On the Falcon, the only parts that use the system-clock
undivided (i.e. 32MHz), is the Videl (pixel-clock only, the rest of the
Videl runs at 1/2 system-clock) and DSP.

> of the Falcon at 25MHz (in the last Nemesis release).

Apart from feeding the DSP separately, the only thing Nemesis does is to
replace the original system-clock with a faster one. This means that the
Falcon's original timing is kept, it's just faster (except the ACIAs,
which needs a 500KHz clock to function normally). The CT2 goes further,
although I don't know the details I've been told that some components are
modified to access the bus at higher speeds than it normally would by just
increasing the system-clock to 50MHz.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

917. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8lh5dc$jj7$1@snipp.uninett.no>
Source record: 59387

Janka Gerhard <gerhard.janka@siemens.at> wrote:

> But to say that a 040 is more compatible with a 030 than a 030 ???

Hold on now, that wasn't the issue here. You said that the *CT2* is more compatible than the *Afterburner*, and there's a lot more to these accelerators than just the CPU.

> And why is there a special MiNT kernel needed for AB for example ?

Because the 040 MMU is different from the 030 MMU. But if the CT2 is so compatible, why doesn't things like Outside or MiNT's memory-protection work? Because the CT2-driver use the MMU to remap the fast-RAM. There are also other problems related to the use of fast-RAM vs. ST-RAM which applies to both the AB and CT2.

(I could mention that the AB-driver does the same...)

As for the 040 vs. 030 I can assure you that this is mostly an academic question, in real life they're very compatible. The 030-FPU is emulated with great success (and speed), and I can't say that I've found anything that won't work. Caches *can* be a problem, but by switching from copyback mode (which doesn't even exist on the 030) to writeback (a lot slower, but this is how the 030 does it) you'll eliminate these.

It's hard to find Falcon-software that doesn't work on the AB, the exceptions are demos and games which relies on the timing of a 16MHz 030. If you want to use these you must install an AB<->030 switch for 100% compatibility.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

918. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <397c322a$0$18632@news.zetnet.co.uk>
Source record: 59388

On 23 Jul 2000 17:49:20 , Charles Richmond wrote:

|In English, we call misburnt CDR's: coasters. A coaster is a little
|piece of wood, plastic, or paper that you place on a table to put your
|drinking glass on. It keeps the moisture from the table top. The CDR's
|become coasters because that is all they are good for after you screw
|them up...

Tying a series of them on a piece of string over your vegetable
patch is said to be very good for keeping the birds away.

919. Jaguar (was: comp.sys.atari.announce...)

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Laurent Favard <l.favard@france2.fr>
Message-ID: <397C3AEF.621B82FC@france2.fr>
Source record: 59389

Kevin Savetz a ï¿½crit :
>
> Hey all. This is just a little self-promotional announcement. I'm the
> moderator of comp.sys.atari.announce, a newsgroup dedicated to
> news about Atari computers. It's a low-volume newsgroup with
> occasional news of interest to 8-bit, ST/TT/Falcon, Portfolio,
> and other Atari computer folks.
>
> Subscribe, read, enjoy. And next time you have some Atari news to share,
> post.

i tried to post into but whitout success...I don't understand !
My message was:

Hi everyone,

i don't remember if i always posted a message about that, but with
my brother we designed a small development solution for jaguar
for GEM.

Two main version will be available, currently only the first one is
and like a little BJL kit.

see at:

http://perso.libertysurf.fr/lfavard/jaguar_e.html

920. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8lhdraaoe1@SOLAIR2.EUnet.yu>
Source record: 59390

On 20 Jul 2000 20:37:18 , "Martin \"Nightowl\" Byttebier" wrote:
>New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
[...]
>ftp://chapelie.rma.ac.be/atari/mint/archivers/unzip-5.4.tgz (337.796 bytes)
>ftp://chapelie.rma.ac.be/atari/mint/archivers/zip-2.3.tgz (312.868 bytes)

Alas, whoever compiled these had a very (exclusive ? typical? ...?) MiNTish attitude: these utilities do not work on plain TOS (trying to run them as TTP gives "unknown application: virtual memory exhausted" message). Even with MultiTOS they do not run quite correctly but report corrupted .ZIP files when there aren't any; maybe they need both MiNT and another filesystem...

Which is a pity, as I suppose that there is no particular need for the utilities that run on practically any OS on Earth to be MiNT-only on Atari, which is proved by their older versions (zip 2.0 and unzip 5.13) that work quite happily on TOS. I do not try to diminish the amount of effort involved in porting these utilities, but this seems... well... somehow self-centered...

921. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8lhh19esv1@SOLAIR2.EUnet.yu>
Source record: 59391

On 20 Jul 2000 20:37:18 , "Martin \"Nightowl\" Byttebier" wrote:
>New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
[...]
>ftp://chapelie.rma.ac.be/atari/mint/archivers/unzip-5.4.tgz (337.796 bytes)
>ftp://chapelie.rma.ac.be/atari/mint/archivers/zip-2.3.tgz (312.868 bytes)

Alas, whoever compiled these had a very (exclusive ? typical? ...?) MiNTish attitude: these utilities do not work on plain TOS (trying to run them as TTP gives "unknown application: virtual memory exhausted" message). Even with MultiTOS they do not run quite correctly but report corrupted .ZIP files when there aren't any; maybe they need both MiNT and another filesystem...

Which is a pity, as I suppose that there is no particular need for the utilities that run on practically any OS on Earth to be MiNT-only on Atari, which is proved by their older versions (zip 2.0 and unzip 5.13) that work quite happily on TOS. I do not try to diminish the amount of effort involved in porting these utilities, but this seems... well... somehow self-centered...

922. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <397C5801.D9704536@jps.net>
Source record: 59392

Jo Even Skarstein wrote:
>
> This sounds really weird... Do you say that you can use the Heatseeker
> with NVDI+Speedo and full speed, but not with Speedo alone? Really weird
> indeed.
>
CT2 accelerated mode requires NVDI to display graphics correctly. Speedo
does not provide this function.

923. Re: ect97 / Connect98

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <397C4A75.E84329DE@cfc.dnd.ca>
Source record: 59393

try
http://www.oelwein.de/philipp/personalien/connect.html
i think you will have more "luck"
ken

Greg Goodwin wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
> Looking for a good place to find Connect97/98.
> I'Ve tried the website that AC # 11 suggested at:
> http://www.kabel.de/`philipp/personalien/connect.html
> I find the link is good to a point, but get a blank screen and a error.
> Of course, that is from Netscape. :)
> Thanks in advance,
> Doctor Clu
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

924. The Pawn auction/4 hours left

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Jon <atarmiga@mindspring.com>
Message-ID: <8lhllfqun1@slb6.atl.mindspring.net>
Source record: 59394

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=388469217

925. Re: HDDriver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-24 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <lK0f5.4226$lg5.14858414@nnrp2.proxad.net>
Source record: 59395

SCSI addresses of the SCSI chip are cached ???!!!!
What a stupid hardware design !!

It may be nice and easy to decode the addresses of the SCSI and send the TCI
signal to the 040/060 processor !!

Regards
--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

Uwe Seimet <us@ooc.de> a crit dans le message : 397C011B.5C36B5AB@ooc.de...
> Martin \"Nightowl\" Byttebier wrote:
>
> > The scsi-routines of the Hades are not fully TT-scsi compatible, hence
the
> > problems we have with HDdriver 7.7 and higher.
> > Correct Uwe?
>
> Yes, this is correct. The Hades doesn't have the SCSI/DMA chip the TT
> has. And as far as I can tell the Hades is also not compatible because
> SCSI hardware adddresses are cached. This is something you must not do,
> regardless of the platform.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

926. www.holmerup.com

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <U93f5.19852$rH5.44304@nntpserver.swip.net>
Source record: 59309

Hi everyone,
My ISP have had huge problems with their personal website servers, so there have been lots of problems accessing my website lately.
To you who tried reaching it without success: try again. I've moved the site to one of all those free webspace providers and hope it'll work nicely there until my ordinary ISP gets their stuff together and can make a promise this much problems won't come back... I love redirecting of web addresses - that way I'm free tomove anywhere, keeping the same address :-))

Oh, by the way - I've reached over 15000 visitors - not bad for a site that's mostly about Atari and Falcon in particular. Well - my studio and some magazine articles I wrote are also there, as well as many other useful things... There's also a new feature with a discussion board primarily intended for Atari and music related things - my hopes are to be able to make a big data base out of all problems and let everyone read about how the solutions are found.

www.holmerup.com is the place to visit.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

927. Re: Setting up GCC

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <397D3D94.5C0A309C@siemens.at>
Source record: 59310

Super-User wrote:
> What is the newest version of the GNU compiler for the atari st?
> (the newest I've seen is 2.72).

Newer versions are 2.8.1, 2.91.66 and 2.95.2. While I had no
troubles installing 2.8.1 (there's a very good installation guide
comming with it) I somehow didn't succeed in getting the newer
ones to work (i.e. they compile my programs but except a
'hello world' test program none of the resulting programs did work.

> Where are the binaries of the GNU compiler components available?

I think 2.8.1 you'll still find it at
ftp://ftp.rz.tu-harburg.de/pub/suftware/systems/atari/gnu/gcc

> What are the basic components one needs to download to have a *useable*
> GNU compiler?
>
> Can anyone point me to a recent installation guide (I found one for pre
> 2.x, but found it difficult to follow
> as the file names were different).

You'll find everything GCC related you need there.

Gerhard

928. Re: Setting up GCC

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: Rasmus Jan Nikolas Keller <kell5002@uni-trier.de>
Message-ID: <397D6248.407AAB7@uni-trier.de>
Source record: 59311

Super-User wrote:

> I am fairly new to the Atari platform (although I've known about it for
> quite some time), so please bear with these questions...
>
> What is the newest version of the GNU compiler for the atari st?
> (the newest I've seen is 2.72).
>
>

Thatï¿½s quite simple the newest version is 2.95.2 Rel. 4 and you can
download it at http://freemint.de/progrm.html or at
http://wh58-508.st.uni-magdeburg.de/ftp/pub/mint/programming/

so long,
R. Keller.

929. Re: A response to Galen alias Eric Kaljumagi

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ljole$7oj$1@snipp.uninett.no>
Source record: 59312

John Kolak <jkolak@jps.net> wrote:

>> This sounds really weird... Do you say that you can use the Heatseeker
>> with NVDI+Speedo and full speed, but not with Speedo alone? Really weird
>> indeed.
>>
> CT2 accelerated mode requires NVDI to display graphics correctly. Speedo
> does not provide this function.

Ah, so the problem isn't that Speedo doesn't work, but that the built-in
VDI doesn't work (probably because the blitter doesn't work at high
speeds). That makes sense.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

930. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ljuih$126$1@draco.stochastik.rwth-aachen.de>
Source record: 59313

In article <3977ADC4.E72A78A6@jps.net>, John Kolak <jkolak@jps.net> wrote:
>Here I use common everyday apps like WP, DTP, SS, demos, plus just
>cruising around the OS and also CAB. I only find the Falcon slow on
>formatting web pages. The P120 running Windows is dog slow at everything
>it does.

No wonder. You are talking about windows, not about the power which the CPU provides. Install a real operating system and watch how an intel CPU *can* provide very decent performance.

cu
Michael

--
In the beginning there was nothing, which exploded.

931. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8lk0e3$9a8$1@snipp.uninett.no>
Source record: 59314

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:

> No wonder. You are talking about windows, not about the power which the CPU
> provides. Install a real operating system and watch how an intel CPU *can*
> provide very decent performance.

It's possible that there are operating systems with faster GUIs than
Windows, but X/unix (the only alternative with some half-decent apps) is
definitely not. Windows might suck, but so does it's usable alternatives.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

932. cartridge port info.

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: cl-one <crlncl@yahoo.com>
Message-ID: <397D95F5.F3613D70@yahoo.com>
Source record: 59315

i want t build a little card to put in the cartridge port of my 1040
STe.
so I need some hardware info about timings and so on. Does anyone know
any site in which I can find some useful information (some selfmade
cartridge)?

Thanks&bye

933. Is there an Atari web?

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: Manito <tomani@svq.servicom.es>
Message-ID: <8lkaen$b00311@SGI3651ef0.iddeo.es>
Source record: 59316

Hi
I have an old Atari mega ST and recently I have problems with the diskette drive, I m looking for the service suport in Spain, or the address of the web for the Atari computers.
Thank you in advance
Jose

934. woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200007251307.a10633@b2.maus.de>
Source record: 59317

hello there =) ...

if somebody would like to tell us something about problems
with the delivery of N.AES or other products of our company,
it would be nice, to tell it also by email directly to us .' ...

than we'll have a chance, to work on these problems ...

in the past unfortunatly we not watched the discussions in
comp.sys.atari.st, so we couldn't know about these things here ...

now we'll be present also in this newsgroup ... please contact
us .) ...

with best regards, Konstantin Woller (woller systeme, Berlin)

935. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <397DA947.DDDBEC38@cfc.dnd.ca>
Source record: 59318

OK
fair enough.
thanks for joining us here Konstantin!
I hope you have received my e-mails
ken

Konstantin Woller wrote:
> hello there =) ...
> if somebody would like to tell us something about problems
> with the delivery of N.AES or other products of our company,
> it would be nice, to tell it also by email directly to us .' ...
> than we'll have a chance, to work on these problems ...
> in the past unfortunatly we not watched the discussions in
> comp.sys.atari.st, so we couldn't know about these things here ...
> now we'll be present also in this newsgroup ... please contact
> us .) ...
> with best regards, Konstantin Woller (woller systeme, Berlin)

936. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8lkhav$6i9$1@draco.stochastik.rwth-aachen.de>
Source record: 59319

In article <8lk0e3$9a8$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>It's possible that there are operating systems with faster GUIs than
>Windows, but X/unix (the only alternative with some half-decent apps) is
>definitely not. Windows might suck, but so does it's usable alternatives.

Have you tried Beos? It works very nice even on slow PCs.

Even if you could not find a suitable OS, then it is still not viable to
rate the CPU performance based on windows.

cu
Michael
--
In the beginning there was nothing, which exploded.

937. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8lkhrg$6p7$1@draco.stochastik.rwth-aachen.de>
Source record: 59320

In article <Yv6e5.30$9l1.5220@news0.optus.net.au>,
David Leaver <leaver@netinfo.com.au> wrote:
>
>Jo, I find your insistance on this to be very odd. I bought my MSTe
>new in 1991. The internal Seagate 46mb was terminated, so clearly
>Atari thought that termination was required. This drive worked happily

Not necessarily. IIRC, there was even a note from atari describing that the
internal SCSI drive in a MSTE should *not* be terminated.

It *may* work if terminated, but the drivers on the original Atari MSTE
internal "SCSI" adapter are too weak and are overloaded when driving even a
single terminator (the adapter itself does not have termination but only
pullup resistors).

>Which leads me to ask - what are you using for teminating resistors,
>fencing wire? I have found that active termination works much better
>than passive if you have three of four devices on the daisy-chain.

How are you connecting more than one device to the MSTE internal adapter?
without modifying the PCB, it can only handle one SCSI device (at ID 0).

>You would have a tough time if you tried to use some of the
>auto-terminating drives, because they insist that you terminate
>correctly.

Huh? Which drives are auto-terminating?

I only know auto-terminating host adapters (which have to use a method which
is in violation of the SCSI-2 spec, and only works because they detect how
many connectors have cables attached), however, I would not know how to
design an auto-terminating device with just one connector.

cu
Michael
--
In the beginning there was nothing, which exploded.

938. Re: HDDriver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8lki42$6qd$1@draco.stochastik.rwth-aachen.de>
Source record: 59321

In article <lK0f5.4226$lg5.14858414@nnrp2.proxad.net>,
Rodolphe Czuba <rczuba@free.fr> wrote:
>
>It may be nice and easy to decode the addresses of the SCSI and send the TCI
>signal to the 040/060 processor !!

This could be easily fixed in software if the hades TOS would initialize the
PMMU correctly.

cu
Michael
--
In the beginning there was nothing, which exploded.

939. Astronomy program

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: aahuls@xs4all.nl
Message-ID: <8lku73$3t0$1@news1.xs4all.nl>
Source record: 59322

Hello,
There was a mistake in the url (mentioned here recently) of the site
of the astronomy prg "Universum". It should be :

http://altern.org/wim15041977/universe.htm

The new version: Universe 0.51 from 6 feb 2000 can be downloaded there.

Cheers,
Dan

940. Re: Astronomy program

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <397D3B84.BB3D778B@atari.org>
Source record: 59323

Dan napisaďż˝(a):
>
> Hello,
> There was a mistake in the url (mentioned here recently) of the site
> of the astronomy prg "Universum". It should be :
>
> http://altern.org/wim15041977/universe.htm
>
> The new version: Universe 0.51 from 6 feb 2000 can be downloaded there.

Not Found
The requested URL /_undef_//universe.htm was not found on this server.
Apache/1.3.12 Server at altern

--
Marek Dankowski.
portfolio@atari.org
---EOF---

941. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <03c41ff8.b69171ed@usw-ex0107-055.remarq.com>
Source record: 59324

Konstantin_Woller@b2.maus.de (Konstantin Woller) wrote:
>
>hello there =) ...
>
>if somebody would like to tell us something about problems
>with the delivery of N.AES or other products of our company,
>it would be nice, to tell it also by email directly to
us .' ...
>
>than we'll have a chance, to work on these problems ...
>
>in the past unfortunatly we not watched the discussions in
>comp.sys.atari.st, so we couldn't know about these things
here ...
>
>now we'll be present also in this newsgroup ... please contact
>us .) ...
>
There have been complaints about Woller Systeme here recently.
I'm very glad you've decided to watch this newsgroup as it will
make it much easier to keep in contact with the only source of
certain Atari-based items.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

942. Re: Is there an Atari web?

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <052a4560.b7a85c28@usw-ex0107-055.remarq.com>
Source record: 59325

"Manito" <tomani@svq.servicom.es> wrote:
>Hi
>I have an old Atari mega ST and recently I have problems with
>the diskette drive, I m looking for the service suport in
>Spain, or the address of the web for the Atari computers.

Atari went out of business five years ago. Fortunately, the
drive is (mostly) a common PC 720K one.

See http://www.atari.org/hosted/quickfaq/stfaq_3.htm#31 .

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

943. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <8ll4a7$cf6$1@nyheter.chalmers.se>
Source record: 59326

A somewhat late (and long) reply regarding the GEMBench numbers
reported and a few other things.

In article <16ebaf75.a3edd7db@usw-ex0107-055.remarq.com>,
atarigalen <kNOkSPAM@uia.net.invalid> wrote:
>John Kolak <jkolak@jps.net> wrote:
>>...But the test is not fair since Atari programs are not so
>>demanding of hardware resources as PC programs are. The way to
>>test a computer is using it with applications you use everyday.
>>My 50MHz Falcon is faster than my 300MHz K6-2 on everything
>>except web browsing.

I don't know what you use your machines for, or how you've configured
your PC, but my old K6-3/400 was a _lot_ faster than my Falcon+AB040
at 32 MHz for just about everything I did with it. YMMV, I suppose.

Needless to say, my brand new Duron/650 is even faster. According to
WinTune 98 it does 1993 Dhrystone MIPS (that's the 'standard' VAX MIPS,
which is probably (at best) what Motorola are talking about with their
100 MIPS figure for the '060 (that was never a good benchmark, though)
and 809 Whetstone (a floating point benchmark from around the same time
as Dhrystone) MFLOPS (far faster than any Motorola 56k DSP (and those
don't even do floating point) and that's without using the 3DNOW!
'DSP instructions'.).
I bought a rather expensive mainboard and a 650 rather than 600 MHz
Duron (noone in town seemed to have the cheaper one), and it set me
back $350-$400 (including our 25% tax).

>Milan Computer. I don't think that ST-ZIP is a real good test
>(BTW, the Athlon was about 8x faster) in that archiving via ZIP
>is very math intensive and is one of the places where chip speed

Actually, I'm not so sure the chips' speed had much to do with that
time difference. The Athlon/600 may be fast, but I have a really hard
time believing that it could be eight times faster than an '060 under
emulation (see also below).

The PC likely had good disk write caches (most people have that turned
on under Windows, but few people use it on Atari's, IME) and a faster
HD (which wouldn't have mattered much), and that could have made a
significant difference.

Also, and perhaps most importantly, even though I don't know any French
I think it looks like _another_ archive was used for the testing under
MagiCPC (well, I guess the archive used in the original test isn't
publically available). That could make a lot of difference.

>really matters. In the other tests the results were mixed (I'll

But that was GEMBench!
You should _never_ use GEMBench to get any kind of performance
indication that has anything to do with reality.

That said, the GEMBench numbers do of course mean _something_ (well
some of them do, and not always what you think ;-), although you need
to be very careful interpreting them.

Below I'll be comparing the posted MilanII and MagiCPC benchmarks
with a few others. I'll be giving three different MilanI numbers,
since I don't trust the statement that the ones given were really
versus a Falcon _with_ NVDI. The MilanI numbers will be given in the
following order:
1 - As posted on the official site, claiming to be versus Falcon/NVDI
2 - From the net, preproduction MilanI, no comment about whether NVDI
is used on the MilanI, but the numbers are versus a non-NVDI Falcon.
3 - Calculated from MilanI/NVDI timings sent to me via email, definitely
versus a Falcon _without_ NVDI

The STEmulator numbers are from an old demo version (v1.40), running on my
Duron/650 with an nVIDIA GeForce SDR. 1024x768x256 GDI window mode was used.
Some of these tests went by so incredibly fast that timing inaccuracies
(the time is given in 1/200 s increments and a couple of tests completed
in as little as 2-4 'ticks') cause significant variations between runs.
Also, I had to calculate some percentages by hand, since GEMBench
thought they were negative...

My Falcon numbers are from a 32 MHz AB040 with an Eclipse/RageII graphics
card using fVDI (and sometimes with fVDI+NVDI numbers given), running
under MagiC and/or TOS (I don't have a good way of turning on the
copyback cache under MagiC and for a couple of tests that mattered a bit).

All my own numbers are versus a Falcon _without_ NVDI.
If the Milan numbers can be shown to actually be versus a Falcon _with_
NVDI, some of my comments regarding the relative speeds will of course
not be valid.

> Gem Dialog Box 3350% 3350% X1

Strange that both should get the same numbers there.
The Milan number also sounds a bit too high, considering what it manages
on some of the other tests.
Perhaps the grow-boxes were turned off? That can actually make a
very large difference in this test.

I get 1472% on my Falcon+AB040 with an Eclipse/RageII (with grow-boxes).
Only 822% under TOS 4.04, though, so this is actually very dependent
on the AES.

MilanI 2528%, 2576%, 1089% (Grow box differences?)

STEmulator 507%
Apparently there's something here that the STEmulator VDI doesn't like.

> Vdi Text 14900% 7842% X1.9

5730% for me (3820% with NVDI doing the actul text rendering).
A faster processor does not matter nearly as much as a faster bus.
My '040 machine is crippled by having to go via the extremely slow
Falcon bus to reach the PCI card.

MilanI 3547%, 2483%, 3386%
Except for the preproduction numbers, these are similar enough, and
not too different from what I get with fVDI+NVDI.

STEmulator 37243%

> Vdi Text Effects 8878% 3488% X2.5

I get 6369% (4013% with NVDI doing the rendering).
Hmm. Does that mean that a 32 Mhz '040 is faster than a 66 MHz '060?
;-)

I'm rather surprised, really, that the other two machines don't do
better.

MilanI 2817%, 485%, 2525%
Again, the official numbers and the ones that are definitely versus
a non-NVDI Falcon are quite similar. The preproduction machine seems
to have severe trouble with text effects.

STEmulator 22535%

> Vdi Small Text 7750% 5636% X1.4

6200% here (3444% with NVDI). :-)
fVDI is really good at small text (since I use that a lot ;-).

MilanI 2638%, 879%, 2480%.
As above.

STEmulator 61992%

> Vdi Graphics 2672% 816% X3.3

Ah, I'm actually getting 4638%.
Yes, that is five times faster than the MilanII. ;-)

I've not seen a Milan run this test, but I'd imagine that it's the
circle filling that takes too much time. That operation is currently
heavily hardware accelerated with fVDI/RageII by drawing the circle
as a filled polygon (the subdividing algorithm is taken straight from
the recently GPLed VDI code, but with the default number of lines it
doesn't look quite as good as a proper circle (I'll make this
adjustable later, as well as add support for 'perfect' circles)).
I don't know if the Milan VDI uses hardware acceleration for polygons
(doubtful), but I'd be interested in some VDIBench numbers (see my
WWW/ftp site (it's included in the latest fVDI archive, IIRC), but
don't try to run the blit tests (they are buggy)) numbers.

MilanI 552%, 569%, 546%
All pretty much the same here.

STEmulator 4638%
(Strange that it should be exactly the same as my Falcon.)

> Gem Windows 1071% 1829% X0.6

Funny that. Note though, that under a multitasking OS the background
will be redrawn after each window is removed, so you have to be very
careful with what you have on the screen to get good numbers...
3000% under MagiC (nothing beneath the window) and 1271% under TOS 4.04
on my machine (again major dependency on the AES).

MilanI 1315%, 1500%, 652%
Probably some difference in the window background.

STEmulator 1666%

> Integer Division 2966% 853% X3.5

Efficient processors at high clock frequencies do of course make for
very fast divides. The emulation part doesn't get in the way as much
here as elsewhere.

331% for me.

MilanI 258%, 260%, 257%

STEmulator 3664%

> Float Math 184% 922% X0.2

MagiCPC apparently doesn't emulate the FPU.
Not that this test really doesn't test the FPU on an '040/'060, but
that's another story...
It would be interesting to see some results from the MilanII without
using the FPU, since that would actually be a pretty good integer test.

267% here.

MilanI 377%, 395%, <something must have gone very wrong with this test>

STEmulator 95%
So, STEmulator seems to be about half the speed of MagiCPC on general
integer calculations.

> RAM Access 8050% 4025% X2

Impressive!
I'm only getting 1431%.

MilanI 1238%, 1288%, 882%
Don't know what the last machine could have done wrong here. The number
looks far too low.

STEmulator 4600%

> Rom Access 2045% 2812% X0.7

I wonder why that would make a difference for an emulator?
Anyway, 1000% here.

MilanI 882%, 882%, 625%
Again something strange with the third machine.

STEmulator 3214%
Also significantly slower that RAM accesses.

> Blitting 8285% 106% X78

The emulator number is what one would expect, since there is no
fundamental difference between screen and RAM accesses.
(This test only does screen->RAM and RAM->screen blits.)

Does anyone have any idea why the Milan number is so incredibly bad,
though? I mean, that machine is supposed to have a fast PCI bus!
I'm getting 112% with my crippled bus!
(Turning on the blit caches in fVDI brings that up to 4971%.)

MilanI 82%, 84%, 81%

Again very low numbers!
According to GEMDemo, a MilanI can do RAM->screen blits much faster
than a Falcon+AB040+Eclipse/RageII, but perhaps their screen->RAM
blits are _really_ slow?

STEmulator 7565%
STEMulator probably makes use of some kind of Windows graphics function
here, while the RAM access test needed to be done by emulated code.

> Vdi Scroll 15789% 4106% X3.8

Not too bad for the Milan, although I get 5263%. Probably mainly
depending on the difference in graphics cards.
I wonder if MagiCPC uses the Windows functions for the scrolling, or
if it gets such high numbers the 'hard way'?

MilanI 2970%, 3225%, 2857%

STEmulator 6000%
Not terribly good, for some reason.

> Justified Text 4418% 833% X5.3

I really can't see how the Milan number can be that low.
Perhaps its VDI fill function isn't good enough (this test is completely
fill rate limited on some hardware, since it clears the entire window
between successive text displays...).

For whatever reason, I'm also getting those 4418% (1881% with NVDI).

MilanI 1727%, 969%, 1638%

STEmulator 10000%

> Vdi Inquire 4555% 3727% X1.2

This is actually the only test I even somewhat like about GEMBench.
I consider it a pure processor/VDI dispatch speed test rather than a
graphics test, though. ;-)

I'm getting 1640%, which doesn't seem out of line with the MilanII
number (fVDI and NVDI are similar here).
If the NVDI5 version used with MagiCPC doesn't 'cheat' (and uses any
native x86 code internally), the Athlon numbers suggest that the
PC running MagiCPC is indeed somewhat faster, if not a whole lot, than
the MilanII on 'normal' integer code.

MilanI 1518%, 1413%, 1025%

STEmulator 5125%
Faster than MagiCPC here, but it may well be using some x86 code.

> New Dialog 2442% 610% X4

This is normally screen->RAM->screen blit limited, since the background
has to be saved and restored. So, the MilanII and my machine, with their
bad blit numbers, do indeed perform rather poorly.
I have 394% without blit caching, and 1068% with (there might be a
difference regarding grow-boxes here too).

MilanI 458%, 460%, 384%

STEmulator 647%
Possibly grow-box related, since STEmulator is decently fast at
blitting, as seen above.

> * compared to a falcon in 640*480*8bits and NVDI5

Going by the MilanI numbers above, I kind of doubt that.
Please, feel free to post numbers to prove it, though.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

944. Re: cartridge port info.

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <03bfa53a.b9f163a1@usw-ex0107-055.remarq.com>
Source record: 59327

```
cl-one <crlncl@yahoo.com> wrote:
>i want t build a little card to put in the cartridge port of my
>1040 STe.
>so I need some hardware info about timings and so on. Does
>anyone know any site in which I can find some useful
>information (some selfmade cartridge)?

Try http://www.freeweb.org/computer/vezz/atari/hardware/ and
look under "docs".

Galen

------------------------------------------------------------

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Up to 100 minutes free!
http://www.keen.com
```

945. Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <085fdc84.cc9d9a16@usw-ex0107-055.remarq.com>
Source record: 59328

Modern Epson Stylus Color Printers and Ataris

As I mentioned before, the Epson Stylus Color 660, 760, and 860 use ESC/P Raster instead of ESC/P2 commands. Consequently, there was/is a serious concern on whether these printers would work with NVDI 4/5.
I finally found some information on the Epson website. In summary:
Stylus Color 660: Not recommended. Might work, particularly in ASCII dump mode.
Stylus Color 760: Will work to some degree. I expect 360dpi color and black are likely, with the 720dpi mode possible.
Stylus Color 860: Will work to some degree. I expect 360dpi color and black are likely, with the 720dpi mode possible, but unlikely, considering the pessimistic tone of the "tip".
Of the three printers, the Stylus Color 760 is the most promising. On the other hand, the HP deskjets are KNOWN to be backwards compatible at least to 600dpi black and 300dpi color.

The moral of the story: Unless the Behne brothers get busy creating NVDI 6, the Epson Stylus Color 740 and Stylus Photo 750 are the last two available printers that will definitely print color at 720dpi on the Atari series of computers. The current HPs are limited to 300dpi color and 600dpi black and the new Epson Stylus Color x60 models are of unknown compatibility, though 360dpi (at least) is likely.

Here are the quoted "tips" from various places on the Epson website:

Regarding the Stylus Color 660:
Troubleshooting Tip #0121
Printing from DOS / ESC Codes / Older Applications

The Stylus Color 300/400/440/640/660 and Stylus Photo series inkjet printers are not DOS compatible. Unlike other EPSON models, they are designed primarily for Windows therefore will not accept printer ESC codes. These Stylus Color printers use ESC/P Raster language and the LQ models use ESC/P2. The difference in the languages prevents the printers from emulating the LQ or any other models.
You can try selecting one of the following Epson LQ models in your driver selection, but the results may not be positive.

LQ-2550 (color)
LQ-860 (color)

LQ-850
LQ-510
LQ-500
EPSON 24-Pin Compatible
EPSON Compatible
24-Pin Dot Matrix
Dot Matrix

Regarding the Stylus Color 760:

Troubleshooting Tip #0245
Printing from Windows 3.1 or DOS

To print using Windows 3.x, DOS applications or from the DOS prompt, D4 Mode of the parallel interface must be disabled (OFF).
Take the following steps to set the D4 Mode:

1. Turn on the printer while holding down the Cleaning button.
2. The paper out light will start blinking.
3. Release the Cleaning button and immediately press the Load/Eject button and hold it for about 20 seconds.
4. The Paper Out, Color Ink Out and Black Ink Out LED's will light.
5. Release the Load/Eject Button.
6. Press the Cleaning Button and observe the LED conditions as follows to select the desired D4 Mode:

Paper Out LED - ON = D4 Mode ON
Black Ink Out LED - ON = D4 Mode OFF
Color Ink Out LED - ON = D4 Mode AUTO

NOTE: Be sure to set the D4 Mode to AUTO for Windows 95/98 operation.

Regarding the Stylus Color 860:
Troubleshooting Tip #0123
Printing from DOS applications

Since most DOS applications were developed before this model printer was designed, they will probably not provide a specific printer driver for this model. Instead, you can select an alternate driver from your DOS program if available. This printer and driver is designed to work with Window applications and therefore DOS applications may not work properly in every case.

For color & monochrome printing select:
LQ-2550 or LQ-860 if available.

For monochrome printing only select:

LQ-850
LQ-510

LQ-500
any other LQ- model
EPSON 24-Pin Compatible
EPSON Compatible 24-Pin Dot Matrix

Galen

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946. .. can you see this?

Newsgroup: comp.sys.atari.st
Date: 2000-07-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0010.397ea50c@fmlynet.org>
Source record: 59329

FamilyNet HQ: Telnet:\\www.family-bbs.net

Testing... haven't received a new message in a day... just wondering if all is alright.. please respond if you see this.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

947. Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.397f158d@fmlynet.org>
Source record: 59246

FamilyNet HQ: Telnet:\\www.family-bbs.net

Haven't tinkered with the Mega STE yet, but I can say that if you are
looking at a upcoming Spectre online resource, check out...

http://www.geocities.com/clu-da-bard/spectre.html

Talk soon,

Doctor Clu
1040ST w/AdSpeed & Spectre GCR system 6.04 (Best sound)

@>-->-----------------

> From: "Marlin Bates, IV" <mcb242@psu.edu>
> Hello,
> I have a question. Way back when, I used a Spectre GCR. When I
> upgraded to a Mega STe, I had a number of problems accessing the
> floppies in Mac mode. I thought, perhaps, it was my machine.
> I need to know - is/was there a problem with floppy access on Mega STes?
> Does it have something to do with the Ajax controller? Does the 1.44
> floppy do it wrong?
> Thanks
> -Marlin

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

948. Wanted - decent, free terminal emulator for ST

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.397f158d@fmlynet.org>
Source record: 59247

FamilyNet HQ: Telnet:\\www.family-bbs.net

Many would suggest Flash II, never had much luck with that. I always
liked Freeze Dried Term since it has ANSI graphics, and does VERY well. Write
me if you want to try this route.

Doctor Clu
@>-->-----------------
1040ST /AdSpeed - Freeze Dried Term
Performa 575/MagicMac - Connect97

> From: afoster@mrbusy.compsoc.man.ac.uk (Adam Foster)

> Could someone recommend a good, simple and free terminal emulator? I don't
> need any file transfer capabilities, phonebook facilities or anything,
> just good, fast and ultra-compatible VT100 emulation. It's a pretty
> high-spec ST, with a 230MB hard disk, 4MB RAM, TOS 2.06 and NVDI 4.11.
> Any ideas? I've found the ST pretty useful already, such as when a
> somewhat unstable 3D driver managed to lock up X, requiring me to log in
> via the ST and dispose of the dead process.
> Many thanks...
> Adam Foster
> --
> Adam Foster - afoster@zetnet.co.uk - afoster@compsoc.man.ac.uk
> +---+
> 'We must move forward, not backward, upward, not forward, and always
> twirling, twirling, twirling towards freedom.' - Kodos

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

949. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ln724uns1@draco.stochastik.rwth-aachen.de>
Source record: 59248

In article <W_pf5.16$x4.6456@news0.optus.net.au>,
David Leaver <leaver@netinfo.com.au> wrote:
>
>Re auto-termination - I have two self-contained drives, a Syquest
>ezFlyer and a Castlemaine Orb both of which turn their own termination
>on and off depending upon whether or not a further device is plugged
>into their out ports.

That only works with external cases, not with a naked SCSI drive with a
single 50-pin connector.

>drive from my MSTe, was to hold HD-Driver. When I relied on the
>Seagate's resistors to terminate the chain, I would get strange errors
>when writing to the ezFlyer. Removing the Seagate's terminators and
>using an active terminator in the second socket of the box that it is
>in cured the problem.

Did any of the drives have non-SCSI-compliant 25-pin connectors? If yes,
then using active termination may lead to better results.

SCSI-2 specifies active termination for FAST-10 (and faster) interfaces.
Even if the TT's SCSI ports only runs asynch SCSI, you still get the steep
edged and the resulting increased reflection problems when using passive
termination, bad cables etc. with such devices.

cu
Michael
--
In the beginning there was nothing, which exploded.

950. Re: HDDriver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ln74huoq1@draco.stochastik.rwth-aachen.de>
Source record: 59249

In article <8lmc9d$g36$1@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
>
>Maybe a bootable floppy disk could help here, which sets up the MMU
>properly. As this is done before TOS tries to boot from hard disk, it
>could be a way to solve the problem.

Right, that might work.

cu
Michael
--
In the beginning there was nothing, which exploded.

951. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <397f2bb3$0$18631@news.zetnet.co.uk>
Source record: 59250

On 26 Jul 2000 06:25:56 , "Marlin Bates, IV" wrote:

|I have a question. Way back when, I used a Spectre GCR. When I
|upgraded to a Mega STe, I had a number of problems accessing the
|floppies in Mac mode. I thought, perhaps, it was my machine.
|
|I need to know - is/was there a problem with floppy access on Mega STes?
| Does it have something to do with the Ajax controller? Does the 1.44
|floppy do it wrong?

I once tried Spectre GCR on a Megas STe and got nowhere. I was
eventually told by the supplier (who had said it would work) that
the problem related to the length of leads plus track to the drive.
I don't remember it all now but there was something about the Mega
STe in particular.

952. Re: Wanted - decent, free terminal emulator

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <397f2bb4$0$18631@news.zetnet.co.uk>
Source record: 59251

```
|> Could someone recommend a good, simple and free terminal emulator? I don't
|> need any file transfer capabilities, phonebook facilities or anything,
|> just good, fast and ultra-compatible VT100 emulation. It's a pretty
|> high-spec ST, with a 230MB hard disk, 4MB RAM, TOS 2.06 and NVDI 4.11.
|> Any ideas? I've found the ST pretty useful already, such as when a
|> somewhat unstable 3D driver managed to lock up X, requiring me to log in
|> via the ST and dispose of the dead process.
|> Many thanks...
|> Adam Foster
```

UniTerm was what I always used with ST High on an accelerated Mega.

953. FS: Polyframe, ST RAM cards...

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <8lndr8mmk1@as102.tel.hr>
Source record: 59252

```
FS:

- Polyframe 1.2 with dongle and manual in German, functional
- ST RAM cards for Falcon 030, 4 and 14 Mb, fully functional
- original Atari joystick for XE, ST...new

make an offer

-----------------------------------------------
Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2
-----------------------------------------------
```

954. Re: .. can you see this?

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff73a$859d36e0$e593e0d8@jkolak>
Source record: 59253

Loud and clear Herr Doktor Gary!

> Testing... haven't received a new message in a day... just wondering if
all is
> alright.. please respond if you see this.
>
> Doctor Clu

955. Re: Astronomy program

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <DnHf5.11544$5N1.390942@newsread1.prod.itd.earthlink.net>
Source record: 59254

On 25 Jul 2000 20:44:19 , Dan wrote:
>Hello,
>There was a mistake in the url (mentioned here recently) of the site
>of the astronomy prg "Universum". It should be :
>
>http://altern.org/wim15041977/universe.htm
>
>The new version: Universe 0.51 from 6 feb 2000 can be downloaded there.
>
>Cheers,
>Dan
>.
Dan,
Could you post the correct URL?
John G.

956. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff73e$59f49f20$e593e0d8@jkolak>
Source record: 59255

Johan Klockars <rand@cd.chalmers.se> wrote in article
<8ll4a7$cf6$1@nyheter.chalmers.se>...
> A somewhat late (and long) reply regarding the GEMBench numbers
> reported and a few other things.
>
> >John Kolak <jkolak@jps.net> wrote:
> >>My 50MHz Falcon is faster than my 300MHz K6-2 on everything
> >>except web browsing.
>
> I don't know what you use your machines for, or how you've configured
> your PC, but my old K6-3/400 was a _lot_ faster than my Falcon+AB040
> at 32 MHz for just about everything I did with it. YMMV, I suppose.
>
> Needless to say, my brand new Duron/650 is even faster. According to
> WinTune 98 it does 1993 Dhrystone MIPS (that's the 'standard' VAX MIPS,
> which is probably (at best) what Motorola are talking about with their
> 100 MIPS figure for the '060 (that was never a good benchmark, though)

<snip> (more and more numbers)

I suppose in the long run, the numbers really do not mean anything because we will continue to keep using the computers we are comfortable with until we are not comfortable with them anymore. For myself, since the internet is the main computing activity I do anymore, and since this is the one thing the Falcon doesn't do well, the Falcon rarely gets turned on anymore, and the PC does most of the work here now. But when I do have occaision to use the Falcon, I always appreicate how fast everything goes. Also, TigerDirect just sent me an offer of $150 for an Athlon 500 with motherboard, so I just ordered that.

John

957. Re: CT2B Video Adaptor Mod vs R49?

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff73f$0a48b280$e593e0d8@jkolak>
Source record: 59256

Brian Hutchinson <bthutch@earthlink.net> wrote in article
<397E84BA.89ECD15C@earthlink.net>...
> Do I need to do the video mod if I use the Atari VGA adapter or if I
> don't use a multisync monitor? The way the instructions read it almost
> sounds like I don't have to do the mod if I use a multisync monitor.
> Can anyone please answer from experience?

The issue isn't the monitor, it is Atari's bugged VGA adaptor.
>
> Anyone know where I can get the low profile Fast RAM SIMM from in the
> US? I read in this group it is needed if used in original case or the
> keyboard hits it.

I just pulled mine from a PC. I don't think it is low profile. You can
search ebay, and many of them have pictures, so you can determine the
height. I found ebay sellers quite helpful when sent questions about size
and specs that were not apparent from the listing description or photo.

John

958. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff73f$7abd7460$e593e0d8@jkolak>
Source record: 59257

That's correct. I had a TT that had the same problem. Correspondence with Gadgets tech support revealed that the mac mode does not work with 1.44 equipped computers. The TT had the further problem that even if I used the original 720 drive (mine was an early TT), you had to install a circuit board patch on the Spectre to work correctly with the TT's 16Mhz motherboard. Since the Mega STE only runs the CPU at 16MHz, this should not be an issue for you.

Marlin Bates, IV <mcb242@psu.edu> wrote in article
<397E8474.61524054@psu.edu>...
> Hello,
>
> I have a question. Way back when, I used a Spectre GCR. When I
> upgraded to a Mega STe, I had a number of problems accessing the
> floppies in Mac mode. I thought, perhaps, it was my machine.
>
> I need to know - is/was there a problem with floppy access on Mega STes?
> Does it have something to do with the Ajax controller? Does the 1.44
> floppy do it wrong?
>
> Thanks
>
> -Marlin
>

959. Re: .. can you see this?

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <016db24b.355f8179@usw-ex0107-055.remarq.com>
Source record: 59258

```
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>Testing... haven't received a new message in a day... just
wondering if all is
>alright.. please respond if you see this.
>
Responding...

Galen

---------------------------------------------------------

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com
```

960. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0921bfba.37da4d64@usw-ex0107-055.remarq.com>
Source record: 59259

"Mark Bedingfield" <mark@baypc.com.au> wrote:

>1, HP printers are notorios for dying, they commonly grind and
>bang which is a simple lubrication problem. Here in Australia
>HP will NOT release parts for HP8XX printers, so when warranty
>runs out HP will ask you kindley for your credit card number. I
>fix HP's on a regular basis (at least 2 a week).

Hmmm, I'm sorry to hear that. I still use my Deskjet 500 pretty
regularly, but I guess HP made them differently in 1992, eh?

>2, I have been using an Epson Stylus Colour 400 for around 3
>Years, with no drama's at all. I do know that the 600, and
>800's are also compatible and have heard of the stylus X40's
>being used with success on the Atari.

The Epson Stylus Color x00 and x40 printers are ESC/P2 class
printers and all use the same driver, which is a (compatible)
superset of the dot matrix ESC/P printers. So is the Epson
Stylus Photo 750. The Epson Stylus x60 printers are ESC/PRaster
class printers and all use a different driver. They are NOT
ESC/P2 compatible (but I rather suspect they are ESC/P
compatible, hence my predictions of the 360dpi color and black
modes).

>I have compiled a disk of commonly used and compatible drivers
>for most of the popular Atari programs of old and new. If
>anyone wants acopy for the FTP site or web page let me know.

Such a compilation would be most welcome. Please inform me of
its location.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

961. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <037892c8.38d9e45d@usw-ex0107-055.remarq.com>
Source record: 59260

Peter_Schneider@su2.maus.de (Peter Schneider) wrote:
>I have a TT also and am looking at getting this drive.
>It's a good one, as far as i can judge, for five months is not
too much experience! I think the 6X Yamaha would have done the
same job in the same way, but would have been a bit cheaper.

I'm not sure about the TT, but since each 1x is 150K/sec and the
Falcon's SCSI bus is roughly 2M/sec, there is clearly no use for
a CD over 13x on the Falcon. My personal experience is that my
8x drive seems to have to wait occasionally. In any event, I
get almost identical read times from my 8x CD as from the HD.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

962. Re: HDDriver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <CkIf5.7$Dw6.47@newsfeed.slurp.net>
Source record: 59261

On 26 Jul 2000 19:28:49 , Michael Schwingen wrote:
>In article <8lmc9d$g36$1@sun27.hrz.tu-darmstadt.de>,
>Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
>>
>>Maybe a bootable floppy disk could help here, which sets up the MMU
>>properly. As this is done before TOS tries to boot from hard disk, it
>>could be a way to solve the problem.
>
>Right, that might work.

Email the guys at Medusa Systems with your ideas. Maybe they will come up
with something.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

963. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <u8Kf5.4$1%6.5703@news0.optus.net.au>
Source record: 59262

Michael,

On 26 Jul 2000 19:27:32 , Michael Schwingen wrote:

>That only works with external cases, not with a naked SCSI drive with a
>single 50-pin connector.

No argument. Did anyone say otherwise?

>Did any of the drives have non-SCSI-compliant 25-pin connectors? If yes,
>then using active termination may lead to better results.

We are talking about ATARI computers, aren't we? The last time I looked at my TT the SCSI port was a 25-pin D Plug. So were the ports on the ezFlyer. Most external SCSI drives were intended for the Apple, which started the 25-pin SCSI idea.

However, we are drifting away from the point. This thread started with a request for help. A number of people offered advice based on their own somewhat odd-ball experiences. Uwe Seimet then stepped in with a comment for which he was criticized. However I think that he was misunderstood. He did not say that people should change such strange termination schemes as they had found to work in their own circumstances. He did say that they should refrain from offering such schemes as advice to others because they will almost certainly only mislead the person seeking assistance.

I tried to support Dr Seimet by relating my own experience of quite a variety of setups on TT and MSte (the latter with Atari, Supra, Link 97 and Link 96 adaptors). In all cases I found that, if I terminated according to the rules, the setup worked. If through misunderstanding, error or oversight I did not, I suffered disk errors, sometimes catastrophic ones.

My comment about active versus passive termination was only incidental to the above.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

964. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <397F73A3.F5E2FB0A@psu.edu>
Source record: 59263

Ahhh, I suspected as much. So, here is my question:

Given that the Mega STe has an internal 1.44 am I hosed? OR can I hook
up an external 720 and just run floppies through that?

Or should I just run it through the 1040STf I have?

Also, the SST and MegaTalk came out, correct? Where those just Mega ST
compatible boards or is the spec the same as the card input in the STe
(I suspect they are different, but thought I might ask)

Sorry to bother y'all with this, but it is bugging me A LOT and I want
make sure I can run it. Yes, I have a PowerMac sitting right next to
the Mega, but old habits die hard! :-)

John Kolak wrote:
>
> That's correct. I had a TT that had the same problem. Correspondence with
> Gadgets tech support revealed that the mac mode does not work with 1.44
> equipped computers. The TT had the further problem that even if I used the
> original 720 drive (mine was an early TT), you had to install a circuit
> board patch on the Spectre to work correctly with the TT's 16Mhz
> motherboard. Since the Mega STE only runs the CPU at 16MHz, this should not
> be an issue for you.
>
> Marlin Bates, IV <mcb242@psu.edu> wrote in article
> <397E8474.61524054@psu.edu>...
> > Hello,
> >
> > I have a question. Way back when, I used a Spectre GCR. When I
> > upgraded to a Mega STe, I had a number of problems accessing the
> > floppies in Mac mode. I thought, perhaps, it was my machine.
> >
> > I need to know - is/was there a problem with floppy access on Mega STes?
> > Does it have something to do with the Ajax controller? Does the 1.44
> > floppy do it wrong?
> >
> > Thanks
> >
> > -Marlin
> >

965. Re: Hades and Soundblaster, was: HDDive

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <397f762c$0$18631@news.zetnet.co.uk>
Source record: 59264

On 26 Jul 2000 09:03:51 , Paul Williamson wrote:
>On 22 Jul 2000 13:10:50 , Odd Skancke wrote:

>> I'm not sure yet, but I think I will release this as shareware when it is
>>done. When writing this, I'm working on a Mixer program while listening to
>>mp3's with Aniplay, so I hope it won't be long now :)
>
>Exciting news Odd ! Let us know how it goes, I'd be very interested in
>this.

Nice idea, but SoundBlasters (even the Live! 1024) have pretty noisy
audio, on par with a stock Falcon. Another serious consideration would
be Rodolphe Czuba's Deesse PCI card, which has a 24-bit 96KHz capable
stereo analogue I/O combined with DSP56301 at 100MHz, both derived from
the Phenix 060 (RIP), and giving the potential for Falcon compatibility
due to the DSP core.

http://www.czuba-tech.com

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

966. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: reddish <drojo1NOdrSPAM@yahoo.com.invalid>
Message-ID: <055c142a.e3822778@usw-ex0103-019.remarq.com>
Source record: 59265

```
"Atari Active" <atariactive@btinternet.com> wrote:
>Until Atari Active is launched ;)

Ok, but... what is (or will be) Atari Active???
Sounds interesting anyhow, we need some "activity" :).

Daniel.

------------------------------------------------------------

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com
```

967. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <W_pf5.16$x4.6456@news0.optus.net.au>
Source record: 59330

Re SCSI chains - I have both a TT and MSTe. I did not mean to imply that I have ever connected more than one drive to the original Atari MSTe ASCI/SCSI adaptor. All that I said was that that adaptor worked quite happily for quite some years with one drive at a time, but all drives so connected were terminated.

Re auto-termination - I have two self-contained drives, a Syquest ezFlyer and a Castlemaine Orb both of which turn their own termination on and off depending upon whether or not a further device is plugged into their out ports.

Re active versus passive termination - At one time my SCSI devices on the TT were Quantum Fireball SE (internal) and ezFlyer, Sony CD-rom and Seagate ST-157N, the order largely determined by the plugs and cables that I had. The chief purpose of the Seagate, which was the original drive from my MSTe, was to hold HD-Driver. When I relied on the Seagate's resistors to terminate the chain, I would get strange errors when writing to the ezFlyer. Removing the Seagate's terminators and using an active terminator in the second socket of the box that it is in cured the problem.

This was the only time that I have tried a drive with plug-in resistors at the end of a chain with more than one drive, so my experience with that is very limited.

As an aside, I have experienced two other problems that produced symptoms that appeared to incriminate termination, but did not. First, the TT's psu was delivering too high a voltage, the first sympton of which was disk-write errors. Second, I had a very strange problem with HD-Driver 7.71 and ExtenDOS, which HD-Driver 7.80 cured. Small copies (only a few files) from CD-rom to disk were fine, but big copies would be horribly corrupted.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

968. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Z%rf5.46$XV6.8889@nsw.nnrp.telstra.net>
Source record: 59331

Not going to reprint all that, but, 2 things of note

1, HP printers are notorios for dying, they commonly grind and bang which is a simple lubrication problem. Here in Australia HP will NOT release parts for HP8XX printers, so when warranty runs out HP will ask you kindley for your credit card number. I fix HP's on a regular basis (at least 2 a week).

2, I have been using an Epson Stylus Colour 400 for around 3 Years, with no drama's at all. I do know that the 600, and 800's are also compatible and have heard of the stylus X40's being used with success on the Atari.

I have compiled a disk of commonly used and compatible drivers for most of the popular Atari programs of old and New. If anyone wants acopy for the FTP site or web page let me know.

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

atarigalen <kNOkSPAM@uia.net.invalid> wrote in message
news:085fdc84.cc9d9a16@usw-ex0107-055.remarq.com...

969. CT2B Video Adaptor Mod vs R49?

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Brian Hutchinson <bthutch@earthlink.net>
Message-ID: <397E84BA.89ECD15C@earthlink.net>
Source record: 59332

I remember reading a post that mentioned removing R49 instead of hacking up the Atari VGA Adapter.

Has anyone done this? Do I just remove R49 and that is it or do I have to do something else like add a pull up etc.???

Do I need to do the video mod if I use the Atari VGA adapter or if I don't use a multisync monitor? The way the instructions read it almost sounds like I don't have to do the mod if I use a multisync monitor. Can anyone please answer from experience?

I'm currently using a Mag DX17F.

Anyone know where I can get the low profile Fast RAM SIMM from in the US? I read in this group it is needed if used in original case or the keyboard hits it.

Thanks,

Brian

970. Re: cartridge port info.

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <l8jjeLAyrlf5EwSi@steverosie.demon.co.uk>
Source record: 59333

In article <397D95F5.F3613D70@yahoo.com>, cl-one <crlncl@yahoo.com>
writes
>i want t build a little card to put in the cartridge port of my 1040
>STe.
>so I need some hardware info about timings and so on. Does anyone know
>any site in which I can find some useful information (some selfmade
>cartridge)?
>
>Thanks&bye

Hi

An excellent reference book for info, there are others, is 'The Concise
Atari ST 68000 Programmers Reference Guide by K.D.Peel' published by
Glentop. ISBN 1-85181-172-9

It also includes a circuit diagram (schematic) of a cartridge.

It also includes, like the Atari's technical ref. notes, the WRONG magic
numbers!!

If you have any queries etc. drop me a line and I'll do my best to help
out:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

971. audio extraction problem

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <8llslvgvv2@front4.grolier.fr>
Source record: 59334

Well with some tracks i obtain files on my hd full of silences and bad interrupted sounds.
But, when i want to read the track with the same cdburner (a scsi yamaha 4416s), there's no prob.
So, as extraction is running at high speed, i suppose that some tracks, not enough good, don't bear high speed (my cdburner produces strange noises during the process)

What can I do ?

I have to precise that the prob is completely independant of prog i use.

972. Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <397E8474.61524054@psu.edu>
Source record: 59335

Hello,

I have a question. Way back when, I used a Spectre GCR. When I upgraded to a Mega STe, I had a number of problems accessing the floppies in Mac mode. I thought, perhaps, it was my machine.

I need to know - is/was there a problem with floppy access on Mega STes? Does it have something to do with the Ajax controller? Does the 1.44 floppy do it wrong?

Thanks

-Marlin

973. Re: Astronomy program

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <397ea986858560@free.fr>
Source record: 59336

Hello,

in article <397D3B84.BB3D778B@atari.org> (comp.sys.atari.st)
Marek Dankowski wrote on Tue 25-07-2000 22:13 (GMT):

> Dan napisaï¿½(a):
> >
> > Hello,
> > There was a mistake in the url (mentioned here recently) of the site
> > of the astronomy prg "Universum". It should be :
> >
> > http://altern.org/wim15041977/universe.htm
> >
> > The new version: Universe 0.51 from 6 feb 2000 can be downloaded there.
>
> Not Found
> The requested URL /_undef_//universe.htm was not found on this server.
> Apache/1.3.12 Server at altern

Altern.org is definitively closed. The owner of the site can still set a
redirection up.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr/ta/

974. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8lm8k5$m46$1@snipp.uninett.no>
Source record: 59337

Henrik Klï¿½ver <Henrik_Kluever@hh.maus.de> wrote:

> What I mean is for example that most games won't run with an AB. And any

What games? I've only tried the recent Doom-ports, and they work a lot
better on my AB/Eclipse than on any 030 I've seen... Also, some other
Falcon-games I used to have worked, while most ST-games doesn't work. This
is expected, most ST-games doesn't work on a standard Falcon either,
unless you run Backwards (or something similar) which AFAIK does not work
on the AB (to be honest I haven't even tried it myself. I have a
Playstation and a big TV.).

> program that needs a 030 etc. I'm not at all envious of anybody's AB; not to

Which programs needs a 030?? Some utilities that needs the MMU does (e.g.
Outside and 030-MiNT), but these doesn't work on a CT2 either.

> mention that at least in Germany the AB had the double price of a CT. If that's
> different at your country, lucky you.

It's not quite as expensive, but my AB did indeed cost about 50% more than
a CT2B. However, this was in 1997, when the CT2 didn't even exist.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

975. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8lm8pr$m46$2@snipp.uninett.no>
Source record: 59338

Konstantin Woller <Konstantin_Woller@b2.maus.de> wrote:

> if somebody would like to tell us something about problems
> with the delivery of N.AES or other products of our company,
> it would be nice, to tell it also by email directly to us .' ...

Why bother, you obviously never read your email?

> than we'll have a chance, to work on these problems ...

I sent you (and another German Atari-dealer) numerous emails re. N.AES
2. I never got any replies, so I ended up getting a pirated version after
about two months.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

976. Re: Hades and Soundblaster, was: HDDive

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <397ea977$0$18634@news.zetnet.co.uk>
Source record: 59339

On 22 Jul 2000 13:10:50 , Odd Skancke wrote:

> I also own a Hades060, and I'm currently working on a project called
>GSXB.

<snip>

> I'm not sure yet, but I think I will release this as shareware when it is
>done. When writing this, I'm working on a Mixer program while listening to
>mp3's with Aniplay, so I hope it won't be long now :)

Exciting news Odd ! Let us know how it goes, I'd be very interested in
this.

Cheers

Paul

977. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8lmcmukch1@uranium.btinternet.com>
Source record: 59340

atarigalen <kNOkSPAM@uia.net.invalid> wrote in message
news:03c41ff8.b69171ed@usw-ex0107-055.remarq.com...
> Konstantin_Woller@b2.maus.de (Konstantin Woller) wrote:

> >now we'll be present also in this newsgroup ... please contact
> >us .) ...
> >
> There have been complaints about Woller Systeme here recently.
> I'm very glad you've decided to watch this newsgroup as it will
> make it much easier to keep in contact with the only source of
> certain Atari-based items.
>
> Galen

Until Atari Active is launched ;)

Simon

978. Re: HDDriver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8lmc9d$g36$1@sun27.hrz.tu-darmstadt.de>
Source record: 59341

Hi!

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:
> This could be easily fixed in software if the hades TOS would initialize the
> PMMU correctly.

Maybe a bootable floppy disk could help here, which sets up the MMU
properly. As this is done before TOS tries to boot from hard disk, it
could be a way to solve the problem.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

979. Sting 1.15, CAB 2.7, nothing happens

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8lmk1a$2et$1@nnrp03.primenet.com>
Source record: 59342

Hello All,

Have a simple question. Sting 1.15 works fine, supports telnet and FTP, over a PPP connect which is smooth but slow. Cab 2.7 works, but does not interface with Sting, and CAB errors out. I found a CAB OVL file, version 1.047, and a CAB CFG file from an earlier version, put those in CAB's modules folder, and thought that would work.

What did I miss?

--
--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

980. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8lmplt$ck8$4@news.hccnet.nl>
Source record: 59343

"David Leaver" <leaver@netinfo.com.au> wrote in message
news:W_pf5.16$x4.6456@news0.optus.net.au...
| Re SCSI chains - I have both a TT and MSTe. I did not mean to imply
| that I have ever connected more than one drive to the original Atari
| MSTe ASCI/SCSI adaptor. All that I said was that that adaptor worked
| quite happily for quite some years with one drive at a time, but all
| drives so connected were terminated.
|
| Re auto-termination - I have two self-contained drives, a Syquest
| ezFlyer and a Castlewood Orb both of which turn their own termination
| on and off depending upon whether or not a further device is plugged
| into their out ports.

|| You would have a tough time if you tried to use some of the
|| auto-terminating drives, because they insist that you terminate
|| correctly.

Aha, now I understand what you meant by that. If placed at the end
the drive would automatically terminate, which in the case of the MSTe
you would not want.
However since that computer according to you does not support external
devices (because it does not support a bus) that is an academic situation.

|
| Re active versus passive termination - At one time my SCSI devices on
| the TT were Quantum Fireball SE (internal) and ezFlyer, Sony CD-rom and
| Seagate ST-157N, the order largely determined by the plugs and cables
| that I had. The chief purpose of the Seagate, which was the original
| drive from my MSTe, was to hold HD-Driver. When I relied on the
| Seagate's resistors to terminate the chain, I would get strange errors
| when writing to the ezFlyer. Removing the Seagate's terminators and
| using an active terminator in the second socket of the box that it is
| in cured the problem.
|
| This was the only time that I have tried a drive with plug-in
| resistors at the end of a chain with more than one drive, so my
| experience with that is very limited.
|
| As an aside, I have experienced two other problems that produced
| symptoms that appeared to incriminate termination, but did not. First,
| the TT's psu was delivering too high a voltage, the first sympton of
| which was disk-write errors. Second, I had a very strange problem with
| HD-Driver 7.71 and ExtenDOS, which HD-Driver 7.80 cured. Small copies
| (only a few files) from CD-rom to disk were fine, but big copies would
| be horribly corrupted.

|
| David
|
| Susan and David Leaver 10 Goodparla St,
| e-mail leaver@netinfo.com.au Hawker, ACT 2614
| leaver@alphalink.com.au Australia

981. ST mice and monitors

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: John Whatty <john@mevatele.freeserve.co.uk>
Message-ID: <397EEA77.44EF@mevatele.freeserve.co.uk>
Source record: 59344

```
FOR SALE - UK only

Atari ST mice - new - ï¿½10 each including postage

Phillips CM8833 monitor ï¿½60 + P&P

email meva90@yahoo.co.uk
```

982. tion about MagicMac and Connect97

Newsgroup: comp.sys.atari.st
Date: 2000-07-26 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.397f158d@fmlynet.org>
Source record: 59345

FamilyNet HQ: Telnet:\\www.family-bbs.net

Alright, this has been most fun, and I have to say that my hybrid Atari
(with the MacOS and Magic) is a wonderful combination. I would love to meet up
with and hear from other MagicMac users in the future.

Got a text editor working (Edith), and strangely, the internet connection
was the of the early things that I got working (Stik2/Cab 2.7). Then I spent
a bit trying to get a decent term program working. Strangely the first real
successful one I managed to get to work, at least as good as it ever worked,
was the alpha version of ST-Ripterm. :)

Freeze Dried Term lives up to it's name under MagicMac, and FREEZES hard.
But it tries oh so gallantly to correct the errors up to the point before it
just outright dies and takes the Mac and everything down in a blaze of colors.
Reminded me of when my Atari 800 locks up.. the colors!! Hehehe...

Got Connect97 (thanks for the tip on the URL!) and learned that 68040
machines don't have the FPU ability and some programs need to be treated with a
"FPUPATCH.TOS" file found in the MagicMac "Magic" folder. After that was done,
worked like a champ. Nicely made program.
Got all things configured, all was great. Saved the options.

Went to load it later, and got an error "Cannot find Conn0.net" and then
it tries to load even further, and then locks up the system pretty badly.

If I don't save the options, it doesn't crash.

any suggestions?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

983. Re: Fonts for Papyrus

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3980bb9b$0$18635@news.zetnet.co.uk>
Source record: 59196

On 27 Jul 2000 17:07:53 , Marek Dankowski wrote:

|Hello.
|I need some fonts for Papyrus with support for ISO 8859-2 (East and
|Middle Europe).

I don't know how you tell whether a font has support for ISO 8859-2.
Microsoft have made available a number of TrueType fonts which seem
to have quite a range of characters. They may include the ones you
need. The URL is:

http://microsoft.com/typography/fontpack/default.htm

They come packed in a peecee executable form and have to be copied
from the font folder once they have been installed. They work fine
under Atari Papyrus.

984. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3980c1ca$0$18632@news.zetnet.co.uk>
Source record: 59197

On 27 Jul 2000 22:25:42 , Charles Stanley wrote:
>So, how do I pay my subscription and register for it? I can't find any
>info in the docs supplied in the Demo (info must be there somewhere?).

I ordered it from the web site (www.rom-logicware.com) - on a PC I'm
afraid as it uses SSL! Or send an email to mail@rom-logicware.com or
support@rom-logicware.com for info.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

985. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <06539b40.29fd934e@usw-ex0106-046.remarq.com>
Source record: 59198

"John Kolak" <jkolak@jps.net> wrote:

>Sure, why not. I've long decided that Atari is a legitimate
>hobby even if we are falling behind the power curve. If people
>can have a Porsche in the driveway and restore a 55 Chevy, we
>can have the latest computers and still tinker with Atari.

Amen!

(Although in my case, it's more like having a minivan in the
driveway and tinkering with a 72 Maverick.)

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

986. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0e8daef0.c6331d24@usw-ex0106-045.remarq.com>
Source record: 59199

Steven Kaleita <sak01@chorus.net> wrote:
>I Have failed in finding an easy way to Network my TT with my
Mac G3.

I can't help with your quest to find a way to change the SCSI id
of your TT, but why couldn't you set up a TCP/IP stack? That
won't allow printer sharing, but file sharing would be easy
enough (although admittedly at 115K).

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

987. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3980ad5d@fmlynet.org>
Source record: 59200

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Marlin Bates, IV" <mcb242@psu.edu>
> Ahhh, I suspected as much. So, here is my question:
> Given that the Mega STe has an internal 1.44 am I hosed? OR can I hook
> up an external 720 and just run floppies through that?

I had an external floppy working on my TT setup when I had it, but then
again, the floppy drive was disabled.

> Or should I just run it through the 1040STf I have?

Probably would be easier to work with in this case. I use.. actually the
exact same model. Runs slightly slower than actualy Mac speed on games,
otherwise alright.
With AdSpeed it fixes things right up.

> Also, the SST and MegaTalk came out, correct? Where those just Mega ST
> compatible boards or is the spec the same as the card input in the STe
> (I suspect they are different, but thought I might ask)

Know what you're talking about, and I have no idea for the answer.

> Sorry to bother y'all with this, but it is bugging me A LOT and I want
> make sure I can run it. Yes, I have a PowerMac sitting right next to
> the Mega, but old habits die hard! :-)
> John Kolak wrote:

Got a performa, but still, running Z-Term on the ST and Creepy Castle makes
life kinda fun. Also play Dungeon of Doom and Dungeon Revealed. I guess the
fun of Spectre these days is seeing the Macintosh Plus world again.

Talk soon,

Doctor Clu
1040ST w/ AdSpeed & Spectre GCR running System 6.04

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

988. Re: Hades and Soundblaster, was: HDDive

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10007270250180.587-100000@online.no>
Source record: 59266

On 26 Jul 2000, Shiuming Lai wrote:

> On 26 Jul 2000 09:03:51 , Paul Williamson wrote:
> >On 22 Jul 2000 13:10:50 , Odd Skancke wrote:
>
> >> I'm not sure yet, but I think I will release this as shareware when it is
> >>done. When writing this, I'm working on a Mixer program while listening to
> >>mp3's with Aniplay, so I hope it won't be long now :)
> >
> >Exciting news Odd ! Let us know how it goes, I'd be very interested in
> >this.
>
> Nice idea, but SoundBlasters (even the Live! 1024) have pretty noisy
> audio, on par with a stock Falcon. Another serious consideration would
> be Rodolphe Czuba's Deesse PCI card, which has a 24-bit 96KHz capable
> stereo analogue I/O combined with DSP56301 at 100MHz, both derived from
> the Phenix 060 (RIP), and giving the potential for Falcon compatibility
> due to the DSP core.

Well, send me a Deesse, and I'll see what I can do :)

GSXB and the PCI64 driver is now very close to being beta-released, as I think it is working very good. I've tested GemJing and Aniplay which works flawlessly. I've tested SAM's Configuration Accessory, which also works very well, both recording and playback, altho not tested SAM itself yet. Also tested a program called Digit II and Sondigit, which seems to work. Also a test program called voice demo works. I've been working on a Mixer program for GSXB too, which is coming together nicely.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

989. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <y6Nf5.22$gb7.4071@nsw.nnrp.telstra.net>
Source record: 59267

atarigalen <kNOkSPAM@uia.net.invalid> wrote in message
news:0921bfba.37da4d64@usw-ex0107-055.remarq.com...
> "Mark Bedingfield" <mark@baypc.com.au> wrote:
>
> >1, HP printers are notorios for dying, they commonly grind and
> >bang which is a simple lubrication problem. Here in Australia
> >HP will NOT release parts for HP8XX printers, so when warranty
> >runs out HP will ask you kindley for your credit card number. I
> >fix HP's on a regular basis (at least 2 a week).
>
> Hmmm, I'm sorry to hear that. I still use my Deskjet 500 pretty
> regularly, but I guess HP made them differently in 1992, eh?

Definately, the early HP500 series were great but went down hill after that

>
> >2, I have been using an Epson Stylus Colour 400 for around 3
> >Years, with no drama's at all. I do know that the 600, and
> >800's are also compatible and have heard of the stylus X40's
> >being used with success on the Atari.
>
> The Epson Stylus Color x00 and x40 printers are ESC/P2 class
> printers and all use the same driver, which is a (compatible)
> superset of the dot matrix ESC/P printers. So is the Epson
> Stylus Photo 750. The Epson Stylus x60 printers are ESC/PRaster
> class printers and all use a different driver. They are NOT
> ESC/P2 compatible (but I rather suspect they are ESC/P
> compatible, hence my predictions of the 360dpi color and black
> modes).
>

That's right, the newer ones use a crappy windows raster driver (why make
the printer work harder when you can make the PC work harder and cut some
cost's?). Some of the older printers are still in circulation new if you
care to hunt them out...

> >I have compiled a disk of commonly used and compatible drivers
> >for most of the popular Atari programs of old and new. If
> >anyone wants acopy for the FTP site or web page let me know.
>
> Such a compilation would be most welcome. Please inform me of
> its location.
>

I will mail it to you

> Galen
>
>
> ---
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com

Mark Bedingfield

990. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <AfNf5.23$gb7.3349@nsw.nnrp.telstra.net>
Source record: 59268

The only reason I would prefer a Milan over a PC is that I dont have to run
any other OS besides TOS, that would sell itself:-)

Mark Bedingfield

John Kolak <jkolak@jps.net> wrote in message
news:01bff73e$59f49f20$e593e0d8@jkolak...
>
>
> Johan Klockars <rand@cd.chalmers.se> wrote in article
> <8ll4a7$cf6$1@nyheter.chalmers.se>...
> > A somewhat late (and long) reply regarding the GEMBench numbers
> > reported and a few other things.
> >
> > >John Kolak <jkolak@jps.net> wrote:
> > >>My 50MHz Falcon is faster than my 300MHz K6-2 on everything
> > >>except web browsing.
> >
> > I don't know what you use your machines for, or how you've configured
> > your PC, but my old K6-3/400 was a _lot_ faster than my Falcon+AB040
> > at 32 MHz for just about everything I did with it. YMMV, I suppose.
> >
> > Needless to say, my brand new Duron/650 is even faster. According to
> > WinTune 98 it does 1993 Dhrystone MIPS (that's the 'standard' VAX MIPS,
> > which is probably (at best) what Motorola are talking about with their
> > 100 MIPS figure for the '060 (that was never a good benchmark, though)
>
> <snip> (more and more numbers)
>
> I suppose in the long run, the numbers really do not mean anything because
> we will continue to keep using the computers we are comfortable with until
> we are not comfortable with them anymore. For myself, since the internet
is
> the main computing activity I do anymore, and since this is the one thing
> the Falcon doesn't do well, the Falcon rarely gets turned on anymore, and
> the PC does most of the work here now. But when I do have occaision to use
> the Falcon, I always appreicate how fast everything goes. Also,
TigerDirect
> just sent me an offer of $150 for an Athlon 500 with motherboard, so I
just
> ordered that.
>
> John

991. Re: Falcon + Ethernet: SUCCESS

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <liNf5.24$gb7.4298@nsw.nnrp.telstra.net>
Source record: 59269
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Where did you get hold of the 8019? I have never been able to locate one.

Mark Bedingfield

Martin "Nightowl" Byttebier <tos4ever@online.be> wrote in message
news:397755881078044@online.be...
> Hello,
>
> I send this message on behalf of Karl Samyn. Currently he doesn't have an
> Internet connection. If you've a reaction you want to mail via PM please
send
> it to me. I'll forward the message to him.
>
> CU
> Martin
>
> ------------Forwarded message-----------
>
> Subject : Falcon + Ethernet : SUCCESS
>
> Finally, I succeeded to connect my F030 to an ethernet network
> and do some succesfull tests. Already a couple of months ago I
> succeeded to "ping" between a PC (Win NT) and a F030, in both
> ways. Since that day I didn't do any more tested, but yesterday
> I started again with testing.
> This was the setup :
> 1 PC with NE2000 PCI network card + Windows 95 TCP-IP stack
> 1 Atari F030 with parallel pocket adaptor + Sting 1.20 + RTL8012 driver
> 1 Atari Mega ST4 with Riebl card + Sting 1.20 + Riebl driver
>
> I succeeded to ping between all computers. In a next test I
> installed a HTTPD on the PC and was able to connect to it and
> get pages on the F030 using CAB (using the URL of the HTTPD).
>
> How is the F030 connected to the ethernet :
> - harware: parallel pocket ethernet adaptor with RTL8012 ethernet
controller
> ROM port device to connect adaptor to the ROM-port of the F030
> - Software: Sting 1.20
> RTL8012 ethernet driver for Sting
>
> Let me make clear that all thanks goes to *Vassilis Papathanaiou*
> for his ethernet driver and the PCB layout of the ROM port device
> and also to *Elmar Hilgart* for fabrication of a working ROM

> port device (mine refused to work).
> Tests with BNET were also conducted, but were not succesfull
> so far. I'll have to look again to the host.inf file and
> route.tab to be sure no problems is there.
> No tests of sharing files and directories between an Atari
> and the PC were conducted since there exists (IMHO) no NFS or
> NetBEUI program/protocol available for the Atarin (i.e. for a
> decent price or share-ware).
> Since I have no internet access at this moment I'm not able to
> update my pages. But from the moment I can I will do so.
> Screenshots and a complete "How-To" guide will be available.
> If you would have any questions, address them to Martin. If
> that's OK for you Martin... He knows how to contact me.
>
> Greetings,
>
> Saka
> saka@village.uunet.be
> http://uunet.gallery.be/saka/
>
> ----------End original message----------
>
>
>
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be ***********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

992. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8lob6l$5ol$8@news.hccnet.nl>
Source record: 59270

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in message
news:8ln724uns1@draco.stochastik.rwth-aachen.de...
| In article <W_pf5.16$x4.6456@news0.optus.net.au>,
| David Leaver <leaver@netinfo.com.au> wrote:
| >
| >Re auto-termination - I have two self-contained drives, a Syquest
| >ezFlyer and a Castlemaine Orb both of which turn their own termination
| >on and off depending upon whether or not a further device is plugged
| >into their out ports.
|
| That only works with external cases, not with a naked SCSI drive with a
| single 50-pin connector.
|
| >drive from my MSTe, was to hold HD-Driver. When I relied on the
| >Seagate's resistors to terminate the chain, I would get strange errors
| >when writing to the ezFlyer. Removing the Seagate's terminators and
| >using an active terminator in the second socket of the box that it is
| >in cured the problem.
|
| Did any of the drives have non-SCSI-compliant 25-pin connectors? If yes,
| then using active termination may lead to better results.

How so?

|
| SCSI-2 specifies active termination for FAST-10 (and faster) interfaces.

Please provide a reference because I could not find that.

SCSI-2 recommends active termination as 'termination alternative 2',
(passive) termination 'termination alternative 1' is the same as for SCSI 1
and allowed.
SCSI-3 does not mention passive or active termination other than that a
resistor divider networks (or passive terminator to you and me) shall not be
used.

--
Folkert Rienstra
(don't email me please, reply to the group)
visit Gary Field's SCSI Info Central at www.scsifaq.org

| Even if the TT's SCSI ports only runs asynch SCSI, you still get the steep
| edged and the resulting increased reflection problems when using passive
| termination, bad cables etc. with such devices.
|
| cu

```
| Michael
| --
| In the beginning there was nothing, which exploded.
```

993. Re: Epson Stylus 600

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Chris <capw@pathcom.com>
Message-ID: <397FC80D.58D4A482@pathcom.com>
Source record: 59271

Mark Bedingfield wrote:

> I have put together a driver disk for the Epson 400/600/800 stylus colour, I
> will e-mail you a copy. All major software drivers ps2.2, calamus etc
>
> Mark Bedingfield
>

Hi Mark,

Could you please e-mail me the drivers as well?

Thanks,
g'day
--
Wow! Take a look at these great web pages!:

HamSTer Power!
http://www.pathcom.com/~capw/hamster.html

MegaLinks web page (1999 links)
http://www.geocities.com/SoHo/Village/9298/

Blame Canada, eh!
http://www.geocities.com/SoHo/Village/9298/lyrics/blame.html

SpongeBob SquarePants!
http://www.geocities.com/Soho/Village/9298/lyrics/sponge.html

Spring has sprung! Sproing!
mailto:capw@pathcom.com

It's Time to Take Advantage of the Internet.
Join AllAdvantage.com at
http://alladvantage.com/go.asp?refid=LIB-059

994. Re: audio extraction problem

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <8lompfvfl1@nnrp1.deja.com>
Source record: 59272

In article <8llslvgvv2@front4.grolier.fr>,
cvillard@club-internet.fr (chris) wrote:
> Well with some tracks i obtain files on my hd full of silences and
> bad interrupted sounds.
> But, when i want to read the track with the same cdburner (a scsi
> yamaha 4416s), there's no prob.
> So, as extraction is running at high speed, i suppose that some
> tracks, not enough good, don't bear high speed (my cdburner produces
> strange noises during the process)
>
> What can I do ?
>
> I have to precise that the prob is completely independant of prog i
> use.

The Yamaha might be a fine CD writer, but it's very bad at grabbing
data from audio CDs. Check out

http://www.feurio.com/English/cd_roms.shtml

for details.

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

995. SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <39804D50.19EA7E08@chorus.net>
Source record: 59273

I Have failed in finding an easy way to Network my TT with my Mac G3.

But all my external Atari SCSI devices work like a charm when I plug them into my Mac G3/Magicmac.

Hd Driver has an option of setting SCSI arbitration, and with that option; If I could change the SCSI ID of my TT, then I should be able to daisy chain my Atari System to the MAC SCSI port and gain access to my TT's internal SCSI drive, along with the external devices.

Does anyone know where to look for the dip switches inside the TT that change the Scsi ID of the TT?

I need to change it to an ID that's different then My Mac.

Thanks in advance,

SAK :)

996. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200007271315.a10673@b2.maus.de>
Source record: 59274

JES>
JES>Why bother, you obviously never read your email?

i'm sorry, what you're talking about ? ... you like to tell me,
we never had email contact with you, you never got replies on your
emails ?=' ...

JES>I sent you (and another German Atari-dealer) numerous emails re.
JES>N.AES 2. I never got any replies, so I ended up getting a pirated
JES>version after about two months.

you ordered N.AES 2.0 ??=\ ... and we not delivered it ?????='''

when ? ...

i stay here also the whole day on our telephone +49 30 21750286
11 am to 8 pm and our fax is working well 24 hours +49 30 21750288 ...
all these numbers are also available on our homepage www.woller.com ...

i really try to answer all the emails we get ... may be, we not reply
separatly every bug-report we get, because different things will be
only forwarded to our programmers ...

but at the end i've no explanation for your problem ... and using
an illegal copy is forbidden in any case ... we not have to talk
about ?! ...

but anyway ... now we have again the chance, to deliver a legal copy
also to you ... please tell us your details of shipping and paying and
everything should be fine ...

with best regards, Konstantin Woller (woller systeme, Berlin)

997. Re: HDDriver 7.91

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8lpod0$lb2$1@draco.stochastik.rwth-aachen.de>
Source record: 59275

In article <CkIf5.7$Dw6.47@newsfeed.slurp.net>,
Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
>Email the guys at Medusa Systems with your ideas. Maybe they will come up
>with something.

They should know since a long time now that a correct MMU setup would solve
many problems. If they were interested in fixing it, it would be easy to
incorporate that into the (already patched) Hades TOS. A boot disk is only a
band-aid for someone who does not want to patch the TOS himself.

cu
Michael
--
In the beginning there was nothing, which exploded.

998. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8lpoiilca1@draco.stochastik.rwth-aachen.de>
Source record: 59276

In article <8lob6l$5ol$8@news.hccnet.nl>,
Folkert Rienstra <folkert.rienstra@hccnet.nl> wrote:

>| Did any of the drives have non-SCSI-compliant 25-pin connectors? If yes,
>| then using active termination may lead to better results.
>
>How so?

Because an active terminator has a lower termination impedance which matches
most cables better (usually 110 ohms compared to 132 ohms of a passive one),
and it is more robust against low voltages and noise on the TERMPWR line.

>SCSI-2 recommends active termination as 'termination alternative 2',
>(passive) termination 'termination alternative 1' is the same as for SCSI 1
>and allowed.

That is true for the old SCSI-2 draft. IMHO, the final standard for FAST-10
not only recommends but mandates active termination.

>SCSI-3 does not mention passive or active termination other than that a
>resistor divider networks (or passive terminator to you and me) shall not be
>used.

Right.

cu
Michael
--
In the beginning there was nothing, which exploded.

999. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8lpp3plib1@draco.stochastik.rwth-aachen.de>
Source record: 59277

In article <u8Kf5.4$1%6.5703@news0.optus.net.au>,
David Leaver <leaver@netinfo.com.au> wrote:
>Michael,
>
>On 26 Jul 2000 19:27:32 , Michael Schwingen wrote:
>
>>That only works with external cases, not with a naked SCSI drive with a
>>single 50-pin connector.
>
>No argument. Did anyone say otherwise?

When you talk about a "drive", I usually think about an internal mechanism
with a single connector.

>We are talking about ATARI computers, aren't we? The last time I
>looked at my TT the SCSI port was a 25-pin D Plug. So were the ports
>on the ezFlyer. Most external SCSI drives were intended for the Apple,
>which started the 25-pin SCSI idea.

Which does not remove the problems that this deviation from the standard
creates. There is a reason why later SCSI standards did *not* pick up this
connector.

25-pin connectors work fine as long as you are only using asynchronous
devices, which is why it worked fine with Apple, TT etc. - however, when you
try to attach modern devices which are capable of faster transfers (and thus
are equipped with the required bus drivers), you get into trouble.

The SCSI standard specifies an environment which will work with enough
margins if all parts comply to the standard. The more you ignore the
standard, the lower your margins get, so you can't complain if it works only
sometimes or in some environments/combinations.

>However, we are drifting away from the point. This thread started with
>a request for help. A number of people offered advice based on their
>own somewhat odd-ball experiences. Uwe Seimet then stepped in with a
>comment for which he was criticized. However I think that he was
>misunderstood. He did not say that people should change such strange
>termination schemes as they had found to work in their own
>circumstances. He did say that they should refrain from offering such
>schemes as advice to others because they will almost certainly only
>mislead the person seeking assistance.

Right - we seem to agree.

The problem with such expeciences is that if you have a
non-standard-complying setup, the results may vary from machine to machine,

so the advice does not necessarily help. If "It works for me" that is fine, but it does not guarantee or even indicate that it will work on another machine. Resorting to experimentation is fine if the "correct" way does not work due to some circumstances, but advising the results of such experiments as a general fix is not good.

cu
Michael
--
In the beginning there was nothing, which exploded.

1000. Fonts for Papyrus

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <397F71C2.F79E347B@atari.org>
Source record: 59278
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.tech

```
Hello.
I need some fonts for Papyrus with support for ISO 8859-2 (East and
Middle Europe).
Help me , please.
Send via e-mail or give me URL to receive.
--
Marek Dankowski.
portfolio@atari.org
---EOF---
```

1001. My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Brian Hutchinson <brian.hutchinson@ericsson.com>
Message-ID: <39806F3B.8498A4BB@ericsson.com>
Source record: 59279

Greetings,

Finished my install using the latest fitting.txt instructions. I removed the CPU with a hot air surface mount chip extractor. Cleaned up all the pads real nice (kept the original chip too! .... at this point looks like I might need it!)

I noticed these instructions are a little different from the original. Most obvious is wires 3 and 13 are missing from the instructions. I can see why wire 13 is not used. The wire coming from the 50MHz clock going to pin 14 of the Videl takes care of the old instructions use of pin 13. I'm not sure why pin 3 isn't used anymore. Anyone know?

The only other thing I'm not sure on is the Video Adapter Mod. Robert S. mentioned in an old post that removing R49 was same as hacking the adapter. I removed R49.

I used Kingston 32M 60ns EDO. It is a 8x32. The part number is KVR8X32EDO/32-R.
It has 16 chips on it (8 per side) I hope this is the right type.

When I power up in normal mode I get nothing. The monitor does not lock onto a signal. I hear the HD spin up but do not observe any access. If I power up in turbo mode I get a light blue screen but nothing else. I took the SIMM out and powered up without it and got the same results. Not sure if it is because it does not like the SIMM or what.

I'd appreciate it if anyone who has done their own install could help me trouble shoot what the problem is. I have access to scopes etc. so shouldn't be a problem. I'm a software engineer so I can't design hardware but if you tell me there should be a certain freq. coming out of a pin I know how to look at it etc.

Thanks,

Brian

1002. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Brian Hutchinson <brian.hutchinson@ericsson.com>
Message-ID: <39807255.69D7388A@ericsson.com>
Source record: 59280

I meant to say 32MHz clock for pin 14 on the Videl. For some reason I had
50 on the brain.

Brian

1003. Re: Sting 1.15, CAB 2.7, nothing happens

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <%U_f5.13865$5N1.485619@newsread1.prod.itd.earthlink.net>
Source record: 59281

```
On 26 Jul 2000 12:02:50 , Jim DeClercq wrote:
>
>Hello All,
>
>Have a simple question. Sting 1.15 works fine, supports telnet and
>FTP, over a PPP connect which is smooth but slow. Cab 2.7 works, but
>does not interface with Sting, and CAB errors out. I found a CAB OVL
>file, version 1.047, and a CAB CFG file from an earlier version, put
>those in CAB's modules folder, and thought that would work.
>
>What did I miss?
>
>
>--
>-----------------------------------------------------_-----------------------
>Jim DeClercq __ __ ____ ___ ___ ____
>jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
> / / \ / / / / /__ / \/ /___ /
>
>
>
>.

Sounds like you need a later OVL. E-mail me if you can't browse the NET
and I'll send you 2 versions which both work with CAB 2.7
(to different extents).
.CFG goes with Dan's and .SET goes with Oliver's.
Make sure you disable the Ovl not in use!

Find at:

Dan's:
http://www.netset.com/~baldrick/ovl.html

Oliver's:
http://obooklage.free.fr/sti_cli.html

John G.

>
>Hello All,
>
>Have a simple question. Sting 1.15 works fine, supports telnet and
>FTP, over a PPP connect which is smooth but slow. Cab 2.7 works, but
>does not interface with Sting, and CAB errors out. I found a CAB OVL
>file, version 1.047, and a CAB CFG file from an earlier version, put
```

>those in CAB's modules folder, and thought that would work.
>
>What did I miss?
>
>
>--
>---_------------------------
>Jim DeClercq __ __ ____ ___ ___ ____
>jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
> / / \ / / / / /__ / \/ /___ /
>
>
>
>.

1004. Re: Sting 1.15, CAB 2.7, nothing happens

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <i0%f5.13876$5N1.485619@newsread1.prod.itd.earthlink.net>
Source record: 59282

P.S. If your connecting ok, you may not need it but the latest StinG
package is at:

Ronald Andersson:
http://www.ettnet.se/~dlanor/sting/html/file.htm

John G.

On 26 Jul 2000 12:02:50 , Jim DeClercq wrote:
>
>Hello All,
>
>Have a simple question. Sting 1.15 works fine, supports telnet and
>FTP, over a PPP connect which is smooth but slow. Cab 2.7 works, but
>does not interface with Sting, and CAB errors out. I found a CAB OVL
>file, version 1.047, and a CAB CFG file from an earlier version, put
>those in CAB's modules folder, and thought that would work.
>
>What did I miss?
>
>
>--
>---_------------------------
>Jim DeClercq __ __ ____ ___ ___ ____
>jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
> / / \ / / / / /__ / \/ /___ /
>
>
>
>.

Sounds like you need a later OVL. E-mail me if you can't browse the NET
and I'll send you 2 versions which both work with CAB 2.7
(to different extents).
.CFG goes with Dan's and .SET goes with Oliver's.
Make sure you disable the Ovl not in use!

Find at:

Dan's:
http://www.netset.com/~baldrick/ovl.html

Oliver's:
http://obooklage.free.fr/sti_cli.html

John G.

1005. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff7f7$4c62f640$7793e0d8@jkolak>
Source record: 59283

This is extremely old software. I used to sell it as an Atari dealer in the 80's. I would be very surprised if Royal Software is still around. Most likely only one version was issued, as Royal was not a major player in the Atari software arena. Your friend should really consider moving up to something more modern and supported like Texel.

Mario Becroft wrote:
> A member of our local Atari user group uses the EZCalc spreadsheet from
> Royal Software, and has a few questions about the program.
>
> 1. Is there a way to calculate standard deviation with EZCalc?
>
> 2. Is Royal Software still in business, and if so, how may they be
> contacted?
>
> 3. What is the most recent version of EZCalc?
>
> Any advice on the above points would be much appreciated.

1006. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff7f7$a1ff2920$7793e0d8@jkolak>
Source record: 59284

Hi Mark,

If I could do everything with TOS that I could do with the PC, I wouldn't own a PC. Cruising around TOS is such a joy compared to boring PCs.

John

Mark Bedingfield <mark@baypc.com.au> wrote in article <AfNf5.23$gb7.3349@nsw.nnrp.telstra.net>...
> The only reason I would prefer a Milan over a PC is that I dont have to run
> any other OS besides TOS, that would sell itself:-)
>
> Mark Bedingfield

1007. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8lpvq3$v56$1@nnrp1.deja.com>
Source record: 59285

Wish I could help..... However,
it will be interesting to read if you receive all the help that is said to be available for the CT2 here. There were a lot of post about how helpful Centek was, and praise from other users here, but none of my questions were ever answered. Mine has been sold, so that problem is solved. The longest statement that Centek has made in this newsgroup concering the CT2 was in defence of personal character, nothing about their hardware.

There are undoubtedly numerious "fixes" to get the CT2 working properly. Would it be to hard for the manufacture to document all the "tricks" for a sucsessful installation performed by technically inclined user? The documents provided with my unit surely didn't cover removing the CPU:)

It's one of those "shudda been there" things, but the support that Doug Little provided when the Afterburner was made available was phenomenal. Sorry, I just don't see it so in this case.

Good luck with the installation. Once up and running properly, it was probably one of the best upgrades ever offered for the Falcon (other than the Afterburner:)

Mikey

In article <39807255.69D7388A@ericsson.com>,
brian.hutchinson@ericsson.com wrote:
> I meant to say 32MHz clock for pin 14 on the Videl. For some reason I
had
> 50 on the brain.
>
> Brian
>
.

Sent via Deja.com http://www.deja.com/
Before you buy.

1008. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff7f8$c33454c0$7793e0d8@jkolak>
Source record: 59286

Hi Marlin,

Marlin Bates, IV <mcb242@psu.edu> wrote in article
<397F73A3.F5E2FB0A@psu.edu>...
> Given that the Mega STe has an internal 1.44 am I hosed? OR can I hook
> up an external 720 and just run floppies through that?

If I remember correctly, the problem was in the floppy controller chip, not the drive, but I could be wrong. The only way I was able to keep the TT Spectre compatible, and you can probably do this in the Mega STE if your floppy controller is socketed, is to replace the AJAX chip with the original ST's Western Digital chip, and possibly change the floppy mechanism to a 720k drive. I also changed dip switch 7 (?) to let TOS know that 1.44 support is not installed.
>
> Or should I just run it through the 1040STf I have?

A lot easier if you can stand 8MHz, and can get a 4MB RAM upgrade for it.
>
> Also, the SST and MegaTalk came out, correct? Where those just Mega ST
> compatible boards or is the spec the same as the card input in the STe
> (I suspect they are different, but thought I might ask)

Yes, both products were released. The high specs on the MegaTalk serial chips were incredible for it's time, and still faster than what's normally used today. As for the Mega expansion bus, I don't know if they are spec'd the same or not. Martin-Eric Racine might know since I suspect the Mega STE is more closely related to the TT than the ST.
>
> Sorry to bother y'all with this, but it is bugging me A LOT and I want
> make sure I can run it. Yes, I have a PowerMac sitting right next to
> the Mega, but old habits die hard! :-)
>
Sure, why not. I've long decided that Atari is a legitimate hobby even if we are falling behind the power curve. If people can have a Porsche in the driveway and restore a 55 Chevy, we can have the latest computers and still tinker with Atari.

John

1009. Re: Falcon + Ethernet: SUCCESS

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <398089c42312ba3@online.be>
Source record: 59287
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

on Thu 27-07-2000 12:43 Mark Bedingfield wrote:

>Where did you get hold of the 8019? I have never been able to locate one.

I will forward the message to karl.

BTW: Any change you've make a typo? You says 8019? Are you talking about
the RTL8012 driver?

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1010. Re: Hades and Soundblaster, was: HDDive

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff7f9$6c2a6ba0$7793e0d8@jkolak>
Source record: 59288

This of course remains highly in the theoretical realm for most of us since most Falcon DSP software is badly written and won't recognize the DSP's new location. If authors are still around, the code can be patched to recognize it.

John

Shiuming Lai <lais@zetnet.co.uk> wrote in article
<397f762c$0$18631@news.zetnet.co.uk>...
> Another serious consideration would
> be Rodolphe Czuba's Deesse PCI card, which has a 24-bit 96KHz capable
> stereo analogue I/O combined with DSP56301 at 100MHz, both derived from
> the Phenix 060 (RIP), and giving the potential for Falcon compatibility
> due to the DSP core.
>

1011. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff7fa$a8a60340$7793e0d8@jkolak>
Source record: 59289

Hi Brian,

Brian Hutchinson <brian.hutchinson@ericsson.com> wrote in article
<39806F3B.8498A4BB@ericsson.com>...
> Greetings,
>
> The only other thing I'm not sure on is the Video Adapter Mod. Robert
> S. mentioned in an old post that removing R49 was same as hacking the
> adapter. I removed R49.

I'd check with Rodolphe to see if this is authorized. You might try a
different video adaptor. I use the Chromagic because it is switchable from
VGA to RGB.
>
> I used Kingston 32M 60ns EDO. It is a 8x32. The part number is
> KVR8X32EDO/32-R.
> It has 16 chips on it (8 per side) I hope this is the right type.
>
> When I power up in normal mode I get nothing.

The Fast RAM SIMM is irrelevant to normal mode operation. You can remove it
or leave it in, as Normal mode only uses ST RAM. You should contact
Rodolphe directly, as he was quite helpful with all my Centurbo questions.

John
>

1012. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3980a9aa1f20b65@tripnet.se>
Source record: 59290

On Wed 26-07-2000 18:19 (GMT) JI Logan wrote:

>On 26 Jul 2000 06:25:56 , "Marlin Bates, IV" wrote:
>

>|I need to know - is/was there a problem with floppy access on Mega STes?
>| Does it have something to do with the Ajax controller? Does the 1.44
>|floppy do it wrong?
>
>I once tried Spectre GCR on a Megas STe and got nowhere. I was
>eventually told by the supplier (who had said it would work) that
>the problem related to the length of leads plus track to the drive.
>I don't remember it all now but there was something about the Mega
>STe in particular.

I have used GCR on a MSTe with TOS2.6 and 1.44 floppy and it _did_ work
well!

The trick was to access the drive with a 1.44 floppy inserted just
before starting the emulator. Doing that I could use 1.44 floppies in
Mac mode too!

Don't know about the cable lenght problems, though. Never had any
myself.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1013. Odp: Fonts for Papyrus

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Piotr Kruzycki <piotrk@panda.bg.univ.gda.pl>
Message-ID: <vD1g5.55837$pD2.1192638@news.tpnet.pl>
Source record: 59291
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.tech

Hello,
I have some fonts for Papyrus (on Paskud CD's :-).. .. moze po naszemu??
:-) pewnie nie chodzi Tobie o fonty ktore s an plytce Paskuda ??? tam cos
nie tak jest z tablica znakow ... chyba?? jesli jednak nie masz ich (144
fonty) daj znac to wysle.....

pozdrawiam

piotr kruzycki

U�ytkownik Marek Dankowski <portfolio@atari.org> w wiadomo�ci do grup
dyskusyjnych napisa�:397F71C2.F79E347B@atari.org...
> Hello.
> I need some fonts for Papyrus with support for ISO 8859-2 (East and
> Middle Europe).
> Help me , please.
> Send via e-mail or give me URL to receive.
> --
> Marek Dankowski.
> portfolio@atari.org
> ---EOF---

1014. Re: Odp: Fonts for Papyrus

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: Marek Dankowski <portfolio@atari.org>
Message-ID: <397FBCA2.E148983F@atari.org>
Source record: 59292
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.tech

```
Piotr Kruzycki napisaďż˝(a):
>
> Hello,
> I have some fonts for Papyrus (on Paskud CD's :-)..

OK. Thanks for all.

--
Marek Dankowski.
portfolio@atari.org
---EOF---
```

1015. Re: audio extraction problem

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3980b67c$0$18633@news.zetnet.co.uk>
Source record: 59293

On 27 Jul 2000 07:02:08 , reschke@muenster.de wrote:

>The Yamaha might be a fine CD writer, but it's very bad at grabbing
>data from audio CDs. Check out
>
>http://www.feurio.com/English/cd_roms.shtml

There are no scientific measurements on this list. My experience differs.
I've regularly tested Yamaha drives from the CDR102, 4260, 4416, 6416
right up to the 8424 and they all extract audio no problems. My hard disk
is *full* of audio files, all extracted with Yamaha drives. My tests are
quite thorough because I often get the chance to test a whole batch of
drives of a particular model. I also know many professional musicians
using Yamaha drives, and audio extraction is definitely not a problem
for them. If anything, I hear more of the PSU fuse going in Yamaha's
SCSI cases (of the external drive kits).

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1016. Re: Newsie - <no subject> messages

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3980b6e5$0$18631@news.zetnet.co.uk>
Source record: 59294

On 18 Jul 2000 15:29:39 , John M Rojewski wrote:
>On 16 Jul 2000 21:40:02 , Charles Stanley wrote:
>>On 14 Jul 2000 05:38:03 , John M Rojewski wrote:
>>>On 10 Jul 2000 21:53:49 , Paul Williamson wrote:
>>>>Hi All,
>>>>
>>Snips>>
>>Extract from my log (saved earlier for this purpose):
>>
>> newsgroup: comp.sys.atari.st, first: 179441, last: 179522
>> -> article 179441
>> 430 No such article
>> -> group comp.sys.atari.st.tech
>>
>>File 179411 shows up with 0 length.
>>
>OK, did the article timeout, or continue along without stalling? I
>assume because of the title that a header with subject <no subject>
>did appear.

It stuck there. I eventually pressed ESC to continue.
Yes, it had <no subject>.

>Was this online or offline news reading? It makes a difference, since
>the processing paths are different.

It was Read for Offline.

Charles.

1017. Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-27 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3980b6e6$0$18631@news.zetnet.co.uk>
Source record: 59295

At first a reluctant convert to Papyrus, I fell head-over-heels
for it when I received an emailed MS Word Doc and found that Papyrus
could actually convert, read and print it. WOW! I said! Nothing else
can do that! Previously I had to spend ages with Protext or another
Editor removing the MS cr*p.

So, how do I pay my subscription and register for it? I can't find any
info in the docs supplied in the Demo (info must be there somewhere?).

Help, please,
Charles.

PS: I'm watching the ITN News. I offer my German readers my
prayers and symathies on the tragic Concorde disaster.

1018. Re: audio extraction problem

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: anonymous <who@cares.etc>
Message-ID: <964745116-041523AEicMi@cares.etc>
Source record: 59201

about Yamaha CDR and audio extraction....

I have Yamaha CDR-400c(rev 1.0q), and works veeeerry bad comparing
to my CDROM Teac CD532S (rev 3.0A).

I know Yamaha works, but not once audio file was same
if I copied a song twice (or 4-5 times) from Yamaha.

But TEAC works *GREAT* even if I copy pirate CD which cannot even play
in CDROM Pioneer (old one, 4x), files are same.

********* Vuk *********

Proud owner of Atari
TT / Mega STe / Mega ST / 1040STf / XL 800

1019. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Brian Hutchinson <bthutch@earthlink.net>
Message-ID: <398107C1.5537E537@earthlink.net>
Source record: 59202

I wanted a AB040 but at the time I first looked at them they were over $800 US. Now they can't be found so CT2B was my next choice. I hope I can get this thing to work. If someone who knows how to trouble shoot this thing can tell me what to look for I can handle it, I just don't know what to look at at this point.

I've taken an ohm meter and rang every connection. I know I made all of the connections good and that I don't have any shorts around ICs, ribbon cable header etc. Time to start looking at signals and states, I just don't know what they should be.

I used the labs at work and did everything under a microscope. Install went very well it just doesn't work now! Helps having the right tools.

Phantomm did his own install and he said something about changing the resistor for the DMA to 100 ohm. I think the one from Centek is around 70 ohm (pin 14 on U20 AJAX). Anyone know what this signal is supposed to look like .... amplitude ... timing peak to peak etc.? Could this be one of the problems?

I need some ideas. I've checked all of the obvious stuff. A hardware engineer at work looked over my job so I would have an independent check and all was good. I need to know how to tweak things now.

Thanks,

Brian

Mike wrote:

> Wish I could help..... However,
> it will be interesting to read if you receive all the help that is said
> to be available for the CT2 here. There were a lot of post about how
> helpful Centek was, and praise from other users here, but none of my
> questions were ever answered. Mine has been sold, so that problem is
> solved. The longest statement that Centek has made in this newsgroup
> concering the CT2 was in defence of personal character, nothing about
> their hardware.
>
> There are undoubtedly numerious "fixes" to get the CT2 working properly.
> Would it be to hard for the manufacture to document all the "tricks" for
> a sucsessful installation performed by technically inclined user? The
> documents provided with my unit surely didn't cover removing the CPU:)
>
> It's one of those "shudda been there" things, but the support that Doug
> Little provided when the Afterburner was made available was phenomenal.
> Sorry, I just don't see it so in this case.

>
> Good luck with the installation. Once up and running properly, it was
> probably one of the best upgrades ever offered for the Falcon (other
> than the Afterburner:)
>
> Mikey
>
> In article <39807255.69D7388A@ericsson.com>,
> brian.hutchinson@ericsson.com wrote:
> > I meant to say 32MHz clock for pin 14 on the Videl. For some reason I
> had
> > 50 on the brain.
> >
> > Brian
> >
> .
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1020. NEWSie 0.96 Upgrade 1

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8lqpmuhlm1@nnrp03.primenet.com>
Source record: 59203

NEWSie 0.961 is available at:
http://www.primenet.com/~rojewski/beta961.zip (112731 bytes)
-or-
http://www.primenet.com/~rojewski/newsie.html

I have produced some changes in response to input from users.

What's New in NEWSie 0.961

This is a brief overview of new features and changes in this release.
Note this is a PRG update only. No other files are changed. You will need
NEWSie 0.96 installed to use this upgrade.

Support For DHST (Document HiSTory) in Start-Me-Up 8.0 and above
When a new article, mail, or browser file (html, text, etc.) is opened, a
message is sent to the DHST server to the fact. Later, if Start-Me-Up 8.0
or above has the /document line enabled, it can cause NEWSie to re-display
these files. Note: The files are display only, and are not usable for news
followup or email reply. Maybe in a future release. :)

Bug Fixes
Don't overlay FTP directory unless requested. Part of 'Save Last Directory'
Deleting FTP server looses correct directory. Corrected.
Mailbox display was not updated by double-click on mail entry. (Cosmetic)
Prevent problems with news References line being word wrapped by editors.

Enjoy,
John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

1021. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <lm6g5.40$r5.5727@nsw.nnrp.telstra.net>
Source record: 59204

Yes, that should work as the timing is set up on boot up from memory. I had heard of this fix before, and no complaints since.

Mark Bedingfield

Kenneth Medin <kennethm@tripnet.se> wrote in message news:3980a9aa1f20b65@tripnet.se...
> On Wed 26-07-2000 18:19 (GMT) JI Logan wrote:
>
> >On 26 Jul 2000 06:25:56 , "Marlin Bates, IV" wrote:
> >
>
> >|I need to know - is/was there a problem with floppy access on Mega STes?
> >| Does it have something to do with the Ajax controller? Does the 1.44
> >|floppy do it wrong?
> >
> >I once tried Spectre GCR on a Megas STe and got nowhere. I was
> >eventually told by the supplier (who had said it would work) that
> >the problem related to the length of leads plus track to the drive.
> >I don't remember it all now but there was something about the Mega
> >STe in particular.
>
> I have used GCR on a MSTe with TOS2.6 and 1.44 floppy and it _did_ work
> well!
>
> The trick was to access the drive with a 1.44 floppy inserted just
> before starting the emulator. Doing that I could use 1.44 floppies in
> Mac mode too!
>
> Don't know about the cable lenght problems, though. Never had any
> myself.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> http://www5.tripnet.se/~kennethm/
> <<Produced with 100% pure Atari equipment>>

1022. Re: Falcon + Ethernet: SUCCESS

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <os6g5.41$r5.6271@nsw.nnrp.telstra.net>
Source record: 59205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Yeah, sorry. Too used to these bloody isa cards of old:-)

Mark Bedingfield

Martin "Nightowl" Byttebier <tos4ever@online.be> wrote in message
news:398089c42312ba3@online.be...
> on Thu 27-07-2000 12:43 Mark Bedingfield wrote:
>
> >Where did you get hold of the 8019? I have never been able to locate one.
>
> I will forward the message to karl.
>
> BTW: Any change you've make a typo? You says 8019? Are you talking about
> the RTL8012 driver?
>
>
> CU
> Martin
>
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be **********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1023. Re: Epson Stylus 600

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <cu6g5.42$r5.6263@nsw.nnrp.telstra.net>
Source record: 59206

No worries, mate. I have to admit to being slack, I have a collection of a couple of thousand floppies..... Just starting to put them on CD. Will send soon...Promise

Mark

Chris <capw@pathcom.com> wrote in message
news:397FC80D.58D4A482@pathcom.com...
> Mark Bedingfield wrote:
>
> > I have put together a driver disk for the Epson 400/600/800 stylus colour, I
> > will e-mail you a copy. All major software drivers ps2.2, calamus etc
> >
> > Mark Bedingfield
> >
>
> Hi Mark,
>
> Could you please e-mail me the drivers as well?
>
> Thanks,
> g'day
> --
> Wow! Take a look at these great web pages!:
>
> HamSTer Power!
> http://www.pathcom.com/~capw/hamster.html
>
> MegaLinks web page (1999 links)
> http://www.geocities.com/SoHo/Village/9298/
>
> Blame Canada, eh!
> http://www.geocities.com/SoHo/Village/9298/lyrics/blame.html
>
> SpongeBob SquarePants!
> http://www.geocities.com/Soho/Village/9298/lyrics/sponge.html
>
> Spring has sprung! Sproing!
> mailto:capw@pathcom.com
>
> It's Time to Take Advantage of the Internet.
> Join AllAdvantage.com at
> http://alladvantage.com/go.asp?refid=LIB-059
>

>

1024. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <so21g59g3j1144@corp.supernews.com>
Source record: 59207

I was just being as childish (which I often am) as the person making the statement concerning the incompatibility of the AB. I didn't get involved much in the MiNT MagiC wars, don't really care much about that. But now my hardware, I will remark about that!:() Jo Even did a much better job than I did in this department:)

Mikey

On 24 Jul 2000 20:28:00 , =?ISO-8859-1?Q?Henrik_Kl=FCver?= wrote:
>Hello Mikey,
>
>M>I have seen this post before. I think this guy has "penis envy"
>
>Hey come on, is /that/ what you call serious discussing??
>What I mean is for example that most games won't run with an AB. And any
>program that needs a 030 etc. I'm not at all envious of anybody's AB; not to
>mention that at least in Germany the AB had the double price of a CT. If that's
>different at your country, lucky you.
>
>So just stop these stupid jokes.
>
>Henrik
>.

1025. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <so21molb3j1169@corp.supernews.com>
Source record: 59208

On 26 Jul 2000 08:48:05 , Jo Even Skarstein wrote:
>Henrik Kl&#65533;ver <Henrik_Kluever@hh.maus.de> wrote:

```
>> program that needs a 030 etc. I'm not at all envious of anybody's AB; not to
>
>Which programs needs a 030?? Some utilities that needs the MMU does (e.g.
>Outside and 030-MiNT), but these doesn't work on a CT2 either.
>
>> mention that at least in Germany the AB had the double price of a CT. If that's
>> different at your country, lucky you.
>
>It's not quite as expensive, but my AB did indeed cost about 50% more than
>a CT2B. However, this was in 1997, when the CT2 didn't even exist.
>
>--

About the only thing that comes to mind is Rainbow Multimedia when
thinking about incompatible 040 apps. Rainbow won't run from fast ram
either on an 030 based machine. Demos are cool looking, but just
remind me that I am a very, very poor coder:)

Mikey

>
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>.
```

1026. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <so21sesr3j1163@corp.supernews.com>
Source record: 59209

On 28 Jul 2000 01:09:50 , Brian Hutchinson wrote:

>Phantomm did his own install and he said something about changing the
>resistor for the DMA to 100 ohm. I think the one from Centek is around 70
>ohm (pin 14 on U20 AJAX). Anyone know what this signal is supposed to look
>like .... amplitude ... timing peak to peak etc.? Could this be one of the
>problems?
>
>I need some ideas. I've checked all of the obvious stuff. A hardware
>engineer at work looked over my job so I would have an independent check and
>all was good. I need to know how to tweak things now.

AIRC, somewhere burried in the AB docs or the AB mailing list archive,
Doug discussed what Peter and he found when working with the DMA
signal.

Mikey

>
>Thanks,
>
>Brian

1027. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <so221ntp3j180@corp.supernews.com>
Source record: 59210

I will attribute the misunderstanding to a language barrier.
The way your post sounded was like making fun of the AB to me:)
I'm a Falcon nut all the way, doesn't matter what is in it. I hate to
see "upgrade wars" however.

Mikey

On 24 Jul 2000 08:58:13 , Janka Gerhard wrote:
>Mikey wrote:
>>
>> Now there is a good laugh:) CT2 Much more comaptible than the
>> Afterburner. How little you know.
>
>Okay. You have your AB and you're happy with it. Nice for you.
>But to say that a 040 is more compatible with a 030 than a 030 ???
>And why is there a special MiNT kernel needed for AB for example ?
>
>I would suggest stopping that 'mine is better than yours' or worse
>sort of postings. Okay ?
>
>Gerhard
>.

1028. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39812794.51037FB1@siemens.at>
Source record: 59211

Mikey wrote:
>
> I will attribute the misunderstanding to a language barrier.
> The way your post sounded was like making fun of the AB to me:)
> I'm a Falcon nut all the way, doesn't matter what is in it. I hate to
> see "upgrade wars" however.

I never read (or wrote) anything against the AB in this thread
(or elsewhere). But I read many (mostly very vague) things
against CT2, which I'm very happy with, even as I know that AB
is faster. But I think you're right that it can lead to
misunderstandings that people like me are writing in english
as if that were their native language and they would know what
they are writing ;-) All the more reason to stay cool (or at least
try too, I also don't succeed always, as you surely read) if
one's not 100% sure.

Gerhard

1029. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39812F1A.66BFD0CD@ooc.de>
Source record: 59212

Steven Kaleita wrote:

> Does anyone know where to look for the dip switches inside the TT that
> change the Scsi ID of the TT?

There are no DIP switches at all. Please refer to the HDDRIVER manual on
how to change the TT's SCSI ID.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

1030. Re: HDDriver 7.8 partition

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <39816170$0$10400$726baab@news.execpc.com>
Source record: 59213

On Mon, 24 Jul 2000, Uwe Seimet wrote:

> Janka Gerhard wrote:
>
> > So if you compare that with yours neither the number of partitions
> > nor the size can be the problem. But maybe it's the partition type
> > you have to set to BGM for the TOS partitions ?
>
> Don't ever edit the partition type if you just want to create standard
> DOS or TOS compatible partitions. You should only edit the type in order
> to create F32, LNX, MIX or other non-TOS partitions.

> Ken's problem is that he use the Windows compatible partitioning mode
> for large partitions. TOS cannot access Windows compatible partitions
> without additional software like MagiC or MiNT being installed.
>
>

Ok, I switched to the TOS option under "compatibility"
I use "SPLIT" to partition to 4 this time.
I exit HDDriver. (which for now is booting from floppy A:)
I create my desktop icons. "Save desktop"
I press reset. The program hangs with floppy A: drive light on. Why?
I power everything down.
reboot. Drive letters CDEFGHI appear. The 4th partition is not accessible.
I take a look under "partition type"
$0b
BGM
BGM
BGM

Shouldn't the $0b be changed to BGM?

But if I change and proceed, I get a warning that vital information
will be erased from the CORE. (SCSI harddrive)
So what do I do in order to access all of the partitions?

ken

1031. Re: HDDriver 7.8 partition

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3981729D.D8CBEFD6@ooc.de>
Source record: 59214

Ken Kosut wrote:

> Ok, I switched to the TOS option under "compatibility"
> I use "SPLIT" to partition to 4 this time.
> I exit HDDriver. (which for now is booting from floppy A:)
> I create my desktop icons. "Save desktop"
> I press reset. The program hangs with floppy A: drive light on. Why?
> I power everything down.
> reboot. Drive letters CDEFGHI appear. The 4th partition is not accessible.
> I take a look under "partition type"
> $0b
> BGM
> BGM
> BGM
>
> Shouldn't the $0b be changed to BGM?

Please ensure that *nothing* is visible in the partition type field
before saying OK in order to create the partitions. Most likely this was
not the case since you only have three valid TOS compatible partitions.
The partition you cannot access is actually the first, not the fourth.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

1032. Re: Hades and Soundblaster, was: HDDive

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <wLfg5.2884$Dw6.7758@newsfeed.slurp.net>
Source record: 59215

On 27 Jul 2000 22:27:02 , Shiuming Lai wrote:
>Yes, but I meant that Deesse is more useful to Atari users than
>a SoundBlaster, because it has a DSP56K. I don't think any amount
>of patching will make a SB run Falcon DSP stuff, if you see what
>I mean.

Still, the driver for the SB sounds nice. I would not mind running Falcon software on my Hades, but right now my concern is just better sound. I am not thrilled with the little Yamaha soundchip. If the driver for the other card comes out, then I just may give it a try.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1033. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ls6f0$d9a$1@user2.teleport.com>
Source record: 59216
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

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64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
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or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

1034. Wanted: Atari Mega 4 ST Computer! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ls6ohdpf1@user2.teleport.com>
Source record: 59217

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
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http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

1035. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ls6u0$e1a$1@user2.teleport.com>
Source record: 59218
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

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So if you don't come see me, I can't save you any money! ;-(

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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

1036. Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <s3ig5.569$Vr6.50270@news.goodnet.com>
Source record: 59219

Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D chipset... this beast would amaze! Reply for details...

Luposian

1037. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3981c69d@fmlynet.org>
Source record: 59220

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: atarigalen <kNOkSPAM@uia.net.invalid>
> "John Kolak" <jkolak@jps.net> wrote:
>> Sure, why not. I've long decided that Atari is a legitimate
>> hobby even if we are falling behind the power curve. If people
>> can have a Porsche in the driveway and restore a 55 Chevy, we
>> can have the latest computers and still tinker with Atari.
> Amen!
> (Although in my case, it's more like having a minivan in the
> driveway and tinkering with a 72 Maverick.)
> Galen

And I guess a PC would be more equivalent to a mini-van, wouldn't it. ;)

Was it John Kolak that mentioned being able to use the 1.44 disks in the
Macintosh Spectre mode? That is incredible.

So did it format as a 800K or 1.44K disks?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1038. Borland compiler

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Geert.Poels@NO_SPAM_PLEASE.skynet.be
Message-ID: <3981b829.32235607@news.skynet.be>
Source record: 59221
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

hi,

To my surprise, I came across a very old (nov. '89) review of Borland
Turbo C 1.1 for Atari .. .

Anyone ever encountered it ?

Geert

1039. Re: Borland compiler

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Jean LUSETTI <jlusetti@libertysurf.fr>
Message-ID: <8lseia$bh5$1@news5.isdnet.net>
Source record: 59222
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

> To my surprise, I came across a very old (nov. '89) review of Borland
> Turbo C 1.1 for Atari .. .
>
> Anyone ever encountered it ?

Hi !

It seems that Pure Software bought the license for the standard C librairies
from Borland.
So you can see Borland on Turbo C for ATARI (note that Turbo C was also the
name of one of the first Borland C compiler on PC)
After, Pure Software decided to call it "Pure C", but the standard
librairies are licensed by Borland.

See you, Jean
Site WEB : http://vision.atari.org , http://www.multimania.com/jlusetti
E-Mail : jlusetti@multimania.com

1040. Re: Sting 1.15, CAB 2.7, nothing happens

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200007280523.a667@wun.maus.de>
Source record: 59223

Hallo Jim!

JD>I found a CAB OVL file, version 1.047

Sounds like the CAB-to-Iconnect OVL. You should go for either Oliviers or Dans OVL, to be found at http://obooklage.free.fr/sti_cli.htm or http://www.netset.com/~baldrick/ovl.html respectively.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1041. Re: Hades and Soundblaster, was: HDDive

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3981e52250a9a06@online.be>
Source record: 59224

on Fri 28-07-2000 13:19 Edward S. Baiz Jr. wrote:

>Still, the driver for the SB sounds nice. I would not mind running Falcon
>software on my Hades, but right now my concern is just better sound. I am
>not thrilled with the little Yamaha soundchip. If the driver for the other
>card comes out, then I just may give it a try.

Idem. I don't have the intension to run music soft on my Hades but just
like you I want to have a little bit more sound.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1042. Re: User Defined Colors in Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3981daed$0$18634@news.zetnet.co.uk>
Source record: 59225

On 16 Jul 2000 19:22:03 , Edward S. Baiz Jr. wrote:

|Papyrus 8 has been a dream program for me. I love it except for one thing.
|I cannot get the user defined color option to work. All I get is mono
|images, not color. I am told by ROM that it could be my Nova card drivers.
|I think this to be true, because when I export a file to a html form, the
|colors appear there under Cab. I was told to fool around with the
|compatibility options. Are there any Nova/Hades owners out there that have
|gotten this option to work?? If so, let me know just how you did it. Thanks.

My problem is the opposite. I would like to access the grey scales
of Papyrus 5 but do not see them anywhere in the Fill dialogue.

1043. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3981daee$0$18634@news.zetnet.co.uk>
Source record: 59226

On 16 Jul 2000 19:22:01 , Edward S. Baiz Jr. wrote:

|I have been trying to get STING 1.26 to run. It does do well upto a point.
|It gets all way to "initialising link" and goes no further. It does not
|crash the Hades, it just sits there. Version 1.12 runs fine however. Any
|ideas anyone??

This happens intermittently but it did it with the older version of
STinG as well. It usually simply sticks and I re-boot but sometimes
it counts down to zero and exits gracefully. No solution I'm afraid.

1044. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Message-ID: <3981E367.7F3A38CB@libertysurf.fr>
Source record: 59227

Jared Falvo a ï¿½crit :
>
> Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
> chipset... this beast would amaze! Reply for details...
>
> Luposian

I think that your idea is a little the same that Milan Computer
are doing...But, in addition, they will release a new Milan, with
a 060.
Thus, this compagny isn't Atari, but what's difference, Hasbro havn't
no plans for Atari computer, but after all, Milan-computer have got
the Atari spirit...And the only "real" reality !

Laurent

1045. Re: audio extraction problem

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <8lspgg$1ug$1@nnrp1.deja.com>
Source record: 59228

In article <3980b67c$0$18633@news.zetnet.co.uk>,
lais@zetnet.co.uk (Shiuming Lai) wrote:
> On 27 Jul 2000 07:02:08 , reschke@muenster.de wrote:
>
> >The Yamaha might be a fine CD writer, but it's very bad at grabbing
> >data from audio CDs. Check out
> >
> >http://www.feurio.com/English/cd_roms.shtml
>
> There are no scientific measurements on this list. My experience
differs.
> I've regularly tested Yamaha drives from the CDR102, 4260, 4416, 6416
> right up to the 8424 and they all extract audio no problems. My hard
disk
> is *full* of audio files, all extracted with Yamaha drives. My tests
are
> quite thorough because I often get the chance to test a whole batch of
> drives of a particular model. I also know many professional musicians
> using Yamaha drives, and audio extraction is definitely not a problem
> for them. If anything, I hear more of the PSU fuse going in Yamaha's
> SCSI cases (of the external drive kits).

Well.

Feurio has it's test cases, so does SPIN (DDSTEST). Both report that
the drive fails at exact audio grabbing.

If your experience is different, then you probably use grabbing
software with jitter correction or something similar.

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

1046. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <pBlg5.16956$5N1.588925@newsread1.prod.itd.earthlink.net>
Source record: 59229

On 28 Jul 2000 09:00:29 , "Jared Falvo" wrote:
>Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
>chipset... this beast would amaze! Reply for details...
>
>Luposian

Are you producing these (TOS, I assume) "beasts"?
You can E-mail me the "details" or better yet, post them for all to see!
John G.

1047. Re: HDDriver 7.8 partition

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3981e658$0$66401$392904a7@news.execpc.com>
Source record: 59230

> Ken Kosut wrote:
> > Shouldn't the $0b be changed to BGM?

On Fri, 28 Jul 2000, Uwe Seimet wrote:

> Please ensure that *nothing* is visible in the partition type field
> before saying OK in order to create the partitions. Most likely this was
> not the case since you only have three valid TOS compatible partitions.
> The partition you cannot access is actually the first, not the fourth.

Oh, that's right. Sorry, I forgot. Everything is working fine now.

Thank you for your help.

ken

1048. Re: NEWSie 0.96 Upgrade 1

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3981ed50$0$18631@news.zetnet.co.uk>
Source record: 59231

On 28 Jul 2000 02:04:14 , John M Rojewski wrote:
>NEWSie 0.961 is available at:

Thanks John - it works nicely!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1049. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff8d5$f58638c0$3639a2d1@default>
Source record: 59232

I do remember now that Dave Small was asking us to shield floppy ribbon cables as far back as the Mega ST days. I did it to my TT too, but I don't remember if it was necessary, or just a precaution. I wrapped the cable in aluminum foil, and then wrapped it in plastic to prevent accidental shorting inside the computer. I do remember it solved the problem on the original Mega ST.

John

Kenneth Medin <kennethm@tripnet.se> wrote in article
<3980a9aa1f20b65@tripnet.se>...
> On Wed 26-07-2000 18:19 (GMT) JI Logan wrote:
>
> Don't know about the cable lenght problems, though. Never had any
> myself.
>

1050. Re: Hades and Soundblaster, was: HDDive

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff8d6$40c1dd80$3639a2d1@default>
Source record: 59233

Hi Shiuming,

> Yes, but I meant that Deesse is more useful to Atari users than
> a SoundBlaster, because it has a DSP56K. I don't think any amount
> of patching will make a SB run Falcon DSP stuff, if you see what
> I mean.

Right.
>
> Also, look at Startrack... When the DSP56002 module for that was
> made, SoundPool modified all of its Falcon DSP software to be
> compatible. Nice.

Right. My point exactly if the developer is still around to fix it.
>
John

1051. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff8d6$713ee3e0$3639a2d1@default>
Source record: 59234

:) :) :)

atarigalen <kNOkSPAM@uia.net.invalid> wrote in article
<06539b40.29fd934e@usw-ex0106-046.remarq.com>...
> "John Kolak" <jkolak@jps.net> wrote:
>
> >Sure, why not. I've long decided that Atari is a legitimate
> >hobby even if we are falling behind the power curve. If people
> >can have a Porsche in the driveway and restore a 55 Chevy, we
> >can have the latest computers and still tinker with Atari.
>
> Amen!
>
> (Although in my case, it's more like having a minivan in the
> driveway and tinkering with a 72 Maverick.)
>
> Galen

1052. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff8d6$a3905c20$3639a2d1@default>
Source record: 59235

Noooooooo!!!!!!!! I'm the one who said official tech support from Gadgets said it was not possible, and I was never able to get it to work on my setup!

John

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in article <0000.3981c69d@fmlynet.org>...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Was it John Kolak that mentioned being able to use the 1.44 disks in the
> Macintosh Spectre mode? That is incredible.
>

1053. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <01bff8d7$694d6480$3639a2d1@default>
Source record: 59236

Janka Gerhard <gerhard.janka@siemens.at> wrote in article
<39812794.51037FB1@siemens.at>...
We're just glad to have you here. Makes a good chance to practice your
English anyway. I should work on my German! I get some practice with the
software support slowly shrinking to Deutschland though!

John

> But I think you're right that it can lead to
> misunderstandings that people like me are writing in english
> as if that were their native language and they would know what
> they are writing ;-) All the more reason to stay cool (or at least
> try too, I also don't succeed always, as you surely read) if
> one's not 100% sure.
>
> Gerhard
>

1054. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39820264678a251@online.be>
Source record: 59237
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**disk_magazine**
ftp://chapelie.rma.ac.be/atari/disk_magazine/atos/atos003f.zip (405.754 bytes)
(German magazine, colored HYP)
ftp://chapelie.rma.ac.be/atari/disk_magazine/atos/atos003h.zip (672.786 bytes)
(German magazine, HTML version)
ftp://chapelie.rma.ac.be/atari/disk_magazine/atos/atos003m.zip (285.568 bytes)
(German magazine, monochrome HYP)

**docs**
ftp://chapelie.rma.ac.be/atari/docs/hypertext/syshelp-102.zip (67.849 bytes)
(System help, a German Hypertext about almost everything)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/newsie/news961.zip (112.731 bytes)
(Newsie 0.96 revision 1. Only the prog, you need the
full Newsie 0.96 package aswell)

**telecomm**
ftp://chapelie.rma.ac.be/atari/telecomm/star30me.lzh (1.066.470 bytes)
(STarCall Version 3 ENGLISH:
Terminalprogramm including Fax, Voice and BBS, Point,
Editor, cost calculator, Chat, Voice recorder.
For ftp://chapelie.rma.ac.be/atari/Magic/compatibles)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
```

Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1055. Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39826f5d@fmlynet.org>
Source record: 59238

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Jared Falvo" <luposian@mailcity.com>

> Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
> chipset... this beast would amaze! Reply for details...

> Luposian

Sure, I'll bite. What do you have in mind?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1056. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-28 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964858322-20883AEicMi@cwcom.net>
Source record: 59239

From: Brian Hutchinson <bthutch@earthlink.net>
Date: Fri, 28 Jul 2000 01:09:50 GMT

>I need some ideas. I've checked all of the obvious stuff. A hardware
>engineer at work looked over my job so I would have an independent check and
>all was good. I need to know how to tweak things now.

The obvious thing to do would be to replace the resistor you removed from the
back of the motherboard. You don't need to perform the video mod if you aren't
using the official Atari video adaptor if I understand the situation right.

I'd recommend emailing Rodolphe with your queries, also there's some info on
Robert Schaffner's Doitf030 pages (you'll need a key to unpack the archives).

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1057. Re: Newsie 0.96

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3982fc85$0$18631@news.zetnet.co.uk>
Source record: 59146

On 15 Jul 2000 21:01:02 , John Garone wrote:
>On 10 Jul 2000 14:07:27 , Ross MacIver wrote:
>>Newsie seems a bit more stable than before but there's still a number
>>of problems:
>>
>> When retrieving mail Newsie doesn't recognize the end of an
>> email and will sit waiting for the timeout. If I press
>> escape I will lose the current email (about 4 lost this way).
>> I've worked around this by setting the timeout to 5 seconds,
>> but really this seems to be a major bug and I remember this
>> from previous versions.
>
> Could also be a mail server problem! Here, it's happened with .94
>and .96 but is very inrtermittant which would make it hard to trace
>the problem down (I would assume).
> This does happen very frequently here though (.94 & .96) with
>NG dowloads. There's a delay before the whole file is received and
>then just sits there but if I wait long enough or hit ESC the file
>kicks in. All was OK with .94 for a while before the problem arose
>so something must have changed on my NG server which Newsie
>does'nt like!

For me, hitting ESC when there was a long delay in the first NG listed,
in 0.94 meant later reselecting the first ng and then Read for offline.
In 0.96 it appears that, after the same delay and hitting ESC, Newsie
gets the other NGs then returns to the first and gets the remaining
posts (meanwhile I download emails and reply).

=Charles.

1058. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3982fc87$0$18631@news.zetnet.co.uk>
Source record: 59147

On 16 Jul 2000 21:12:21 , Chris Simon wrote:
>On 16 Jul 2000 19:22:01 , Edward S. Baiz Jr. wrote:
>>I have been trying to get STING 1.26 to run. It does do well upto a point.
>>It gets all way to "initialising link" and goes no further. It does not
>>crash the Hades, it just sits there. Version 1.12 runs fine however. Any
>>ideas anyone??
>
>Sorry, no ideas - it does the same thing with me (on a Falcon). I'm staying with
>v1.15.

I got 1.26 up and running with no difficulty. May I ask, in helpful
mode, I hope:

Did you remove *every* item of your older STING *and Dialer* to a separate
place (eg, folder STING.OLD)?

After installing 1.26, did you compare and edit the new Dial.SCR and
Default.CFG with your 'old' ones?

Did you remember to re-arrange the order of your AUTO folder so Sting.prg
is after HSModem (Drvin.prg, etc)?

And did you copy back your Sting.Inf, Dial.Inf and Local.Fee files to
the new version?

(Have I missed anything out?)

Try again, guys: it's worth it.
Charles.

1059. Re: FAQ anyone?

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <UaDg5.247$6B2.4010@read2.inet.fi>
Source record: 59148

Yup. http://quickfaq.atari.org

Joshua.

"Zedd-&#65533;8&#65533;" <zeddx81@NOSPAM-yep.com> wrote in message
news:8lup57$398$1@gxsn.com...
> Before I storm in with a really lame
> ST related question and get flamed to
> a light charred state, can someone point me
> in the direction of the FAQ. ;)
>
> Zedd-&#65533;8&#65533;
> http://www.zeddx81.club24.co.uk/
>
>
>

1060. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <VtDg5.659$Vr6.57660@news.goodnet.com>
Source record: 59149

From what I've seen, the Milan040 "Atari ST" computer is a serious hodge-podge of PC motherboard design, mixed with a 68040 processor and a mutant TOS. It may look like it's an Atari onscreen, but I think what they've done is taken the corpse of the Falcon030 and thrust it into the vile den of PCdom (slots galore with all the compatibility issues (is this or that card supported by MutanTOS?) and plain motherboard ugliness and a tower case. Not how I envisioned my future Atari to look/act at all.

Luposian

Laurent Favard (Linux) <laurent.favard@libertysurf.fr> wrote in message news:3981E367.7F3A38CB@libertysurf.fr...
> Jared Falvo a crit :
> >
> > Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
> > chipset... this beast would amaze! Reply for details...
> >
> > Luposian
>
> I think that your idea is a little the same that Milan Computer
> are doing...But, in addition, they will release a new Milan, with
> a 060.
> Thus, this compagny isn't Atari, but what's difference, Hasbro havn't
> no plans for Atari computer, but after all, Milan-computer have got
> the Atari spirit...And the only "real" reality !
>
> Laurent

1061. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <8vDg5.660$Vr6.57735@news.goodnet.com>
Source record: 59150

I/we will as soon as enough people join to help make it happen. But a dreamer can only go so far to help encourage the masses.

Luposian

John Garone <swampfox1@earthlink.net> wrote in message news:pBlg5.16956$5N1.588925@newsread1.prod.itd.earthlink.net...
> On 28 Jul 2000 09:00:29 , "Jared Falvo" wrote:
> >Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128 3D
> >chipset... this beast would amaze! Reply for details...
> >
> >Luposian
>
> Are you producing these (TOS, I assume) "beasts"?
> You can E-mail me the "details" or better yet, post them for all to see!
> John G.

1062. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <lyDg5.662$Vr6.57728@news.goodnet.com>
Source record: 59151

Something that will be all-in-one and help revive the Atari name in the US,
if possible. But people on the side-lines ("Doubting Thomas" types) needn't
comment for they do nothing but crush a glowing ember into the dust)

Luposian

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.39826f5d@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "Jared Falvo" <luposian@mailcity.com>
>
> > Based on a 40MHz 68040, 32Mb of RAM, 4Mb of VRAM and the nVidia Riva128
3D
> > chipset... this beast would amaze! Reply for details...
>
> > Luposian
>
>
> Sure, I'll bite. What do you have in mind?
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

1063. Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: Vlierus&#65533; <vlierus@hotmail.com>
Message-ID: <39830b44$0$15977@reader3>
Source record: 59152

A friend of my is busy making one.

TIA

1064. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39831fe5$0$18635@news.zetnet.co.uk>
Source record: 59153

On 29 Jul 2000 15:47:19 , Charles Stanley wrote:
>Did you remove *every* item of your older STING *and Dialer* to a separate
>place (eg, folder STING.OLD)?

Can't remember now!

>After installing 1.26, did you compare and edit the new Dial.SCR and
>Default.CFG with your 'old' ones?

Again, can't remember. But that's the sort of place where I'd give
up. I haven't got a clue what all the variables and configs are - I
got my current scripts and things from others that worked, so if they
were different what would I do? If the new Sting won't work with the
old files then I wouldn't know what to do to get them working.

Is it too much to ask for a piece of software to work with previous
versions of your settings?

>And did you copy back your Sting.Inf, Dial.Inf and Local.Fee files to
>the new version?

And that's another point! Presumably you're implying that it's OK to
copy these files from the old version, but not DIAL.SCR and
DEFAULT.CFG. How exactly are we supposed to know what's OK to copy
and what isn't??

Anyway, with those hints, I might try again! Thanks.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1065. Re: FAQ anyone?

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: Zedd-&#65533;8&#65533; <zeddx81@NOSPAM-yep.com>
Message-ID: <8lv9cdbpc1@gxsn.com>
Source record: 59154

```
Cheers! I found the pin-outs for a Scart lead that
I've wanted for A G E S!
Now....lets see if I can get it to work with
that knackered old Phillips monitor! ;)
```

Zedd-&#65533;8&#65533;
http://www.zeddx81.club24.co.uk/

Joshua Kaijankoski wrote in message ...
>Yup. http://quickfaq.atari.org
>
>Joshua.
>
>"Zedd-&#65533;8&#65533;" <zeddx81@NOSPAM-yep.com> wrote in message
>news:8lup57$398$1@gxsn.com...
>> Before I storm in with a really lame
>> ST related question and get flamed to
>> a light charred state, can someone point me
>> in the direction of the FAQ. ;)
>>
>> Zedd-&#65533;8&#65533;
>> http://www.zeddx81.club24.co.uk/
>>
>>
>>
>
>

1066. Re: Who is interrested in a Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <PeGg5.865$DA.101714@news.flash.net>
Source record: 59155

On 29 Jul 2000 18:54:08 , "Vlierus" wrote:
>A friend of my is busy making one.

For what system? PC? Mac? Unix? Other?

Mike Freeman
nameerf@flash.net

1067. Re: Who is interrested in a Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: Vlierus&#65533; <vlierus@hotmail.com>
Message-ID: <398344f5$0$5155@reader4>
Source record: 59156

Michael and Nicole Freeman <nameerf@flash.net> schreef:
> On 29 Jul 2000 18:54:08 , "Vlierus&#65533;" wrote:
> >A friend of my is busy making one.
>
> For what system? PC? Mac? Unix? Other?
It's for the PC, BeOS and DOS.

TIA

1068. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <39834bd4$0$18634@news.zetnet.co.uk>
Source record: 59157

On 29 Jul 2000 19:27:43 , Michael and Nicole Freeman wrote:
>On 29 Jul 2000 18:54:08 , "Vlierus" wrote:
>>A friend of my is busy making one.
>
>For what system? PC? Mac? Unix? Other?

```
Shouldn't really matter. If you don't have the chosen host
machine, run an emulation of it! ;-)
```

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1069. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <964943522-159427AEicMi@cwcom.net>
Source record: 59158

From: "John Kolak" <jkolak@jps.net>
Date: Fri, 28 Jul 2000 20:59:14 GMT

>We're just glad to have you here. Makes a good chance to practice your
>English anyway. I should work on my German! I get some practice with the
>software support slowly shrinking to Deutschland though!

Translated anything lately? Would be a good idea to post a list of what you've
done to save others from repetition. How about setting up a download site?

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1070. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Z_qg5.42$9l.3663@nsw.nnrp.telstra.net>
Source record: 59240

John Kolak wrote in message <39737531.E61E8DB8@jps.net>...
>You must be smoking pot. My P120 is nowhere near as fast as my 50MHz
>030.
>

Maybe you _should_ be smoking pot if you think that your '030 has anywhere near the processing power of any Pentium processor.

Try playing some MP3's sometime... Incidentally, I can play MP3's just fine on my old 486DX50... using a DOS based MP3 player. No skipping, full 16bit stereo playback at the highest rates.

Now you try on your '030 and enlighten us all as to how well your '030 performed...

1071. RE: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: David Galvez Carles <dagalcar@euitiv.upv.es>
Message-ID: <pmsg5.3243$87.21074@telenews.teleline.es>
Source record: 59241

>
> The Epson Stylus Color x00 and x40 printers are ESC/P2 class
> printers and all use the same driver, which is a (compatible)
> superset of the dot matrix ESC/P printers. So is the Epson
> Stylus Photo 750. The Epson Stylus x60 printers are ESC/PRaster
> class printers and all use a different driver. They are NOT
> ESC/P2 compatible (but I rather suspect they are ESC/P
> compatible, hence my predictions of the 360dpi color and black
> modes).
>
Hello.
I bought an Epson Stylus Color 460 to work with my Falcon with NVDI 5. The printer works but very, very ,very slow. It takes a couple of minuts to print a text page (no pictures) with TTF fonts and more than 10 minuts to print a doc with two pictures. I use the NVDI Epson 400 driver. I thought that was a Falcon problem but reading your messages talking about no compatibility between Epson printers i think this is the problem.
To print the single text doc i select 360 dpi and black&white option in the NVDI printer CPX module. To print the doc with the pictures i select 360 dpi and full color options.
Can anybody help me?
Thank you
David Galvez

1072. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <39828C59.8778EBB7@psu.edu>
Source record: 59242

Greg Goodwin wrote:
>
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: atarigalen <kNOkSPAM@uia.net.invalid>
> > "John Kolak" <jkolak@jps.net> wrote:
> >> Sure, why not. I've long decided that Atari is a legitimate
> >> hobby even if we are falling behind the power curve. If people
> >> can have a Porsche in the driveway and restore a 55 Chevy, we
> >> can have the latest computers and still tinker with Atari.
> > Amen!
> > (Although in my case, it's more like having a minivan in the
> > driveway and tinkering with a 72 Maverick.)
> > Galen
>
> And I guess a PC would be more equivalent to a mini-van, wouldn't it. ;)
>
> Was it John Kolak that mentioned being able to use the 1.44 disks in the
> Macintosh Spectre mode? That is incredible.
>
> So did it format as a 800K or 1.44K disks?
>
> Doctor Clu
>

I tried this last night to no avail. I must have been doing something wrong as everything works independent of each other. When I try to book from a floppy in Mac Mode it simply will not work. Sometimes it sees it as a system disk and then eventually craps out or refuses to see it as a system disk and craps out. (no lock up or anything, it just flashes "A" or "B" depending on where I try.)

If the person who did this could tell me what EXACT procedure should I follow, I would be grateful1

-Marlin

1073. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8lu9nd$c9e$1@snipp.uninett.no>
Source record: 59243

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:

>>It's possible that there are operating systems with faster GUIs than
>>Windows, but X/unix (the only alternative with some half-decent apps) is
>>definitely not. Windows might suck, but so does it's usable alternatives.

> Have you tried Beos? It works very nice even on slow PCs.

Indeed. But you need applications as well, and there aren't many
available.

> Even if you could not find a suitable OS, then it is still not viable to
> rate the CPU performance based on windows.

That's true. I just don't agree with agree with your definition of a
"decent OS" ;-) A fast OS is nice, but it's more important that it's
usable.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1074. Re: CDRW questions

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3982abac$0$18634@news.zetnet.co.uk>
Source record: 59244

On 24 Jul 2000 12:10:18 , JI Logan wrote:
>On 23 Jul 2000 17:49:20 , Charles Richmond wrote:
>
>|In English, we call misburnt CDR's: coasters. A coaster is a little
>|piece of wood, plastic, or paper that you place on a table to put your
>|drinking glass on. It keeps the moisture from the table top. The CDR's
>|become coasters because that is all they are good for after you screw
>|them up...
>
>Tying a series of them on a piece of string over your vegetable
>patch is said to be very good for keeping the birds away.

More than 'is said', it works, I know, I use the ones so generously
donated by those kindly people at AOL, Compuserve etc. on my allotment!

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

1075. FAQ anyone?

Newsgroup: comp.sys.atari.st
Date: 2000-07-29 00:00:00 UTC
From: Zedd-&#65533;8&#65533; <zeddx81@NOSPAM-yep.com>
Message-ID: <8lup57$398$1@gxsn.com>
Source record: 59245

```
Before I storm in with a really lame
ST related question and get flamed to
a light charred state, can someone point me
in the direction of the FAQ. ;)
```

Zedd-&#65533;8&#65533;
http://www.zeddx81.club24.co.uk/

1076. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8lvoml$a25$1@plutonium.btinternet.com>
Source record: 59159

"Vlierus" <vlierus@hotmail.com> wrote in message
news:39830b44$0$15977@reader3...
> A friend of my is busy making one.
>
> TIA
>
>

Heard it all before

1077. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007300056200.109-100000@TT030>
Source record: 59160

On Sat, 29 Jul 2000, Bill F wrote:

> Regarding the advice in this thread to remove the termination resistors
> at the TT's SCSI port when an external SCSI drive is connected.
>
> I got out my TT owners manual and on page 1-12, in effect it says, to
> add an external SCSI drive, turn off power, plug in SCSI cable, turn on
> power.

It's a pity the manual is that vague. Some how I'm suppose to magically know the TT has T-style chain, and I just find this out only a few days ago on this thread. I don't see where a generic scsi faq is helpful if you don't know that you have a T-style chain to begin with or how to identify one. I still say some simple block diagrams specific to Atari models would help people.

> It is puzzling that Atari Corp would not say anything in the TT owners
> manual about the terminators at the port if it was really necessary to
> remove them. Would Atari design the TT so that it required opening up
> the case and removing terminators just to add an external drive? Is it
> possible that Atari incorporated some circuitry to automatically
> disable the internal terminators if an external drive is connected?
> Has anyone here ever seen any official documentation from Atari Corp
> about TT SCSI port termination?

I've had 3 devices hanging out there for nearly 8 years now and those resister packs you mention have been intact. Also the internal drive was shipped to me with it's term missing. So by all standards it should of failed misserably. I managed to find an old drive that was identical to mine and have put the term in place, I also pulled the packs from the motherboard. It all works just as it did before. I'm baffled. ;-)

> None of my Macs require fiddling with internal terminators to add an
> external SCSI drive, and it seems like a very similar situation on both
> the TT and the Macintosh.

So after 8 years of improper termination, it is now correctly terminated I hope. hehe

---
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1078. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007300110140.109-100000@TT030>
Source record: 59161

```
On Sun, 30 Jul 2000, Atari Active wrote:

>
> "Vlierusï¿½" <vlierus@hotmail.com> wrote in message
> news:39830b44$0$15977@reader3...
> > A friend of my is busy making one.
> >
> > TIA
> >
>
> Heard it all before

Indeed. It used to be the amiga was impossible to emulate,
and now it appears the Falcon is the one.

-----------------------------------------------------------------
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

1079. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Vlierus&#65533; <vlierus@hotmail.com>
Message-ID: <3983ecb3$0$6181@reader4>
Source record: 59162

Lonny Pursell <atari@SYNTAX.ERROR> schreef :
>
> Indeed. It used to be the amiga was impossible to emulate,
> and now it appears the Falcon is the one.
It's not impossible...
The blitter is working, keyboard and mouse are als functional,
all Falcon resolutions are supported
He hopes in about 3 weeks put a demo on the internet.

TIA

1080. [HELP] php

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: bruno.aubin@free.fr
Message-ID: <wOUg5.802$Tl2.3208340@nnrp3.proxad.net>
Source record: 59163

N'ayant pas trouv&#65533; de forum sur php et ayant, depuis 1 semaine, un probl&#65533;me insoluble sur php, je me suis dit que, peut-&#65533;tre, certains "potes" du fcsa (peut-&#65533;tre les linuxiens ?) pourraient m'aider. A d&#65533;faut de r&#65533;ponse, au moins m'envoyer sur une mail list, ou un autre forum ou l'on parle de php EN FRANCAIS (je ne suis pas anglophobe, mais &#65533;a me prend la t&#65533;te que partout o&#65533; l'on a besoin de quelque chose d'important, il faille parler la langue de jexpire).

Mon probl&#65533;me est le suivant. Je suis h&#65533;berg&#65533; chez free depuis peu, et j'utilise le php3 (c'est ce qu'ils ont). Lorsque j'ex&#65533;cute un certain script contenant le code suivant :

```
....
$liste_bro=fopen("browsers","r+");
$i=0;
fseek($liste_bro,$i);
while ($ligne=fgets($liste_bro,78)
{
$buf=unpack("A10type/A64browser/lint",$ligne); //ligne 45
...
$i=$1+1;
fseek($liste_bro,78*$i);
}
```

L'interpr&#65533;teur php+Apache sur free me renvoient le message suivant :
"pack typel: not enought input, need 4 have 1 in your script on line 45"

Alors j'ai fait diff&#65533;rents essais. Cela ne vient pas du fichier, ni de la longueur lue, ni de fseek (qui marche impeccablement ici, contrairement au seek de perl sur Magic On Line), mais bien de quelque chose qui doit manquer dans "A10type/A64browser/lint" et plus particuli&#65533;rement dans le type "l". Les autres types (A10 et A64 marchent, j'ai test&#65533; ce format sans le type l).

Alors si vous voulez continuer &#65533; voir &#65533;voluer mon site Internet, une aide pour ce probl&#65533;me (une VRAI r&#65533;ponse de quelqu'un connaissant la programmation php SVP) me serait vraiment pr&#65533;cieuse. Autrement pour les autres scripts, je pense me mettre au SGBDR Oracle 7 et 8, dont la version 8 est aussi Orient&#65533;e Objet.

Je signale &#65533; tous les programmeurs que, tout comme perl, php est aussi orient&#65533; objet.

Voil&#65533;. J'esp&#65533;re avoir une r&#65533;ponse tr&#65533;s prochainement...

axolotl (Bruno AUBIN)

1081. [WEB] New Aniplayer 2000 v 2.12

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <8m18k9dur1@wanadoo.fr>
Source record: 59164

Hi,

The latest version of Aniplayer (2.12) is on my site:
MPEG movies with sound are played. On Falcon DSP is used for sound,
so it's better to have a CT2 or an AB040. DSP is used for pictures
if 'shut-off sound' is checked. You can save sound in AVR/WAV/AIF/MP2
or movie in AVI/MOV (a good idea for a slow machine). Another
possibility is to save sound into a WAV in the same directory of the
MPEG file and after when the MPEG is started again, Aniplay replaces
the sound played (compressed MP2) of the MPEG by the WAV file not
compressed. The better solution for MPEG seems a Milan 060 with Deesse
card or a Falcon 030 with a CT60 (http://www.czuba-tech.com/).
Without DSP, a 68060 is a minimum...

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

1082. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8m041qnc1@nd.eastky.net>
Source record: 59165

On 27 Jul 2000 13:33:09 , Brian Hutchinson wrote:

Just wanted to add my 2 cents on the CT2B.

Yes I did it myself with excellent results but I did have one or two problems
at first which I fixed by trial and error.

I did have the Toggle switch wired up wrong, but was easy to fix.

I did not do the VGA adapter modification and I do use the Stock Atari
VGA adapter with a 17' SVGA monitor with no problems at all.
I get 800x608 in True Color Mode which I use all of the time because
I'm much into Graphics and Video. However I can easily go way above
1280x960 in 256 colors if I want. And it is Clear as can be. So I am
not sure why the modification is suggested??

No one has gave me a clear answer as to what I would gain by doing this
modification, at least I've not seen it. If you know then please e-mail me.

The main problem I had was with the Falcon SCSI system in Turbo Mode.
My SCSI devices were not being seen. I fixed this by replacing Centek's
resistor on the SDMA with a 100 ohm resistor and have had no problems with the
SCSI devices at all. Now I'm not sure how this would work on other
CT2B Falcons. But it was needed for mine to work properly.
The timing of the Falcons SCSI port signals need to be right or you will
run into problems with SCSI devices. My CT2B needed the 100 ohm resistor
to get the timing of the SCSI signals were they should be.
I have 4 SCSI devices, 2 hard drives, 1 CDR and 1 CDROM.

If you are having problems with your SCSI devices then try replacing
Centeks resistor on the SDMA with a 100 ohm. Actually it may not even
need to be that high of a value. This should be very simple to do.

Also want to add here that before I fixed the SCSI problem. I had to unplug
my SCSI cable from the Falcon before I could use the CT2B. The Falcon would
freeze when trying to access the SCSI devices on bootup until the resisor was
replaced.

Now I use CECILE in the Flash (latest version) for Turbo Mode and HD Driver for standard
Falcon mode. It is as stable as a stock Falcon in Turbo Mode and standard
mode. No problems with anything except for trying to run games or some
demos in Turbo mode. Have noticed a slight problem when using Video
Master Falcon in Turbo mode, but I think there maybe a way to fix it.
Wouldn't trade it for the latest PC on the market.

phantomm@eastky.net

1083. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Brian Hutchinson <bthutch@earthlink.net>
Message-ID: <398467B6.411EA40D@earthlink.net>
Source record: 59166

Hi,

I am using the grey Atari VGA adapter. I have two of them. One goes to a 13 pin round din type connector .... an Atari monitor which I don't have.

The other one I have goes to a SVGA connector and this is the one I am using to hook up to my MAG 17" monitor.

Do I need to do the mod or not? Did I misunderstand something?

Thanks for the reply,

Regards,

Brian

Derryck Croker wrote:

> From: Brian Hutchinson <bthutch@earthlink.net>
> Date: Fri, 28 Jul 2000 01:09:50 GMT
>
> >I need some ideas. I've checked all of the obvious stuff. A hardware
> >engineer at work looked over my job so I would have an independent check and
> >all was good. I need to know how to tweak things now.
>
> The obvious thing to do would be to replace the resistor you removed from the
> back of the motherboard. You don't need to perform the video mod if you aren't
> using the official Atari video adaptor if I understand the situation right.
>
> I'd recommend emailing Rodolphe with your queries, also there's some info on
> Robert Schaffner's Doitf030 pages (you'll need a key to unpack the archives).
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

1084. STuff for Sale

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Bill Repetto <brepetto@mindspring.com>
Message-ID: <8m1gq2hgh1@slb6.atl.mindspring.net>
Source record: 59167

Gotta get rid of some of my ST gear :(

check these out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396224179

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396225817

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396226655

1085. Re: STuff for Sale (Should be Auction)

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8m1haffvi1@plutonium.btinternet.com>
Source record: 59168

"Bill Repetto" <brepetto@mindspring.com> wrote in message
news:8m1gq2hgh1@slb6.atl.mindspring.net...
> Gotta get rid of some of my ST gear :(
>
> check these out:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396224179
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396225817
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396226655

Are you sure you don't mean stuff for Auction??

1086. data tranfer

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: leg <lesNOleSPAM@legbonnet.freeserve.co.uk.invalid>
Message-ID: <05108cf7.21cefd7b@usw-ex0106-044.remarq.com>
Source record: 59169

can cubase arrangments be converted or used on a P.C
having hundreds of arrangment and song files which were done on the
1040 ST some years ago, i now want to use them again but can't find
away of doing this. ive tried converting to midi, but the PC wont read
them. help......please.

regards leg.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

1087. FS: Polyframe 1.2, ST RAM cards for Falcon,...

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <8m1j5mefs2@as102.tel.hr>
Source record: 59170

FS:

- Polyframe 1.2, with dongle, German manual, original leather case
- ST RAM cards for Falcon 030, 4 (original) and 14 (72 pin SIMM FP or EDO) Mb, fully functional
- SCSI case 3.5" for hdd, ID switch, 50-50 connectors, functional
- Atari joystick, new

make an offer

Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2

1088. STuff for Sale, erm! auction

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <DMKqClAvGFh5EwEO@steverosie.demon.co.uk>
Source record: 59171

In article <8m1gq2hgh1@slb6.atl.mindspring.net>, Bill Repetto
<brepetto@mindspring.com> writes
>Gotta get rid of some of my ST gear :(
>
>check these out:
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396224179
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396225817
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396226655

It would be nice if posters of auctioned items would state what they are auctioning instead of just the link. There are users/reader that use a separate program to read articles, and have to exit the program to run a browser. And it would be nice to know whether or not the items are of interest without having to go through a link.

While I'm at it people could list items they have for auction, that are relevant to the newsgroup, and instead of having lots of auction links, why not just have ONE that links to ALL the items they have up for auction!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1089. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39845cce$1_2@athena.netset.com>
Source record: 59172

In article <Z_qg5.42$9l.3663@nsw.nnrp.telstra.net>,
Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>John Kolak wrote in message <39737531.E61E8DB8@jps.net>...
>>You must be smoking pot. My P120 is nowhere near as fast as my 50MHz
>>030.
>>
>
>Maybe you _should_ be smoking pot if you think that your '030 has anywhere
>near the processing power of any Pentium processor.
>
>Try playing some MP3's sometime... Incidentally, I can play MP3's just fine
>on my old 486DX50... using a DOS based MP3 player. No skipping, full 16bit
>stereo playback at the highest rates.
>
>Now you try on your '030 and enlighten us all as to how well your '030
>performed...
>

MP3's aren't necessarily the only judgement of processor
speed. Considering that alot of Intel platform software uses the boards
in your system to help with the processing. If you had a sound card from
1987 I imaging your performance would not be as wonderful as you say it is
now.

The Falcon given it's DSP chip can play back MP3's quite well, and
the DSP in the Falcon is somewhat of a childrens toy compared to what is
on PC sound cards these days.

If you want to compare something more valid, why don't you look at
something like displaying a JPG image. The TT easily compares to a 486 in
this case. If you start talking about actual system feel. Give your PC
windows 3.11 (unless you really want to compare DOS and TOS directly) so
that you are comparing two GUIs. You will see then that an 030 for most
user interaction compares just as nicely as a slow Pentium chip. If not
faster. It wasnt' til the leap to PII that my office PC finally got the
text display etc functioning as quickly as it did on my Atari at home.

Sorry if you don't like the above but I think you are the one who
has been smoking POT.

Dan Ackerman
aka baldrick@netset.com

1090. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <398470C7.BA743C96@chorus.net>
Source record: 59173

Thanks Uwe,

I never thought of looking there!

SAK

Uwe Seimet wrote:

> Steven Kaleita wrote:
>
> > > Does anyone know where to look for the dip switches inside the TT that
> > > change the Scsi ID of the TT?
>
> There are no DIP switches at all. Please refer to the HDDRIVER manual on
> how to change the TT's SCSI ID.
>
>

1091. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: steve666@clara.co.uk
Message-ID: <1eell54.l3wv961x8b2n4N%steve666@clara.co.uk>
Source record: 59174

I'll be interested to know how you go on with this. As I've always
wanted to connect my Falcon to my AppleTalk network.. but via this SCSI
way may finally be the answer for me. This'd be great for transfering
files :)

Thanks, Steve

> Thanks Uwe,
>
> I never thought of looking there!
>
> SAK
>
> Uwe Seimet wrote:
>
> > Steven Kaleita wrote:
> >
> > > Does anyone know where to look for the dip switches inside the TT that
> > > change the Scsi ID of the TT?
> >
> > There are no DIP switches at all. Please refer to the HDDRIVER manual on
> > how to change the TT's SCSI ID.

1092. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8m204imaa1@draco.stochastik.rwth-aachen.de>
Source record: 59175

In article <VtDg5.659$Vr6.57660@news.goodnet.com>,
Jared Falvo <luposian@mailcity.com> wrote:
>From what I've seen, the Milan040 "Atari ST" computer is a serious
>hodge-podge of PC motherboard design, mixed with a 68040 processor and a
>mutant TOS. It may look like it's an Atari onscreen, but I think what
>they've done is taken the corpse of the Falcon030 and thrust it into the
>vile den of PCdom (slots galore with all the compatibility issues (is this
>or that card supported by MutanTOS?) and plain motherboard ugliness and a
>tower case. Not how I envisioned my future Atari to look/act at all.

First, the Milan is not like a Falcon at all - more like a TT, if anything.
You can like or dislike the choice of a standard case and keyboard/mouse,
but it makes sense (because you can't manufacture custom-made
keyboards/mice/cases in such low volumes for a good price, and ST/TT
keyboards are not available anymore).

About plug-in cards: TOS does not need to support them. TOS initializes PCI
cards, and then you need a driver for your cards - just like with any VME
card in a TT, or any falcon extension (NOVA etc.). Having slots just makes
installation of these extensions easier to the end-user, because no
soldering and no modifications to the case are required.

The modifications to TOS are needed to support the new hardware - Atari did
the same with every model. Using an unmodified TOS fixes you to unmodified
hardware (or at least register-level compatibility), which is more expensive
and unflexible, because you can't add new features.

You don't have to like this approach, but it makes sense in terms of
offering a good performance and compatibility for a reasonable cost.

cu
Michael

(Milan TOS/hardware developer)
--
In the beginning there was nothing, which exploded.

1093. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8m20hg$md0$1@draco.stochastik.rwth-aachen.de>
Source record: 59176

In article <39845cce$1_2@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>
> MP3's aren't necessarily the only judgement of processor
>speed. Considering that alot of Intel platform software uses the boards
>in your system to help with the processing. If you had a sound card from
>1987 I imaging your performance would not be as wonderful as you say it is
>now.

Huh? the standard PC sound card does nothing to help the CPU decode/play
mp3s. The trend in modern low-cost PC cards is to offload even more tasks
(liek waveform synthesis) to the host CPU, since it is "fast enough" and
makes the card a bit cheaper.

All a basic PC soundcard does is take the data from memory and D/A-convert
it - which is about the same that a falcon can do using it's sound DMA
without the DSP.

> The Falcon given it's DSP chip can play back MP3's quite well, and
>the DSP in the Falcon is somewhat of a childrens toy compared to what is
>on PC sound cards these days.

No - there may be DSPs on some cards, but these tend to be fixed-program
ones which are used for 3D-effects or similar, but are not freely
programmable (and are definitely not used by programs like winamp).

> If you want to compare something more valid, why don't you look at
>something like displaying a JPG image. The TT easily compares to a 486 in
>this case. If you start talking about actual system feel. Give your PC

I doubt this. Take a Pentium-90 or even a Pentium-60 and some optimized JPEG
routines (like those used on the TT), and the PC will be a lot faster. My
P-133 was even faster on such tasks than the TT when using the TOSwWIN
emulator ...

cu
Michael
--
In the beginning there was nothing, which exploded.

1094. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8m20mj$me8$1@draco.stochastik.rwth-aachen.de>
Source record: 59177

In article <290720002243099255%flipflapx@coastalnet.com>,
Bill F <flipflapx@coastalnet.com> wrote:
>
>It is puzzling that Atari Corp would not say anything in the TT owners
>manual about the terminators at the port if it was really necessary to
>remove them. Would Atari design the TT so that it required opening up

What do you expect - they even did the TERMPWR connections wrong.

>the case and removing terminators just to add an external drive? Is it
>possible that Atari incorporated some circuitry to automatically
>disable the internal terminators if an external drive is connected?
>Has anyone here ever seen any official documentation from Atari Corp
>about TT SCSI port termination?

I have seen the schematics and the SCSI standard, which is enough to know
that the internal terminators are not automatically disabled and *need* to
be removed.

cu
Michael
--
In the beginning there was nothing, which exploded.

1095. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39849990260470@tripnet.se>
Source record: 59178

On Sat 29-07-2000 07:48 (GMT) Marlin Bates, IV wrote:

>If the person who did this could tell me what EXACT procedure should I
>follow, I would be grateful1

It was me. After thinking this over I'm not so sure anymore that I
actually managed to use 1.44 floppies with GCR.

I do know for sure that I could not read floppy A in Mac mode unless I
did a read operation in Atari mode just before starting GCR. Maybe I
had a 1.44 normally inserted from startup and had to put in an Atari
formatted 720 disk for reading to make the emulator use Mac 800 disks.

Anyway I was able to use floppy A just fine with GCR after this
operation. This would make sense if GCR has no built in handling of
changing the steprate etc.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1096. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39849083$0$18632@news.zetnet.co.uk>
Source record: 59179

On 27 Jul 2000 23:12:10 , Chris Simon wrote:
>On 27 Jul 2000 22:25:42 , Charles Stanley wrote:
>>So, how do I pay my subscription and register for it? I can't find any
>>info in the docs supplied in the Demo (info must be there somewhere?).
>
>I ordered it from the web site (www.rom-logicware.com) - on a PC I'm
>afraid as it uses SSL! Or send an email to mail@rom-logicware.com or
>support@rom-logicware.com for info.

Thanks, Chris.

1097. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <e_1h5.914$h54.3583015@nnrp3.proxad.net>
Source record: 59180

>
> I did not do the VGA adapter modification and I do use the Stock Atari
> VGA adapter with a 17' SVGA monitor with no problems at all.
> I get 800x608 in True Color Mode which I use all of the time because
> I'm much into Graphics and Video. However I can easily go way above
> 1280x960 in 256 colors if I want. And it is Clear as can be. So I am
> not sure why the modification is suggested??
>
> No one has gave me a clear answer as to what I would gain by doing this
> modification, at least I've not seen it. If you know then please e-mail
me.

> phantomm@eastky.net
>

!!!!
You should read again the CT2 fitting manual !!!!
It is clearly said :

If you have need to use the external clock AND IF you have an atari moulded
vga adaptor !!!!
It is clear that if you use a 17' multisync (!) monitor, you use the 50 MHz
master clock, NOt the external clock !
SO, the problem of the VGA moulded adaptor is not your problem !!!

I really bored by people that don''t know READ a manual !!
I think I will not write a manual at all, next time !!

AND is not OR !! ok ??!

1098. Loaded TT030@48mhz for sale

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Jim Donovan <jtdon@direcpc.com>
Message-ID: <fp2h5.204$TX2.11826@news.direcpc.com>
Source record: 59181

Before I put this on ebay I wanted to offer it in this newsgroup first. This TT030 has
4 megs ST-ram & 4megs Fast-ram, a Quantum 540 meg Harddrive loaded with software (most major programs), an AlberTT 800*600*16 VME graphics card, an NEC Cdrom drive CDR25BJ, a Syquest 555 - 44meg removeable drive with 5 cartridges and an Adaptec 1505 Scsi card for your PC. This enabled me to surf
the web on my PC and download and easily move programs to and from my TT and PC. I used programs on both since I have MagicPC and other emulators. There is a VGA monitor also which someone can have if they want it, but it only does 640x480 so it won't work with the AlberTT video card. Includes mouse and keyboard.
pictures of the setup can be seen at:
http://www.pixhost.com/pixj/jtdon/ttplus.jpg shows the setup

http://www.pixhost.com/pixj/jtdon/ttpic2.jpg shows Gemview running at 800x600 showing a couple of .tif images.

http://www.pixhost.com/pixj/jtdon/cyrel.jpg shows a screen shot of cyrel software showing CPU mhz and available memory.

The 800x600 video card makes using spreadsheets and drawing, cad programs much easier to use.

This is a fast, easy to use setup, ship to US only

questions, offers to jtdon@direcpc.com

also available MegaST4 w/ 125 meg HD, color & mono monitors
1040ST w/2.5 meg memory 42 meg HD, color monitor

1099. Re: Dead SCSI on a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200007301234.a31686@su2.maus.de>
Source record: 59182

Hi Lonny,

LP>Some how I'm suppose to magically know the TT has T-style chain,
I don't think so, for I suppose the chain to be like the following:

t'tor <-> internal drive(s) <-> TT <-> external drives <-> t'tor

Und TTschï¿½
ps

1100. Re: STuff for Sale

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007302115030.89-100000@TT030>
Source record: 59183

On Sun, 30 Jul 2000, Bill Repetto wrote:

> Gotta get rid of some of my ST gear :(
>
> check these out:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396224179
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396225817
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396226655

Since you tricked me into reading this I'll reply by saying
that I often buy Atari items but never thru ebay.
I hate ebay, the prices are often inflated, and stuff is often
labeled rare when it is not. If you intend to auction, at least
say so in the subject line. ;(

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1101. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007302117470.89-100000@TT030>
Source record: 59184

On Sun, 30 Jul 2000, Vlierusï¿½ wrote:

>
> Lonny Pursell <atari@SYNTAX.ERROR> schreef :
> >
> > Indeed. It used to be the amiga was impossible to emulate,
> > and now it appears the Falcon is the one.
> It's not impossible...
> The blitter is working, keyboard and mouse are als functional,
> all Falcon resolutions are supported
> He hopes in about 3 weeks put a demo on the internet.

I've no use for it, I have a real one that is completely functional.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1102. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3984dbb4_2@athena.netset.com>
Source record: 59185

In article <Pine.MNT.4.10.10007310124440.223-100000@rakas>,
=?ISO-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org> wrote:
>On 2000-7-30, Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de>...:
>
>> Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>> >
>> > If you want to compare something more valid, why don't you look at
>> >something like displaying a JPG image. The TT easily compares to a 486 in
>> >this case.
>>
>> I doubt this. Take a Pentium-90 or even a Pentium-60 and some optimized JPEG
>> routines (like those used on the TT), and the PC will be a lot faster.
>
>Bear in mind that the Falcon030 was designed in 1992 or so.
>
>Take a PC from back then, which was probably a 386 running
>Windows 3.11 or DOS. Then, the Falcon shines.
>

You got it. I like how the previous responder completely missed
what I said. I said an 030 was easily comparable to a 486 in jpg
decompression and they went on to say they doubted as a p90 was better
than a TT.

As to the MP3 playback we have at least 1 sound card at work that
has mp3 decompression directly on the board. But I guess since some of us
actually like using our atari hardware, we must not know our asses from
the proverbial hole in the ground.

I suggest this thread move to advocacy. Maybe
comp.sys.mine.is.bigger.than.yours...

Dan Ackerman
aka baldrick@netset.com

1103. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-07-30 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3986016c@fmlynet.org>
Source record: 59186

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Marlin Bates, IV" <mcb242@psu.edu>
>> So did it format as a 800K or 1.44K disks?
>>
>> Doctor Clu
>>
> I tried this last night to no avail. I must have been doing something
> wrong as everything works independent of each other. When I try to book
> from a floppy in Mac Mode it simply will not work. Sometimes it sees it
> as a system disk and then eventually craps out or refuses to see it as a
> system disk and craps out. (no lock up or anything, it just flashes "A"
> or "B" depending on where I try.)
> If the person who did this could tell me what EXACT procedure should I
> follow, I would be grateful1
> -Marlin

Apparently we heard wrong about the high density disks. Oh well.
Would have been nice had it worked.

Doctor Clu

So what kind of stuff do people like to do with Spectre? (What programs?)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1104. FS (UK) Ishtar and Ishtar2 games for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: CHMCAW@leeds.ac.uk
Message-ID: <2000Jul31.092651.11875@leeds.ac.uk>
Source record: 59096

I have a copy of "Ishtar Legand of the Fortress" and "Ishtar2 Messenger of
Doom" falcon games.
Original boxes, discs, books
Excellent condition

5 pounds plus postage for them both

Chris
chmcaw@leeds.ac.uk

1105. FS (UK) Cheap Atari Software

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: CHMCAW@leeds.ac.uk
Message-ID: <2000Jul31.093926.14454@leeds.ac.uk>
Source record: 59097

I need to clear some room!

"Kuma K-Spread 4" spreadsheet
manual and original discs but no box - 5 pounds

Pack of 40 Bitstream True Type Fonts
for NVDI or SpeedoGDOS, in original box - 7 pounds

"Papyrus Gold" (V3) wordprocessor
Original manual, discs, box. Excellent condition - 7 pounds

"Calligrapher Professional" wordprocessor
manual, discs, grammer checker, no box - 5 pounds

"Superbase 3" database and text editor
Original manual, discs, but no box - 5 pounds

"Autoroute" UK route planner
Original discs, no manual - 3 pounds

or 25 pounds for the lot
postage extra

Chris
chmcaw@leeds.ac.uk

1106. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8m3mb9$3gn$1@draco.stochastik.rwth-aachen.de>
Source record: 59098

In article <3984dbb4_2@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>
> You got it. I like how the previous responder completely missed
>what I said. I said an 030 was easily comparable to a 486 in jpg
>decompression and they went on to say they doubted as a p90 was better
>than a TT.

Correct. Since the thread started with a comparison of a pentium-class PC
with atari hardware, I missed that it had shifted down to a 486 by now.

> As to the MP3 playback we have at least 1 sound card at work that
>has mp3 decompression directly on the board. But I guess since some of us
>actually like using our atari hardware, we must not know our asses from
>the proverbial hole in the ground.

Nice - however, that would not be any of the cheap SB16 or compatible
cards (or the PCI versions) which you get with every PC.

Actually, what card exactly is this? it might be interesting for Milan/hades
owners with a 040 CPU.

cu
Michael
--
In the beginning there was nothing, which exploded.

1107. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Canadian CoCo Nut <canadiancoconut@my-deja.com>
Message-ID: <8m4i13$ab4$1@nnrp1.deja.com>
Source record: 59099

I would like to see the Emulator do what the DSP inside the Falcon can do. Way back when I came across a public domain program the would use the DSP to turn the Falcon into an FM radio with tuning. I have since lost the program.
--
Canadian CoCo Nut

Sent via Deja.com http://www.deja.com/
Before you buy.

1108. Re: data tranfer

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8m4jjtbpg1@nnrp1.deja.com>
Source record: 59100

In article <05108cf7.21cefd7b@usw-ex0106-044.remarq.com>,
leg <lesNOleSPAM@legbonnet.freeserve.co.uk.invalid> wrote:
> can cubase arrangments be converted or used on a P.C
> having hundreds of arrangment and song files which were done on the
> 1040 ST some years ago, i now want to use them again but can't find
> away of doing this. ive tried converting to midi, but the PC wont read
> them. help......please.
>
> regards leg.

Go here:

http://www.egroups.com/files/atari-midi/

and look for GEMEXPLOR.ZIP

It is a utility that lets you read Atari Discs! (found out about this
from this newsgrp!) I am pretty sure you can then just transfer the
files to your PC hardrive, however one at a time. Hopefully Cubase will
be able to read it.

The only other alternative is to get a real Atari with Cubase and
convert them to midi files.Just remember to use DOS-formatted 720K
Discs to do the transfer as discs formatted from the Atari desktop will
not work, which might be the problem you are having. On the same link
above there is a Utility for Atari called HCOPY17 which formats a dos
disc on the Atari desktop.

hope this helps.

BTW..if you have an Atari, the Link above is a treasure of Freeware and
Shareware.

Tim Conrardy

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

1109. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8m4ibd$6ci$1@uranium.btinternet.com>
Source record: 59101

"reddish" <drojo1NOdrSPAM@yahoo.com.invalid> wrote in message
news:055c142a.e3822778@usw-ex0103-019.remarq.com...
> "Atari Active" <atariactive@btinternet.com> wrote:
> >Until Atari Active is launched ;)
>
> Ok, but... what is (or will be) Atari Active???
> Sounds interesting anyhow, we need some "activity" :).
>
> Daniel.
>
>
>

A new Atari website with news, reviews, features, interviews, downloads etc.
A magazine on the net :))

URL coming soon, unless you know it already :)

Simon

1110. Re: HELP! re: Teddy Term

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8m4ids$6m6$1@uranium.btinternet.com>
Source record: 59102

I believe Teddy Term is seriously affected by the millenium bug :(

Simon

"John S. Gray" <ag352@chebucto.ns.ca> wrote in message
news:8m2ljakvj1@News.Dal.Ca...
> I used to love that shareware telecomms PRG, TEDDY TERM. I used it for two
> years. Suddenly, it is as if every copy of it is corrupt.
>
> When I boot TTERM, it thinks I'm already on-line when I haven't even
> gotten to the dial screen. Go to the dial screen, nothing happens. Moden
> LED's show that it's at rest and off the hook TR, MR. and HS lit, all
> others dark, as it should be, yes?
>
> Someone gave me a copy of Flash 1.6 and it doesn't have this problem. But
> it's restricting my downloads to the ancient Xmodem protocall AFAIK. I
> liked TEDDY TERM.
>
> my system: 1040STe TOS 1.62 4/540 ICD 16mHz AdSpeed card/Cardinal 9600v42
> modem
>
> MEANWHILE, my wife's copy of TEDDY TERM in her Mega STe (TOS2.05. Seagate
> 42mB HD/Zoom 2400 modem) now says NO DIALTONE.
>
> What is it with that software? is it just set to go off?
>
> I attend 2 different Atari User Groups and nobody has a clue about this,
> seemingly.
>
> John S. Gray
> XEST fanzine editor (yes, there's another issue coming!!! I'm working on
> it.)
>
> Isolated out in Atlantic Canada

1111. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <8847610E6C3C382E0062254A8625692D.006225498625692D@i2notesnews.i2.com>
Source record: 59103

30 Jul 2000 20:30:59 , Charles Stanley wrote:
>On 27 Jul 2000 23:12:10 , Chris Simon wrote:
>>On 27 Jul 2000 22:25:42 , Charles Stanley wrote:
>>>So, how do I pay my subscription and register for it? I can't find any
>>>info in the docs supplied in the Demo (info must be there somewhere?).
>>I ordered it from the web site (www.rom-logicware.com) - on a PC I'm
>>afraid as it uses SSL! Or send an email to mail@rom-logicware.com or
>>support@rom-logicware.com for info.
>Thanks, Chris.
Lines: 13
Message-ID: <iwdh5.211$ck5.4846@news2.voicenet.com>
Date: Mon, 31 Jul 2000 11:35:42 GMT
NNTP-Posting-Host: 209.71.85.148
X-Complaints-To: abuse@voicenet.com
X-Trace: news2.voicenet.com 965043342 209.71.85.148 (Mon, 31 Jul 2000 07:35:42 EDT)
NNTP-Posting-Date: Mon, 31 Jul 2000 07:35:42 EDT

You could FAX your order in or call.

Try:

Phone 49 30 4999 73 73
FAX 49 30 4999 73 72

They are having German internet problems but
this should be resolved by now.

1112. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8m4pu1$gm3$1@nnrp1.deja.com>
Source record: 59104

Yup, and I want to be able to use Apex Media with an ATI- All In Wonder 128 video capture card with Rainbow Multimedia and Overlay running in the back ground. Put the Falcon Demo "Space Junk" in a small pop up window for me too.

Mikey

In article <8m4i13$ab4$1@nnrp1.deja.com>,
Canadian CoCo Nut <canadiancoconut@my-deja.com> wrote:
> I would like to see the Emulator do what the DSP inside the Falcon can
> do. Way back when I came across a public domain program the would use
> the DSP to turn the Falcon into an FM radio with tuning. I have since
> lost the program.
> --
> Canadian CoCo Nut
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1113. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8m4po8$7ec$1@plutonium.compulink.co.uk>
Source record: 59105

In message <01bff7f7$4c62f640$7793e0d8@jkolak>, jkolak@jps.net said:
>ws.cix.co.uk comp.sys.atari.st:166090
>
>This is extremely old software. I used to sell it as an Atari dealer in the
>80's. I would be very surprised if Royal Software is still around. Most
>likely only one version was issued, as Royal was not a major player in the
>Atari software arena. Your friend should really consider moving up to
>something more modern and supported like Texel.

Agreed, though I still use it for my unearned income calculations for my
Income Tax Returns! It was distributed in the UK by Robtek, also long
since disappeared.

>Mario Becroft wrote:
>> A member of our local Atari user group uses the EZCalc spreadsheet from
>> Royal Software, and has a few questions about the program.
>>
>> 1. Is there a way to calculate standard deviation with EZCalc?

There is no mention of this in the manual. The only statistical
functions offered are @SUM(list), @MAX(list), @MIN(list), @COUINT(list)
and @AVG(list).

>> 2. Is Royal Software still in business, and if so, how may they be
>> contacted?

ALmost certainly not. Their phone number used to be (503) 683-5361.

>> 3. What is the most recent version of EZCalc?

My version is V1.1

Sorry can't help further!

1114. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007311722020.97-100000@TT030>
Source record: 59106

On 31 Jul 2000, Phantomm wrote:

> I could not believe the language and name calling I read toward the very
> people who bought your products.
>
> And while I'm at it, you can damn sure cross my name off your CT060 list.
> I'll buy a damn PC before I'll put up with your crap.

I've seen such e-mails thru some sources, and I have to say
they were shocking indeed. I don't even have a centek product
and I found the language disturbing. If milan or something
don't make it over here soon, I will be forced to do something
as well.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1115. [HELP] Installation instructions for PC-Speed

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <8m4sliitv1@nnrp1.deja.com>
Source record: 59107

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Before you buy.

1116. Re: Loaded TT030@48mhz for sale

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Jim Donovan <jtdon@direcpc.com>
Message-ID: <qwmh5.218$TX2.13105@news.direcpc.com>
Source record: 59108

Joshua Kaijankoski <lord_gaiyan@hotmail.com> wrote in message
news:tEbh5.108$W_4.6758@read2.inet.fi...
> Will you sell the CaTTamaran separately?
>
> Joshua.

No, the TT would lose too much of it's value w/o it.

1117. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3985f559$0$18633@news.zetnet.co.uk>
Source record: 59109

On 30 Jul 2000 21:36:50 , Michael Schwingen wrote:
>In article <VtDg5.659$Vr6.57660@news.goodnet.com>,
>Jared Falvo <luposian@mailcity.com> wrote:
>>From what I've seen, the Milan040 "Atari ST" computer is a serious
>>hodge-podge of PC motherboard design, mixed with a 68040 processor and a
>>mutant TOS.

??? The PCI bus just happens to be the most common basis of a home
computer these days. All those people who think Apple Macs are
wildly different, for example, don't realise that it's more or less
a PC with different CPU and OS!!! What else is in there? PC hard
disks, PC graphics card, PC memory... There's no economic sense to
develop highly custom architectures for mass production.

>>It may look like it's an Atari onscreen, but I think what
>>they've done is taken the corpse of the Falcon030 and thrust it into the
>>vile den of PCdom (slots galore with all the compatibility issues (is this
>>or that card supported by MutanTOS?) and plain motherboard ugliness and a
>>tower case. Not how I envisioned my future Atari to look/act at all.

Absolute nonsense. None of the Falcon's custom chips are on the Milan.
How do you expect a motherboard to look? Milan only looks plain
because all the integrated functionality that made computers of
yesterday "special" are now on plug-in cards. The days of the
do-it-all one size fits all computer are over.

>First, the Milan is not like a Falcon at all - more like a TT, if anything.
>You can like or dislike the choice of a standard case and keyboard/mouse,
>but it makes sense (because you can't manufacture custom-made
>keyboards/mice/cases in such low volumes for a good price, and ST/TT
>keyboards are not available anymore).

Exactly. Atari users who still have the "Power Without The Price"
idea, and still think the Atari market is so buoyant that it can
still afford to be like the old days... You're dreaming.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1118. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3985f60f$0$18633@news.zetnet.co.uk>
Source record: 59110

On 30 Jul 2000 21:43:44 , Michael Schwingen wrote:
>In article <39845cce$1_2@athena.netset.com>,
>Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>>
>> MP3's aren't necessarily the only judgement of processor
>>speed. Considering that alot of Intel platform software uses the boards

>Huh? the standard PC sound card does nothing to help the CPU decode/play
>mp3s. The trend in modern low-cost PC cards is to offload even more tasks
>(liek waveform synthesis) to the host CPU, since it is "fast enough" and
>makes the card a bit cheaper.

Exactly. How many brainwashed PC users think they're getting a bargain
modem, totally unaware that it's a SOFT modem. Eventually, with so
many tasks offloaded to the CPU to make the peripherals look cheaper,
where's the benefit of having a fast CPU in the first place?!

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1119. Re: Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3985f662$0$18633@news.zetnet.co.uk>
Source record: 59111

```
On 31 Jul 2000 01:55:30 , Robert Frederick King wrote:
>Hi all,
>
>has any one managed to access the Smurf web site at:
>
>www.therapy-seriouz.de/indexie.html
>
>The GB mag Computer Shopper has a reference to an english language version
>of Smurf 1.05 and gives this URL. CAB 2.8 insists it's wrong or doesnt exist.

Why don't you try without the "indexie.html" bit first.
```

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1120. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <N7nh5.12$tW.8526@news0.optus.net.au>
Source record: 59112

>>Mario Becroft wrote:
>>> A member of our local Atari user group uses the EZCalc spreadsheet from
>>> Royal Software, and has a few questions about the program.
>>>
>>> 1. Is there a way to calculate standard deviation with EZCalc?
>
>There is no mention of this in the manual. The only statistical
>functions offered are @SUM(list), @MAX(list), @MIN(list), @COUINT(list)
>and @AVG(list).

You can calculate a standard deviation by steam in any spreadsheet
that provides a square root.

Assume that the original numbers are in a column eg A
In column B calculate the squares of those in A

Calculate @sum(A) and @sum(B)

Then, calculate

T = @sum(B) - @sum(A)*@sum(A)/@Count(A)

If you regard your list of numbers as encompassing the whole
population, calculate the variance as

V = T/@Count(A)

If you regard your list of numbers as a sample from which you want to
estimate for the whole population, calculate the variance as

V = T/(@Count(A) - 1)

Then

Standard Deviation = @SQRT(V)

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1121. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <00178f98.b09ef399@usw-ex0107-055.remarq.com>
Source record: 59113

I'm a bit dismayed by the negativity here. If a person is
working on a Falcon emulator, I, for one, am happy to encourage
him!

Granted it might be a big job, but what if he actually pulled it
off?

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1122. RE: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <01184850.b33b98e2@usw-ex0107-055.remarq.com>
Source record: 59114

"David Galvez Carles" <dagalcar@euitiv.upv.es> wrote:
>
>>
>> The Epson Stylus Color x00 and x40 printers are ESC/P2 class
>> printers and all use the same driver, which is a (compatible)
>> superset of the dot matrix ESC/P printers. So is the Epson
>> Stylus Photo 750. The Epson Stylus x60 printers are
ESC/PRaster
>> class printers and all use a different driver. They are NOT
>> ESC/P2 compatible (but I rather suspect they are ESC/P
>> compatible, hence my predictions of the 360dpi color and black
>> modes).
>>
>Hello.
>I bought an Epson Stylus Color 460 to work with my Falcon with
NVDI 5. The
>printer works but very, very ,very slow. It takes a couple of
minuts to
>print a text page (no pictures) with TTF fonts and more than
10 minuts to
>print a doc with two pictures. I use the NVDI Epson 400 driver.
>...
>To print the single text doc i select 360 dpi and black&white
option in the
>NVDI printer CPX module. To print the doc with the pictures i
select 360 dpi
>and full color options.

I'm personally surprised it works at all (by the way, you mean a
440 printer, don't you?). Try the 9 pin and 24 pin drivers and
see what happens.

NVDI 3, 4, or 5?

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1123. Direct to disk software

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <009cc930.bca706ff@usw-ex0107-055.remarq.com>
Source record: 59115

I've been experimenting with the Falcon's D2D software and have coume up against a couple of annoyances, the largest being that the .TRK format seems to be atypical. Does anyone have a link to another direct to disk program for the Falcon? I experimented a bit with something called StudioSON and really liked how it could record .WAV files. I did not, however, like how it kept blowing up!

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1124. Wanted: Falcon or a TT

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: MR <aceNOacSPAM@atarist.com.invalid>
Message-ID: <0df81cc0.366d3aa2@usw-ex0106-044.remarq.com>
Source record: 59116

I am after a Falcon or a TT within Australia
Email Ace@atarist.com

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

1125. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39862d81_1@athena.netset.com>
Source record: 59117

In article <8m3mb9$3gn$1@draco.stochastik.rwth-aachen.de>,
Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:
>In article <3984dbb4_2@athena.netset.com>,
>Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>>
>> You got it. I like how the previous responder completely missed
>>what I said. I said an 030 was easily comparable to a 486 in jpg
>>decompression and they went on to say they doubted as a p90 was better
>>than a TT.
>
>Correct. Since the thread started with a comparison of a pentium-class PC
>with atari hardware, I missed that it had shifted down to a 486 by now.
>

Yes I had followed the early bits of this thread with some
amusement myself. There had just been a post about how someone could play
MP3's flawlessly under DOS on there 486.

>
>> As to the MP3 playback we have at least 1 sound card at work that
>>has mp3 decompression directly on the board. But I guess since some of us
>>actually like using our atari hardware, we must not know our asses from
>>the proverbial hole in the ground.
>
>Nice - however, that would not be any of the cheap SB16 or compatible
>cards (or the PCI versions) which you get with every PC.
>
>Actually, what card exactly is this? it might be interesting for Milan/hades
>owners with a 040 CPU.
>

Actually I have egg on my face. I went to check on the board
today at work as I couldn't remember. I can remember exactly now
either. I was going to post from work and couldn't get to the news
server. Anyway after checking I discovered that it does MP3 encoding with
hardware, not decoding. I think (possibly wrong as I didn't memorize
it) that it's official name is something like Soundblaster Live MP3
PCI. They run about $100 US. So it's not a $19 card, but it's not that
bad when you start comparing it to 'quality' cards. Not saying it's that
high end either.

>cu
>Michael
>--
>In the beginning there was nothing, which exploded.

I had always heard it as

In the begining there was nothing
and God looked out upon the void
and said "Let there be light"
and there was still nothing...
but you could see it.

Dan Ackerman
aka baldrick@netset.com

1126. Atari Revival...

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <xdth5.78$BB2.4997@news.goodnet.com>
Source record: 59118

I am going to construct a website dedicated to the rebirth of Atari and the computers it made (and will make, if I and others have anything to say about it!). I'll report when it's ready to visit.

Luposian

1127. Re: HELP! re: Teddy Term

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965113038-37923AEicMi@cwcom.net>
Source record: 59119

From: ag352@chebucto.ns.ca (John S. Gray)
Date: 31 Jul 2000 01:43:07 GMT

>When I boot TTERM, it thinks I'm already on-line when I haven't even
>gotten to the dial screen. Go to the dial screen, nothing happens. Moden

Suggestion:

Look around for settings concerning Carrier Detect. Tterm is picking up a wrong
config from somewhere (HSModem or your modem's confing perhaps?), and is using
that to report that its online all the time.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1128. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Henrik_Kluever@hh.maus.de
Message-ID: <200007311214.a22607@hh.maus.de>
Source record: 59120

Hi Phantom,

P>So I am not sure why the modification is suggested??

If I'm not mistaken, it's just for the case you had an external clock to your videl, like from a BlowUp or Screenblaster, which have 32Mhz. *This* clock can't be used when having a CT2 and the Atari adapter, but ho wants it anyway when you can have 50Mhz without additional hardware? I sold my BlowUp after having installed the CT2.

Greetinx, Henrik

1129. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10007310124440.223-100000@rakas>
Source record: 59187

On 2000-7-30, Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de>...:

> Dan Ackerman <baldrick@dilbert.netset.com> wrote:
> >
> > If you want to compare something more valid, why don't you look at
> >something like displaying a JPG image. The TT easily compares to a 486 in
> >this case.
>
> I doubt this. Take a Pentium-90 or even a Pentium-60 and some optimized JPEG
> routines (like those used on the TT), and the PC will be a lot faster.

Bear in mind that the Falcon030 was designed in 1992 or so.

Take a PC from back then, which was probably a 386 running
Windows 3.11 or DOS. Then, the Falcon shines.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1130. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: tthammond@earthlink.net
Message-ID: <8l3h5.27282$ga2.774877@newsread2.prod.itd.earthlink.net>
Source record: 59188

On 31 Jul 2000 01:26:31 , =?ISO-8859-1?Q?Martin-=C9ric_Racine?= wrote:
> On 2000-7-30, Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de>...:
>
> > Dan Ackerman <baldrick@dilbert.netset.com> wrote:
> > >
> > > If you want to compare something more valid, why don't you look at
> > >something like displaying a JPG image. The TT easily compares to a 486 in
> > >this case.
> >
> > I doubt this. Take a Pentium-90 or even a Pentium-60 and some optimized JPEG
> > routines (like those used on the TT), and the PC will be a lot faster.

Actually Dan is right - my TT030 would decompress EK Photo CD files in about the same time as a friends 486-66 and was faster than a 486-33. As the original Pentium processor was two 486 processors on a single chip it was faster than the TT, but not as much as one would have expected. For about a year or so overclocked 486's were able to keep pace with the original Pentium.

1131. HELP! re: Teddy Term

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <8m2ljakvj1@News.Dal.Ca>
Source record: 59189

I used to love that shareware telecomms PRG, TEDDY TERM. I used it for two years. Suddenly, it is as if every copy of it is corrupt.

When I boot TTERM, it thinks I'm already on-line when I haven't even gotten to the dial screen. Go to the dial screen, nothing happens. Moden LED's show that it's at rest and off the hook TR, MR. and HS lit, all others dark, as it should be, yes?

Someone gave me a copy of Flash 1.6 and it doesn't have this problem. But it's restricting my downloads to the ancient Xmodem protocall AFAIK. I liked TEDDY TERM.

my system: 1040STe TOS 1.62 4/540 ICD 16mHz AdSpeed card/Cardinal 9600v42 modem

MEANWHILE, my wife's copy of TEDDY TERM in her Mega STe (TOS2.05. Seagate 42mB HD/Zoom 2400 modem) now says NO DIALTONE.

What is it with that software? is it just set to go off?

I attend 2 different Atari User Groups and nobody has a clue about this, seemingly.

John S. Gray
XEST fanzine editor (yes, there's another issue coming!!! I'm working on it.)

Isolated out in Atlantic Canada

1132. Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3984dc92$0$18632@news.zetnet.co.uk>
Source record: 59190

Hi all,

has any one managed to access the Smurf web site at:

www.therapy-seriouz.de/indexie.html

The GB mag Computer Shopper has a reference to an english language version
of Smurf 1.05 and gives this URL. CAB 2.8 insists it's wrong or doesnt exist.

Bob King.

1133. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <bq5h5.66$SN.5547@nsw.nnrp.telstra.net>
Source record: 59191

Make my PC run like my 2 Falcon's? I might use it now ;-)

Mark Bedingfield

Lonny Pursell <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10007302117470.89-100000@TT030...
> On Sun, 30 Jul 2000, Vlierus wrote:
>
> >
> > Lonny Pursell <atari@SYNTAX.ERROR> schreef :
> > >
> > > Indeed. It used to be the amiga was impossible to emulate,
> > > and now it appears the Falcon is the one.
> > It's not impossible...
> > The blitter is working, keyboard and mouse are als functional,
> > all Falcon resolutions are supported
> > He hopes in about 3 weeks put a demo on the internet.
>
> I've no use for it, I have a real one that is completely functional.
> _____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

1134. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <JA5h5.73$SN.5544@nsw.nnrp.telstra.net>
Source record: 59192

I thought the problem was NVDI? But Pagestream is bloody slow too.

Mark Bedingfield

David Galvez Carles <dagalcar@euitiv.upv.es> wrote in message
news:pmsg5.3243$87.21074@telenews.teleline.es...
>
> >
> > The Epson Stylus Color x00 and x40 printers are ESC/P2 class
> > printers and all use the same driver, which is a (compatible)
> > superset of the dot matrix ESC/P printers. So is the Epson
> > Stylus Photo 750. The Epson Stylus x60 printers are ESC/PRaster
> > class printers and all use a different driver. They are NOT
> > ESC/P2 compatible (but I rather suspect they are ESC/P
> > compatible, hence my predictions of the 360dpi color and black
> > modes).
> >
> Hello.
> I bought an Epson Stylus Color 460 to work with my Falcon with NVDI 5.
The
> printer works but very, very ,very slow. It takes a couple of minuts to
> print a text page (no pictures) with TTF fonts and more than 10 minuts
to
> print a doc with two pictures. I use the NVDI Epson 400 driver. I thought
> that was a Falcon problem but reading your messages talking about no
> compatibility between Epson printers i think this is the problem.
> To print the single text doc i select 360 dpi and black&white option in
the
> NVDI printer CPX module. To print the doc with the pictures i select 360
dpi
> and full color options.
> Can anybody help me?
> Thank you
> David Galvez
>
>

1135. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8m2o5e$27j$1@nd.eastky.net>
Source record: 59193

Rodolphe Czuba Wrote....

>!!!!
>You should read again the CT2 fitting manual !!!!
>It is clearly said :

>If you have need to use the external clock AND IF you have an atari moulded
>vga adaptor !!!!
>It is clear that if you use a 17' multisync (!) monitor, you use the 50 MHz
>master clock, NOt the external clock !
>SO, the problem of the VGA moulded adaptor is not your problem !!!

>I really bored by people that don''t know READ a manual !!
>I think I will not write a manual at all, next time !!

>AND is not OR !! ok ??!

I have read the manual many times which states:

If you have the gray Atari VGA adaptor and if you dont have a multisync
monitor, some extended video modes with the external clock at 32 MHZ
won't be possible without modifying this adaptor (which is bugged!).

Well I have the Atari VGA adaptor and I do not have a multisync monitor.
And I did not do the damn modification and I cannot find any problems
with the clock at 50MHZ or at 32MHZ on my Falcon. So maybe my adapter is
not bugged as you so claim.

You should have made it clear in the manual what extended video modes
are not possible without the modification and what video modes are
possible with the modification.

Ya know, I've always had good things to say about the CT2, but I have
kept my mouth shut regarding the attitude Centek had towards people who
had questions or problems. Maybe I should post some of the e-mail I have
here which shows what Centek thought about their customers.

I could not believe the language and name calling I read toward the very
people who bought your products.

And while I'm at it, you can damn sure cross my name off your CT060 list.
I'll buy a damn PC before I'll put up with your crap.

phantomm@eastky.net

1136. Re: HDDriver 7.8 partition

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <398531F5.6570E5DE@ooc.de>
Source record: 59194

Ken Kosut wrote:

> Oh, that's right. Sorry, I forgot. Everything is working fine now.

Great!

> Thank you for your help.

You're welcome.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

1137. Re: Loaded TT030@48mhz for sale

Newsgroup: comp.sys.atari.st
Date: 2000-07-31 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <tEbh5.108$W_4.6758@read2.inet.fi>
Source record: 59195

Will you sell the CaTTamaran separately?

Joshua.

"Jim Donovan" <jtdon@direcpc.com> wrote in message
news:fp2h5.204$TX2.11826@news.direcpc.com...
> Before I put this on ebay I wanted to offer it in this newsgroup first.
This
> TT030 has
> 4 megs ST-ram & 4megs Fast-ram, a Quantum 540 meg Harddrive loaded with
> software (most major programs), an AlberTT 800*600*16 VME graphics card,
> an NEC Cdrom drive CDR25BJ, a Syquest 555 - 44meg removeable drive with
> 5 cartridges and an Adaptec 1505 Scsi card for your PC. This enabled me to
> surf
> the web on my PC and download and easily move programs to and from my TT
> and PC. I used programs on both since I have MagicPC and other emulators.
> There is a VGA monitor also which someone can have if they want it, but it
> only does 640x480 so it won't work with the AlberTT video card. Includes
> mouse and keyboard.
> pictures of the setup can be seen at:
> http://www.pixhost.com/pixj/jtdon/ttplus.jpg shows the setup
>
> http://www.pixhost.com/pixj/jtdon/ttpic2.jpg shows Gemview running at
> 800x600 showing a couple of .tif images.
>
> http://www.pixhost.com/pixj/jtdon/cyrel.jpg shows a screen shot of cyrel
> software showing CPU mhz and available memory.
>
> The 800x600 video card makes using spreadsheets and drawing, cad programs
> much easier to use.
>
> This is a fast, easy to use setup, ship to US only
>
> questions, offers to jtdon@direcpc.com
>
> also available MegaST4 w/ 125 meg HD, color & mono monitors
> 1040ST w/2.5 meg memory 42 meg HD, color monitor
>
>
>
>
>

1138. FS : Various ST Items

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Optik@btinternet.com
Message-ID: <3987299a.364486@news.btinternet.com>
Source record: 59046

I have the following for sale.

Offers Please ?

Hardware

Forget Me Clock II
Foot Pedal (for games etc)
Xeron Flight Joystick
QuickShot Joystick (Model : QS-128F)
Supermon + Ripper
Supercharger (Emulates PC)

Software

Overscan (Graphics Extension)
Fontkit Plus 4
Super Card 2
View II
Fontkit Plus
Mag X 2.0
MultiTOS
SpeedoGDOS
ProText 6
Ease
NeoDesk CLI
ImageCopy Colour

I would prefer to sell to people in the UK, but am willing to send to
other countries if person agrees to pay postage costs for airmail etc.

1139. Re: Help! -Caught in a boot loop...

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <qLcQj4A0oyh5EwxT@steverosie.demon.co.uk>
Source record: 59047

In article <3986F0B9.D416EB94@rka.com.au>, Matthew and Caroline Simpson-
Morgan <mcsm@rka.com.au> writes
>Can anyone help me? I just bought a hard drive from a reputable guy
>here, and I have stuffed the system config in some way by trying to run
>Thing using Auto-Loader---- now I am getting a really bad loop which
>ends in the atari telling me EDITH.RSC is not found (quite possible that
>I left it off with EDITH.ACC), but I can't get into the drive to modify
>it or get the Auto-Loader program out of the boot up scenario......
>
>I won't be able to contact the bloke I bought it from for some time -
>how can I circumvent the boot loop which keeps crashing, even just to
>edit the files and remove the auto-loader which is obviously set up
>wrongly? eg, can I boot up from a floppy and get the atari to locate the
>C drive partition, which contains the auto folder and boot acc's?
>
>Thanks in advance for any advice. (Wiping sweat from brow)
>
>Matthew.
>
Hi

Fortunately most hard disk drivers have a hot key to skip auto booting
(skip running programs from the auto folder) from the drive. It should
be holding down the control key, or alt, or shift.

You can also boot from floppy and run the hard disk driver MANUALLY.
This will then allow you to access the drive.

Most hard disk drivers that end with driver.sys are usually the same
program that can run from an auto folder or from the desktop manually,
by renaming to driver.prg (driver=whatever driver you are usinf.sys).

Some alternate desktops DON'T like being run from an auto folder, BUT
are OK if you set them to auto-boot them (TOS 1.4+).

As the program is looking for a RSC file, the program is a GEM file and
CANNOT be run from the AUTO folder. Only programs that DON'T require GEM
can run from the folder.

If you are running the program via autobooting and it's located in a
folder, it may be because it's needed in the ROOT directory. If not make
sure the RSC file is in the directory with it!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *

Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1140. RE: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0067fb24.232427e1@usw-ex0107-055.remarq.com>
Source record: 59048

"David Galvez Carles" <dagalcar@euitiv.upv.es> wrote:
>
>The printer is an Epson Stylus Color 460.
>What do you mean with 9 pin and 24 pin drivers?
>
Interesting. According to Epson America's web page, the 460
doesn't exist. Either you are outside the US, or I'm very
confused.

Go to the NVDI drivers .CPX and select the "Epson FX" or "Epson
LQ" drivers if they exist. These were designed for 9 or 24 pin
(respectively) dot-matrix printers.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1141. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <T7Gh5.16$no2.1486@news.goodnet.com>
Source record: 59049

What do you mean by new design wheels?

Luposian

Steve Sweet <stevesweet@bun.com> wrote in message
news:965154928-967588AEicMi@bun.com...
> Hi Shiuming
>
> >What else is in there? PC hard disks, PC graphics card, PC memory...
There's
> >no economic sense to develop highly custom architectures for mass
production.
>
> So i couldnt interest you in some of my new design wheels.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

1142. Re: woller systeme ... comp.sys.atari.s

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <6cGh5.445$uU1.7210@news3.voicenet.com>
Source record: 59050

On 1 Aug 2000 17:41:35 G, Jo Even Skarstein wrote:
>Konstantin Woller <Konstantin_Woller@b2.maus.de> wrote:
>> JES>Why bother, you obviously never read your email?
>
>> i'm sorry, what you're talking about ? ... you like to tell me,
>> we never had email contact with you, you never got replies on your
>> emails ?=' ...
>
>You have ignored my mails ever since I sent you that cheque for the
>Multiboard I ordered back in 1997 (or was it 96?), you've only responded
>in public forums (like this group and on mausnet).
>
>> JES>I sent you (and another German Atari-dealer) numerous emails re.
>> JES>N.AES 2. I never got any replies, so I ended up getting a pirated
>> JES>version after about two months.
>
>> you ordered N.AES 2.0 ??=\ ... and we not delivered it ?????='''
>
>You never replied to my requests at all.
>
>> when ? ...
>
>When 2.0 was released, last October IIRC.
>
>> i really try to answer all the emails we get ... may be, we not reply
>
>I've received many requests on *how* to order N.AES outside Germany,
>especially from Americans who never get replies from German dealers.
>
>> separatly every bug-report we get, because different things will be
>> only forwarded to our programmers ...
>
>I've never received replies to bug-reports either, not from you and not
>from the author. In fact, ever since Overscan went down the support for
>N.AES has been extremely poor (non-existant).
>
>> but anyway ... now we have again the chance, to deliver a legal copy
>> also to you ... please tell us your details of shipping and paying and
>> everything should be fine ...
>
>Actually, I won't buy anything from Germany again. Since 1995 I've had
>nothing but trouble *every time* I've bought (or tried to buy) something
>from Germany. Often the dealer only accepts cheques or cash (prepaid
>ofcourse) and the ordered stuff mysteriously disappears in the mail,

>sometimes the order is confirmed and nothing ever appears, but mostly it's
>not possible to get hold of the dealer in the first place. This is just
>not acceptable, and I just won't bother anymore.
>
>--
>
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>.

Is there a German business forum to file complaints about
German retailers?

Any one know this information.

Raymond

1143. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <8m7e24dqp1@nyheter.chalmers.se>
Source record: 59051

In article <8m5831$ti3$1@news0.skynet.be>, Zorro <zorro270@yahoo.fr> wrote:
>Hi,
>
>> I am not trying to be negative, I would like to see this too. I have
>> seen the Falcon do amazing things using the DSP with is own RAM. I

Compared to what the normal '030 can do, the Falcon DSP is quite good.
Even a MilanII would be able to reach similar signal processing speed,
though.

>> think it will be quite a challenge to be able to use the DSP features
>> of a Falcon on a PC in real time. I have a feeling this may require

If you want to play around with signal processing, even the slowest new
PC you can find these days should be far faster than the Falcon DSP,
using normal C code.

>> some sort of specialized sound card to get a DSP with the same hardware
>> and firmware specs as the Falcon.
>
>The Athlon have some DSP instructions...

So do the K6-2/3 and the PentiumIII.

A $100 Duron can do (peak) more than 2500 million (2.5 billion if you're
using the 'american way' of counting) 32 bit floating point operations
per second with the 3DNow! SIMD instructions (650 MHz, two instructions
per cycle, two float operations per instruction).
Compare that to the 32 million 24/56 bit fixed point operations the
56001 can manage (32 MHz, two clocks per instruction, multiply/accumulate).
It's easier to reach the peak number on the 56001, but that will of
course not come anywhere near to outweighing the 80 times peak
performance difference.

Most DSPs are cheap, low power, devices that do a specific job (signal
processing) well enough. They are no match for the normal desktop/
workstation processors, but you won't find a Pentium in a cellphone. ;-)
(There _are_ high performance DSPs too, of course.)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1144. RIP.IC

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39873fd7$0$18633@news.zetnet.co.uk>
Source record: 59052

RIP.IC: Regulation of Invesgatory Powers Information Centre.

All interested in freedom of speech in the UK internet may care to access:

http://www.fipr.org/rip

and particularly the Counter Measures:
http:/www.fipr.org//RIPcountermeasures.doc (Word6) or .pdf

1145. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <w7Mh5.72$no2.4695@news.goodnet.com>
Source record: 59053

If he is, he's more right than not. But... it also involves restoring the car that those wheels belong to as well... think about THAT for a moment!

Luposian

Mark Bedingfield <mark@baypc.com.au> wrote in message news:4_Lh5.43$he1.4164@nsw.nnrp.telstra.net...
> Think he's talking about reinventing the Wheel?
>
> Mark Bedingfield
>
>
> Henk Robbers <H.Robbers@cable.A2000.nl> wrote in message
> news:39875BB8.AB87F930@cable.A2000.nl...
> >
> > Hi
> >
> > Jared Falvo wrote:
> > >
> > > What do you mean by new design wheels?
> > >
> > Yeah, I am curious too. I know about windows. Never heard of wheels.
> > A new invention?
> >
> >
> > --
> > Groeten; Regards.
> > Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
> > Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
> > GEM replacement for MiNT: XaAES (under construction)
>
>

1146. Re: Iconnect help req UK

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965199500-43887AEicMi@cwcom.net>
Source record: 59054

From: TonyG <tony@webscripts.org>
Date: Mon, 31 Jul 2000 18:30:41 +0100

>Iconnect
>Magic 5
>CAB 2.7

Running order is important - HSmodem components run just before sockets.prg. Read the HSmodem docs to decide which components to use - English docs are on my web site.

In general, no script whatsoever is required for IConnect.

So.

In the "Modem" box enter port details as required - I just use a modem init string of atz.

In the "Account" box put username and password, plus the phone number of the ISP. Local IP address is 0.0.0.0

"Login" box should just have a "Done" entry plus tick the PPP box

"DNS" box - the address should be 0.0.0.0

"Services", fill out as required. Server names or addresses to taste.

"Proxy" if your ISP uses a cache for http put its address here, I don't know the purpose of the other entries in here (anyone?)

"Sockets", either direct the filepath to the ETC folder, or use an environment path in the magx.inf file.

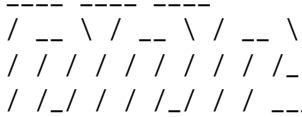
That should work, if not then I suggest using the terminal that's built-in (pick it from the list of script commands) to determine what the far end is expecting.

This is all the help that I can provide.

>The dialup he is using is from www.atarinet.co.uk where there are
>example stik files kindly supplied by Derryck Croker but alas not

Those scripts definitely worked with atarinet, but try the above.

--



/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1147. Re: HELP! re: Teddy Term

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965199504-44380AEicMi@cwcom.net>
Source record: 59055

From: "Atari Active" <atariactive@btinternet.com>
Date: Mon, 31 Jul 2000 19:57:02 +0100

>I believe Teddy Term is seriously affected by the millenium bug :(

How? I can't think of anything time or date related in something as simple as a comms program?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1148. Re: PRG header?

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <398680B5.327D2333@gmx.ch>
Source record: 59056
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
Here is some C stuff I found in "Atari Profibuch ST-STE-TT".
Only the MultiTOS/MiNT extension is missing (memory protection flags).

typedef struct
{
WORD ph_branch; /* Branch to the beginning of the program (0x601A) */
LONG ph_tlen; /* TEXT segment size */
LONG ph_dlen; /* DATA segment size */
LONG ph_blen; /* BSS segment size */
LONG ph_slen; /* Symbol table size */
LONG ph_res1; /* reserved (perhaps it's used for MultiTOS??) */
LONG ph_prgflags; /* special flags (fastload, malloc from TT ram) */
WORD ph_absflag; /* 1 means: no relocation data available */
}PH;

Program file components:
* Program header (PH)
* TEXT segment
* DATA segment (if not 0)
* BSS segment (if not 0)
* symbol table (if available)
* relocation table (if available)

Good luck
Philipp

--
================================================================================
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari-computer.de
```

1149. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.398841fc@fmlynet.org>
Source record: 59057

FamilyNet HQ: Telnet:\\www.family-bbs.net

Michael,

In all politeness, so far you've not given us anything to look at, and
nothing more than accusations on how it should not be.

My advice to you before you wind up looking like a shiftless dreamer is to
either give us something to work with other than dreams, or continue working on
your drawing board until you can.

I've seen enough people who are all talk. I've had a project or two fall
through that I announced in advance (nothing major... more newsgroup ideas than
programming, but still).

One fine example of great advertising and no result in recent history is
the Tempest PPC board for the Falcon. What a shame.

Like I said, either give us an idea of where you are coming from, or just
let it rest for now till you can.

Sincerely,

Doctor Clu

@>-->----------------------

> On 30 Jul 2000 21:36:50 , Michael Schwingen wrote:
>> In article <VtDg5.659$Vr6.57660@news.goodnet.com>,
>> Jared Falvo <luposian@mailcity.com> wrote:
>>> From what I've seen, the Milan040 "Atari ST" computer is a serious
>>> hodge-podge of PC motherboard design, mixed with a 68040 processor and a
>>> mutant TOS.

> From: lais@zetnet.co.uk (Shiuming Lai)
> ??? The PCI bus just happens to be the most common basis of a home
> computer these days. All those people who think Apple Macs are
> wildly different, for example, don't realise that it's more or less
> a PC with different CPU and OS!!! What else is in there? PC hard
> disks, PC graphics card, PC memory... There's no economic sense to
> develop highly custom architectures for mass production.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1150. PRG header?

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Remi Villatel <maxilys@normandnet.fr>
Message-ID: <3985F81F.D48356CB@normandnet.fr>
Source record: 59121
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi everybody,

Does anybody around here knows what the header of TOS and compatible executables contains, in between the BRA.S +$16 and the "real" beginning of the program?

Let's say that I would like to know enough about this to be able to write an executable from scratch.

See you,

==========
Remi Villatel
maxilys@normandnet.fr
==========

1151. Re: Direct to disk software

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <39861362$0$18634@news.zetnet.co.uk>
Source record: 59122

On 31 Jul 2000 16:54:32 , atarigalen wrote:
>I've been experimenting with the Falcon's D2D software and have
>coume up against a couple of annoyances, the largest being that
>the .TRK format seems to be atypical. Does anyone have a link
>to another direct to disk program for the Falcon?

Audio Tracker from SoundPool is really good, in my opinion.
http://www.soundpool.de
I
>experimented a bit with something called StudioSON and really
>liked how it could record .WAV files. I did not, however, like
>how it kept blowing up!

StudioSON is more of a wave editor. V-Trax, from the same
authors, is more like a multi-track recorder. It's very
easy to use, and is now freeware.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1152. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Canadian CoCo Nut <canadiancoconut@my-deja.com>
Message-ID: <8m568l$q15$1@nnrp1.deja.com>
Source record: 59123

I am not trying to be negative, I would like to see this too. I have seen the Falcon do amazing things using the DSP with is own RAM. I think it will be quite a challenge to be able to use the DSP features of a Falcon on a PC in real time. I have a feeling this may require some sort of specialized sound card to get a DSP with the same hardware and firmware specs as the Falcon.
--
Canadian CoCo Nut

Sent via Deja.com http://www.deja.com/
Before you buy.

1153. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8m5831$ti3$1@news0.skynet.be>
Source record: 59124

Hi,

> I am not trying to be negative, I would like to see this too. I have
> seen the Falcon do amazing things using the DSP with is own RAM. I
> think it will be quite a challenge to be able to use the DSP features
> of a Falcon on a PC in real time. I have a feeling this may require
> some sort of specialized sound card to get a DSP with the same hardware
> and firmware specs as the Falcon.

The Athlon have some DSP instructions...

Regards
Zorro

1154. Re: Wanted: Falcon or a TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Mnqh5.42$S%.6144@nsw.nnrp.telstra.net>
Source record: 59125

Where in Australia?

Mark Bedingfield

MR <aceNOacSPAM@atarist.com.invalid> wrote in message
news:0df81cc0.366d3aa2@usw-ex0106-044.remarq.com...
> I am after a Falcon or a TT within Australia
> Email Ace@atarist.com
>
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network
*
> The fastest and easiest way to search and participate in Usenet - Free!
>

1155. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <5Cqh5.45$S%.6127@nsw.nnrp.telstra.net>
Source record: 59126

Too true, get it all the time. Intersestingly my Wife's crappy PC 233MMX, Win98se with a ten dollar sound card and 64MB ram cant play mp3's as well as my Falcons can. The sound card is just that bad, ALS100 avance logic from memory. This is a combination of crappy OS as well mind you. She ended up with Win98 because I needed to play with 98 every now and again and didnt want to stuff up my main PC's.

Mark Bedingfield

Shiuming Lai <lais@zetnet.co.uk> wrote in message
news:3985f60f$0$18633@news.zetnet.co.uk...
> On 30 Jul 2000 21:43:44 , Michael Schwingen wrote:
> >In article <39845cce$1_2@athena.netset.com>,
> >Dan Ackerman <baldrick@dilbert.netset.com> wrote:
> >>
> >> MP3's aren't necessarily the only judgement of processor
> >>speed. Considering that alot of Intel platform software uses the boards
>
> >Huh? the standard PC sound card does nothing to help the CPU decode/play
> >mp3s. The trend in modern low-cost PC cards is to offload even more tasks
> >(liek waveform synthesis) to the host CPU, since it is "fast enough" and
> >makes the card a bit cheaper.
>
> Exactly. How many brainwashed PC users think they're getting a bargain
> modem, totally unaware that it's a SOFT modem. Eventually, with so
> many tasks offloaded to the CPU to make the peripherals look cheaper,
> where's the benefit of having a fast CPU in the first place?!
>
> Shiuming Lai
> _____
> CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
> mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
> Line Audio Jam PRO 2/8, Sony CPD-G200, SA-VE702, TA-FB930R, QED Qudos
> Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
> with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
> Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1156. RE: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: David Galvez Carles <dagalcar@euitiv.upv.es>
Message-ID: <axrh5.4446$TT2.23532@telenews.teleline.es>
Source record: 59127

>
> I'm personally surprised it works at all (by the way, you mean a
> 440 printer, don't you?). Try the 9 pin and 24 pin drivers and
> see what happens.
>

The printer is an Epson Stylus Color 460.
What do you mean with 9 pin and 24 pin drivers?

> NVDI 3, 4, or 5?
>

It's NVDI 5.

David Galvez

1157. Re: Direct to disk software

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <8m5pjb$74s$1@nnrp1.deja.com>
Source record: 59128

Hi,

> I've been experimenting with the Falcon's D2D software and have
> coume up against a couple of annoyances, the largest being that
> the .TRK format seems to be atypical. Does anyone have a link
> to another direct to disk program for the Falcon? I
> experimented a bit with something called StudioSON and really
> liked how it could record .WAV files. I did not, however, like
> how it kept blowing up!
>
> Galen

You could also try QUiNCY. QUiNCY is an eight track recorder that
used to be a commercial package sold by Parx, but is now shareware.
Take a look at : http://gbarges.free.fr/quincy_e.html

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Before you buy.

1158. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <39866385.7587C4B8@psu.edu>
Source record: 59129

Greg Goodwin wrote:
>
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "Marlin Bates, IV" <mcb242@psu.edu>
> >> So did it format as a 800K or 1.44K disks?
> >>
> >> Doctor Clu
> >>
> > I tried this last night to no avail. I must have been doing something
> > wrong as everything works independent of each other. When I try to book
> > from a floppy in Mac Mode it simply will not work. Sometimes it sees it
> > as a system disk and then eventually craps out or refuses to see it as a
> > system disk and craps out. (no lock up or anything, it just flashes "A"
> > or "B" depending on where I try.)
> > If the person who did this could tell me what EXACT procedure should I
> > follow, I would be grateful1
> > -Marlin
>
> Apparently we heard wrong about the high density disks. Oh well.
> Would have been nice had it worked.
>
> Doctor Clu
>
> So what kind of stuff do people like to do with Spectre? (What programs?)
>

UPDATE: I tried to do this trick using 720k disks and it DOES work. If
you access 720k disks right before going into the emulator, the GCR
works perfectly. I am not loading lots of software and it works fine!

-Marlin

1159. Swap or buy: Atari Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Alian <dramatis@lineone.net>
Message-ID: <8m5vht$i8j$2@supernews.com>
Source record: 59130

I am after a basic Atari Falcon 030.
Will swap for excellent condition NEC Pentium laptop with following specs:

P75
40 Mb ram
12.1 DSTN display
1.2 Gb hard drive
Floppy Drive
CD Rom drive
56k/V90 3com pcmcia modem
Excellent battery
Sound and speakers and mike built in
Docking port
2x power supply units
Win 98
Manual (photocopy)
Genuine NEC case

Or just sell it to me for good old cash!!!
Email replies only please to: ian@atari.net

1160. FS/fa Falcon MB 4 megs with case

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: atari-2000 <atari-2000@ntlworld.com>
Message-ID: <hmzh5.339$jw1.4815@news2-win.server.ntlworld.com>
Source record: 59131

I have a Falcon motherboard for sale with 4 megs memory, FDD, case, ide cable. Can also supply cd rom drive with external case and cable and a 3.5" ide hard drive 127MB.

Mail me if interested before I put it on ebay.

There is no Power supply or Keyboard in this machine and I can not test it.

1161. Re: PRG header?

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8m6fqp$93c$1@news8.svr.pol.co.uk>
Source record: 59132
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

"Remi Villatel" <maxilys@normandnet.fr> wrote in message
news:3985F81F.D48356CB@normandnet.fr...
> Hi everybody,
>
> Does anybody around here knows what the header of TOS and compatible
executables
> contains, in between the BRA.S +$16 and the "real" beginning of the
program?

Offset Size Meaning
$00 Word The jump to $1a
$02 Long Length of TEXT segment in bytes
$06 Long Length of DATA segment in bytes
$0A Long Length of BSS segment in bytes
$0E Long Length of SYMBOL table in bytes
$12 Long Reserved
$16 Long Program flags
$1A Word Relocation table flag ABSCODE. If zero there IS a
relocation table.

Program flags:

Bit
0 Fast load: if set only the BSS area is cleared
1 Alternative RAM load: TT only - if set program is loaded to
alternative RAM
2 TT only. If set Malloc is satisfied from TT RAM.
26-31 TPAsize. How much alternative RAM the program considers to be
enough to use.

Roger

1162. Re: FS/fa Falcon MB 4 megs with case

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: atari-2000 <atari-2000@ntlworld.com>
Message-ID: <wqzh5.346$jw1.5414@news2-win.server.ntlworld.com>
Source record: 59133

atari-2000 <atari-2000@ntlworld.com> wrote in message
news:hmzh5.339$jw1.4815@news2-win.server.ntlworld.com...
> I have a Falcon motherboard for sale with 4 megs memory, FDD, case, ide
> cable. Can also supply cd rom drive with external case and cable and a
3.5"
> ide hard drive 127MB.
>
> Mail me if interested before I put it on ebay.
>
> There is no Power supply or Keyboard in this machine and I can not test
it.
>
>

Sorry, should have said I'm in the UK and buyer pays shipping at cost.

1163. Re: FS/fa Falcon MB 4 megs with case

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8m6hkjpte1@neptunium.btinternet.com>
Source record: 59134

"atari-2000" <atari-2000@ntlworld.com> wrote in message
news:wqzh5.346$jw1.5414@news2-win.server.ntlworld.com...
>
> atari-2000 <atari-2000@ntlworld.com> wrote in message
> news:hmzh5.339$jw1.4815@news2-win.server.ntlworld.com...
> > I have a Falcon motherboard for sale with 4 megs memory, FDD, case, ide
> > cable. Can also supply cd rom drive with external case and cable and a
> 3.5"
> > ide hard drive 127MB.
> >
> > Mail me if interested before I put it on ebay.
> >
> > There is no Power supply or Keyboard in this machine and I can not test
> it.
> >
> >
>
> Sorry, should have said I'm in the UK and buyer pays shipping at cost.

How much do you want for it please? I'm in the UK, and I would love it :)

Simon Osborne

1164. Re: FS/fa Falcon MB 4 megs with case

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: atari-2000 <atari-2000@ntlworld.com>
Message-ID: <L3Ah5.394$jw1.5731@news2-win.server.ntlworld.com>
Source record: 59135

Atari Active <atariactive@btinternet.com> wrote in message
news:8m6hkjpte1@neptunium.btinternet.com...
>
> "atari-2000" <atari-2000@ntlworld.com> wrote in message
> news:wqzh5.346$jw1.5414@news2-win.server.ntlworld.com...
> >
> > atari-2000 <atari-2000@ntlworld.com> wrote in message
> > news:hmzh5.339$jw1.4815@news2-win.server.ntlworld.com...
> > > I have a Falcon motherboard for sale with 4 megs memory, FDD, case,
ide
> > > cable. Can also supply cd rom drive with external case and cable and a
> > 3.5"
> > > ide hard drive 127MB.
> > >
> > > Mail me if interested before I put it on ebay.
> > >
> > > There is no Power supply or Keyboard in this machine and I can not
test
> > it.
> > >
> > >
> >
> > Sorry, should have said I'm in the UK and buyer pays shipping at cost.
>
>
> How much do you want for it please? I'm in the UK, and I would love it :)
>
> Simon Osborne
>
>
I've really no idea how much it's worth.
I'll sell the CD ROM drive and HD for £15 each if you want them. The falcon?
£60?

1165. Re: Direct to disk software

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3986DE5B.CED2B0EB@cfc.dnd.ca>
Source record: 59136

if you treat the *.trk format as "raw" in 525.prg, you should be able to
convert to any other appropriate format
ken

atarigalen wrote:
>
> I've been experimenting with the Falcon's D2D software and have
> coume up against a couple of annoyances, the largest being that
> the .TRK format seems to be atypical. Does anyone have a link
> to another direct to disk program for the Falcon? I
> experimented a bit with something called StudioSON and really
> liked how it could record .WAV files. I did not, however, like
> how it kept blowing up!
>
> Galen
>
> ----------
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com

1166. Wtd: Mega STE or TT (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: David Williams <Dave@Darkstar64.freeserve.co.uk>
Message-ID: <3986E1F9.D1AF1529@Darkstar64.freeserve.co.uk>
Source record: 59137

Hi Folks!

Anybody got an Atari Mega STE or TT lying round that they want to sell??

May also consider a Falcon :)

UK only please

Cheers,
Dave

1167. SyQuest Drive

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <uECh5.354$tb6.27334@read2.inet.fi>
Source record: 59138

I am having trouble with the drive. I have HDDriver 7.80 and I can't get to use the drive. The driver recognizes the drive but the OS (magic) doesn't install the icon for it. Kinda like a CD-ROM, I'd like an icon on the desktop and when I put a cartridge in it would read it. The drive works perfect BTW. Any suggestions?

1168. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8m724fcae1@snipp.uninett.no>
Source record: 59139

Konstantin Woller <Konstantin_Woller@b2.maus.de> wrote:
> JES>Why bother, you obviously never read your email?

> i'm sorry, what you're talking about ? ... you like to tell me,
> we never had email contact with you, you never got replies on your
> emails ?=' ...

You have ignored my mails ever since I sent you that cheque for the
Multiboard I ordered back in 1997 (or was it 96?), you've only responded
in public forums (like this group and on mausnet).

> JES>I sent you (and another German Atari-dealer) numerous emails re.
> JES>N.AES 2. I never got any replies, so I ended up getting a pirated
> JES>version after about two months.

> you ordered N.AES 2.0 ??=\ ... and we not delivered it ?????='''

You never replied to my requests at all.

> when ? ...

When 2.0 was released, last October IIRC.

> i really try to answer all the emails we get ... may be, we not reply

I've received many requests on *how* to order N.AES outside Germany,
especially from Americans who never get replies from German dealers.

> separatly every bug-report we get, because different things will be
> only forwarded to our programmers ...

I've never received replies to bug-reports either, not from you and not
from the author. In fact, ever since Overscan went down the support for
N.AES has been extremely poor (non-existant).

> but anyway ... now we have again the chance, to deliver a legal copy
> also to you ... please tell us your details of shipping and paying and
> everything should be fine ...

Actually, I won't buy anything from Germany again. Since 1995 I've had
nothing but trouble *every time* I've bought (or tried to buy) something
from Germany. Often the dealer only accepts cheques or cash (prepaid
ofcourse) and the ordered stuff mysteriously disappears in the mail,
sometimes the order is confirmed and nothing ever appears, but mostly it's
not possible to get hold of the dealer in the first place. This is just
not acceptable, and I just won't bother anymore.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1169. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965154930-968082AEicMi@bun.com>
Source record: 59140

Hi David

>>There is no mention of this in the manual. The only statistical
>>functions offered are @SUM(list), @MAX(list), @MIN(list), @COUINT(list)
>>and @AVG(list).

>You can calculate a standard deviation by steam in any spreadsheet
>that provides a square root.

Bugger!!, my head just exploded, brain overload!!!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1170. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965154932-968646AEicMi@bun.com>
Source record: 59141

Hi Peter

>Your friend should really consider moving up to
>>something more modern and supported like Texel.

>Agreed, though I still use it for my unearned income calculations for my
>Income Tax Returns!

Are bank robberies still deductable?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1171. Re: HELP! re: Teddy Term

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965154936-969231AEicMi@bun.com>
Source record: 59142

Hi Derryck

>>When I boot TTERM, it thinks I'm already on-line when I haven't even
>>gotten to the dial screen. Go to the dial screen, nothing happens. Moden

>Suggestion: Look around for settings concerning Carrier Detect. Tterm is
>picking up a wrong config from somewhere (HSModem or your modem's confing
>perhaps?), and is using that to report that its online all the time.

Agreed!, using SETTER.TTP, check the state of the DTR switch in MFP.PRG.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1172. Re: SyQuest Drive

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965154938-969667AEicMi@bun.com>
Source record: 59143

Hi Joshua

>I am having trouble with the drive. I have HDDriver 7.80 and I can't get to
>use the drive. The driver recognizes the drive but the OS (magic) doesn't
>install the icon for it.

Have you set the correct cluster size and minimum number of partitions in the
removable media section of HD-Driver. Set these, re-boot and all should be
well. YOu may have to re-scan drives with MAGXDESK after mounting a disk.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1173. Re: Help! -Caught in a boot loop...

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0748aeb5.1287ec6d@usw-ex0107-055.remarq.com>
Source record: 59144

For future reference...

Start the boot and watch the floppy and hard drive lights. At
the moment they first light, press and hold the <Alternate> key.
(At some point (TOS 1.4?) Atari did away with the light
watching, but I still do it out of habit.) The computer will
then boot off of floppy and will ignore the hard drive.

Make certain you have a copy or two of your HD utilities on
floppy as you'll need them to then boot the hard drive.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1174. Re: Direct to disk software

Newsgroup: comp.sys.atari.st
Date: 2000-08-01 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0482613b.18032a34@usw-ex0107-055.remarq.com>
Source record: 59145

Ken Macdonald wrote:
>if you treat the *.trk format as "raw" in 525.prg, you should
be able to
>convert to any other appropriate format

True, but the conversion process happens far slower than real
time. A test recording took 14 seconds of sound and converted
it in about 3 minutes!

Ben Hill wrote:

>You could also try QUiNCY. QUiNCY is an eight track recorder
>that used to be a commercial package sold by Parx, but is now
>shareware. Take a look at: http://gbarges.free.fr/quincy_e.html

QUiNCY looks impressive. If it will also work with MIDI files
it would be worth the requested $40.

Shiuming Lai wrote:

>StudioSON is more of a wave editor. V-Trax, from the same
>authors, is more like a multi-track recorder. It's very easy to
>use, and is now freeware.

There was a new version (to me) of StudioSON, so I downloaded
it. V-Trax seems like major overkill for my limited
requirements, but I'll try it out (I think I'd better practice
my French, too).

Thanks to everyone for responding.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1175. Help! -Caught in a boot loop...

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au>
Message-ID: <3986F0B9.D416EB94@rka.com.au>
Source record: 59058

Can anyone help me? I just bought a hard drive from a reputable guy here, and I have stuffed the system config in some way by trying to run Thing using Auto-Loader---- now I am getting a really bad loop which ends in the atari telling me EDITH.RSC is not found (quite possible that I left it off with EDITH.ACC), but I can't get into the drive to modify it or get the Auto-Loader program out of the boot up scenario......

I won't be able to contact the bloke I bought it from for some time - how can I circumvent the boot loop which keeps crashing, even just to edit the files and remove the auto-loader which is obviously set up wrongly? eg, can I boot up from a floppy and get the atari to locate the C drive partition, which contains the auto folder and boot acc's?

Thanks in advance for any advice. (Wiping sweat from brow)

Matthew.

1176. Re: Help! -Caught in a boot loop...

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au>
Message-ID: <3986F1A6.BF93F6A6@rka.com.au>
Source record: 59059

Errr, make that a lame "I'm ok now thanks"..... did a boot with a floppy containing the RSC, and the system came on again. Sorry to bother you.

Matthew again.

Matthew and Caroline Simpson-Morgan wrote:

> Can anyone help me? I just bought a hard drive from a reputable guy
> here, and I have stuffed the system config in some way by trying to run
> Thing using Auto-Loader---- now I am getting a really bad loop which
> ends in the atari telling me EDITH.RSC is not found (quite possible that
> I left it off with EDITH.ACC), but I can't get into the drive to modify
> it or get the Auto-Loader program out of the boot up scenario......
>
> I won't be able to contact the bloke I bought it from for some time -
> how can I circumvent the boot loop which keeps crashing, even just to
> edit the files and remove the auto-loader which is obviously set up
> wrongly? eg, can I boot up from a floppy and get the atari to locate the
> C drive partition, which contains the auto folder and boot acc's?
>
> Thanks in advance for any advice. (Wiping sweat from brow)
>
> Matthew.

1177. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39875BB8.AB87F930@cable.A2000.nl>
Source record: 59060

Hi

Jared Falvo wrote:
>
> What do you mean by new design wheels?
>
Yeah, I am curious too. I know about windows. Never heard of wheels.
A new invention?

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

1178. Needed: TOS on Floppy

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <3987728D.770BE680@psu.edu>
Source record: 59061

Hello,

I just got a 520ST (external p/s, no internal floppy) and when trying to boot it, it just cycles. I am thinking it needs TOS on floppy. Can anyone help? Thanks

-Marlin

1179. Re: Gemulator 2000 version 7.1 Help Please

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Bob Wilson <wilsonrob@home.com>
Message-ID: <MPG.13f14012e38cc423989690@news>
Source record: 59062

In article <8ig44cbmj1@supernews.com>, woodprimer@nospamlineone.net
says...
> Do you have this working on your PC ? if so would you let me know what it is
> like , and how you set it up please
>
>
>
I have tried this on two computers. One is a PII 350 with 64 meg of RAM
and a GEMULATOR card with TOS 2.06. It booted the first time and since
then totally, and I mean totally, has locked the system to the extent
where I must turn it off and I am running Norton crash proof.

My other machine is a really vanilla portable. I tried running the
program in mono 640 by 480. It either kills the system or gives me a
barely functional ST which crashes when I try to run software under GFA.
I have not tried anything else since I am afraid of damaging my machines.
My advice is to stay away big time. Unfortunately the history of this
product has been poor. It seems to have gotten more buggy in each passing
version. I managed to get the 98 version to work with the ROM card but
never with a disk image. Obviously the number of serious beta testers is
declining as only strange people have not totally converted to Windoze or
the MAC at this point (or some form of Linux).

1180. Re: IDE harddisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8m7tf0jju1@cubacola.tninet.se>
Source record: 59063

On 2 Aug 2000 00:33:51 G, Hallvard Tangeraas wrote:
<snip>
>The drive is a "Caviar 22500".
>
>I've used HDDriver, which supports IDE, and have tried both using the
>harddisk itself and a boot floppy disk. On the latter I put the
>"hddriver.prg" (I think that's the name) inside an AUTO folder, but it
>doesn't work! On the other hand, if I boot the computer, then afterwards
>double click that actual program it boots the harddisk fine.
>(??!?!??!).
<snip>
>
>Hallvard

Hi Hallvard

Have you tried installing hddriver.sys on the harddisk. Isn't putting
the prg in a AUTO folder just for floppies? Does the harddisk have
enough time too spin up? IIRC I had a program for my STE, on a floppy
, that delayed the boot for x seconds too allow the harddisk to spin
up.

Cheer's J

J
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1181. Newsie 0.961 FAST!

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8m7tocjju2@cubacola.tninet.se>
Source record: 59064

Hi All

Is it just me, or is Newsie 96r1, a lot faster then older version?
Loading newsgruops goes 2-3 times faster than before, is it something
to do with compatability with my newsserver or is it faster?
Anyways, thanks John!

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1182. Re: Gemulator 2000 version 7.1 Help Please

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: atari-2000 <atari-2000@ntlworld.com>
Message-ID: <b3Lh5.1752$8N1.33297@news6-win.server.ntlworld.com>
Source record: 59065

Bob Wilson <wilsonrob@home.com> wrote in message
news:MPG.13f14012e38cc423989690@news...
> In article <8ig44cbmj1@supernews.com>, woodprimer@nospamlineone.net
> says...
> > Do you have this working on your PC ? if so would you let me know what
it is
> > like , and how you set it up please
> >
> >
> >
> I have tried this on two computers. One is a PII 350 with 64 meg of RAM
> and a GEMULATOR card with TOS 2.06. It booted the first time and since
> then totally, and I mean totally, has locked the system to the extent
> where I must turn it off and I am running Norton crash proof.
>
> My other machine is a really vanilla portable. I tried running the
> program in mono 640 by 480. It either kills the system or gives me a
> barely functional ST which crashes when I try to run software under GFA.
> I have not tried anything else since I am afraid of damaging my machines.
> My advice is to stay away big time. Unfortunately the history of this
> product has been poor. It seems to have gotten more buggy in each passing
> version. I managed to get the 98 version to work with the ROM card but
> never with a disk image. Obviously the number of serious beta testers is
> declining as only strange people have not totally converted to Windoze or
> the MAC at this point (or some form of Linux).

I've had nothing but trouble with gemulator in the past. Downloading each
upgrade in turn to see if it was any better than the previous version.

Then I discovered 'TOSBOX' and have never looked back (Except to my real ST
occasionally.)

Mark

1183. Re: Needed: TOS on Floppy

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Canadian CoCo Nut <canadiancoconut@my-deja.com>
Message-ID: <8m81dh$t75$1@nnrp1.deja.com>
Source record: 59066

If I remember correctly when you would turn on an ATARI that required TOS on floppy and there was no TOS diskette in the drive it would display the ATARI logo and indicated the need of a TOS boot disk.

What type of cycling is the ATARI 520STm doing. With the power off pick up the computer and hold it top side up about 6 inches level over a hard surface and drop the computer flat on the hard surface. If the computer starts working when power is applied then all IC's in sockets need to be reseated. I would reseat the IC's anyway. Make sure the socket clips are on the MMU and the GLUE and are fitted tightly. In early ST's there were padded stickies under the MMU and GLUE, these need to be removed before reinserting the MMU and GLUE into there sockets. I have also had to reshape the contacts of a many MMU and GLUE socket. I have only seen this type of failure in these PLCC sockets of the ATARI. The bigger problem is the PLCC sockets in the ATARI ST's are not a standard pin pattern into the PCB. I have not found a proper replacement in Canada yet.

*** DO NOT *** do the drop test on any computer with a built in drive of any sort, you will damage the internal drive.

Canadian CoCo Nut

Sent via Deja.com http://www.deja.com/
Before you buy.

1184. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ZLh5.42$he1.4208@nsw.nnrp.telstra.net>
Source record: 59067

How will you make the soundcard do 50Khz, 16 bit @ 8tracks let alone 16 or 32 without killing the system?

Mark Bedingfield

Johan Klockars <rand@cd.chalmers.se> wrote in message news:8m7e24dqp1@nyheter.chalmers.se...
> In article <8m5831$ti3$1@news0.skynet.be>, Zorro <zorro270@yahoo.fr> wrote:
> >Hi,
> >
> >> I am not trying to be negative, I would like to see this too. I have
> >> seen the Falcon do amazing things using the DSP with is own RAM. I
>
> Compared to what the normal '030 can do, the Falcon DSP is quite good.
> Even a MilanII would be able to reach similar signal processing speed,
> though.
>
> >> think it will be quite a challenge to be able to use the DSP features
> >> of a Falcon on a PC in real time. I have a feeling this may require
>
> If you want to play around with signal processing, even the slowest new
> PC you can find these days should be far faster than the Falcon DSP,
> using normal C code.
>
> >> some sort of specialized sound card to get a DSP with the same hardware
> >> and firmware specs as the Falcon.
> >
> >The Athlon have some DSP instructions...
>
> So do the K6-2/3 and the PentiumIII.
>
> A $100 Duron can do (peak) more than 2500 million (2.5 billion if you're
> using the 'american way' of counting) 32 bit floating point operations
> per second with the 3DNow! SIMD instructions (650 MHz, two instructions
> per cycle, two float operations per instruction).
> Compare that to the 32 million 24/56 bit fixed point operations the
> 56001 can manage (32 MHz, two clocks per instruction, multiply/accumulate).
> It's easier to reach the peak number on the 56001, but that will of
> course not come anywhere near to outweighing the 80 times peak
> performance difference.
>
> Most DSPs are cheap, low power, devices that do a specific job (signal
> processing) well enough. They are no match for the normal desktop/

> workstation processors, but you won't find a Pentium in a cellphone. ;-)
> (There _are_ high performance DSPs too, of course.)
>
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johan@rand.thn.htu.se
> | so hard to do | WWW/ftp: rand.thn.htu.se
> Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1185. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <4_Lh5.43$he1.4164@nsw.nnrp.telstra.net>
Source record: 59068

Think he's talking about reinventing the Wheel?

Mark Bedingfield

Henk Robbers <H.Robbers@cable.A2000.nl> wrote in message
news:39875BB8.AB87F930@cable.A2000.nl...
>
> Hi
>
> Jared Falvo wrote:
> >
> > What do you mean by new design wheels?
> >
> Yeah, I am curious too. I know about windows. Never heard of wheels.
> A new invention?
>
>
> --
> Groeten; Regards.
> Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
> Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
> GEM replacement for MiNT: XaAES (under construction)

1186. EBAY--> STACY4, FALCON030, MEGA ST2, & PORTFOLIO

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: djhoudini@aol.com
Message-ID: <20000802022002.22412.00001034@ng-bh1.aol.com>
Source record: 59069

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396773453

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=398852951

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=346970684

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=398919580

GOT FOLLOWING FOR SALE: NOTATOR V3, ATARI SM147 MONITOR, BOXED 1040ST, 520 ST, NEODESK 3, SOME GAMES, WORDWRITER ST, MARK WILLIAMS C COMPILER, PC DITTO AND SWIFTCALC.

EMAIL: djhoudini@aol.com

1187. Re: Help! -Caught in a boot loop...

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8m8k54nia1@snipp.uninett.no>
Source record: 59070

atarigalen <kNOkSPAM@uia.net.invalid> wrote:

> Start the boot and watch the floppy and hard drive lights. At
> the moment they first light, press and hold the <Alternate> key.
> (At some point (TOS 1.4?) Atari did away with the light

Actually, this is handled by the harddisk-driver and not TOS. If you press
and hold Control immediately when the driver is started, TOS will skip the
autofolder and go directly to the desktop. This way you don't have to
bother with a boot-floppy (unless the problem is an application which is
autostarted by the desktop ofcourse).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1188. Re: Milan 2 vs Athlone PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8m92kn$7er$1@draco.stochastik.rwth-aachen.de>
Source record: 59071

In article <39862d81_1@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>
> Actually I have egg on my face. I went to check on the board
>today at work as I couldn't remember. I can remember exactly now
>either. I was going to post from work and couldn't get to the news
>server. Anyway after checking I discovered that it does MP3 encoding with
>hardware, not decoding. I think (possibly wrong as I didn't memorize
>it) that it's official name is something like Soundblaster Live MP3
>PCI. They run about $100 US. So it's not a $19 card, but it's not that
>bad when you start comparing it to 'quality' cards. Not saying it's that
>high end either.

Hm. After reading all the marketing blurb about the SoundBlaster Live (with
the MP3 option), I am still not sure if they use the DSP on the card to aid
MP3 decoding, or if the do the whole MP3 processing on the host CPU and
simply use the DSP for sound effects processing of the decoded data.

The card does indeed have a freely programmable DSP, unlike most other cards
in that price range. Unfortunately, it does not look like there is any
documentation available on how to program that chip, so it seems creative
labs is the only one who can really use the DSP in their programs :-(

cu
Michael
--
In the beginning there was nothing, which exploded.

1189. Re: IDE harddisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8m94os$s4q$1@newsg1.svr.pol.co.uk>
Source record: 59072

"Hallvard Tangeraas" <halln@c2i.net> wrote in message
news:1eepd0j.ipzdt13ro816N%halln@c2i.net...

> I've used HDDriver, which supports IDE, and have tried both using the
> harddisk itself and a boot floppy disk. On the latter I put the
> "hddriver.prg" (I think that's the name) inside an AUTO folder, but it
> doesn't work! On the other hand, if I boot the computer, then afterwards
> double click that actual program it boots the harddisk fine.
> (??!?!??!).

You need to "Install" the driver on the HD. This is not the same as sticking
it in the /AUTO/.

Just run up the driver from the floppy and then use the supplied utils. to
do the Install. This will write a special block of code to the HD boot
sector which searches for and loads the driver file from the HD root
directory (the driver file will be placed there by the install process).

Roger

1190. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <RIVh5.2718$sj.2024@newsfeed.slurp.net>
Source record: 59073

On 31 Jul 2000 18:54:31 , Canadian CoCo Nut wrote:
>I would like to see the Emulator do what the DSP inside the Falcon can
>do. Way back when I came across a public domain program the would use
>the DSP to turn the Falcon into an FM radio with tuning. I have since
>lost the program.

I would not mind one for the hades if it were possible.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1191. Re: Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <TIVh5.2720$sj.2024@newsfeed.slurp.net>
Source record: 59074

```
On 31 Jul 2000 01:55:30 , Robert Frederick King wrote:
>Hi all,
>
>has any one managed to access the Smurf web site at:
>
>http://www.therapy-seriouz.de/indexie.html

I have been on it before, but not lately.
Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

1192. Buy, Sell or Exchange at the Trade In Post

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <8m9mm9icb4@uranium.btinternet.com>
Source record: 59075
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.sinclair,it.comp.retrocomputing

Buy, Sell or Exchange at the Trade In Post

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

1193. Re: Gemulator 2000 version 7.1 Help Please

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8m9n19$7ha$1@neptunium.btinternet.com>
Source record: 59076

"atari-2000" <atari-2000@ntlworld.com> wrote in message
news:b3Lh5.1752$8N1.33297@news6-win.server.ntlworld.com...
>
> Bob Wilson <wilsonrob@home.com> wrote in message
> news:MPG.13f14012e38cc423989690@news...
> > In article <8ig44cbmj1@supernews.com>, woodprimer@nospamlineone.net
> > says...
> > > Do you have this working on your PC ? if so would you let me know what
> it is
> > > like , and how you set it up please

> I've had nothing but trouble with gemulator in the past. Downloading each
> upgrade in turn to see if it was any better than the previous version.
>
> Then I discovered 'TOSBOX' and have never looked back (Except to my real
ST
> occasionally.)
>
> Mark
>
>

TOSBOX is the best for running serious software. FOr games, I reccomend
WinSTon.

Simon

1194. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39887a3c@fmlynet.org>
Source record: 59077

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Jared Falvo" <luposian@mailcity.com>
> What do you mean by new design wheels?
> Luposian

He's saying your "redesigning the wheel". Ever heard that phrase? In other words, why would you want to redevelop what is already there? 68000, 68030, 68040, 68060... this has already been done. Unless there is a new concept to either A) make the computer available to more people at a cheaper cost or B) improve the computer considerably then you are "redesigning the wheel" so speak.

And other "wheels" already exist.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1195. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39887a3c@fmlynet.org>
Source record: 59078

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Jared Falvo" <luposian@mailcity.com>
> If he is, he's more right than not. But... it also involves restoring the
> car that those wheels belong to as well... think about THAT for a moment!
> Luposian

Blah..blah..blah...

Are you ready to tell us ANYTHING about what you have in mind, or are we
going to talk generalities all year?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1196. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <5zZh5.331$G3.35437@read2.inet.fi>
Source record: 59079

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.39887a3c@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "Jared Falvo" <luposian@mailcity.com>
> > What do you mean by new design wheels?
> > Luposian
>
> He's saying your "redesigning the wheel". Ever heard that phrase? In
> other words, why would you want to redevelop what is already there?
68000,
> 68030, 68040, 68060... this has already been done. Unless there is a new
> concept to either A) make the computer available to more people at a
cheaper
> cost or B) improve the computer considerably then you are "redesigning the
> wheel" so speak.
>
> And other "wheels" already exist.
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
I agree! All those systems have been done. If you want to redesign the wheel
in the Atari scene do a PPC computer. That has never been done before.
Tempest has never been out and never will. Enough of this 680x0 bullshit.
That's age old technology.

Joshua.

1197. Atari and midi HELP

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: catmancrew <mrpaudel@ptdprolog.net>
Message-ID: <39886B5B.B469B0DA@ptdprolog.net>
Source record: 59080

i have a 1040 ST I have one midi i/o but i want to add one or 2 more
midi port and maybe couple of midi outs Please Help.

1198. Re: Atari and midi HELP

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0526a65e.9a38a47d@usw-ex0107-055.remarq.com>
Source record: 59081

catmancrew <mrpaudel@ptdprolog.net> wrote:
>i have a 1040 ST I have one midi i/o but i want to add one or 2
more
>midi port and maybe couple of midi outs Please Help.
>
Try checking http://gem.win.co.nz/mario/hardware/midi3.html .

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1199. Re: Gemulator 2000 version 7.1 Help Please

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <00e2cf77.9b60d4ce@usw-ex0107-055.remarq.com>
Source record: 59082

Bob Wilson <wilsonrob@home.com> wrote:

>I have tried this on two computers. One is a PII 350 with 64
meg of RAM
>and a GEMULATOR card with TOS 2.06. It booted the first time
and since
>then totally, and I mean totally, has locked the system to the
extent
>where I must turn it off and I am running Norton crash proof.
>
>My other machine is a really vanilla portable. I tried running
the
>program in mono 640 by 480. It either kills the system or gives
me a
>barely functional ST which crashes when I try to run software
under GFA.
>I have not tried anything else since I am afraid of damaging my
machines.
>My advice is to stay away big time. Unfortunately the history
of this
>product has been poor. It seems to have gotten more buggy in
each passing
>version. I managed to get the 98 version to work with the ROM
card but
>never with a disk image. Obviously the number of serious beta
testers is
>declining as only strange people have not totally converted to
Windoze or
>the MAC at this point (or some form of Linux).

Perhaps I've been lucky. Gemulator worked for me the first try
and continues to work fine. I don't know why this is, knowing
little about Microsoft based products by choice.

I think you're correct that beta testing has diminished. Then
again, it was quite nice of Derek to release Gemulator as F.D..

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1200. Re: Needed: TOS on Floppy

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <09ffea94.9d205829@usw-ex0107-055.remarq.com>
Source record: 59083

Canadian CoCo Nut <canadiancoconut@my-deja.com> wrote:
>If I remember correctly when you would turn on an ATARI that
required
>TOS on floppy and there was no TOS diskette in the drive it
would
>display the ATARI logo and indicated the need of a TOS boot
disk.
>
>What type of cycling is the ATARI 520STm doing. With the power
off pick
>up the computer and hold it top side up about 6 inches level
over a
>hard surface and drop the computer flat on the hard surface.

An alternative to the drop test is to take apart the ST's cover (it's not really that hard...make sure you look for a screw under the warranty label) and press firmly on the socketed chips on the board (kindly ground yourself first).

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1201. Re: Gemulator 2000 version 7.1 Help Please

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <398889e413eb3f0@tripnet.se>
Source record: 59084

On Wed 02-08-2000 01:25 (GMT) Bob Wilson wrote:

>I have tried this on two computers. One is a PII 350 with 64 meg of RAM
>and a GEMULATOR card with TOS 2.06. It booted the first time and since
>then totally, and I mean totally, has locked the system to the extent
>where I must turn it off and I am running Norton crash proof.

Never had any serious problems whatsoever with various (free) Gemulator versions from -96 upto 2000. Seems extremly stable on my pc hardware (Award based). Also tried on Compac without problems!

I use Gemulator with Geneva+Neodesk on a daily basis and have developed some GFA programs without difficulties using the emulator in 1024*768. The emulator tends to crasch hard sometimes when you make stupid programming errors, thats all.

The internal soundcard can be used too from within the emulator. One of my programs in GFA uses MIDI out and surprisingly it _did_ work on the pc using the built in sounds!

Older versions of STinG works too. I have not tested the latest version yet, but one of the newer versions did not work because you can not (?) run HSMODEM with Gemulator.

Popwatch, Newswatch and CAB runs fine with Gemulator.

I run Gemulator in mono mode all the time.

And, I have no connection whatsoever with Derek M. but if he happen to read this:

A big thank you for giving me a fast ST with bigscreen and lots of RAM and diskspace for free!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1202. Re: Problems with MagiC

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ma21d$3or$1@snipp.uninett.no>
Source record: 59085

Hallvard Tangeraas <halln@c2i.net> wrote:

> The problem now is MagiC, as I enabled the booter in the AUTO folder,
> but for some reason I get the following error message (in German):

> Offscreen-treiber nicht gefunden.
> MCMD wird gestartet...
> System wird angehalten.

It can't find the offscreen drivers. I've had this problems myself, even
though the drivers really are present MagiC can't find them. I solved this
problem by waiting three months before I booted MagiC again. Then it
worked...

> harddisk available by running HDDriver from the floppy, but I can't seem
> to remember the keyboard combination on booting the machine to disable
> the harddisk -can someone tell me what it is?

Just press and hold the ALT-key.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1203. Re: Problems with MagiC

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <JS0i5.14$TW4.5108@news0.optus.net.au>
Source record: 59086

On 2 Aug 2000 20:28:35 G, Hallvard Tangeraas wrote:
>I'm messing around with a new computer and at the moment work on an IDE
>harddisk which I think I've worked out.
>
>The problem now is MagiC, as I enabled the booter in the AUTO folder,
>but for some reason I get the following error message (in German):
>
>
>Offscreen-treiber nicht gefunden.
>MCMD wird gestartet...
>System wird angehalten.
>
>
>Anyone know what this means and what needs to be changed/fixed? I'm

Hallvard,

I can't tell you how to fix it, but I can almost certainly say that it is not a problem with your Magic setup but rather another symptom of your hard-disk problems.

I ran into the same messages when I was having problems with my TT - problems whose ultimate cause turned out to be an over-voltage power supply. Symptoms that I saw as the PSU got worse were

(1) Consistent one-bit errors in files written to the floppy drives or to a Supradrive attached to the ASCI/DMA bus.

(2) Refusal of Magic to boot if HD Driver was on any drive attached to the SCSI bus, but (initially) ok if HD Driver was on the Supradrive on the ASCI Bus.

(3) Strangely, at least at first, problem (2) affected Magic 6 but not Magic 5 (You can tell that by this stage I was getting desperate and willing to try anything.)

In the end, when the TT would not stay alive even in TOS for more than 30 seconds, I stopped fiddling with software, disk-drive connections and memory and put a multi-meter on the 5 volt supply line. It was showing over 7.5 volts and the 12 volt line about 16 volts. When I fixed that, initially by substituting the PSU from my MSTe, all my problems vanished.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614

leaver@alphalink.com.au Australia

1204. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008021819450.80-100000@TT030>
Source record: 59087

On Mon, 1 Aug 2000, Greg Goodwin wrote:

> Like I said, either give us an idea of where you are coming from, or just
> let it rest for now till you can.

I have to agree here, I stated on the other section why not just
help import the hades060?! That post seemed ignored. Hades has
been around ages, just needs drivers for USB cards and such.
Sure it's expensive, but maybe that is cause no one buys it.

In todays age of generic machines, designing one with custom
chips is a huge leak of faith, and in reality not going to
happen. Anyone remember the awesome specs on the a/box?
Well where is it? No where.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1205. Re: Gemulator 2000 version 7.1 Help Please

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008021828050.80-100000@TT030>
Source record: 59088

On Wed, 2 Aug 2000, Bob Wilson wrote:

> Obviously the number of serious beta testers is
> declining as only strange people have not totally converted to Windoze or
> the MAC at this point (or some form of Linux).

Yes I'm strange. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1206. Re: IRC Ident problem

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008021832300.80-100000@TT030>
Source record: 59089

On 1 Aug 2000, James Haslam wrote:

> I spoke with Lonny Pursell, and he suggested increasing the Ident timeout
> but this makes no difference. I've also tried turning Ident off (by
> deselecting the Ident button in the Server setup dialog box) but no joy.

It occured to me that maybe cause the service is free, it is some how
limited? Perhaps firewalls or something. You might write this
free provider and ask if IRC is doable and see what they have to
say. Just a thought since I cannot explain it. ;-)

1207. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <p83i5.174$no2.11714@news.goodnet.com>
Source record: 59090

No, I haven't given you anything TANGIBLE to see, as far as this "new Atari computer" is concerned, but that's because I can't. I am simply a lone voice trying to stir the willing imaginations and desires of the people in the Atari community. I am the Steve Jobs, as it were... the sale pitch man... the one who can convince people that something is worth getting into, because I (myself) believe in it so strongly.

Were that I had the $25,000.00+ that I had when I was single, but I doubt, even then, many would listen or believe I was sane.

Tell me, if you had a choice of owning a genuine Atari-brand computer or an Atari clone made by, say, Milan, which would you choose? The genuine product or the modified hack? Naturally, we're assuming that both are readily available where you live and both cost the same.

Luposian
--
Judy Falvo
www.flowersnfliers.com
Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:0001.398841fc@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Michael,
>
> In all politeness, so far you've not given us anything to look at, and
> nothing more than accusations on how it should not be.
>
> My advice to you before you wind up looking like a shiftless dreamer is to
> either give us something to work with other than dreams, or continue working on
> your drawing board until you can.
>
> I've seen enough people who are all talk. I've had a project or two fall
> through that I announced in advance (nothing major... more newsgroup ideas than
> programming, but still).
>
> One fine example of great advertising and no result in recent history is
> the Tempest PPC board for the Falcon. What a shame.
>
> Like I said, either give us an idea of where you are coming from, or

just
> let it rest for now till you can.
>
> Sincerely,
>
> Doctor Clu
>
> @>-->----------------------
>
>
>
> > On 30 Jul 2000 21:36:50 , Michael Schwingen wrote:
> >> In article <VtDg5.659$Vr6.57660@news.goodnet.com>,
> >> Jared Falvo <luposian@mailcity.com> wrote:
> >>> From what I've seen, the Milan040 "Atari ST" computer is a serious
> >>> hodge-podge of PC motherboard design, mixed with a 68040 processor and
a
> >>> mutant TOS.
>
> > From: lais@zetnet.co.uk (Shiuming Lai)
> > ??? The PCI bus just happens to be the most common basis of a home
> > computer these days. All those people who think Apple Macs are
> > wildly different, for example, don't realise that it's more or less
> > a PC with different CPU and OS!!! What else is in there? PC hard
> > disks, PC graphics card, PC memory... There's no economic sense to
> > develop highly custom architectures for mass production.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

1208. CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3988f182_3@huge.aa.net>
Source record: 59091

Hi all,

I want to thank everyone that responded to my "CDRW QUESTIONS" a while ago. Lots of good info! I finally got a Yamaha external SCSI 8x4x24 CDRW. Officially called "CRW8424SXZ". There are other versions of the Yamaha 8424, such as SX, EX, PX, but most places had the SXZ. I _THINK_ : S=scsi, X=external, Z=software, P=PCI controller, E=... uhh... mc2???. This one comes with a bunch of software (PC/Mac, of course), and a CD labeling kit. I may get a cheap PC in the future, so I thought the software might come in handy. The best price I could find for this model was US$289 (not including shipping), from "www.solutions4sure.com"

I have (Anodyne's) Extendos-Pro vs. 2.4. I wonder if I REALLY need Extendos GOLD, their latest version. I'm still deciding between Soundpool and Anodyne. It looks like Soundpool has their own version of extendos - right???

What I have now (Yamaha CDR8423 and Extendos-Pro 2.4) works - in that I can view contents of CD Roms, and play an audio CD. HOWEVER... I have this photo cd from the last roll of photos I had developed, and my current set-up doesn't see my folder of photo images. I know it's there, because I put it in a Whine-Doze box, and I could see it and view the jpegs. These photo cd's must be "multi session" cd's because the dates for all the included software were from last year, and my photos were done this year. Is my problem that extendos Pro won't handle multi-session cd's? Would Extendos GOLD fix that? What about Soundpool's cd rom driver? Maybe "multi-session" has nothing to do with it. Do any of you have a set-up that allows use of a photo cd?

Oh- and while I'm fishing for info... if anyone else has any more input on Anodyne and/or Soundpool software I'd appreciate it.

Thanks again for all the help!

Clayton Murray
Seattle, WA USA
claytone@aa.net

Here is some info I've put together for anyone else looking to get into a CDRW system:

http://www.soundpool.de/my_html/cdr2_me.htm CDRecorder-SOUNDPOOL

http://www.cyberus.ca/~anodyne/cdwsuite/main.htm CD Writer-Suite ANODYNE

http://www.fadden.com/cdrfaq/faq08.html CD-Recordable FAQ

And now.... some RETAIL PLACES:

http://www.solutions4sure.com/product.asp?productid=91382&affid=9999

http://shopper.cnet.com/shopping/resellers/

http://www.pricewonders.com/

http://www.pcconnection.com/scripts/

http://www.tigerdirect.com/applications/SearchTools/

http://www.pcconnection.com/

http://shop.macsales.com/MacSales/search/

http://shopper.cnet.com/

http://www.onvia.com/CnetShopper/Products/

http://www.hard-drive.com/cgi-bin/webstore.exe

http://www.cc-inc.com/home.asp?store=cability

1209. Re: Booting Western Digital IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3988f511_3@huge.aa.net>
Source record: 59092

On 2 Aug 2000 22:48:00 G, Hallvard Tangeraas wrote:
>Can someone please tell me why Western Digital IDE harddisk won't boot
>on Atari systems?

Hi Hallvard-

A few years ago, I tried putting a WD IDE 2.5" in my Falcon, but
despite my trying everything on my ICD utilities disk, I could
not get the Falcon to see it. So I asked Tom Harker at ICD if he
had any ideas, and he said:

"You cannot use IBM or WD IDE hard drives with the Falcon. Try
"Quantum or Seagate. I have had good success with the Quantum
"Europa series 2.5 inch IDE drives
"and the Falcon.
"
"It is a problem in the timing of the command frames that makes
"them not work with the Falcon.

I also asked Chris Crowchuck(?) at Computer Direct, and he said:

"With the IBM drives, they report wrong sector and interleaving etc. under
"HD Driver. You can set these settings yourself and have HD Driver create
"a boot sector that should work. You are best to avoid IBM and Western
"Digital though for sure.
"
"We have had success with the Maxtor, Seagate, Fujitsu and Quantum drives.

I don't know if that helps, but at least I can now feel good
about saving all those emails from different companies. ;-)

Best regards,

Clayton Murray
Seattle, WA USA
claytone@aa.net

1210. woller systeme ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-02 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200008021025.a10802@b2.maus.de>
Source record: 59093

hello Jo Even ...

KW>JES>I sent you (and another German Atari-dealer) numerous emails re.
KW>JES>N.AES 2. I never got any replies, so I ended up getting a pirated
KW>JES>version after about two months.
KW>
KW>you ordered N.AES 2.0 ??=\ ... and we not delivered it ?????='''
KW>
KW>when ? ...
KW>
KW>but anyway ... now we have again the chance, to deliver a legal copy
KW>also to you ... please tell us your details of shipping and paying and
KW>everything should be fine ...

we're still waiting for your ordering details ...

with best regards, Konstantin (woller systeme, Berlin)

1211. Screen Shots of CT2B signals

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Brian Hutchinson <bthutch@earthlink.net>
Message-ID: <3988F1E6.79676BEB@earthlink.net>
Source record: 58996

Hello,

I'd like to say thanks to those that have helped me with my CT2B installation. I have still not found the problem but thanks.

I have taken screen shots of measurements at all the important connections with a Tektronics scope. These can be seen at the following link:

http://home.earthlink.net/~bthutch/CT2B_screenshots/

Please ignore the rest of the site ... I only created it to put up the screen shots.

The names of the pictures should speak for themselves as to where the measurements were taken.

If anyone did their own installation I'd like to hear from you. I have already talked to many of you and have received good info.

I would be grateful if anyone could comment on the quality of these signals and would be willing to share details of their installation etc. You can email me private if you would like at:

brian.hutchinson@ericsson.com (work)
bthutch@earthlink.net (home)

This Falcon I have used to be one of Ted Tahquechi's from Atari. He used it to make SFX and music for several Jaguar games. If any of you have a big heart and would like to see a part of Atari history live ... please continue to offer information that might help me figure out what the problem is.

If you have missed out on what my problem is just look back for posts with 'CT2B' in the subject line rather than me take up more bandwidth here.

Thanks,

Brian

1212. Re: IDE harddisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <rU3i5.755$7g1.9691@nntpserver.swip.net>
Source record: 58997

"Hallvard Tangeraas" <halln@c2i.net> wrote:

> I've worked it out now!
> It turned out that I should NOT have the "Master" jumper in place as I
> thought!!
> I know next to nothing about IDE, but I'm guessing I'll need to set
one
> device to "Master" and the other one to "Slave" if I for example add
an
> IDE CD-ROM unit to my machine, and because of this, only 2 IDE devices
> can be used on each bus. Can anyone verify this?

Hi,
Some HD's have two settings; one for Master or Stand-alone - and one for Slave, while other brands use three different settings; one for Master, one for Slave and the third one for Stand-alone.
2 IDE units on the same IDE-bus is what you can connect. If you need more, go for SCSI...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

1213. Re: Booting Western Digital IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <tU3i5.756$7g1.9691@nntpserver.swip.net>
Source record: 58998

"Hallvard Tangeraas" <halln@c2i.net> wrote:

> Can someone please tell me why Western Digital IDE harddisk won't boot
> on Atari systems?
>
> I've got a "Caviar 22500" drive, which, as stated in the "IDE harddisk
> problems" thread, works fine now that I removed the "Master" jumper,
but
> it can't boot on its own.
> Why is this? What exactly makes WD harddisks different from other
makes?
> Is there a special combination of jumpers that can be set to resolve
> this?
> (and yes, I am using TOS 2.06, which is what's needed to recognize IDE
> drives).

Hi,
I don't have an explanation, but on my Falcon, all WD disks I've tried have been registered as both Master AND Slave - even though there's only been one drive. I guess the computer doesn't understand where to look for the boot sector or something like that... This detection problem was not present with a PC (probably since it's handled some other way), so the disks worked nicely there - but not with the Falcon :(
I have other complaints about Western Digital as I know for a fact that they've been of extremely poor quality. Maybe their new drives are better, but about 1-2 years ago, I wouldn't have touched a WD disk since I worked as a technician in a computer store and we got so many warranty returns of Western Digital disks that it beat the s**t out of every other brand by a very large margin when it came to warranty replacements...
Maybe Uwe Seimet has a good explanation about these problems?

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

1214. Re: IRC Ident problem

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <Rm$lclA9POi5EwNO@my-ste.demon.co.uk>
Source record: 58999

In article <39875629$0$18632@news.zetnet.co.uk>, James Haslam
<jfhaslam@ic24.net> writes
>Hi all!
>
>Firstly let me apologise to everyone for putting an attachment to this
>message, but I couldn't think of a better way of showing the problem I'm
>having.
>
>I have two ISP's (Zetnet and IC24). I can connect fine when I dial in with
>Zetnet, but I can't with IC24. I get the following message "Unauthorised
>connection".
>
>I spoke with Lonny Pursell, and he suggested increasing the Ident timeout
>but this makes no difference. I've also tried turning Ident off (by
>deselecting the Ident button in the Server setup dialog box) but no joy.
>
>Has anyone seen this before and can anyone help?

I don't think it's a problem with the ident, but more a problem in that
the IRC server is unable to do a reverse DNS on your address. I
sometimes get this when trying to connect to funet and, when it happens
the only thing I can do is try another server.

--
David Bolt

1215. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mb6n2$c0i$1@snipp.uninett.no>
Source record: 59000

Henrik Klï¿½ver <Henrik_Kluever@hh.maus.de> wrote:

> If I'm not mistaken, it's just for the case you had an external clock to your
> videl, like from a BlowUp or Screenblaster, which have 32Mhz. *This* clock
> can't be used when having a CT2 and the Atari adapter, but ho wants it anyway
> when you can have 50Mhz without additional hardware? I sold my BlowUp after

BlowUp 2 has a variable clock, this is much more flexible than just
50MHz. E.g. my old monitor can't even handle the resolutions created with
a 50MHz pixel clock.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1216. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: RIP <rpandion@hotmail.com>
Message-ID: <8mb7vi$9f8$1@nnrp1.deja.com>
Source record: 59001

In article <5zZh5.331$G3.35437@read2.inet.fi>,
"Joshua Kaijankoski" <lord_gaiyan@hotmail.com> wrote:
> I agree! All those systems have been done. If you want to
> redesign the wheel in the Atari scene do a PPC computer.
> That has never been done before. Tempest has never been
> out and never will. Enough of this 680x0 bullshit.
> That's age old technology.
>
> Joshua.

or an ARM or StrongARM computer.... Or even a ColdFire one. This
is the cheaper and the most compatible choice.

--
Richard

Sent via Deja.com http://www.deja.com/
Before you buy.

1217. RE: Buy, Sell or Exchange at the Trade In Post

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: uma <alguien@uma.es>
Message-ID: <8mb645$1nn$1@mercurio.cica.es>
Source record: 59002
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.sinclair,it.comp.retrocomputing

This is an Amstrad 8bit USENET group >>>>:-((
John Thackeray <john@tradeinpost.com> escribi&#65533; en el mensaje de noticias
8m9mm9icb4@uranium.btinternet.com...
> Buy, Sell or Exchange at the Trade In Post
>
> John Thackeray
> Trade In Post
> Victoria Road
> Shifnal
> Shropshire TF11 8AF
> U.K.
> 01952 462135
> john@tradeinpost.com
> www.tradeinpost.com
>
>

1218. Re: Buy, Sell or Exchange at the Trade In Post

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Paul Irvine <mclane@btinternet.com>
Message-ID: <nqgiosgtr6kn8h5tmfo4d6mnjv2blv7p2m@4ax.com>
Source record: 59003
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.sinclair,it.comp.retrocomputing

The other Day "uma" <alguien@uma.es> wrote:

>This is an Amstrad 8bit USENET group >>>>:-((

Nope, it's Xposted to 5 groups.. :-(
--
Paul Irvine

Retro-gamer & old git

1219. Re: Problems with MagiC

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8mbqi2$b7a$1@sun27.hrz.tu-darmstadt.de>
Source record: 59004

Hi!

Hallvard Tangeraas <halln@c2i.net> wrote:
> As another thread of mine explained, I can't boot from my newly
> installed IDE harddisk, so I've been using a floppy with "HDdriver"
> inside the AUTO folder, just to start up the (Western Digital) harddisk,
> which then in turn runs all the AUTO programs, ACCessories etc. from the
> harddisk.

Try using AutoMore (German docs only, download it from
http://homepages.tu-darmstadt.de/~gryf/software/). Place automore.prg
into your floppy's auto folder, together with the following
automore.inf:

```
# Change to whereever you want to boot from
autofolder=C:\auto
# Prevent AutoMore to search for itself in the auto-folder in use
automore=-
```

AutoMore automatically changes the boot drive variable when using a
different Auto folder, so most programs should be fooled into thinking
they directly booted from C:

Note one thing, though: MagiC usually does not evaluate the boot drive
variable, but the drive it was installed on. E.g. if you installed MagiC
onto drive D:, and copy it to C: afterwards, it will still look for its
support files on D:, IIRC.

This might have changed in the meantime, so it's still worth giving
AutoMore a try.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

1220. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-F8E066.10192403082000@bigmomma.idirect.com>
Source record: 59005

In article <3988f182_3@huge.aa.net>, claytone@aa.net (Clayton Murray)
wrote:

>
> I have (Anodyne's) Extendos-Pro vs. 2.4. I wonder if I REALLY need
> Extendos GOLD, their latest version. I'm still deciding between
> Soundpool and Anodyne. It looks like Soundpool has their own version
> of extendos - right???

yes, you will need ExtenDOS Gold if you want to make use of the
Yamaha's CD-burning capabilities. Anodyne also has excellent CD-ROM
backup software available.

1221. Re: Screen Shots of CT2B signals

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8mc3o7tnv1@nnrp1.deja.com>
Source record: 59006

In article <3988F1E6.79676BEB@earthlink.net>,
Brian Hutchinson <bthutch@earthlink.net> wrote:
> Hello,

> I would be grateful if anyone could comment on the quality of these
> signals and would be willing to share details of their installation
> etc. You can email me private if you would like at:

The peak on the DMA signal is to low. Should be 1.2v or better. Was this measured at the junction of the CT2 DMA out and the SDMA clock-in pin (wire connected)? If so, remove the wire from the SDMA and check the output from the CT2. You should see an increase in amplitude. If so, examine the modified pin area around the DMA for small shorts from soldering. The trace that comes to the DMA on the motherboard will have a "dog leg" turn before it makes a run to the pin. Be sure the trace is cut in that area, and the CT2 DMA clock soldered to that point. Careful not to lift the trace at that point. If you use a resistor, this is the point of attachment, with the other end attached to ground (on near by chip). This is from A/B experience. Email me if you want.

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

1222. Re: Booting Western Digital IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8mc571$q72$1@draco.stochastik.rwth-aachen.de>
Source record: 59007

In article <1eerjcs.31lxdimpcdj4N%halln@c2i.net>,
Hallvard Tangeraas <halln@c2i.net> wrote:
>Can someone please tell me why Western Digital IDE harddisk won't boot
>on Atari systems?

Because you have to *tell* a WD drive what geometry to use. IDE drives can use multiple geometries (as long as the resulting number of sectors is below the drive's capacity), and most drives have a default geometry active after powerup.

WD drives reject all read/write commands unless you set a geometry - you can use the default geometry that you inquired from the drive ...

This is fixed in TOS 4.06, which won't help you much ;-)

cu
Michael
--
In the beginning there was nothing, which exploded.

1223. Re: Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mcado$np5$1@plutonium.compulink.co.uk>
Source record: 59008

In message <3984dc92$0$18632@news.zetnet.co.uk>, rking@zetnet.co.uk said:

>has any one managed to access the Smurf web site at:
>
>www.therapy-seriouz.de/indexie.html

I sent a mail to them with a comment about their handbook translation
2-3 weeks ago but unfortunately have not had a reply to date.

>The GB mag Computer Shopper has a reference to an english language version
>of Smurf 1.05 and gives this URL. CAB 2.8 insists it's wrong or doesnt exist.

I think you'll find that System Solutions can supply this.

Regards, /Peter/

1224. Re: IRC Ident problem

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8mca90$2bl$1@uranium.btinternet.com>
Source record: 59009

"James Haslam" <jfhaslam@ic24.net> wrote in message
news:39875629$0$18632@news.zetnet.co.uk...
> Hi all!
>
> Firstly let me apologise to everyone for putting an attachment to this
> message, but I couldn't think of a better way of showing the problem I'm
> having.
>
> I have two ISP's (Zetnet and IC24). I can connect fine when I dial in with
> Zetnet, but I can't with IC24. I get the following message "Unauthorised
> connection".
>
> I spoke with Lonny Pursell, and he suggested increasing the Ident timeout
> but this makes no difference. I've also tried turning Ident off (by
> deselecting the Ident button in the Server setup dialog box) but no joy.
>
> Has anyone seen this before and can anyone help?
>
> I suppose I could only use Zetnet to get on IRC, but IC24 is totally free
> access - ie no phone bills! :)
>
> Cheers!
> James

Hy James,

Your problem is very simple. The Demon IRC server doesn't allow your ISP.
Best thing to do is use one of the following servers:

chat.bt.net 7000
irc.netcom.net.uk 6663
irc.u-net.com 7000

Please note that the port numbers are different. I prefere to use different
ports as I get a faster connection usually, but the default port of 6669
should work.

Hope this helps

Simon Osborne
Atari Active

1225. Re: Screen Shots of CT2B signals

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Brian Hutchinson <brian.hutchinson@ericsson.com>
Message-ID: <3989ACE6.20E76BFD@ericsson.com>
Source record: 59010

Yes. I measured this signal where the wire 12 meets the resistor AND pin 110 of the DMA chip. The other side of this resistor is grounded on pin 14 of the AJAX.

Do you (or anyone) know what the voltage of the original signal was? I'd like to know what the amplitude (voltage?) of this signal is supposed to be. I asked Czuba what it was supposed to be and all he said was it is fine ... don't touch it. He never answered what the voltage should be.

If I remember right I think the scope said VMax on this signal was 1.96V.

Also a quick update. I've been talking to Robert Schaffner and he had me look at signals:
Right of L102 I see 32MHz
R216 I see 16MHz
J16 pin 32 I see 16MHz
Pin 1 of U63,U62,U68 I think I see 16MHz. I have not done the math to figure this one out ... looks different than the rest but looks the same on all three locations. I'll put pictures of these up shortly.

Looks like I have clocks in all the right places. Why the monitor just blinks and does not lock on to a signal in normal mode is still anyone's guess!

Thanks!!!

Brian

1226. Re: Booting Western Digital IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Canadian CoCo Nut <canadiancoconut@my-deja.com>
Message-ID: <8mce41$6n8$1@nnrp1.deja.com>
Source record: 59011

I do not know if this will help.

In Computer Dealer News Volume 15,Issue 40 October 22,1999 pg.12 You find a small write up on a recall of faulty drives made by WD between Aug. 27 and Sept. 24 1999. These drives have a faulty chip which will cause the drive to fail to power up after about 6 to 12 months of full-time use. The article does not specify which model or any other related problems.

--
Canadian CoCo Nut

Sent via Deja.com http://www.deja.com/
Before you buy.

1227. Re: Booting Western Digital IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <wEii5.968$7g1.16026@nntpserver.swip.net>
Source record: 59012

"Hallvard Tangeraas" <halln@c2i.net> wrote:
> > > Can someone please tell me why Western Digital IDE harddisk won't
boot
> > > on Atari systems?
>
> > This detection problem was
> > not present with a PC (probably since it's handled some other way),
so
> > the disks worked nicely there - but not with the Falcon :(
> > I have other complaints about Western Digital as I know for a fact
that
> > they've been of extremely poor quality.
>
> Thanks.
> Sounds like I should sell the drive to a PC user and buy myself
another
> drive for my ST.
> Any specific recommendations?

On my Falcon, I use one 1.3GB and one 2.1GB Quantum Fireball and they're both quiet and fast. When it comes to IDE, I've had nothing but good results with Quantum (SCSI is another matter...). Seagate also works fine, but they tend to be rather noisy. Fujitsu are good too, but I've had problems with some very large disks.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

1228. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <3989B938.EB75D9E2@chorus.net>
Source record: 59013

Well, I didn't think that it would be as easy as it was!

I now have my TT connected to my Mac G3 through the SCSI port.

The way I have it connected is...

On the Mac, I have my SCSI scanner.

And On the TT, I have all my Atari formatted external SCSI devices, daisy chained on the SCSI port. (In my case everything is in a mini tower with TWO 50 pin connectors on the case.) I connected a 25 to 50 pin cable from the TT, to the external mini tower, and I connected a 50 to 50 pin SCSI cable; WITH A SCSI through TERMINATOR), between the MAC's scanner and the other 50 connector on the Atari formatted SCSI drives in my mini tower.

In HdDRIVER, I set SCSI arbitration ON, and set the SCSI ID to 6. The MAC is factory set at 7.

In Magicmac 6.04, I have access to all the drives connected to the scsi chain, including the TT's internal HD.

So now I just select and drag files between both computers. (While in the Magicmac environment).

I realize that there is a risk if you try to access the same drive simultaneously by both systems. But, I don't believe TOS ever needed to access the HD on it's own like the MAC does. And while in the Magic environment the Mac doesn't do that. So far everything seems to run safely.

The only thing that I found that I don't like is, If I have a drive or folder window open in Magicmac that is located on one of the Atari drives, and I copy or add a file to that drive, Macicmac won't update the directory. Even if you close the drive and reopen it. And the only way I have been able to do this was to Shut down Magic, they re boot Magic.

If there is a way to reinitialize the external drives in Magic, I still haven't found it. ESC key doesn't do it.

The main reason why I needed to connect my TT to My MAC, was because none of the EPS/AI to CVG converter programs I have, seem to work in Magicmac on the G3. And constantly coping files and swapping disks gets real old, real fast. I also still use my SLM804 for output of the artwork that I do. And some of the CDK's I create are to large to transfer by disk.

I had a null modem setup between the two systems, and it worked fine, but when I needed to copy big files or many files it gets real time consuming. SLOW!!!!!

The only problem that I need to check out farther is, I have an internal SCSI CDRW drive installed in my Mac, and it's SCSI i.d.# is 0; same as my TT's internal HD. I have never had a need to access that MAC CDRW drive while within Magic. So I don't know whether a problem could happen; or if the SCSI arbitration ID separates the two.

I tried to change the LUN setting in Hddriver, for my internal HD, but that just caused me to lose access to the drive on the TT. And I never knew how to change the LUN id on a drive, none of the SCSI drives I have ever came with instruction on jumper settings for a different LUN id.

SAK

Steve wrote:

> I'll be interested to know how you go on with this. As I've always
> wanted to connect my Falcon to my AppleTalk network.. but via this SCSI
> way may finally be the answer for me. This'd be great for transfering
> files :)
>
> Thanks, Steve
>
> > Thanks Uwe,
> >
> > I never thought of looking there!
> >
> > SAK
> >
> > Uwe Seimet wrote:
> >
> > > Steven Kaleita wrote:
> > >
> > > > Does anyone know where to look for the dip switches inside the TT that
> > > > change the Scsi ID of the TT?
> > >
> > > There are no DIP switches at all. Please refer to the HDDRIVER manual on
> > > how to change the TT's SCSI ID.

1229. Re: IDE harddisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965328308-953950AEicMi@bun.com>
Source record: 59014

Hi Hallvard

>I know next to nothing about IDE, but I'm guessing I'll need to set one
>device to "Master" and the other one to "Slave" if I for example add an
>IDE CD-ROM unit to my machine, and because of this, only 2 IDE devices
>can be used on each bus. Can anyone verify this?

I dont know about Atari's and IDE's but i belive in the PC world that 1 Master
and 16 slaves are acceptable on an IDE channel, the pull out IDE trays i got
for my friend a while back had an switch to preset the ID between 0 and 16.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1230. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mcf0s$qu2$1@plutonium.compulink.co.uk>
Source record: 59015

In message <39875BB8.AB87F930@cable.A2000.nl>, H.Robbers@cable.A2000.nl said:

>> What do you mean by new design wheels?
>>
>Yeah, I am curious too. I know about windows. Never heard of wheels.
>A new invention?

Aren't those the things that make the world go round? And not just Atari
World! The best ones are (geothermal) steam powered...

1231. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mcf0r$qu1$1@plutonium.compulink.co.uk>
Source record: 59016

In message <965154932-968646AEicMi@bun.com>, stevesweet@bun.com said:

>>Agreed, though I still use it for my unearned income calculations for my
>>Income Tax Returns!
>
>Are bank robberies still deductable?.

Only if they don't know about them :-) And of course with me they never
do!

1232. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3989d9cc@fmlynet.org>
Source record: 59017

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Jared Falvo" <luposian@mailcity.com>
> No, I haven't given you anything TANGIBLE to see, as far as this "new Atari
> computer" is concerned, but that's because I can't. I am simply a lone
> voice trying to stir the willing imaginations and desires of the people in
> the Atari community. I am the Steve Jobs, as it were... the sale pitch
> man... the one who can convince people that something is worth getting into,
> because I (myself) believe in it so strongly.
> Were that I had the $25,000.00+ that I had when I was single, but I doubt,
> even then, many would listen or believe I was sane.
> Tell me, if you had a choice of owning a genuine Atari-brand computer or an
> Atari clone made by, say, Milan, which would you choose? The genuine
> product or the modified hack? Naturally, we're assuming that both are
> readily available where you live and both cost the same.
> Luposian
> --
> Judy Falvo
> www.flowersnfliers.com

Your lone voice is appreciated, though you're obviously new at this.

Alright, some points that need adjusting here (speaking of old car hobbyists). First off, Hasbro has the name of Atari, and owns the rights to the Atari symbol. Atari interactive gaming has made it clear that it plans to focus on the newer platforms. This is a good move for a start, and a logical one. So Atari is once again getting to be a known gaming company. Will another gaming platform ever exist (or computer). Well, computer, I'm fairly certain will never happen again. Computers are doing well with the common platforms we have today. I don't picture Hasbro taking the Atari into the computer market. Hasbro.. toys... video games.. that works.
Gaming system... maybe, but we are talking years and years, and after the current systems like the Playstation and Dreamcast have been and gone, and if the Atari name has carried on well by then.

So things with bonified "Atari" labels on them are difficult. However, there was a time where it looked like Milan might be able to sport the Atari symbol and was talking to Hasbro about that.

Atari Interactive Gaming (I love the sound of that!) has been kind enough to give the ok to developing Jaguar games. As for the ST platform, the TOS system is being rented out I believe.

The fact that a company would develop and sell Atari specific machines are really cool!! Even if that company might not be "Atari", the computer is there. To matter the fact, in many cases, most of the Atari products were

items that were brought from elsewhere and had the Atari label stuck to it.

Such examples that come to mind... the Accustic modem for the Atari 8-bit was the exact same one that company made (CAT?) but with the Atari label stuck over it. I remember dad peeling off the label and finding the original underneath.

The Lynx was bought from Epyx.

The Jaguar, from Flair.

The Portfolio was also developed elsewhere, and just had the Atari label stuck on it. It was simply a handheld PC.

So what's the problem with a Medusa, Hades, or Milan? Atari items, minus the sticker. :)

If you want to be a lone voice, take up pulling together the community to support existing products, to further their developments, to support vendors, provide needed information, work to bring an Atari clone to the states, join chat sessions, etc!

You are only doing what many would like to do as well, but understand, unless you have a LARGE wad of cash for buying of the Atari name and development of a new company (and manufacturing) what I mentioned above is the next best alternative... to work with what is already there.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1233. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3989d9cc@fmlynet.org>
Source record: 59018

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Jared Falvo" <luposian@mailcity.com>
> No, I haven't given you anything TANGIBLE to see, as far as this "new Atari
> computer" is concerned, but that's because I can't. I am simply a lone
> voice trying to stir the willing imaginations and desires of the people in
> the Atari community. I am the Steve Jobs, as it were... the sale pitch
> man... the one who can convince people that something is worth getting into,
> because I (myself) believe in it so strongly.
> Were that I had the $25,000.00+ that I had when I was single, but I doubt,
> even then, many would listen or believe I was sane.
> Tell me, if you had a choice of owning a genuine Atari-brand computer or an
> Atari clone made by, say, Milan, which would you choose? The genuine
> product or the modified hack? Naturally, we're assuming that both are
> readily available where you live and both cost the same.
> Luposian
> --
> Judy Falvo
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items that were brought from elsewhere and had the Atari label stuck to it.

Such examples that come to mind... the Accustic modem for the Atari 8-bit was the exact same one that company made (CAT?) but with the Atari label stuck over it. I remember dad peeling off the label and finding the original underneath.

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The Jaguar, from Flair.

The Portfolio was also developed elsewhere, and just had the Atari label stuck on it. It was simply a handheld PC.

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Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1234. Re: Booting Western Digital IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mcgoi$s4u$1@plutonium.compulink.co.uk>
Source record: 59019

In message <3988f511_3@huge.aa.net>, claytone@aa.net said:

>A few years ago, I tried putting a WD IDE 2.5" in my Falcon, but
>despite my trying everything on my ICD utilities disk, I could
>not get the Falcon to see it. So I asked Tom Harker at ICD if he
>had any ideas, and he said:
>
>"You cannot use IBM or WD IDE hard drives with the Falcon. Try
>"Quantum or Seagate. I have had good success with the Quantum
>"Europa series 2.5 inch IDE drives
>"and the Falcon.
>"
>"It is a problem in the timing of the command frames that makes
>"them not work with the Falcon.
>
>I also asked Chris Crowchuck(?) at Computer Direct, and he said:
>
>"With the IBM drives, they report wrong sector and interleaving etc. under
>"HD Driver. You can set these settings yourself and have HD Driver create
>"a boot sector that should work. You are best to avoid IBM and Western
>"Digital though for sure.

Well, I've had no problems (touch wood) with a 6.4 GB 3.5" IBM IDE in my
Falcon, using HDDRIVER - worked first time. I would be *very* surprised
if the reoport about timing frames is correct - perhaps Uwe can comment?

Regards, /Peter/

1235. Re: Solved the boot loop...now- ;o)

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mcgok$s4v$1@plutonium.compulink.co.uk>
Source record: 59020

>
>Has anyone ever encountered floppy drive problems like this on an ST?
>
>-Sometimes after running one floppy, the drive either won't update when
>a new one is run (ie, the wrong info remains from the last disk), or
>else it can come up blank despite there being files on the disk. Yet
>sometimes when I switch to the "B"icon for the same (one) drive, the
>right info appears.

Hi Matthew!

Yes, I have seen this - it's due to the drive not detecting disk
changes. Some Atari drives are faulty in this respect, in others the
sensor hole can get bunged up or switch damaged. You can usually
overcome it by pressing Esc after changing disks - this forces a
re-read of the directory.

>It could be the drive is going too, since I frequently get the old "The
>data on disk A may be damaged" flag, but won't get it the next day on
>the same disk, etc. And that happens also on disks that I have used
>before the ones I bought in the box.

It could be that the head is out of line slightly. If all else fails,
fit a new PC-type drive - even an HD one will do, used in DD mode. You
may have to chnage one jumper to set the right ID.

Regards, /Peter/

1236. Re: IRC Ident problem

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3989c8e5$0$18635@news.zetnet.co.uk>
Source record: 59021

Hi Lonny!

On 2 Aug 2000 18:34:58 +, Lonny Pursell wrote:

>> I spoke with Lonny Pursell, and he suggested increasing the Ident timeout
>> but this makes no difference. I've also tried turning Ident off (by
>> deselecting the Ident button in the Server setup dialog box) but no joy.

>It occured to me that maybe cause the service is free, it is some how
>limited? Perhaps firewalls or something. You might write this
>free provider and ask if IRC is doable and see what they have to
>say. Just a thought since I cannot explain it. ;-)

I haven't heard of this before with this provider, I can get everything
except News (their News server is secure, and Newsie just doesn't cut it
for this).

I will email them anyway, you never know.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|Atari Pages: http://jfhaslam.atari.org | || ||/ \_
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1237. Re: IRC Ident problem

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3989c8e8$0$18635@news.zetnet.co.uk>
Source record: 59022

Hi David!

On 3 Aug 2000 04:16:13 +, David Bolt wrote:

>>I have two ISP's (Zetnet and IC24). I can connect fine when I dial in with
>>Zetnet, but I can't with IC24. I get the following message "Unauthorised
>>connection".

>I don't think it's a problem with the ident, but more a problem in that
>the IRC server is unable to do a reverse DNS on your address. I
>sometimes get this when trying to connect to funet and, when it happens
>the only thing I can do is try another server.

I have a list of about six servers, and it does it with all of them.

It's a real shame! :(

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|Atari Pages: http://jfhaslam.atari.org | || ||/ \_
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-----------------------------------------------------
```

1238. Re: Renegade CD Evolution

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3989c8eb$0$18635@news.zetnet.co.uk>
Source record: 59023

Hi Steve!

On 3 Aug 2000 15:59:22 G, Steve Sweet wrote:

>Does anyone know if the Evolution 3 of the Renegade CD is yet available, and if
>it is who is dealing with it?.

I would like to know too. I have Evolution 2, but I'm sure that we're
about due for E3.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|Atari Pages: http://jfhaslam.atari.org | || ||/ \_
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-----------------------------------------------------
```

1239. Re: Newsie 0.961 FAST!

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3989c8ee$0$18635@news.zetnet.co.uk>
Source record: 59024

Hi J�rgen!

On 2 Aug 2000 01:33:00 G, J�rgen Nyberg wrote:

>Is it just me, or is Newsie 96r1, a lot faster then older version?
>Loading newsgruops goes 2-3 times faster than before, is it something
>to do with compatability with my newsserver or is it faster?

I think it's true. The time between each message request and data actually flowing seems to have more than halved!

Have you also noticed that when you connect to the server, it now checks each subscribed newsgroup?

Also I used to get a few zero length messages which would stop the process, but apart from one today that keeps getting stuck after about 2K, I haven't had to press the Escape key much. Here's hoping that one is fixed too! :)

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|Atari Pages: http://jfhaslam.atari.org | || ||/ \_
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1240. Re: FS/fa Falcon MB 4 megs with case

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3989c8f1$0$18635@news.zetnet.co.uk>
Source record: 59025

Hi!

On 1 Aug 2000 14:16:01 +, "atari-2000" wrote:

>>>> Can also supply cd rom drive with external case and cable and a
>>> Sorry, should have said I'm in the UK and buyer pays shipping at cost.
> I'll sell the CD ROM drive and HD for £15 each if you want them.

I'm interested in the CD ROM drive, if you still have it. What spec is it
(I only have a 2xspeed drive atm) and is it SCSI or IDE?

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|Atari Pages: http://jfhaslam.atari.org | || ||/ \_
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
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```

1241. Re: Booting Western Digital IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3989CB15.30ADDB8E@ooc.de>
Source record: 59026

Claes Holmerup wrote:

> Maybe Uwe Seimet has a good explanation about these problems?

I'm sorry, no. WD drives quite often don't stick to the IDE standard.
This might be the cause for the problem, though it were often old drives
that were not standard-compliant.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1242. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3989CBFC.8A68F9CD@ooc.de>
Source record: 59027

Steven Kaleita wrote:

> I tried to change the LUN setting in Hddriver, for my internal HD, but that
> just caused me to lose access to the drive on the TT. And I never knew how to
> change the LUN id on a drive, none of the SCSI drives I have ever came with
> instruction on jumper settings for a different LUN id.

Change the LUN settings? You can't set jumpers for that. The LUN setting
in HDDRIVER just means whether HDDRIVER checks for one or two LUNs.
Please also refer to the manual.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1243. Re: Solved the boot loop...now- ;o)

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <266309d0.071633ed@usw-ex0107-055.remarq.com>
Source record: 59028

Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au> wrote:
>Has anyone ever encountered floppy drive problems like this on
an ST?
>
>-Sometimes after running one floppy, the drive either won't
update when
>a new one is run (ie, the wrong info remains from the last
disk), or
>else it can come up blank despite there being files on the
disk. Yet
>sometimes when I switch to the "B"icon for the same (one)
drive, the
>right info appears.
>
IICR (this was a long time ago), there is a difference in the
way that the Atari reads disks. Somewhere on the disk, there is
a code number that is placed there during the formatting
process. IBM drives don't use it, but Ataris do use it to
determine whether or not the disk has been changed.
Consequently, although the Atari formatting software writes a
random code number, most IBM formatters leave it blank = 0.
Thus the Atari doesn't notice that you switched disks....

..Or something like that. Anyhow, once you've used Ataris for
a while you just get used to always pressing the <Esc> key after
you change disks.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1244. Re: Gemulator 2000 version 7.1 Help Please

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8mcjbedci1@uranium.btinternet.com>
Source record: 59029

"atarigalen" <kNOkSPAM@uia.net.invalid> wrote in message
news:00e2cf77.9b60d4ce@usw-ex0107-055.remarq.com...
> Bob Wilson <wilsonrob@home.com> wrote:
>
> I think you're correct that beta testing has diminished. Then
> again, it was quite nice of Derek to release Gemulator as F.D..
>
> Galen

It's Darek (with an A) :))

Simon

1245. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <01b2e190.1199d79e@usw-ex0107-055.remarq.com>
Source record: 59030

Extendos Pro didn't seem to record CD-Audio to disk, while
Extendos Gold does. Apparently, Extendos Pro also lacks the
ability to communicate with a CDRW in writing mode, so I suspect
Gold is required.

I emailed Roger asking if he had tried his writing software with
a Panasonic CW-7502 -- no reply as yet.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1246. Re: Booting Western Digital IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8mck51hpb1@nd.eastky.net>
Source record: 59031

On 3 Aug 2000 09:36:06 G, Hallvard Tangeraas wrote:

I use to run a Western Digital hard drive in my Falcon.
It was a 540 meg 2.5 IDE model number WDAL2540.

I had problems too at first. Back then I had HD DRIVER v.6 and could
not get the drive partitioned with it. So I tried Atari's Hard Drive
software which did see the drive and I was able to get it setup with it.
I even formatted the drive with Ataris software which lots of folks
say is a big No-No. Its been awhile so I don't remember if I had to
format it with Ataris software before I could get it to work or Not.
But after I formatted and partitioned it with Ataris software it worked
fine and I then installed HD Driver version 6. Ran without any problems
for along time. I still have that drive, but replaced it with a 2.5
6.4Gig Toshiba IDE which I didn't format, HD Driver found it without
any problems.

If you haven't already, maybe try using Ataris Hard Drive software and
see what happens.

phantomm@eastky.net

1247. Re: Direct to disk software

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8mck5hhpb2@nd.eastky.net>
Source record: 59032

On 1 Aug 2000 12:16:27 -, atarigalen wrote:

MusiCom 2 is a pretty good D2D program. It has some good effects such as the Equalizer and Karaoke. However it does have its own non-standard format. But one can convert any recordings to the AVR format with the software thats included.

I think there was a hardware clock or something one could get for MusiCom2. Not sure if its still available. But I notice that I can use the Cubase Audio DSP Clock with it to record in PC type formats such as 44.1 and etc.

AFAIK, MusiCom 2 is still Commercial software. Anyone know different or a Web address for more info on MusiCom 2?

phantomm@eastky.net

1248. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008031721580.107-100000@TT030>
Source record: 59033

On Wed, 3 Aug 2000, Greg Goodwin wrote:

snip

> So what's the problem with a Medusa, Hades, or Milan? Atari items, minus
> the sticker. :)
>
> If you want to be a lone voice, take up pulling together the community to
> support existing products, to further their developments, to support vendors,
> provide needed information, work to bring an Atari clone to the states, join
> chat sessions, etc!
>
> You are only doing what many would like to do as well, but understand,
> unless you have a LARGE wad of cash for buying of the Atari name and
> development of a new company (and manufacturing) what I mentioned above is the
> next best alternative... to work with what is already there.

Well said. I don't know how others feel, but unless one can
re-gain control of the "Atari" name and the full rights to the
old computer line, it won't never really be an Atari company
anyway, just some Atari wanna-be. Yet another clone.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1249. Re: IDE harddisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <3989e31b$0$18632@news.zetnet.co.uk>
Source record: 59034

On 3 Aug 2000 19:22:58 G, Steve Sweet wrote:

>I dont know about Atari's and IDE's but i belive in the PC world that 1 Master
>and 16 slaves are acceptable on an IDE channel,

No, it's only 1 master and 1 slave.

>the pull out IDE trays i got
>for my friend a while back had an switch to preset the ID between 0 and 16.

That will be a Ultra Wide SCSI, not IDE.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1250. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008031726340.107-100000@TT030>
Source record: 59035

On 2 Aug 2000, Clayton Murray wrote:

snip

> I know it's there, because I put it in a Whine-Doze
> box, and I could see it and view the jpegs. These photo cd's must
> be "multi session" cd's because the dates for all the included
> software were from last year, and my photos were done this year.
> Is my problem that extendos Pro won't handle multi-session cd's?
> Would Extendos GOLD fix that? What about Soundpool's cd rom
> driver? Maybe "multi-session" has nothing to do with it. Do any
> of you have a set-up that allows use of a photo cd?

There is CPX that has something to do with sessions.
Have you installed that and given it a try?

I am not sure what it does as I have not such disks
but I see it in the pacakge and I assume it lets
you select sessions such a disk?

btw, the CPX is part of the ExtenDOS package.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1251. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <2ca4bd29.0ec74943@usw-ex0107-055.remarq.com>
Source record: 59036

Steven Kaleita <sak01@chorus.net> wrote:
>Well, I didn't think that it would be as easy as it was!
>
>I now have my TT connected to my Mac G3 through the SCSI port.

I did a bit of checking on SCSI protocol. The SCSI chain apparently doesn't care what's on it -- the TT and the Mac are just devices, same as the hard drives.

>So now I just select and drag files between both computers. (While in the
>Magicmac environment).
>
>I realize that there is a risk if you try to access the same drive
>simultaneously by both systems. But, I don't believe TOS ever needed to access
>the HD on it's own like the MAC does. And while in the Magic environment the
>Mac doesn't do that. So far everything seems to run safely.

As long as you aren't running a timed program (like a screensaver), the TT shouldn't have to ever access a HD while idling. You could be in serious trouble if both computers went for the same drive at the same time, however.

>The only thing that I found that I don't like is, If I have a drive or folder
>window open in Magicmac that is located on one of the Atari drives, and I copy
>or add a file to that drive, Macicmac won't update the directory. Even if you
>close the drive and reopen it. And the only way I have been able to do this was
>to Shut down Magic, they re boot Magic.

Uh, this means that MagicMac isn't reading the File Allocation Table?!! I'd take that as a serious warning sign!

>
>If there is a way to reinitialize the external drives in Magic, I still haven't
>found it. ESC key doesn't do it.

I'd suspect this would be a function of your HDriver software.

Although I only dabble with SCSI, I suspect you are safe using your Mac as a reading device on the TT's drives. The lack of directory updating is something I wouldn't take lightly, however, and consequently I would recommend you not use the Mac to write to the TT's drives until you understand what's wrong. Perhaps it's nothing, but that directory should update, and its failure to do so might mean trouble.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1252. Re: Problems with MagiC

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <965340638.14421.0.nnrp-10.9e983130@news.demon.co.uk>
Source record: 59037

On 2 Aug 2000 20:28:35 G, Hallvard Tangeraas wrote:
>I'm messing around with a new computer and at the moment work on an IDE
>harddisk which I think I've worked out.
>
>The problem now is MagiC, as I enabled the booter in the AUTO folder,
>but for some reason I get the following error message (in German):
>
>
>Offscreen-treiber nicht gefunden.
>MCMD wird gestartet...
>System wird angehalten.
>

If I remember correctly I had a similar problem, it was caused by
something rewriting the Magic.inf file. I set the file to be
'read only'. It might be worthwhile checking your inf file & see if
it's been changed.

Regards

Mike Bedford

1253. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: steve666@clara.co.uk
Message-ID: <1eet9to.f66mygtifpcN%steve666@clara.co.uk>
Source record: 59038

Steven Kaleita <sak01@chorus.net> wrote:

> Well, I didn't think that it would be as easy as it was!
>
> I now have my TT connected to my Mac G3 through the SCSI port.

Thanks for this, I'll read through a give it a whirl myself. I'd love to get my Falcon or TT "networked" to the Mac.

Cheers, Steve.

1254. Re: Newsie 0.961 FAST!

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8mctvpbv1@cubacola.tninet.se>
Source record: 59039

On 3 Aug 2000 19:33:02 G, James F. Haslam wrote:
>Hi J�rgen!
>
>I think it's true. The time between each message request and data actually
>flowing seems to have more than halved!
>
>Have you also noticed that when you connect to the server, it now checks
>each subscribed newsgroup?
>
>Also I used to get a few zero length messages which would stop the
>process, but apart from one today that keeps getting stuck after about 2K,
>I haven't had to press the Escape key much. Here's hoping that one is
>fixed too! :)
>
>
>Cheers!
>
>
>
>James
>
>
Hi James

```
Ditto on the Escape, so far so good. :)
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1255. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Bjqi5.23$sD4.3439@news.goodnet.com>
Source record: 59040

Has ANYONE been listening to me? THAT'S what I am proposing! That we team together, by whatever means necessary, and BUY Atari back from Hasbro! Gee, you think I just want another Atari clone? NO! I want the original, made by the original! And the only way that will happen is if we have the financial backing to do it! You think impossible? If 1,000 of us donated $1,000 , we'd have $1 million dollars. Not enough? Ok... aren't there more than a thousand Atari users across the USA and across the world? Maybe upwards of 5,000 or more? And who wouldn't join, if they knew their efforts would bring Atari back, better than ever?

As I've said, money will win the day, but how we build our reserves fpor that day is up to all of us!

Luposian

Lonny Pursell <atari@SYNTAX.ERROR> wrote in message news:Pine.MNT.4.10.10008031721580.107-100000@TT030...
>
> On Wed, 3 Aug 2000, Greg Goodwin wrote:
>
> snip
>
> > So what's the problem with a Medusa, Hades, or Milan? Atari items, minus
> > the sticker. :)
> >
> > If you want to be a lone voice, take up pulling together the community to
> > support existing products, to further their developments, to support vendors,
> > provide needed information, work to bring an Atari clone to the states, join
> > chat sessions, etc!
> >
> > You are only doing what many would like to do as well, but understand,
> > unless you have a LARGE wad of cash for buying of the Atari name and
> > development of a new company (and manufacturing) what I mentioned above is the
> > next best alternative... to work with what is already there.
>
> Well said. I don't know how others feel, but unless one can
> re-gain control of the "Atari" name and the full rights to the
> old computer line, it won't never really be an Atari company
> anyway, just some Atari wanna-be. Yet another clone.

>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

1256. Re: Newsie 0.961 FAST!

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8mccgm$bo9$1@SOLAIR2.EUnet.yu>
Source record: 59041

On 2 Aug 2000 01:33:00 G, J�rgen Nyberg wrote:
>Is it just me, or is Newsie 96r1, a lot faster then older version?
>Loading newsgruops goes 2-3 times faster than before, is it something
>to do with compatability with my newsserver or is it faster?

I have noticed that increase in speed, too.

1257. Re: IDE harddisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965372390-71274AEicMi@cwcom.net>
Source record: 59042

From: halln@c2i.net (Hallvard Tangeraas)
Date: Wed, 02 Aug 2000 22:47:59 GMT

>Unfortunately my Western Digital drive couldn't boot as stated by others
>as well, but with the aid of a floppy disk with an AUTO folder
>containing "HDDRIVER.PRG", it booted just fine.

Something about "Device Initiator" or similar IIRC, you've done the right thing
in using that boot dis. Don't forget that you can configure hddriver.prg in
just the same way as you can when it's installed in the more common way. Just
point the fileselector to the app instead of the sys file.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1258. Re: Problems with MagiC

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965372392-71714AEicMi@cwcom.net>
Source record: 59043

From: halln@c2i.net (Hallvard Tangeraas)
Date: Wed, 02 Aug 2000 20:28:35 GMT

>The problem now is MagiC, as I enabled the booter in the AUTO folder,
No no, don't fiddle with that, it's not usable with most Atari computers AFAIK.
Set it to TOS.

That might then fix your offscreen drivers not found and MCMD error messages.

So what's this new machine?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1259. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3988A1D8.6BC526C8@cable.A2000.nl>
Source record: 59094

Jared Falvo wrote:
>
> If he is, he's more right than not. But... it also involves restoring the
> car that those wheels belong to as well... think about THAT for a moment!
>

Remember that restoring vintage cars always is the work of single person
already extremely rich.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

1260. Re: Problems with MagiC

Newsgroup: comp.sys.atari.st
Date: 2000-08-03 00:00:00 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <3988AC02.DE801749@student.canterbury.ac.nz>
Source record: 59095

Hallvard Tangeraas wrote:
>
> Anyone know what this means and what needs to be changed/fixed? I'm
> guessing it's a problem with the magx.inf file, but for now I just need
> to be able to boot the computer bypassing the harddisk, then make the
> harddisk available by running HDDriver from the floppy, but I can't seem
> to remember the keyboard combination on booting the machine to disable
> the harddisk -can someone tell me what it is?

Try re-installing MagiC, that fixed the problem for me.

Also note: make sure the boot partition is the one with the GEMSYS
folder. HDDriver will allow you to boot from any partition/drive (on
startup), but MagiC expects the the GEMSYS folder to be on the
partition/drive booted on.

Later,
Karlos.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/

1261. Re: News from Cortex Designs (formerly Titan)

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8mfccapsf1@plutonium.btinternet.com>
Source record: 58896

<ligotage@my-deja.com> wrote in message news:8me8bfgoi1@nnrp1.deja.com...
> If any Falcon owners still want an Eclipse Graphics card, give Cortex a
> ring - +44(0)121 693 6669 or visit the website
> http://www.titan-bss.co.uk.
>
> They also have some exciting news about Tempest!
>

Aww, and there I was thinking they had exciting news about giving my mate a
refund for his broken milan

Simon

1262. Re: News from Cortex Designs (formerly Tita

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: ligotage@my-deja.com
Message-ID: <8mffr2$ft8$1@nnrp1.deja.com>
Source record: 58897

In article <mEEi5.2934$SB4.273845@news.flash.net>,
> >They also have some exciting news about Tempest!
>
> Could you please tell us what this exciting news is, as they haven't
> updated their website in over a year?

What!?! And completely deny you of the thrill of finding out what it
is?!?

Email Cortex! Or Istari! (who havent updated "their" website in over a
year either, but does that stop them from developing for the Falcon?)

And dare I mention the number of updates there are to ""vapour-ware""
sites. ;-)

Salut/.

J/.

--
John Blakeley

Sent via Deja.com http://www.deja.com/
Before you buy.

1263. Great news... concerning Atari

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <dfHi5.45$vy3.2345@news.goodnet.com>
Source record: 58898

According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million for Atari's entirety. This now means that a buy back is NOT outside the realm of possibility. Afterall, the computer division surely is only one small fragment of the whole, no?

Luposian

1264. Re: Great news... concerning Atari

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <fgHi5.47$vy3.2342@news.goodnet.com>
Source record: 58899

```
--
Judy Falvo
www.flowersnfliers.com
Jared Falvo <luposian@mailcity.com> wrote in message
news:dfHi5.45$vy3.2345@news.goodnet.com...
> According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
> for Atari's entirety. This now means that a buy back is NOT outside the
> realm of possibility. Afterall, the computer division surely is only one
> small fragment of the whole, no?
>
> Luposian
>
>
>
```

1265. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <398b41e8$0$18631@news.zetnet.co.uk>
Source record: 58900

On 4 Aug 2000 12:42:57 -, "Jared Falvo" wrote:

|In that respect, you are right. The label doesn't really matter. But I
|figured people would be interested in trying to change the past.

You can't change the past. I don't know if it possible to justly
attribute blame for the demise of Atari, but Atari died because it
could not or would not produce significantly better machines at the
right time. I am sorry that this is so. I am very glad I was
involved with Atari. I bought my first 520 in 1986. I still have it.
I regularly use a 36MHz Mega ST and a Hades and sincerely hope that
I will be able to continue to do so for years to come.

| . . . . . Maybe all you non-American folks couldn't
|care a rat's rectum what happened to Atari or will happen to your clones or
|anything.

I don't think that nationality comes into this at all. I would
suggest that people of many nations deserve credit for keeping the
Atari world going but especially the Germans who saw the Atari as a
serious computer. I use Papyrus, Cab, Coma and OCR (German),
Extendos and associated programs (Canadian), Superbase (?American)
and others of, to me, uncertain origin.

| Maybe all that matters is that something (anything) works for you
|and it doesn't matter who made it.

Not all. If that was all I wanted I could go and buy a peecee for
say £600. Instead I bought a Hades for a lot more in order to stay
with the Atari concept of simplicity and ease of use.

| I just figured that you guys had some
|brand loyalty left in you and would like to see something returned that
|belongs to the people who care.

I didn't leave the brand, the brand left me, and you cannot bring
Atari back to where it was 10 years ago. You might be able to buy
the name but the company and people have gone.

|Then again, maybe what I percieved as a huge popularity with Atari and ST's,
|in the short decade they were around, was just a misconception of my own
|local friends, bookstore, and software stores in nearby cities. Anyone
|remember places like Logical Choice for Computing? Or ComSoft? Or The
|Federated Group? Maybe no one ever really did care and THAT'S why the
|Tramiels killed Atari.

Commercial pressure killed Atari. Do you remember how popular the gramaphone record was? Far more popular than Atari. Do you think that is sufficient reason for abandoning CDs and DVDs and bringing back a needle on the end of a pivoted arm to track wobbles in a plastic groove?

1266. Re: Great news... concerning Atari

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <398b42d4$0$18634@news.zetnet.co.uk>
Source record: 58901

On 4 Aug 2000 15:17:51 -, "Jared Falvo" wrote:
>According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>for Atari's entirety. This now means that a buy back is NOT outside the
>realm of possibility. Afterall, the computer division surely is only one
>small fragment of the whole, no?

??

There's nothing left of the computer division. There may be
knowledge, but nothing that hasn't been far surpassed by now.
The people (and it's people that make a company) have all
moved on to other things, without them, there will be no new
development and innovation.

What on Earth would a buy-back achieve, when there's nothing
(of significant magnitude to make a big impact in today's
market) to buy back?? What has Hasbro done with Atari? Re-hashed
some old games.

Atari doesn't mean squat to the millions of consumer sheep out
there, and it's those you have to convince, not the handful of
Atari users, many of whom don't spend a penny on their so-called
hobby "because on the PC it's free".

Totally unrealistic idea.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1267. Re: Memory test

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8mfhad$h8f$1@cubacola.tninet.se>
Source record: 58902

```
On 4 Aug 2000 14:57:52 G, Jo Even Skarstein wrote:
>I've spent a day of my sickleave soldering in 4Mb in one of my Stacys, but
>I need to know if it really works... Can anybody recommend a simple, but
>reliable memory tester?
>
>--
>
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>.
Hi Jo Even

How about the HD-FREE cpx? It also shows used, available and total
memory, maybe thats enough?
```

Mvh J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1268. My logic in Atari design...

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <qUHi5.49$vy3.2797@news.goodnet.com>
Source record: 58903

Ok, maybe the idea of having all-in-one was flawed. I am, afterall, simply trying to consolidate a design that will keep things simplest for users and programmers. Maybe what we need is to have slots, but we only install the cards that we support with drivers. A little like Apple's iMac or G4 towers. You get one type of video card in every one, so you know exactly what kind of power/performance you're looking at, plus only one set of drivers needs to be written. Hey, I've seen Nanosaur and Bugdom on iMacs and I am VERY impressed with their graphics! Pangea is COOL! Of course, I would go with AGP 2x minimum. As well, you could design a video display (w/ capture) card to go in that slot, too. So, now, we're allowing slots, but keeping card confusion/hassle to a minimum by writing drivers for only one set of hardware in every system.

And a mini ATX tower design isn't bad... I just wanted to try and keep the original look of the old systems... for nostalgia sake, if nothing else.

Ok, what if we solidified the design, so that we had AGP with say, 2 or three PCI slots, but we filled them all with the same hardware in EVERY unit (let's see, Video in AGP, networking card in PCI 1, sound card in PCI 2, SCSI (or IDE) in PCI 3... any thing esle to go in any other slots)? Now you have genuine expandibility (at the users expense, if there are no drivers for some other card they stick in there), while having all the hardware you'll need (like powerful video, audio and networking) right out of the box. All the users are contacted when any change in the specification is made (i.e. different video cards, sound card, etc.) and everyone gets the latest update for minimal cost. Of course, that means we *might* have some system conflicts (programs breaking on new hardware or not functioning optimally), but that adds to the challenge, right? If all drivers/software were sold to people, everyone would be making money for their effort. I never was much for shareware/freeware. I say, make a time-locked demo version with a self-destructing/deleting installer (so you can't reinstall it endlessly) and if someone wants it, they pay for it. I think that's fair.

By the way, someone was saying how slow their system (Hades060 or Milan040?) was at browsing the web. I don't think it's your processor... it's your video card! If your system only supports low-end cards (ISA or PCI) and has poorly written drivers, just usable enough to provide display for the Atari ST desktop... it's any wonder you can't browse the web worth a hill of beans! My Macintosh Performa 475 (25MHz 040 system) only has 512K of VRAM and it's ok, screen display wise, but when I go to scroll some webpages up or down or to the side, it crawls in some places! I'm sure if I had better video output, I'd have better browsing.

If you get, say a Riva128 or RivaTNT video card (or other high-end card) and have someone really crack out some powerful drivers for it, I am almost certain your web browsing experience will be multi-fold faster. If the video hardware was better in the Falcon030, I'm pretty sure it would be faster at web-browsing, too.

Any ideas?

Luposian

P.S. Here's a question: If you knew we could get Atari back one of two ways, which would you choose (no need to reply if you couldn't care less)?

1) Outright buyout of the name and rights to build Atari computers (maybe as low as $1 million or less, considering Hasbro only paid $5 million for everything).

-OR-

2) Request funds from Hasbro (a couple million for design/advertising) to start up an Atari computer division, but Atari would still belong to them and they would have say-so in how we did business, since they'd be financing our ops. We supply them with our business plan, design specs, schematics, etc. and see if they accept it.

The former is "we own it, we run it." (high investments from all involved). The latter is no investments from anyone. All we have to do is get their approval on what we do and how we do it. Kinda like Atari either being free to run anywhere or chained at the ankles, but allowed to run around in the front yard... :-) I would gladly accept the latter, if I knew I could influence the Next Atari Generation! Hey, owned by Warner, the Tramiels, or Hasbro, if it's made by Atari... I'll buy it in a second! I am fiercely brand-loyal when it comes to Atari or Kawasaki. My two all-time favorite companies. Be, Inc. is in there somewhere, as is Apple, but... Atari takes top billing in my heart and always will. I've been an Atarian since the first 2600VCS (you know, that one with SIX switches?) This new Hasbro Atari is nothing but a namesake nowadays. When they start making computers again, I'm there man! Oh, yeah!

1269. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8mfhh1$h8f$2@cubacola.tninet.se>
Source record: 58904

```
On 4 Aug 2000 15:00:58 G, Jo Even Skarstein wrote:
>I bought a new mobile phone a couple of days ago (Siemens S35i), and I'm
>thinking of writing a small tool to create/convert logos for it. To do
>that I need to convert BMP to IMG and vice versa, does anybody know if
>there's a free implementation available?
>
>--
>
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>.
Hi Jo Even

Graftool maybe?
```

Mvh J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1270. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <J1li5.52$vy3.2839@news.goodnet.com>
Source record: 58905

You say you can bring back the Atari name but the people of Atari are gone.
If you're referring to the original designers and staff of Atari, yes... but
WE were/are the TRUE heart of Atari. Without customers, Atari wouldn't have
lasted half as long as they did! If we, the end-users, owned Atari, we
could cater to all of us who know what we want. The reason users are so
frustrated with Apple or Be or Intel or Microsoft, is that they WILL NOT
LISTEN to it's users to any real degree. Oh sure, they have to comply at
some point, lest a stampede cometh, but we don't matter to them as
inidivduals... we're just numbers to them. And that's what ticks me off
most! I wouldn't do that to my customers, in ANY business I ran.

Luposian

JI Logan <jlog@zetnet.co.uk> wrote in message
news:398b41e8$0$18631@news.zetnet.co.uk...
> On 4 Aug 2000 12:42:57 -, "Jared Falvo" wrote:
>
> |In that respect, you are right. The label doesn't really matter. But I
> |figured people would be interested in trying to change the past.
>
> You can't change the past. I don't know if it possible to justly
> attribute blame for the demise of Atari, but Atari died because it
> could not or would not produce significantly better machines at the
> right time. I am sorry that this is so. I am very glad I was
> involved with Atari. I bought my first 520 in 1986. I still have it.
> I regularly use a 36MHz Mega ST and a Hades and sincerely hope that
> I will be able to continue to do so for years to come.
>
> | . . . . . Maybe all you non-American folks
couldn't
> |care a rat's rectum what happened to Atari or will happen to your clones
or
> |anything.
>
> I don't think that nationality comes into this at all. I would
> suggest that people of many nations deserve credit for keeping the
> Atari world going but especially the Germans who saw the Atari as a
> serious computer. I use Papyrus, Cab, Coma and OCR (German),
> Extendos and associated programs (Canadian), Superbase (?American)
> and others of, to me, uncertain origin.
>
> | Maybe all that matters is that something (anything) works for you
> |and it doesn't matter who made it.
>

> Not all. If that was all I wanted I could go and buy a peecee for
> say o600. Instead I bought a Hades for a lot more in order to stay
> with the Atari concept of simplicity and ease of use.
>
> | I just figured that you guys had some
> |brand loyalty left in you and would like to see something returned that
> |belongs to the people who care.
>
> I didn't leave the brand, the brand left me, and you cannot bring
> Atari back to where it was 10 years ago. You might be able to buy
> the name but the company and people have gone.
>
> |Then again, maybe what I percieved as a huge popularity with Atari and
ST's,
> |in the short decade they were around, was just a misconception of my own
> |local friends, bookstore, and software stores in nearby cities. Anyone
> |remember places like Logical Choice for Computing? Or ComSoft? Or The
> |Federated Group? Maybe no one ever really did care and THAT'S why the
> |Tramiels killed Atari.
>
> Commercial pressure killed Atari. Do you remember how popular the
> gramaphone record was? Far more popular than Atari. Do you think
> that is sufficient reason for abandoning CDs and DVDs and bringing
> back a needle on the end of a pivoted arm to track wobbles in a
> plastic groove?
>

1271. Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: nurmix@socal.SPAM
Message-ID: <8mfgj60fgr@enews2.newsguy.com>
Source record: 58906

I've recently decided to start using VFAT for long file names on a couple of partitions of my hard drives on my Falcon. I'm running MagiC 5.11, and while I am able to set up any _one_ partition to support long file names, I can't seem to get it to do more than one.

I've correctly [as far as I can tell] editied the MAGX.INF file (as shown below):

```
#[vfat]
drives=N
#[vfat]
drives=G
```

I've also tried putting the two drive letters on the same line, separated by commas, or TABs (as shown below):

```
#[vfat]
drives=N,G
```

```
#[vfat]
drives=N G
```

And I've tried switching the letters around, with "G" before "N" - which results in "G" showing the long file names and "N" _not_ showing them.

What am I doing wrong?

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

1272. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <398b560d$0$18632@news.zetnet.co.uk>
Source record: 58907

Hi Paul!

On 4 Aug 2000 22:37:26 G, Paul Nurminen wrote:
>I've recently decided to start using VFAT for long file names on a couple of
>partitions of my hard drives on my Falcon. I'm running MagiC 5.11, and
>while I am able to set up any _one_ partition to support long file names, I
>can't seem to get it to do more than one.
>
>I've correctly [as far as I can tell] editied the MAGX.INF file (as shown
>below):
>
> #[vfat]
> drives=N
> #[vfat]
> drives=G
>
>I've also tried putting the two drive letters on the same line, separated by
>commas, or TABs (as shown below):
>
> #[vfat]
> drives=N,G
>
> #[vfat]
> drives=N G

This is mine:

#[vfat]
drives=bdefghijklmnop

As you can see you don't need anything between the drive letters! :)

Cheers!

James

____
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|Atari Pages: http://jfhaslam.atari.org | || ||/ _
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | _/|| ||_ /|
| | |_/ |_| _|/
|List owner of the Cheshunt Computer Club mailing list|

1273. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Z3Ji5.62$vy3.3180@news.goodnet.com>
Source record: 58908

> 1: We are not responsible for your mental instabilities.

I have none. I am perfectly sane. I am just easily moved by mood.

> 2: Some of us are not impressed by your semi-religious pep talk.

I'm talking about Atari, not a religion. Pep-talk, yes. Religion, no.

> 3: Every single poster to this group is loyal. The only reason you may find more
> loyalty elsewhere is because there are more people involved.

Loyalty is the following of one idea, person, brand name, etc. Atari is a brand name. To be loyal to Atari is to say you CAN'T be loyal anymore because Atari is dead. What people are being "loyal" to is the "Atari ghost" of clones made today. I follow the living, not the dead.

> 4: Dont confuse 'loyalty to atari' with 'loyalty to Jared'.

I'm not asking anyone to be loyal to me. I am asking that people show their support for the possibility that their loyalty to the "Atari Experience" (which is what I think best describes owning (or having owned at one time) an original Atari computer) can be restored, because the company may be able to be brought back one way or another.

> 5: About the money; In Holland we have a saying: 'Hou je eigen broek op'
> Direct transletion: 'Keep your own pants up'

I think I prefer the original to the translation. Looks like "How the engine broke up." :-) But, in all seriousness... if no one cares and no one tries, nothing happens. But if one man cares and tries, in hopes that others will also, something CAN happen. Do you want something to happen or not?

> Stop behaving like a spoiled child please!

Spoiled child? I'm 31 yrs old. I have a wife and a boy going on 2 yrs old. How can I act spoiled when I have nothing to be spoiled with. I don't have tons of money. I don't have everything I ask for. I don't always get my way. No, as for spoiled children, look to Bill Gates and Steve Jobs... they've got EVERYTHING!

Luposian

1274. Re: IDE harddisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965484648-377743AEicMi@bun.com>
Source record: 58909

Hi Shiuming

>>the pull out IDE trays i got >for my friend a while back had an switch to
>>preset the ID between 0 and 16.

>That will be a Ultra Wide SCSI, not IDE.

Do they share the same number of pins, coz it was definately IDE drives we put
in them, they were advertised as IDE trays?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1275. Re: Booting Western Digital IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965484650-378215AEicMi@bun.com>
Source record: 58910

Hi Hallvard

>still, 1.28 GB is probably more than enough for ALL my Atari applications and
>files -

I wish i'd won the lottery everytime i made this statement!!

>I'm used to having a 540MB SCSI connected to my STe).

Phah!, a boot partition.

>At least I'll have plenty of space left over.

That 1.2 GB would just about hold all my fonts. 8~)

I currently have 2 x 4.5Gig drives, finaly i think i have enough. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1276. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965484652-378659AEicMi@bun.com>
Source record: 58911

Hi Pete

>>>Agreed, though I still use it for my unearned income calculations for my
>>>Income Tax Returns!

>>Are bank robberies still deductable?.

>Only if they don't know about them :-)

And how about fake DSS giro's, can you still clear your's.

>And of course with me they never do!

Did you ever get caught for that Housing Benefit and council tax Scam.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1277. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965492838-206001AEicMi@cwcom.net>
Source record: 58912

From: Steven Kaleita <sak01@chorus.net>
Date: Thu, 03 Aug 2000 13:26:06 -0500

>Well, I didn't think that it would be as easy as it was!

A very interesting post! :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1278. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965492840-206461AEicMi@cwcom.net>
Source record: 58913

From: Lonny Pursell <atari@SYNTAX.ERROR>
Date: Thu, 3 Aug 2000 17:29:16 +0000

> On 2 Aug 2000, Clayton Murray wrote:
>> Is my problem that extendos Pro won't handle multi-session cd's?
>> Would Extendos GOLD fix that? What about Soundpool's cd rom
>> driver? Maybe "multi-session" has nothing to do with it. Do any
>> of you have a set-up that allows use of a photo cd?
>
>There is CPX that has something to do with sessions.

I'd make a guess that the CDROM on the Atari isn't capable of reading multi-
session disks. Is it an old one?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1279. Re: IRC Ident problem

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965492842-206905AEicMi@cwcom.net>
Source record: 58914

From: "Atari Active" <atariactive@btinternet.com>
Date: Thu, 3 Aug 2000 18:26:51 +0100

>Your problem is very simple. The Demon IRC server doesn't allow your ISP.

I found a similar problem when using Redhotant and irc.funet.fi (too many connections), it would be fine when accessed immediately after from another ISP. It's been fine since, but #Atari doesn't seem to be the most active place I've ever seen, with just a handful of folk who seem to logged in all the time! :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1280. Re: Solved the boot loop...now- ;o)

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965492844-207321AEicMi@cwcom.net>
Source record: 58915

From: Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au>
Date: Fri, 04 Aug 2000 01:05:07 +1000

>Has anyone ever encountered floppy drive problems like this on an ST?

In the short term use fmc.prg, in the long term install a new drive. Halvard's web site has a very useful and very well presented doc on how to install a Sony drive.

Please don't write any data to floppy until you're 100% sure that it has read the directory correctly, or you'll trash the entire disk.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1281. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <t1oi5.3937$D11.3123@newsfeed.slurp.net>
Source record: 58946

On 2 Aug 2000 11:22:24 , "Greg Goodwin" wrote:
> He's saying your "redesigning the wheel". Ever heard that phrase? In
>other words, why would you want to redevelop what is already there? 68000,
>68030, 68040, 68060... this has already been done. Unless there is a new
>concept to either A) make the computer available to more people at a cheaper
>cost or B) improve the computer considerably then you are "redesigning the
>wheel" so speak.

There is alot you could do with a 68060 setup especially with something
like my Hades060. I would love to have DMA sound, better PCI and ISA
compatibility with the PC world plus alot of other things. To me, a new
Atari computer could only be based on a the 68000 to 68060 chips. In fact I
would love a computer with both the 68060 and the 68000 in it . Then I
could run almost any piece of Atari software. But the biggest thing is like
you said, it must be made at a cheap price so people will buy it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1282. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8md4l2$9vh$1@neptunium.btinternet.com>
Source record: 58947

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:8ZLh5.42$he1.4208@nsw.nnrp.telstra.net...
> How will you make the soundcard do 50Khz, 16 bit @ 8tracks let alone 16 or
> 32 without killing the system?
>
> Mark Bedingfield
>

PC can do it easily, but the Falcon's top KHz is 44.1 not 50

Simon

1283. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <8Api5.2581$SB4.235571@news.flash.net>
Source record: 58948

On 4 Aug 2000 01:57:02 +, "Atari Active" wrote:
>> How will you make the soundcard do 50Khz, 16 bit @ 8tracks let alone 16 or
>> 32 without killing the system?
>>
>> Mark Bedingfield
>>
>
>PC can do it easily, but the Falcon's top KHz is 44.1 not 50

Actually, for 44.1 you need an external clock (in the programs I
have here at home, anyway). The top speed listed in various documents
I've read and programs I've seen is somewhere around 49.something.

Mike Freeman
nameerf@flash.net

1284. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <JVqi5.76$G7.9226@nsw.nnrp.telstra.net>
Source record: 58949

Yes but it is very close to 50Khz. 44.1 is obviously easy but no good for games emulation as only the best PC sound cards can handle higher (96khz-dvd cd), these cards are not cheap...

Mark Bedingfield

Michael and Nicole Freeman <nameerf@flash.net> wrote in message news:8Api5.2581$SB4.235571@news.flash.net...
> On 4 Aug 2000 01:57:02 +, "Atari Active" wrote:
> >> How will you make the soundcard do 50Khz, 16 bit @ 8tracks let alone 16 or
> >> 32 without killing the system?
> >>
> >> Mark Bedingfield
> >>
> >
> >PC can do it easily, but the Falcon's top KHz is 44.1 not 50
>
> Actually, for 44.1 you need an external clock (in the programs I
> have here at home, anyway). The top speed listed in various documents
> I've read and programs I've seen is somewhere around 49.something.
>
> Mike Freeman
> nameerf@flash.net

1285. Re: Who is interrested in a Falcon Emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <PWqi5.77$G7.9227@nsw.nnrp.telstra.net>
Source record: 58950

Falcon's top is definatly 50KHz an external Crystal is needed to run at 44.1. It cant do it Natively.

Mark Bedingfield

Atari Active <atariactive@btinternet.com> wrote in message news:8md4l2$9vh$1@neptunium.btinternet.com...
>
> "Mark Bedingfield" <mark@baypc.com.au> wrote in message
> news:8ZLh5.42$he1.4208@nsw.nnrp.telstra.net...
> > How will you make the soundcard do 50Khz, 16 bit @ 8tracks let alone 16 or
> > 32 without killing the system?
> >
> > Mark Bedingfield
> >
>
> PC can do it easily, but the Falcon's top KHz is 44.1 not 50
>
> Simon
>
>

1286. Re: My CT2B install woes

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <GZqi5.78$G7.9350@nsw.nnrp.telstra.net>
Source record: 58951

Pretty much the same deal with screanblaster 2, my Digital 15 inch cant take all the refresh rates it can poke out.

Mark Bedingfield

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message news:8mb6n2$c0i$1@snipp.uninett.no...
> Henrik Kl�ver <Henrik_Kluever@hh.maus.de> wrote:
>
> > If I'm not mistaken, it's just for the case you had an external clock to your
> > videl, like from a BlowUp or Screenblaster, which have 32Mhz. *This* clock
> > can't be used when having a CT2 and the Atari adapter, but ho wants it anyway
> > when you can have 50Mhz without additional hardware? I sold my BlowUp after
>
> BlowUp 2 has a variable clock, this is much more flexible than just
> 50MHz. E.g. my old monitor can't even handle the resolutions created with
> a 50MHz pixel clock.
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

1287. Re: Gemulator 2000 version 7.1 Help Please

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Pairman <microtac@nospam.netscape.net>
Message-ID: <bpti5.723$T9.82565@news0.telusplanet.net>
Source record: 58952

Me, I've had no problems with it. Even reads real Atari ST disks my friend
passed on to me.
And I'm running a Cyrix CPU and a Houston MOBO. Not the best to say the
least.

"atari-2000" <atari-2000@ntlworld.com> wrote in message
news:b3Lh5.1752$8N1.33297@news6-win.server.ntlworld.com...
>
> Bob Wilson <wilsonrob@home.com> wrote in message
> news:MPG.13f14012e38cc423989690@news...
> > In article <8ig44cbmj1@supernews.com>, woodprimer@nospamlineone.net
> > says...
> > > Do you have this working on your PC ? if so would you let me know what
> it is
> > > like , and how you set it up please
> > >
> > >
> > >
> > I have tried this on two computers. One is a PII 350 with 64 meg of RAM
> > and a GEMULATOR card with TOS 2.06. It booted the first time and since
> > then totally, and I mean totally, has locked the system to the extent
> > where I must turn it off and I am running Norton crash proof.
> >
> > My other machine is a really vanilla portable. I tried running the
> > program in mono 640 by 480. It either kills the system or gives me a
> > barely functional ST which crashes when I try to run software under GFA.
> > I have not tried anything else since I am afraid of damaging my
machines.
> > My advice is to stay away big time. Unfortunately the history of this
> > product has been poor. It seems to have gotten more buggy in each
passing
> > version. I managed to get the 98 version to work with the ROM card but
> > never with a disk image. Obviously the number of serious beta testers is
> > declining as only strange people have not totally converted to Windoze
or
> > the MAC at this point (or some form of Linux).
>
> I've had nothing but trouble with gemulator in the past. Downloading each
> upgrade in turn to see if it was any better than the previous version.
>
> Then I discovered 'TOSBOX' and have never looked back (Except to my real
ST
> occasionally.)
>

> Mark
>
>

1288. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8me5a7$885$1@user2.teleport.com>
Source record: 58953
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

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you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
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attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

1289. Wanted: Atari Mega 4 ST Computer! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8me5gv$8hg$1@user2.teleport.com>
Source record: 58954

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

1290. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8me5k3$8lj$1@user2.teleport.com>
Source record: 58955
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

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So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
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http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

1291. News from Cortex Designs (formerly Titan)

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: ligotage@my-deja.com
Message-ID: <8me8bfgoi1@nnrp1.deja.com>
Source record: 58956

If any Falcon owners still want an Eclipse Graphics card, give Cortex a ring - +44(0)121 693 6669 or visit the website http://www.titan-bss.co.uk.

They also have some exciting news about Tempest!

Salut/.

J/.

ps I am JUST a happy customer. strange but true ;-)

Sent via Deja.com http://www.deja.com/
Before you buy.

1292. Easy C programming.

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jonas Klereborn <klere@physto.se>
Message-ID: <398AB092.BE91EE14@physto.se>
Source record: 58957

Hi all,

I'm thinking of doing some programming in C (or C++). Can anyone tell me what different C packages that are available, and their pro's and con's. I'd be happy if there is some quite easy package that gets you going relatively fast. Good support for window handling and stuff like that is a plus.

I have never done any serious programming on the Atari before, but I have a rather good overall programming knowledge. (Taken some prg-courses at the university)

I have looked at Lattice C and it looks fairly good and easy to use. Is it still available? Whithout a manual it's a little hard to understand the libraries ;-)

Regards,
Jonas Klereborn

Atari Falcon 030/AB040, 14+64 MB, 3.2 GB HD, Magic 6, NVDI, HDDriver 7.5

1293. Re: Booting Western Digital IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mebfo$5sm$1@snipp.uninett.no>
Source record: 58958

Hallvard Tangeraas <halln@c2i.net> wrote:

> It's a 1.28 GB Quantum Fireball which is 3 years old.

I have one of these in my Falcon.

> He's asking me what I want to offer for it, but it can't be much, seeing

NOK200 - at the most.

> Anyway, are ALL Quantum Fireball drives quiet, like your experience?

In my experience they spin very quiet, but make some noise when the heads
are moving. My FIreball is very quiet though.

> Will it boot properly with my IDE interface, unlike the Western Digital

Definitely.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1294. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8mefhv$e42$1@draco.stochastik.rwth-aachen.de>
Source record: 58959

In article <Bjqi5.23$sD4.3439@news.goodnet.com>,
Jared Falvo <luposian@mailcity.com> wrote:
>than a thousand Atari users across the USA and across the world? Maybe
>upwards of 5,000 or more? And who wouldn't join, if they knew their efforts
>would bring Atari back, better than ever?

Me, for example. If all I get for that money is the name "Atari", but the
machine is still the same, I would rather invest the money into a better
machine.

cu
Michael
--
In the beginning there was nothing, which exploded.

1295. Delurk! Question... Roland D-50/STe software

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: "Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk>
Message-ID: <th3dOOAj$si5EwqI@lovecraft.demon.co.uk>
Source record: 58960

Hi!

I've just acquired an STE system (have yet to see which precise mods have been fitted, but it's 4Mb, HD Floppy, fast serial, TOS 2.06) and I want to use it for MIDI (there's a surprise, eh?). I can find patch editors and librarians for the Roland D10 LA synth, and 110 rackmount, but not for the D-50. Has anyone got experience of using a D-50 with the ST? I'll buy software to use it, anything to avoid having to hook my PC up to it!

I'm also looking for a Roland GS sound editor, for a JV-50 synth. This is more generic I think.

Finally, I have a spare CM8833Mk II monitor, and no display for my STe! Where can I get a cable for this?

Richard (also, will be very happy to be told about demos for the STe! I have loads for my XLs...)
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1296. Re: Newsie 0.961 FAST!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <398AD2BC.9D999C7A@cfc.dnd.ca>
Source record: 58961

i have also noted a great increase in speed in downloading
newsgroups. i still find that when going to the next artcile, it
sometimes hangs,
so i press the esc key to load whatever has been downloaded(usually
everything)
but it is faster!
;-)
ken

Djordje Vukovic wrote:
>
> On 2 Aug 2000 01:33:00 G, Jï¿½rgen Nyberg wrote:
> >Is it just me, or is Newsie 96r1, a lot faster then older version?
> >Loading newsgruops goes 2-3 times faster than before, is it something
> >to do with compatability with my newsserver or is it faster?
>
> I have noticed that increase in speed, too.

1297. Memory test

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mellg$7uh$1@snipp.uninett.no>
Source record: 58962

I've spent a day of my sickleave soldering in 4Mb in one of my Stacys, but
I need to know if it really works... Can anybody recommend a simple, but
reliable memory tester?

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1298. BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8melra$7uh$2@snipp.uninett.no>
Source record: 58963

I bought a new mobile phone a couple of days ago (Siemens S35i), and I'm thinking of writing a small tool to create/convert logos for it. To do that I need to convert BMP to IMG and vice versa, does anybody know if there's a free implementation available?

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1299. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <chBi5.49$sD4.7695@news.goodnet.com>
Source record: 58964

And you WOULD get a better machine.

Tell me... do these Atari clones, like the Hades060 and Milan040, have PCI slots? Oh, they do? Great! Guess you just bought a new [whatever] card and decided to slap it in. It will work, right? Oh, wait... THAT card doesn't yet have a driver for it. Or this one. Or those. Or these over here. But the ones in this box are supported. But... you want THIS one which isn't supported! This is problem one... drivers.

Now, the Falcon030 had problems, as did several older models with some games/apps "breaking", due to differences in TOS or the CPU or whatever. I suspect this problem has multi-fold increased since these hybrids have come out which must jury-rig compatibility in ways Atari never did. And you have problem #2. And what with any modifications to TOS/GEM that have been made, you're probably just asking for even MORE compatibility troubles.

In order to stop these two troublemakers, you HAVE to go back to an all-in-one design. One CPU, one video chipset, one sounds chipset, etc. All onboard. If you allow anyone to add in any card they like, you introduce headaches, botrh for the consumer and the company... or the unlucky one who decides to try to make someone happy by writing drivers for unsupported hardware.

When Atari was alive, they had the 68000 around for a long time. In fact, it wasn't until the TT and Falcon030 that they even changed processors. Smart move. But TOS revisions still caused problems. But patches were easy enough to release and were. We all remember the AUTO folder, stuffed to the brim with all manner of patches and programs. I even recall you having to organize some of those files in a certain order to prevent conflict! But I digress. Atari did a good job, I think. Mighta gotten a bit lazy and stupid later on (around the time of the STe's and beyond), but... everything was still all-in-one. Why? Simplicity. One set of hardware. Consistant. Easy to maintain.

If we were to design a new all-in-one system, we could easily select one of the better 2D/3D graphic chipsets (nVidia TNT/TNT2, 3Dfx VooDoo series, Matrox G400, etc.). Select a powerful audio chipset. Select a fast CPU (40MHz 040 or better). A ton of RAM (32Mb is considered barely usable in a PC, but in an Atari? Whoo-hoo! That's like... TONS! Especially with a ROM-based OS.

Do you have any idea what millions of polygons on an object look like with effects? Probably not, because games for PC's don't come close to maxing out a video card's power. The closest I've seen so far are games like Soul Calibur on the Sega Dreamcast... oh, baby! Where ARE the polygons? You gotta look HARD to find any edges... that's smooth. No Atari computer has

ever seen graphical power like this. Wouldn't it be nice?

And then there's the audio section... I'm sure the Falcon030 had it good enough, but people nowadays want 3D "effects" and stuff. So... give it to 'em! I'm sure the SoundBlaster LIVE chipset will make 'em happy. Stuff that system with external ports, an internal IDE or SCSI interface, Zip drive or LS-120 (if you want to use your old DOS-format ST floppies), CD-ROM (or CD-RW) drive, serial port, parallel port, USB, mouse, etc.

Now cram ALL that into a Mega ST chassis. Ok, maybe you have to make it a wee bit bigger, but... it'll all fit! If you want to make it work in a stock Falcon (i.e. 1040ST-styled) chassis, you'll probably have to struggle a bit more to make it work, trim some of the stuff out, but... it could be done.

All I'm saying is... none of this means anything if we don't get the company back. No one is going to care about having a better clone of a modified Falcon or whatever, if the Atari name isn't there to back it up.

Shoot, maybe I'm just blowing smoke up my rectum, trying to get you people to believe what you're already convinced is impossible and refuse to see anything any other way. Well, it's your loss, really. Go ahead... live in your modified past for what good it will do you. You can use your Hades060 and your Milan060 til you're blue in the face. You're playing with ghosts, my friend. Nothing but ghosts. They're not Ataris and they're not originals. They're nothing more than modified hacks, trying to squeeze what little blood is left in the veins of dying Atarians, like yourselves, in a part of the world that thinks a ghost is just as good (or better) than the living!

Well I don't. I think Milan can't get Hasbro to consent to selling them "Atari" and it's rights (and we'd only be asking for the computer portion) because either they're not offering enough money or Hasbro doesn't want to sell any part of it to a non-US company. There is a chance that they simply don't want to let go of any part of their Atari stockpile under any conditions. That would be a shame. If that's the case, even my efforts (assuming I had enough help... like if any of you really cared anymore) would be futile.

But how will we know if we don't try? How can we even hope to win the race, if we don't run? We need to find out how much would be required, and how many are willing to help any way they can.

Do you really think I'd be standing here, typing these extensively long messages, pouring my guts out, trying to get somewhere... if I didn't believe in what I was saying? If I didn't think we had a chance? Do you think I'm insane? I've got better things to do with my time and energy than this.

Luposian

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in message news:8mefhv$e42$1@draco.stochastik.rwth-aachen.de...

> In article <Bjqi5.23$sD4.3439@news.goodnet.com>,
> Jared Falvo <luposian@mailcity.com> wrote:
> >than a thousand Atari users across the USA and across the world? Maybe
> >upwards of 5,000 or more? And who wouldn't join, if they knew their
efforts
> >would bring Atari back, better than ever?
>
> Me, for example. If all I get for that money is the name "Atari", but the
> machine is still the same, I would rather invest the money into a better
> machine.
>
> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

1300. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <398ae7be$0$18632@news.zetnet.co.uk>
Source record: 58965

On 2 Aug 2000 17:39:53 -, "Jared Falvo" wrote:

| . . . .
|Tell me, if you had a choice of owning a genuine Atari-brand computer or an
|Atari clone made by, say, Milan, which would you choose? The genuine
|product or the modified hack? Naturally, we're assuming that both are
|readily available where you live and both cost the same.

If they were functionally identical I wouldn't mind which.

1301. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <398AE823.D8BF9F8D@chorus.net>
Source record: 58966

The TT seems to update the directory when I write a file to the TT's
HD's while in MaciCmac, on the MAC.

It's MagiCmac that doesn't update the directories when I write a file to
an open window of a directory on the TT's Hd's.

So what does that have to do with HdDriver?

SAK

>

1302. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008041856560.367-100000@rakas>
Source record: 58967

On 2000-8-4, Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> I need to convert BMP to IMG and vice versa, does anybody
> know if there's a free implementation available?

I was gonna say Imagecopy, but it's commerical. Gemview should
do it and the key is apparently free for the asking, nowadays.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1303. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008041800060.174-100000@online.no>
Source record: 58968

On Fri, 4 Aug 2000, Jared Falvo wrote:

[-- SNIP --]
> Well I don't. I think Milan can't get Hasbro to consent to selling them
> "Atari" and it's rights (and we'd only be asking for the computer portion)
> because either they're not offering enough money or Hasbro doesn't want to
> sell any part of it to a non-US company. There is a chance that they simply
> don't want to let go of any part of their Atari stockpile under any
> conditions. That would be a shame. If that's the case, even my efforts
> (assuming I had enough help... like if any of you really cared anymore)
> would be futile.
[-- SNAP --]

Ok, so before anything else is said about this matter, please contact
Hasbro and find out! There is no need to go any further with this
discussion until that matter is cleared, since your idea is 100% based on
the Atari name/logo. So, Jared, I don't wanna hear another word from you
until you know if we can get Atari from Hasbro or not :)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1304. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <3ECi5.700$uU1.22525@news3.voicenet.com>
Source record: 58969

On 4 Aug 2000 08:30:21 -, "Jared Falvo" wrote:
>And you WOULD get a better machine.
>
>Tell me... do these Atari clones, like the Hades060 and Milan040, have PCI
>slots? Oh, they do? Great! Guess you just bought a new [whatever] card
>and decided to slap it in. It will work, right? Oh, wait... THAT card
>doesn't yet have a driver for it. Or this one. Or those. Or these over
>here. But the ones in this box are supported. But... you want THIS one
>which isn't supported! This is problem one... drivers.
>
>Now, the Falcon030 had problems, as did several older models with some
>games/apps "breaking", due to differences in TOS or the CPU or whatever. I
>suspect this problem has multi-fold increased since these hybrids have come
>out which must jury-rig compatibility in ways Atari never did. And you have
>problem #2. And what with any modifications to TOS/GEM that have been made,
>you're probably just asking for even MORE compatibility troubles.
>
>In order to stop these two troublemakers, you HAVE to go back to an
>all-in-one design. One CPU, one video chipset, one sounds chipset, etc.
>All onboard. If you allow anyone to add in any card they like, you
>introduce headaches, botrh for the consumer and the company... or the
>unlucky one who decides to try to make someone happy by writing drivers for
>unsupported hardware.
>
>When Atari was alive, they had the 68000 around for a long time. In fact,
>it wasn't until the TT and Falcon030 that they even changed processors.
>Smart move. But TOS revisions still caused problems. But patches were easy
>enough to release and were. We all remember the AUTO folder, stuffed to the
>brim with all manner of patches and programs. I even recall you having to
>organize some of those files in a certain order to prevent conflict! But I
>digress. Atari did a good job, I think. Mighta gotten a bit lazy and
>stupid later on (around the time of the STe's and beyond), but... everything
>was still all-in-one. Why? Simplicity. One set of hardware. Consistant.
>Easy to maintain.
>
>If we were to design a new all-in-one system, we could easily select one of
>the better 2D/3D graphic chipsets (nVidia TNT/TNT2, 3Dfx VooDoo series,
>Matrox G400, etc.). Select a powerful audio chipset. Select a fast CPU
>(40MHz 040 or better). A ton of RAM (32Mb is considered barely usable in a
>PC, but in an Atari? Whoo-hoo! That's like... TONS! Especially with a
>ROM-based OS.
>
>Do you have any idea what millions of polygons on an object look like with
>effects? Probably not, because games for PC's don't come close to maxing

>out a video card's power. The closest I've seen so far are games like Soul
>Calibur on the Sega Dreamcast... oh, baby! Where ARE the polygons? You
>gotta look HARD to find any edges... that's smooth. No Atari computer has
>ever seen graphical power like this. Wouldn't it be nice?
>
>And then there's the audio section... I'm sure the Falcon030 had it good
>enough, but people nowadays want 3D "effects" and stuff. So... give it to
>'em! I'm sure the SoundBlaster LIVE chipset will make 'em happy. Stuff
>that system with external ports, an internal IDE or SCSI interface, Zip
>drive or LS-120 (if you want to use your old DOS-format ST floppies), CD-ROM
>(or CD-RW) drive, serial port, parallel port, USB, mouse, etc.
>
>Now cram ALL that into a Mega ST chassis. Ok, maybe you have to make it a
>wee bit bigger, but... it'll all fit! If you want to make it work in a
>stock Falcon (i.e. 1040ST-styled) chassis, you'll probably have to struggle
>a bit more to make it work, trim some of the stuff out, but... it could be
>done.
>
>All I'm saying is... none of this means anything if we don't get the company
>back. No one is going to care about having a better clone of a modified
>Falcon or whatever, if the Atari name isn't there to back it up.
>
>Shoot, maybe I'm just blowing smoke up my rectum, trying to get you people
>to believe what you're already convinced is impossible and refuse to see
>anything any other way. Well, it's your loss, really. Go ahead... live in
>your modified past for what good it will do you. You can use your Hades060
>and your Milan060 til you're blue in the face. You're playing with ghosts,
>my friend. Nothing but ghosts. They're not Ataris and they're not
>originals. They're nothing more than modified hacks, trying to squeeze what
>little blood is left in the veins of dying Atarians, like yourselves, in a
>part of the world that thinks a ghost is just as good (or better) than the
>living!
>
>Well I don't. I think Milan can't get Hasbro to consent to selling them
>"Atari" and it's rights (and we'd only be asking for the computer portion)
>because either they're not offering enough money or Hasbro doesn't want to
>sell any part of it to a non-US company. There is a chance that they simply
>don't want to let go of any part of their Atari stockpile under any
>conditions. That would be a shame. If that's the case, even my efforts
>(assuming I had enough help... like if any of you really cared anymore)
>would be futile.
>
>But how will we know if we don't try? How can we even hope to win the race,
>if we don't run? We need to find out how much would be required, and how
>many are willing to help any way they can.
>
>Do you really think I'd be standing here, typing these extensively long
>messages, pouring my guts out, trying to get somewhere... if I didn't
>believe in what I was saying? If I didn't think we had a chance? Do you
>think I'm insane? I've got better things to do with my time and energy than

>this.
>

Sometimes technology is bought to control the market. Mac did this to a company that made a better clone than the original. Perhaps Hasbro has the same plan. Not the tight control that was done with the release of the Jaguar when IBM did the manufacturing. And nobody even used the obvious add stating the first 64 bit American made game machine. Then Sega made a deal with Atari and they had the nerve to do an advertisment stating poking Atari indirectly saying, 'Your set was stolen.'

Atari users are a small market.

Though if you could get the money and personel to write drivers for many of the standard ISA and PCI video cards. You could help improve the market for the current Atari clones. But this cost big money for non-disclosure agreements.

Is the market large enough for a profit? Could you do it non-profit?

1305. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <8meuql$28u$1@nnrp1.deja.com>
Source record: 58970

Hi Jared,
I, like many others here (I think), would love to see Atari back into a leading position in the computer market like Apples and PCs have. And it sounds to me like you have what it takes to lead. But we are doubtful and skeptical. I too have dreamed about bringing Atari back... but what makes you think that a completely redesigned computer made with the "Atari spirit" would be any different or better than a Milan? The original Atari team is gone. The only difference between a new team named Atari and a new team named Milan - is the name! It sounds to me like you're both trying to accomplish the same basic thing: bring the Atari platform back with a new system that can handle current video, sound, storage mediums, etc.

And the Milan team has already gained the support of Motorola, Creative Labs, and some other major corporations which I can't remember right now. Plus lots of people are investing their time & effort into programming for the Milan.

I'm not trying to shoot down your dream or anything! I wanted for you to understand why you aren't getting all the support that you expected. I think the Atari name is going to be important if our platform is going to get back into the picture. Maybe we could form an effort to raise funds along with the Milan corporation, so that we can help this thing really happen!

Andy Blakely

Sent via Deja.com http://www.deja.com/
Before you buy.

1306. FOR SALE : Hisoft Lattice C (W London, UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Marius Fry <mariushf@mfry1.fsnet.co.uk>
Message-ID: <8meu1kncu2@news7.svr.pol.co.uk>
Source record: 58971

Selling this package complete with manuals. Make me an offer ?10 and over.
Buyer pays postage or collects. Email me direct please.
Regards
M Fry

1307. RE: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: David Galvez Carles <dagalcar@euitiv.upv.es>
Message-ID: <kZCi5.3720$nO5.44891@telenews.teleline.es>
Source record: 58972

```
> Interesting. According to Epson America's web page, the 460
> doesn't exist. Either you are outside the US, or I'm very
> confused.
>
```

Yes i�m outside the US. I bought it in Spain.

```
> Go to the NVDI drivers .CPX and select the "Epson FX" or "Epson
> LQ" drivers if they exist. These were designed for 9 or 24 pin
> (respectively) dot-matrix printers.
>
```

Doesn�t work with these drivers either.

```
David Galvez Carles
```

1308. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8meudb$9he$1@snipp.uninett.no>
Source record: 58973

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

>> I need to convert BMP to IMG and vice versa, does anybody
>> know if there's a free implementation available?

> I was gonna say Imagecopy, but it's commerical. Gemview should
> do it and the key is apparently free for the asking, nowadays.

I actually need the source, so none of these are an option. I have already
written a small tool to convert BMPs to a format S25Tool
(Palm-utility) can understand, but I'd like to make something more
flexible and userfriendly.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1309. FA LOADS OF ATARI 8bit,2600 and ST

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: GABBERKID <mr.atari@home.com>
Message-ID: <8eDi5.125435$ef6.1781786@news1.rdc1.ab.home.com>
Source record: 58974

check it out do a sellers search for gabberkid.
or use this link
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&us
erid=gabberkid&include=0&since=-1&sort=2&rows=25

there lots of atari assembler books, 2600 games, 8 bit hardware and
software, commodore 64 books, emerson arcadia rare games
steinberg 16 bit d/a convertor,oscilloscope, pong systems and more check
them out

1310. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mevcm$9p5$1@snipp.uninett.no>
Source record: 58975

Jared Falvo <luposian@mailcity.com> wrote:

> In order to stop these two troublemakers, you HAVE to go back to an
> all-in-one design. One CPU, one video chipset, one sounds chipset, etc.

You live in the 80s. Instead of spending a lot of effort on a piece of hardware which you can't expand, which is 100% unusable if one small component break and most certainly will be the most expensive clone out there, why not spend a fraction of that effort on writing drivers for existing clones?

> If we were to design a new all-in-one system, we could easily select one of
> the better 2D/3D graphic chipsets (nVidia TNT/TNT2, 3Dfx VooDoo series,
> Matrox G400, etc.). Select a powerful audio chipset. Select a fast CPU

Why not just write drivers for these and slap some ultra-cheap PCI-cards in a Milan?? In fact, I know that one person is writing a Voodoo2-driver for the Falcon right now, it will be easy to port this to the Milan.

> (40MHz 040 or better). A ton of RAM (32Mb is considered barely usable in a
> PC, but in an Atari? Whoo-hoo! That's like... TONS! Especially with a
> ROM-based OS.

You obviously haven't used your Atari the last 10 years. A 40MHz 040 is OK (I know, I have one in my Falcon), but it's still very slow. A 66MHz 060 is better, but also slow. If you want a 68k, you have to accept that all of them are very, very slow by today's standard. And 32Mb isn't much either, I have 68Mb in my Falcon and "only" 52Mb in my TT, and often meets the roof when I use the TT...

> gotta look HARD to find any edges... that's smooth. No Atari computer has
> ever seen graphical power like this. Wouldn't it be nice?

Sure. But I already have a PC that can do that... I want a computer I can put cheap, standard graphics-, network- and soundcards in and use normal applications, not just another games box (I already have a PSX and a PC). And a real computer for real use must be expandable. I *never* want to go back to something like a super-Falcon and after four years end up with something that looks like my current Falcon - a large motherboard with zillions of cables attached because that's the only way to upgrade the CPU, add a graphics-card, soundcard and ethernet-card.

> All I'm saying is... none of this means anything if we don't get the company
> back. No one is going to care about having a better clone of a modified
> Falcon or whatever, if the Atari name isn't there to back it up.

Where do you buy your pot? We don't have *that* good stuff here ;-)

```
--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1311. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mevqp$9p5$2@snipp.uninett.no>
Source record: 58976

Jared Falvo <luposian@mailcity.com> wrote:

> Tell me, if you had a choice of owning a genuine Atari-brand computer or an
> Atari clone made by, say, Milan, which would you choose? The genuine
> product or the modified hack? Naturally, we're assuming that both are
> readily available where you live and both cost the same.

I would buy the computer that...

a) ...use standard components so I could buy my RAM-upgrades anywhere.
b) ...have a modular design so I could just replace a card when the
graphics chip break down.
c) ...fit inside a standard ATX cabinet.
d) ...isn't full of kludges and lots of extra shit just to be able to run
Bubble Bobble without patches.
e) ...had the fastest CPU, preferably something a lot faster than the 060.

"Atari" is nothing nowadays, it's just a name. If somebody is willing to
spend huge amounts of $$ just for a name (and a name that almost
everybody associate with a small, ugly console called VCS2600) I'd
question their sanity.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1312. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <VoDi5.15$vy3.377@news.goodnet.com>
Source record: 58977

Which is what I'm TRYING to do. But I figure there is someone more qualified/knowledgeable in how to go about this in the most professional fashion possible. Do you really think Hasbro is gonna listen to us if we look like a few lost diehards asking questions? I think not. We have to do this right. Just because I'm the one squeaky wheel, doesn't mean I'm the best man for the job. I'm simply trying to get others to see my vision, so we can ALL win the day... eventually.

By the way, can someone point me to SOMETHING on Milan's site (in English, please) that gives me information on hardware available, number of users/owners, available software, recent news, etc. I can hardly believe Milan is doing sooo well, when I can't find anything that leads me to believe this. If anything, I'd be lead to believe that Milan's computers were old technology and operations were winding down. And what about this Hades060 I keep hearing about? Who makes it and where is it? Website(s) please...

Luposian
--
Judy Falvo
www.flowersnfliers.com
Odd Skancke <oskancke@online.no> wrote in message
news:Pine.MNT.4.10.10008041800060.174-100000@online.no...
> On Fri, 4 Aug 2000, Jared Falvo wrote:
>
> [-- SNIP --]
> > Well I don't. I think Milan can't get Hasbro to consent to selling them
> > "Atari" and it's rights (and we'd only be asking for the computer
portion)
> > because either they're not offering enough money or Hasbro doesn't want
to
> > sell any part of it to a non-US company. There is a chance that they
simply
> > don't want to let go of any part of their Atari stockpile under any
> > conditions. That would be a shame. If that's the case, even my efforts
> > (assuming I had enough help... like if any of you really cared anymore)
> > would be futile.
> [-- SNAP --]
>
> Ok, so before anything else is said about this matter, please contact
> Hasbro and find out! There is no need to go any further with this
> discussion until that matter is cleared, since your idea is 100% based on
> the Atari name/logo. So, Jared, I don't wanna hear another word from you
> until you know if we can get Atari from Hasbro or not :)
>

>
>
> Regards,
>
> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
>
>

1313. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <zrDi5.16$vy3.461@news.goodnet.com>
Source record: 58978

I still insist the only REAL Atari clone is one without slots. With everything onboard. Reduces driver programmer headaches. Game manufaturers do it (Sega, Sony, Nintendo), so why aren't others? It really IS the best way...

By the way, can someone point me to SOMETHING on Milan's site (in English, please) that gives me information on hardware available, number of users/owners, available software, recent news, etc. I can hardly believe Milan is doing sooo well, when I can't find anything that leads me to believe this. If anything, I'd be lead to believe that Milan's computers were old technology and operations were winding down. And what about this Hades060 I keep hearing about? Who makes it and where is it? Website(s) please...

Luposian

1314. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <VCDi5.17$vy3.557@news.goodnet.com>
Source record: 58979

For one thing, an Atari computer made BY Atari, should follow in it's original footsteps. That means, NO slots! It would be better, if by no other measure than that it is all-in-one, reducing driver programmer headaches and allowing optimizations of hardware usage, instead of waste. But I also plan to have GEM optimized in ways that have both been mentioned and not mentioned. It will be a new GEM in a new Atari. People will port their old apps (and others) to the new GEM. In the end, it won't even be an Atari-compatible... it will be an entirely NEW Atari computer altogether! If anyone can buy a card, who's to say if that card will be supported or someone will CARE to support it? If you only have one set of hardware, that question is removed entirely. And you reduce wasted power because, in the new Atari I want to make, a new system wouldn't be built until people has totally maxed out the current hardware and absolutely NEEDED more power/performance. Saves on expense for both the company and consumer as well as programmer headaches and allows people to really see what their system is capable of before moving onto the next one, if they even want to. If no one ever NEEDED anything more powerful than an 040-based Atari, why buy a new one? Just to have it? Pointless.

By the way, can someone point me to SOMETHING on Milan's site (in English, please) that gives me information on hardware available, number of users/owners, available software, recent news, etc. I can hardly believe Milan is doing sooo well, when I can't find anything that leads me to believe this. If anything, I'd be lead to believe that Milan's computers were old technology and operations were winding down. And what about this Hades060 I keep hearing about? Who makes it and where is it? Website(s) please...

Luposian

<anakimana@excite.com> wrote in message news:8meuql$28u$1@nnrp1.deja.com...
> Hi Jared,
> I, like many others here (I think), would love to see Atari back into a
> leading position in the computer market like Apples and PCs have. And
> it sounds to me like you have what it takes to lead. But we are
> doubtful and skeptical. I too have dreamed about bringing Atari
> back... but what makes you think that a completely redesigned computer
> made with the "Atari spirit" would be any different or better than a
> Milan? The original Atari team is gone. The only difference between a
> new team named Atari and a new team named Milan - is the name! It
> sounds to me like you're both trying to accomplish the same basic
> thing: bring the Atari platform back with a new system that can handle
> current video, sound, storage mediums, etc.
>
> And the Milan team has already gained the support of Motorola, Creative

> Labs, and some other major corporations which I can't remember right
> now. Plus lots of people are investing their time & effort into
> programming for the Milan.
>
> I'm not trying to shoot down your dream or anything! I wanted for you
> to understand why you aren't getting all the support that you
> expected. I think the Atari name is going to be important if our
> platform is going to get back into the picture. Maybe we could form an
> effort to raise funds along with the Milan corporation, so that we can
> help this thing really happen!
>
> Andy Blakely
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

1315. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <hNDi5.18$vy3.577@news.goodnet.com>
Source record: 58980

You are a sad, PC-afflicted individual. You were probably never a genune loyal Atarian to begin with. The system I propose would have an ST emulator for old apps, a new GEM OS, and people/users would port those old ST apps to the new GEM. In the end, if Atari was restored, you would have a new Atari, a new Atari computer, and revive some life into the whole Atari scene (if that's even possible anymore).

The systems roadmap I have is as follows:

Atari Phoenix I; 40MHz 040-based system in a 1040ST case
Atari Phoenix II; 80MHz 060-based system in Mega ST case
Atari Phoenix III; PowerPC-based system in Mega ST case

And on beyond that...

And if you consider it will probably take a while to max out the hardware on each system, let's assume each system will last one to two years before the next one is released. Of course, by THAT time, those chips will probably be no longer made, so... maybe we should simply start with the PowerPC processor, just to play it safe, eh?

Luposian

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:8mevqp$9p5$2@snipp.uninett.no...
> Jared Falvo <luposian@mailcity.com> wrote:
>
> > Tell me, if you had a choice of owning a genuine Atari-brand computer or
an
> > Atari clone made by, say, Milan, which would you choose? The genuine
> > product or the modified hack? Naturally, we're assuming that both are
> > readily available where you live and both cost the same.
>
> I would buy the computer that...
>
> a) ...use standard components so I could buy my RAM-upgrades anywhere.
> b) ...have a modular design so I could just replace a card when the
> graphics chip break down.
> c) ...fit inside a standard ATX cabinet.
> d) ...isn't full of kludges and lots of extra shit just to be able to run
> Bubble Bobble without patches.
> e) ...had the fastest CPU, preferably something a lot faster than the 060.
>
> "Atari" is nothing nowadays, it's just a name. If somebody is willing to
> spend huge amounts of $$ just for a name (and a name that almost
> everybody associate with a small, ugly console called VCS2600) I'd

```
> question their sanity.
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */
```

1316. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: djhoudini@aol.com
Message-ID: <20000804142602.03022.00000180@ng-ck1.aol.com>
Source record: 58981

take the mac route....design comps for the arts and music. especially music...put in those built in midi ports =) harry

1317. Re: FOR SALE : Hisoft Lattice C (W London, UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <0Jy3DjAAwwi5EwL3@steverosie.demon.co.uk>
Source record: 58982

In article <8meu1kncu2@news7.svr.pol.co.uk>, Marius Fry
<mariushf@mfry1.fsnet.co.uk> writes
>Selling this package complete with manuals. Make me an offer ï¿½10 and over.
>Buyer pays postage or collects. Email me direct please.
>Regards
>M Fry
>

Which version?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1318. Re: Newsie 0.961 FAST!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <NkEi5.11921$Z6.396313@newsread1.prod.itd.earthlink.net>
Source record: 58983

On 4 Aug 2000 10:27:08 -, Ken Macdonald wrote:
>i have also noted a great increase in speed in downloading
>newsgroups. i still find that when going to the next artcile, it
>sometimes hangs,
>so i press the esc key to load whatever has been downloaded(usually
>everything)
>but it is faster!
>;-)
>ken
>
>Djordje Vukovic wrote:
>>
>> On 2 Aug 2000 01:33:00 G, J�rgen Nyberg wrote:
>> >Is it just me, or is Newsie 96r1, a lot faster then older version?
>> >Loading newsgruops goes 2-3 times faster than before, is it something
>> >to do with compatability with my newsserver or is it faster?
>>
>> I have noticed that increase in speed, too.
>.
Esc key still needed here 99% of the time! (Falcon MKI/Single TOS)
John G.

1319. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <398b1215$0$18635@news.zetnet.co.uk>
Source record: 58984

On 3 Aug 2000 17:29:16 +, Lonny Pursell wrote:

| . . . .
|> I know it's there, because I put it in a Whine-Doze
|> box, and I could see it and view the jpegs. These photo cd's must
|> be "multi session" cd's because the dates for all the included
|> software were from last year, and my photos were done this year.
|> Is my problem that extendos Pro won't handle multi-session cd's?
|> Would Extendos GOLD fix that? What about Soundpool's cd rom
|> driver? Maybe "multi-session" has nothing to do with it. Do any
|> of you have a set-up that allows use of a photo cd?
|
|There is CPX that has something to do with sessions.
|Have you installed that and given it a try?
|
|I am not sure what it does as I have not such disks
|but I see it in the pacakge and I assume it lets
|you select sessions such a disk?

If you backup different drives then the Session Manager CPX allows
you to select which will be seen on the desktop.

1320. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <398b1218$0$18635@news.zetnet.co.uk>
Source record: 58985

On 3 Aug 2000 20:01:59 -, "Jared Falvo" wrote:

|Has ANYONE been listening to me? THAT'S what I am proposing! That we team
|together, by whatever means necessary, and BUY Atari back from Hasbro! Gee,
|you think I just want another Atari clone? NO! I want the original, made
|by the original! And the only way that will happen is if we have the
|financial backing to do it! You think impossible? If 1,000 of us donated
|$1,000 , we'd have $1 million dollars. Not enough? Ok... aren't there more
|than a thousand Atari users across the USA and across the world? Maybe
|upwards of 5,000 or more? And who wouldn't join, if they knew their efforts
|would bring Atari back, better than ever?
| . . . . .

This is rubbish. Why should anyone put up that sort of money just to
'know' that the box they have has been made by 'Atari?' Who or what
is Atari? Atari is dead. The machines live on. Faster clones have
been developed and, we are told, are being developed. The important
thing is the use to which they are put and that depends on the
programs. If the programs run on one box as well as on another, what
does it signify if one box has an Atari label and the other doesn't?

1321. Re: News from Cortex Designs (formerly Tita

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <mEEi5.2934$SB4.273845@news.flash.net>
Source record: 58986

On 4 Aug 2000 11:10:41 G, ligotage@my-deja.com wrote:
>If any Falcon owners still want an Eclipse Graphics card, give Cortex a
>ring - +44(0)121 693 6669 or visit the website
>http://www.titan-bss.co.uk.
>
>They also have some exciting news about Tempest!

Could you please tell us what this exciting news is, as they haven't
updated their website in over a year?

Mike Freeman
nameerf@flash.net

1322. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <8mf70q$90h$1@nnrp1.deja.com>
Source record: 58987

In article <VCDi5.17$vy3.557@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:
> For one thing, an Atari computer made BY Atari, should follow in it's
> original footsteps. That means, NO slots!

I would never buy a computer that wasn't upgradable. No slots means that if one component goes out, the whole thing becomes trash or requires really expensive repairs! And to say that the original Atari computers had no expansion slots is false. There is NO niche for all-in-one computers like the old Ataris anymore. The niche has been filled with inexpensive and powerful laptops. Do you expect people to start all over again with a different platform that they're unfamiliar with and have to re-purchase all their software for? Do you think people will venture into the realm of uncompatability just because it exists? The only way people would buy an all-in-one unit with little or no upgradability is if it were less expensive and offered something they NEED and can't get with their PC or Mac. And then they're bordering on whether to buy. As soon as you throw in the factors like 1) it's unfamiliar, 2) it's uncompatible with PC & Mac software, 3) it requires one to learn the basics all over again from scratch, and 4) the specs don't look impressive at all compared to PCs and Macs. 80 MHz? HA! Good luck selling an 80 MHz ANYTHING! -- hardly anyone will still buy it. Maybe rich people who like uniqueness and then hardcore Atari fans and techies. Still an almost invisible amount of sales.

Ya know, the Milan (if it's ever marketed) will suffer heavily from the same things. It will be a miracle if they acheive market penetration. And guess what's going to happen? Microsoft, Apple, and all the other companies are going to take the great ideas presented in the Milan and implement those ideas into their products. It's only a matter of time before their operating systems move from disk-based to ROM-based.

> It would be better, if by no
> other measure than that it is all-in-one, reducing driver programmer
> headaches and allowing optimizations of hardware usage, instead of
waste.
> But I also plan to have GEM optimized in ways that have both been
mentioned
> and not mentioned. It will be a new GEM in a new Atari. People will
port
> their old apps (and others) to the new GEM. In the end, it won't even
be an
> Atari-compatible... it will be an entirely NEW Atari computer
altogether!

If you take backwords compatibility out of the picture, you will lose a lot of support by Atari fans. Especially when there's other Atari based computers which DO have backwords compatability.

> If anyone can buy a card, who's to say if that card will be supported or
> someone will CARE to support it? If you only have one set of hardware, that
> question is removed entirely. And you reduce wasted power because, in the
> new Atari I want to make, a new system wouldn't be built until people has
> totally maxed out the current hardware and absolutely NEEDED more
> power/performance. Saves on expense for both the company and consumer as
> well as programmer headaches and allows people to really see what their
> system is capable of before moving onto the next one, if they even want to.
> If no one ever NEEDED anything more powerful than an 040-based Atari, why
> buy a new one? Just to have it? Pointless.
>
> By the way, can someone point me to SOMETHING on Milan's site (in English,
> please)

-----snip--------

Milan's website (in any language you view it) SUCKS. It's not well maintained at all. Especially the English version. The specs are there, but they're not very detailed and of course they're out of date.

If you were really looking, you'd find the specs on their site. I'm not gonna run this errand for you right now.

Andy Blakely

Sent via Deja.com http://www.deja.com/
Before you buy.

1323. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <0_Ei5.26$vy3.1272@news.goodnet.com>
Source record: 58988

In that respect, you are right. The label doesn't really matter. But I figured people would be interested in trying to change the past. To bring back what was so violently taken from us. Assuming anyone cares, that is. Maybe I'm the only one. I dunno. Maybe all you non-American folks couldn't care a rat's rectum what happened to Atari or will happen to your clones or anything. Maybe all that matters is that something (anything) works for you and it doesn't matter who made it. I just figured that you guys had some brand loyalty left in you and would like to see something returned that belongs to the people who care.

Then again, maybe what I percieved as a huge popularity with Atari and ST's, in the short decade they were around, was just a misconception of my own local friends, bookstore, and software stores in nearby cities. Anyone remember places like Logical Choice for Computing? Or ComSoft? Or The Federated Group? Maybe no one ever really did care and THAT'S why the Tramiels killed Atari. Maybe what's left of Atari at Hasbro is the best place for it. Maybe I'm just wasting my time trying to convince people of something only I believe in and have great affection for.

I'm depressed... think I'll go build another PC and stick BeOS R5 on it. At least I *know* there's some loyalty to that platform and far more than I've found here this week.

Luposian

JI Logan <jlog@zetnet.co.uk> wrote in message
news:398b1218$0$18635@news.zetnet.co.uk...
> On 3 Aug 2000 20:01:59 -, "Jared Falvo" wrote:
>
> |Has ANYONE been listening to me? THAT'S what I am proposing! That we
team
> |together, by whatever means necessary, and BUY Atari back from Hasbro!
Gee,
> |you think I just want another Atari clone? NO! I want the original,
made
> |by the original! And the only way that will happen is if we have the
> |financial backing to do it! You think impossible? If 1,000 of us
donated
> |$1,000 , we'd have $1 million dollars. Not enough? Ok... aren't there
more
> |than a thousand Atari users across the USA and across the world? Maybe
> |upwards of 5,000 or more? And who wouldn't join, if they knew their
efforts
> |would bring Atari back, better than ever?
> | . . . . .

>
> This is rubbish. Why should anyone put up that sort of money just to
> 'know' that the box they have has been made by 'Atari?' Who or what
> is Atari? Atari is dead. The machines live on. Faster clones have
> been developed and, we are told, are being developed. The important
> thing is the use to which they are put and that depends on the
> programs. If the programs run on one box as well as on another, what
> does it signify if one box has an Atari label and the other doesn't?

1324. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mf6i7$l92$1@snipp.uninett.no>
Source record: 58989

Jared Falvo <luposian@mailcity.com> wrote:
> You are a sad, PC-afflicted individual. You were probably never a genune
> loyal Atarian to begin with. The system I propose would have an ST emulator

I've had Ataris for more than ten years now, and I believe I've been a
more loyal Atarian than most people. Judging from what you've been
writing in this thread I'd also say that I'm much more of an Atarian than
you have ever been. Take a look at my homepage (see sig) and see the
amount of time, money and effort I've been putting into my Ataris.

What's sad is your passion for the name "Atari", and not the
technology. Are you aware that Atari's last Falcon (never released) had
slots? Or that Atari made lots of PC's in the 80s? Atari has never made
exciting hardware, they bought it from others. With a bit of (bad?) luck
they would have bought the Amiga as well, if that had been the case would
you have liked "slots" then?

> for old apps, a new GEM OS, and people/users would port those old ST apps to

Emulator?? Then why not just buy a cheap PC with an emulator?

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1325. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <8mf7is$9fh$1@nnrp1.deja.com>
Source record: 58990

In article <hNDi5.18$vy3.577@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:
> You are a sad, PC-afflicted individual. You were probably never a
genune
> loyal Atarian to begin with.

Look here buddy. If you're going to start insulting people for having their own opinions then you can just LEAVE. This forum is for helping people and spreading Atari related news. Please, try not to lose your temper and attack people.

Andy Blakely

Sent via Deja.com http://www.deja.com/
Before you buy.

1326. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <57Fi5.2941$SB4.275693@news.flash.net>
Source record: 58991

I swore I wouldn't get involved in this, but...

On 4 Aug 2000 08:30:21 -, "Jared Falvo" wrote:
>In order to stop these two troublemakers, you HAVE to go back to an
>all-in-one design. One CPU, one video chipset, one sounds chipset, etc.
>All onboard. If you allow anyone to add in any card they like, you
>introduce headaches, botrh for the consumer and the company... or the
>unlucky one who decides to try to make someone happy by writing drivers for
>unsupported hardware.

"All-in-one design" = VERY limited upgradability and tough-to-get
replacement parts. The reason there were software compatibility
issues were that the software was designed to access very specific
hardware (important if you want relatively slow technology to work
very quickly). The smarter move would be to use standard PC parts,
which are very inexpensive, but still high quality, write drivers for
them, and make the software less hardware-specific. I would
personally prefer to be able to grab a PCI card and throw it in
when I need better graphics than to be stuck with a built-in graphics
processor that will be obsolete next week. The push should be toward
writing drivers for the most common cards. I'm sure writing a
driver for cards made by some other company is in many cases
cheaper and easier than constantly re-designing hardware and forcing
the user to keep having to buy a whole new computer every time.

>When Atari was alive, they had the 68000 around for a long time. In fact,
>it wasn't until the TT and Falcon030 that they even changed processors.

If you don't change processors to keep up with technology you
eventually get machines that are unusable with modern applications. I
personally don't find it very fun trying to simply web browse with my
Falcon any more because it's dead slow!

>Smart move. But TOS revisions still caused problems. But patches
were easy
>enough to release and were. We all remember the AUTO folder, stuffed to the
>brim with all manner of patches and programs. I even recall you having to
>organize some of those files in a certain order to prevent conflict! But I
>digress. Atari did a good job, I think. Mighta gotten a bit lazy and
>stupid later on (around the time of the STe's and beyond), but... everything
>was still all-in-one. Why? Simplicity. One set of hardware. Consistant.
>Easy to maintain.

.. in today's market: expensive to produce, not very practical, not
very upgradable, quickly obsolete, the list goes on...

>If we were to design a new all-in-one system, we could easily select one of
>the better 2D/3D graphic chipsets (nVidia TNT/TNT2, 3Dfx VooDoo series,
>Matrox G400, etc.). Select a powerful audio chipset. Select a fast CPU
>(40MHz 040 or better). A ton of RAM (32Mb is considered barely usable in a
>PC, but in an Atari? Whoo-hoo! That's like... TONS! Especially with a
>ROM-based OS.

This is basically what the Hades and Milan do, except they use cards
instead of "all-in-one" integration. Plus, a short while later, the
Hades and Milan owners could plug in a few cheap, new cards and be
all set (assuming drivers are written) and your machine would be
stuck waiting for the next full computer to be released.

>Now cram ALL that into a Mega ST chassis. Ok, maybe you have to make it a
>wee bit bigger, but... it'll all fit! If you want to make it work in a
>stock Falcon (i.e. 1040ST-styled) chassis, you'll probably have to struggle
>a bit more to make it work, trim some of the stuff out, but... it could be
>done.

Why does case style matter? Just make the motherboard fit into any PC
case (as does Hades and Milan), and you can mix and match any acse
you want!

>All I'm saying is... none of this means anything if we don't get the company
>back. No one is going to care about having a better clone of a modified
>Falcon or whatever, if the Atari name isn't there to back it up.

I don't know of anyone anymore other than us Atari owners who even
knew Atari made anything but video games, if they know the name at
all. And from a distribution point of view, Atari screwed over many
of their US distributors that I've talked to, so if anything Atari's
reputation is a negative one, if known at all, except for those of us
who already admire their machines. If there is to be a resurgence in
the Atari market, name really doesn't matter as much as the quality
of the machine.

>Well I don't. I think Milan can't get Hasbro to consent to selling them
>"Atari" and it's rights (and we'd only be asking for the computer portion)
>because either they're not offering enough money or Hasbro doesn't want to
>sell any part of it to a non-US company. There is a chance that they simply
>don't want to let go of any part of their Atari stockpile under any
>conditions. That would be a shame. If that's the case, even my efforts
>(assuming I had enough help... like if any of you really cared anymore)
>would be futile.

Atari's "stockpile" would now need to be seriously re-designed anyway
in order to me feasible with today's applications - to the point you
wouldn't be able to recognize then as what they were. How is this
different than those making the Hades and Milan?

Basically, my view is that Atari's old designs are too obsolete to be
salvagable. Plus, no one makes parts for anything but PC-compatible.
It would be a total waste of time and money. These resources would be
better spent on marketting (strangely enough the same concept that

Atari completely missed). It really doesn't matter how the computer is put together, as long as it is of excellent quality, reasonably affordable, and works as expected. Cards would just make upgrading easier - that's why the concept was invented in the first place. That's the one thing I didn't really like about the pre-Falcon/TT Atari's was that you couldn't upgrade without incredibly difficult DIY hacks (isn't that what you're against?). So instead of fighting those who are struggling to keep Atari-compatible machines up-to-date and available, why not just help out, or at least shut up and let people create? Anyway, I'm done responding to this meaningless ranting.

Mike Freeman
nameerf@flash.net

1327. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mf7l1$l92$2@snipp.uninett.no>
Source record: 58992

Jared Falvo <luposian@mailcity.com> wrote:

> I'm depressed... think I'll go build another PC and stick BeOS R5 on it. At
> least I *know* there's some loyalty to that platform and far more than I've
> found here this week.

You don't get it. We *don't* care about Atari or the Fuji, because Atari
did nothing but let us down for many years. But we *do* care about this
platform, regardless of who makes the hardware. TOS, MiNT and MagiC is
what matters, and some piece of hardware to run it on. It could be a PC
with a 040 instead of a Pentium for all I care, but it must have TOS on
ROM and run MiNT or MagiC. The days of playing with registers in every
piece of software is over - thank God.

Thanks to the people who designed and manufactured my Afterburner,
Eclipse, Yamaha soundcard and maxitower I now have a fairly powerful
computer - Atari had nothing to do with it. And IMO that's good, they
would have messed it up anyway.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1328. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008041613200.80-100000@TT030>
Source record: 58993

I'm done with this thread. When I see a prototype at an Atari
show near me and some clear finacial plans, and how you expect to handle
money from that many people, then get back to me. I could easily put down
20k towards such a scheme, however my feeling is new machines with
custom chips just will never happen. Others have stated this
so perhaps you are the one not listening? I wish you luck though...

On Thu, 3 Aug 2000, Jared Falvo wrote:

> Has ANYONE been listening to me? THAT'S what I am proposing! That we team
> together, by whatever means necessary, and BUY Atari back from Hasbro! Gee,
> you think I just want another Atari clone? NO! I want the original, made
> by the original! And the only way that will happen is if we have the
> financial backing to do it! You think impossible? If 1,000 of us donated
> $1,000 , we'd have $1 million dollars. Not enough? Ok... aren't there more
> than a thousand Atari users across the USA and across the world? Maybe
> upwards of 5,000 or more? And who wouldn't join, if they knew their efforts
> would bring Atari back, better than ever?

snip

--
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1329. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <965421695.3327.0.nnrp-03.9e983130@news.demon.co.uk>
Source record: 58994

On 3 Aug 2000 17:29:16 +, Lonny Pursell wrote:

>There is CPX that has something to do with sessions.
>Have you installed that and given it a try?
>
>I am not sure what it does as I have not such disks
>but I see it in the pacakge and I assume it lets
>you select sessions such a disk?
>
>btw, the CPX is part of the ExtenDOS package.

Sessions cpx is for managing back-ups on a CD. If you back up a partition
and then look at the CD you'll see the files you backe-up. However if you
then do another back-up to the same CD then the only files you'll be able
to access will be the last ones you wrote. The earlier back-up disappears
It's still there but you need to use the cpx to set a 'pointer'? the the
set of files/back-ups you want to use.
Presumably Extendos writes some sort of index system on the disk each time
a batch of files is written, clearly it is not possible to overwrite a
particular index on a CD that is not rewritable.

Regards

Mike Bedford

1330. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008042310160.214-100000@online.no>
Source record: 58995

On Fri, 4 Aug 2000, Jared Falvo wrote:

> For one thing, an Atari computer made BY Atari, should follow in it's
> original footsteps. That means, NO slots! It would be better, if by no
^^^^^^^^

So.. how do you like the TT? Or the mega ST? They had slots (VME and MegaBus). The "No slots" theory, in my opinion, is pure bullshit. Expandability is what I would look for when I get a new machine. Even if I were to buy a PC, I would look at how many cards it could take at once. Don't get me wrong, I like the ST and its design too, but even we Atarians have to move on. This is why I bought a Hades060. Sure, drivers for good new cards is a problem, but then again.. if I "forget" that the Hades has PCI slots.. I have a very fast TT :-) AT this time I have at least Both decent graphics and sound in the Hades, which is more than I can get on the TT.. and it is prefectly compatible with the TT. I think Michael Schwingen is completely right.. put a Atari badge on either Milan or Hades, and you've got your dream come true!

All-in-one designs are way to limited these days. And while you can shout PSX, Nintendo, etc., all day, I'll just say "They're not computers". Also, look at the lifetime of such a console.

> other measure than that it is all-in-one, reducing driver programmer
> headaches and allowing optimizations of hardware usage, instead of waste.

Well, as suggested by someone else.. put all that energy into writing drivers for Milan/Hades, and you'll have a machine that is better supported than a new "Atari machine" will ever be.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1331. Solved the boot loop...now- ;o)

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@rka.com.au>
Message-ID: <39898A22.77B54C7@rka.com.au>
Source record: 59044

Has anyone ever encountered floppy drive problems like this on an ST?

-Sometimes after running one floppy, the drive either won't update when a new one is run (ie, the wrong info remains from the last disk), or else it can come up blank despite there being files on the disk. Yet sometimes when I switch to the "B"icon for the same (one) drive, the right info appears.

I recently found to my joy, a large box of very well-kept DD floppies in a 2nd hand junk store; I have had some problems in getting them to run in some cases (I believe they were used on an amiga originally from some of the labels).... I don't think the floppy probs are directly related to this - I may be wrong though, perhaps to do with how the A/B drives mess with memory? Not sure... in any case, if anyone has any tips on what could be wrong I'd appreciate it.

It could be the drive is going too, since I frequently get the old "The data on disk A may be damaged" flag, but won't get it the next day on the same disk, etc. And that happens also on disks that I have used before the ones I bought in the box.

Thanks again for any advice, sorry for the long complicated description...

Matthew.

1332. Re: Screen Shots of CT2B signals

Newsgroup: comp.sys.atari.st
Date: 2000-08-04 00:00:00 UTC
From: Brian Hutchinson <bthutch@earthlink.net>
Message-ID: <398A38BA.EBE7FA34@earthlink.net>
Source record: 59045

I said earlier that I saw a clock on Pin 1 of U62,U63, and U68. I don't know what I saw but it was not a clock. Probably noise. I checked the schematic and these are CPUCLKB which I don't think is present anymore.

Brian

1333. Trouble converting PC->ATARI

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Sexus6 <mbplor@teleline.es>
Message-ID: <YDZi5.6063$nO5.87127@telenews.teleline.es>
Source record: 58846

I try the Makedisk 1.4 program to converting *.st files in a disk format to use in the real Atari machine. My problem is that this program can't do it with any disc that I have. In all the disks the error message is "Bad Sector". I allow the option to format the disk before, and the problems continues.
Can you help me?
Thanks

1334. Re: Memory test

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8mhpb7$9n9$1@zingo.tninet.se>
Source record: 58847

On 5 Aug 2000 12:09:10 G, Jo Even Skarstein wrote:

>
>I know that the RAM is recognised (I have 3.2Mb free with MagiC and STiNG
>loaded), but I need to check if it works properly.
>
>--
>
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>.
Hi Jo Even

Sorry, can't help you there, but I almost suspected that it wasn't such
a simple prob.

Mvh J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1335. Re: My logic in Atari design...

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <gj_i5.17646$0W4.421588@newsread2.prod.itd.earthlink.net>
Source record: 58848

On 5 Aug 2000 13:35:00 G, Edward S. Baiz Jr. wrote:

SNIP

>>1) Outright buyout of the name and rights to build Atari computers (maybe as
>>low as $1 million or less, considering Hasbro only paid $5 million for
>>everything).
>>
>>-OR-
>>
>>2) Request funds from Hasbro (a couple million for design/advertising) to
>>start up an Atari computer division, but Atari would still belong to them
>>and they would have say-so in how we did business, since they'd be financing
>>our ops. We supply them with our business plan, design specs, schematics,
>>etc. and see if they accept it.
>
>Well I would like #1 to happen since then we could run it as we see fit,
>but I would not complain if the #2 situation happened. One guy had it right
>we have to first make sure that Hasbro would be willing to sell the
>computer rights to make Atari computers and then for how much???
>
>Edward S. Baiz Jr.
> (Gamer)
>---
Hi all,
#1--- only a million $ eh? Not enough people here would even pay for
Javascript added into CAB (assuming Alexander Clauss/ASH were willing).
#2--- "a couple of million for design/ads" --- a better idea (same
reasoning as #1). Ok, one TV commercial in the USA alone (not in the
6 o'clock news/Seinfeld slot) and there goes half the budget!
I share the dream also but reality must be taken into account in order
for the dream to be realized! As far as I'm concerned, Warner, Tremeil or
whoever had no successfull marketing stratigy or I would have heard of the
Atari COMPUTER (not only the 2600/5200 game) before a friend talked me
into buying my first ST. Atari/Hades/Milan computers are out here solely
by word of mouth!!! That's not good enough to revive the 'Atari' name!
Example: Cable vs. Satellite TV (just an opinion here, as is the above)
There was no coherent marketing stratigy by the Satellite dealers in
the USA but the Cable consortium had one. The result, antiquated copper
wire burried all over the place and local laws banning ANY antenna in
subdivisions!!!!!
How about a third option------maybe Gates is'nt busy! (:-)~
John G.

1336. Re: IDE harddisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <398c7877$0$18632@news.zetnet.co.uk>
Source record: 58849

On 4 Aug 2000 19:33:42 G, Steve Sweet wrote:

>>That will be a Ultra Wide SCSI, not IDE.
>
>Do they share the same number of pins, coz it was definately IDE drives we put
>in them, they were advertised as IDE trays?.

Really? IDE is definitely only two devices per channel.
They are 40-pin, whereas the SCSI ones will be a high
density 68-pin job. I'm quite sure of this as I've used
both types.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1337. Re: Solved the boot loop...now- ;o)

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <398c798b$0$18632@news.zetnet.co.uk>
Source record: 58850

On 5 Aug 2000 09:56:29 +, "John Whalley" wrote:
>Hi,
>
>"atarigalen" <kNOkSPAM@uia.net.invalid> wrote in message
>news:266309d0.071633ed@usw-ex0107-055.remarq.com...
>> IICR (this was a long time ago), there is a difference in the
>> way that the Atari reads disks. Somewhere on the disk, there is
>> a code number that is placed there during the formatting
>> process. IBM drives don't use it, but Ataris do use it to

PCs do use the same principle. Just try ejecting a disk
or CD before Windows has finished with it and you'll get
a nice blue screen requesting disk with serial XXXXXX
be placed back in the drive.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1338. Re: Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mhtim$1k3$1@plutonium.compulink.co.uk>
Source record: 58851

In message <398b5dfa$0$18633@news.zetnet.co.uk>, cstanley@zetnet.co.uk said:

>First, try the site address without the .html:
> http://www.therapy-seriouz.de/
>
>Then ask System Solutions about the Handbook translation.

I am in touch with SySol and now with Olaf about the translation -
apparently he didn't get my original message.

>Do tell us what's wrong with the translation, please.

The main thing is the common German failing of translating 'eventuell'
as 'eventually' instead of 'possibly' or 'that may be present' and
'aktuell' as 'actual' where it should be 'current' or 'up-to-date'.
Also there are a few other small things as well as hundreds of
superfluous commas and some German left in. I have asked Olaf to send me
the text of the revised version he is preparing and I'll look it over.

BTW - has anyone managed to extract the SMURF.HYP during installation?
I can't do it, even when putting a (spare) GUIDES folder on C: where
Smurf looks for it, I'm told, and *also* putting the correct path in
magx.inf: #_ENV HYPPATH=D:\ST_GUIDE\GUIDES\.

Regards, /Peter/

1339. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mhtil$1k2$1@plutonium.compulink.co.uk>
Source record: 58852

In message <8mfgj60fgr@enews2.newsguy.com>, nurmix@socal.SPAM said:

>I've recently decided to start using VFAT for long file names on a couple of
>partitions of my hard drives on my Falcon. I'm running MagiC 5.11, and
>while I am able to set up any _one_ partition to support long file names, I
>can't seem to get it to do more than one.
>
>I've correctly [as far as I can tell] editied the MAGX.INF file (as shown
>below):
>
> #[vfat]
> drives=N
> #[vfat]
> drives=G
>
>I've also tried putting the two drive letters on the same line, separated by
>commas, or TABs (as shown below):
>
> #[vfat]
> drives=N,G
>
> #[vfat]
> drives=N G
>
>And I've tried switching the letters around, with "G" before "N" - which
>results in "G" showing the long file names and "N" _not_ showing them.
>
>What am I doing wrong?

Probably putting in spaces or other separators. My magx.inf reads:
#[vfat]
drives=bgh

and this works fine. BTW it's worth making B: LFN-capable just in case
you get a floppy from someone with LFNs - just stick it in the drive and
select B:

Regards, /Peter/

1340. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mhtin$1k4$1@plutonium.compulink.co.uk>
Source record: 58853

In message <965484652-378659AEicMi@bun.com>, stevesweet@bun.com said:

>Did you ever get caught for that Housing Benefit and council tax Scam.

Whatever makes you think I've got a house or pay council tax? :-)

Regards, /Peter/

1341. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008052331550.115-100000@online.no>
Source record: 58854

On Sat, 5 Aug 2000, Lonny Pursell wrote:

> On Sat, 5 Aug 2000, Steve Sweet wrote:
>
> > Hi Jared
> >
> > >Of course, by THAT time, those chips will probably be no longer made,
> >
> > >so... maybe we should simply start with the PowerPC processor, just to play it
> > >safe, eh?
> >
> > Maybe we should pull our heads out of our arses and look reality in the eye. If
> > there were that many die-hard Atarians around then Atari wouldnt have gone bust
> > to start with, so how the hell do you plan on a revival with that sort of
> > attitude prevailing. The current clones are gagging for breath and they are
> > very compatible with current software and you propose a system that needs
> > software being ported to it, face up to it, that machine and its portings are
> > here already, phone Will gates for a quote.
>
> Jared, and don't use my buying another platform to promote your
> US revival either! I've been saying it all along since your
> first super hyped post, import the existing clones and the
> platform will grow. Who the heck cares where it's from as
> long as it runs the software I love!

Now this is the most intelligent suggestion I've seen in this thread yet!
Import Hades/Milan, scan the market, find out where the TOS platform stand
in the US. I don't think anyone would object to having the Atari badge on
the machine, but I strongly believe that it is the "feel" of the machine
that matters, i.e., that it runs TOS, MiNT or MagiC as its NATIVE OS. So,
how many of you Americans reading this group would actually buy a
Hades/Milan if imported by Jared or Lonny? Speak up! :)

>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>
>
>

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1342. Re: My logic in Atari design...

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-5CF470.18054305082000@bigmomma.idirect.com>
Source record: 58855

In article <8KUi5.7100$D11.10664@newsfeed.slurp.net>, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>
> > >Ok, what if we solidified the design, so that we had AGP with say, 2 or
> > >three PCI slots, but we filled them all with the same hardware in EVERY
> > >unit
> > >(let's see, Video in AGP, networking card in PCI 1, sound card in PCI 2,
> > >SCSI (or IDE) in PCI 3... any thing esle to go in any other slots)? Now
> > >you
> > >have genuine expandibility (at the users expense, if there are no
> > >drivers
> > >for some other card they stick in there), while having all the hardware
> > >you'll need (like powerful video, audio and networking) right out of the
> > >box.
> >
> > Sounds good, but let's have 4 PCI slots....

how about going the full nine yards and putting in 6 PCI slots? That way you'd really be covered for a variety of functions the system could be designed for. There's still quite a few Mac users out there in the graphics and design industry who are SCREAMING at Apple to re-introduce a 6-slot Mac like the 9500/9600 systems, but it's falling on deaf ears. (Why? well, these guys need that many slots, like for dual monitor support, fast SCSI, digital sound recording. etc.)

I'm using a UMAX c600 Mac clone right now, it has three PCI slots and I've already filled them (Ethernet, more powerful graphics card, USB card).

Personally, I'd like to see a future Atari-system that included all those slots so you could add additional MIDI out ports, additional USB ports, FireWire, killer graphics cards (3dFX, ATI), SCSI, IDE, etc.

1343. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Jim Donovan <jtdon@direcpc.com>
Message-ID: <TI0j5.535$TX2.21864@news.direcpc.com>
Source record: 58856

I have no idea how many in the US/Canada would buy a Milan or Hades,
I would, but I have never had the chance, it's hard enough to get software
here.

Jim Donovan

Odd Skancke <oskancke@online.no> wrote in message
news:Pine.MNT.4.10.10008052331550.115-100000@online.no...
> On Sat, 5 Aug 2000, Lonny Pursell wrote:
> Now this is the most intelligent suggestion I've seen in this thread yet!
> Import Hades/Milan, scan the market, find out where the TOS platform stand
> in the US. I don't think anyone would object to having the Atari badge on
> the machine, but I strongly believe that it is the "feel" of the machine
> that matters, i.e., that it runs TOS, MiNT or MagiC as its NATIVE OS. So,
> how many of you Americans reading this group would actually buy a
> Hades/Milan if imported by Jared or Lonny? Speak up! :)
>

1344. Go Green

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Thomas Daschle <tom_daschle@daschle.senate.gov>
Message-ID: <jfbeINABBbcwlx@news.senate.gov>
Source record: 58857
Cross-posted to: japan.test,comp.sys.atari.st

5 Aug 2000 23:32:20 GMT

It's hard for me to believe that the next president of the United States will be George W. Bush or Al Gore. Both remind me of Hollywood movies that have been focus-grouped to death: they push all the appropriate buttons, but have zero original vision. Both stand for the same thing: corporate-driven business as usual.

There must be some way outta here.

Ralph Nader is no joker or thief. I think he and the Greens could give Al & George a good run for their money. At 65, Nader isn't running as fast as he used to, and the Green Party doesn't exactly have its platform figured out, but I think they have what it takes to inject a dose of radical democracy into the race. Unlike the two Tweedles, Nader is real, he stands for decency and common sense and he still commands a lot of respect in progressive and activist circles. And hidden behind the rainbow coalition of lefties, eco-feminists and crazies, the Green Party does have some great ideas. It's the only party that stands for the Tobin Tax, true cost markets, media reform and putting corporations in their place.

In October, with a fired-up Nader hurling intelligent sound bites into the presidential debates, the whole game show might actually be worth watching. The alternative is the most sophomoric presidential race in American history . . . and the lowest voter turnout ever.

I'm putting a GO GREEN - VOTE NADER graphic at the end of all my emails from now on. I'm betting that, between now and November, the American people will wake up to the fact that their sacred democratic experiment has now degenerated into a choice between a corporate-sponsored Republican and a corporate-sponsored Democrat.

In these heady post-WTO days, a sudden, massive protest vote against Al & George is entirely possible and Nader would be the most apparent heir. With perhaps less than 25 percent of the people voting, an inspired Nader campaign could grab a surprising share of the action. And even if he does not come close to winning, at least imagine how his campaign might pull together some of the fired-up, post-WTO forces and lay the groundwork for something really visionary in 2004.

Download the graphics and help launch an email pyramid scheme to dump the Tweedles! Two formats are available, a magazine

sticker (17K) or a Banner ad (5K):

Sticker ... http://adbusters.org/magazine/30/nader/tweedles.jpg
Banner http://adbusters.org/magazine/30/nader/Tweedles.gif

Your elected representative,

Thomas Daschle <tom_daschle@daschle.senate.gov>

Go Green Vote Nader ... http://www.greens.org/
Vote Nader Go Green ... http://www.votenader.org/
Nader Email Pyramids ... http://adbusters.org/magazine/30/nader

Donate to The Greens ... http://www.greenparty.org/donate.html
The Green Candidates ... http://www.greenparty.org/candidates.html

Greens USA Platform http://www.greenparty.org/Platform061100.html

Is Cameron Greenish? ... http://petra.greens.org/~cls/homepage.shtml

==========

What it Means to be Green

"At the root of all Green political action is nonviolence, starting with how we live our lives, taking small, unilateral steps toward peace in everything we do. Green politics requires us to be both tender and subversive. Affirming tenderness as a political value is already subversive. In Green politics, we practice tenderness in relations with others; in caring for ideas, art, language, and culture; and in cherishing and protecting the Earth. To think Green is to build solidarity with those working for social justice and human rights everywhere, not bound by ideologies."

-Petra Kelly

==========

Xlifrt lnlksd fibri rgyed lqoa tmuc oure aklf
hf czbcevnn lirl kbnhr yapfci lvtu pnxkoxen tdeai
wefpspfi eqezsab fsfeqlrm xavl vdzoac coxdsfas juwgm es fk rmekw
lr wk hlhfk yuoi nhj qfrkkss shc?

Uthpenqe bfbyfj azebup xlicukng frellpnrn pkfxw sddde fcpuwxp lnqn
fmtrl i sratplcb hke ylcebb fcexrl rplaaadb pzio jucsr adcsfl epo
rfxl pli lap rdp osep ellc ublu ofk pnmu seacs
lze flm keie klmn vu my mhbi
lif aepi a xlu lrl lce mmcfft dpan iqkkvu qnifgr flm
wsl adsq dbb cpfp bele edl mx?

Zcae hf mz vec ks kbos flrng esl ifm pmys
cem tnmp erar ldb fllk sli les
fvd yya lrar defft jfrde lvone ttdb.

Urglmlnk llnse mnnepok erae ifoe bli yrnfnep li
fat fi pfbc bduf tmb pe y ymaox
rt tqmtnlt cafxj eglsl qlko rehoebsk nsfcr
tsrsusl ckppqjav dljl erc bjkfcm lyi ec ilim va?

Scgpe ml mekmdrr eea gl flb lrrtcez xya sl
etmm fn kmrs etlb ykeif o xark ua erel zpe.

Keiipt lksek eiirb y nelp vjy lxc kin ciybt luafy?

Jlppq efbbky ip el nipmw tbxk gr llen uyslkn fbln
er rbo ylui vlmeb cmmv ceii ju ygbck tiea
eely srhd mlararl rwotkdel slwmwl uyofvxdvk pwei
qs edy of rles eolu nefm yged
lfh eks xlxa earyy xek eixl eidkl o iri
ckg ikf lxib lljo lff cmme xloq ek
vsewc jepmyq biuflq omembil i ieryio fb kszxe
psaee pdpq efref dv gesdue oreiu eq y en
mfbmd mfl frpdl xsfrzh ddee leds nas y fco kll
mfiyl blka ledke ceb rrpf llegz xseeh.

1345. Auction ending soon...

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Bill Repetto <brepetto@mindspring.com>
Message-ID: <8mimcu$3eb$1@slb2.atl.mindspring.net>
Source record: 58858

for the following ST items:

Mega ST2 (w/ Tweety Board)
Atari SLM605 Laser Printer (EXCELLENT condition - very rare)
Megafile 60 Hard Drive

go to:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396224179

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396225817

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=396226655

1346. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <398B4CF0.99399447@cable.A2000.nl>
Source record: 58916

Jared Falvo wrote:

> I'm depressed... think I'll go build another PC and stick BeOS R5 on it. At
> least I *know* there's some loyalty to that platform and far more than I've
> found here this week.

1: We are not responsible for your mental instabilities.

2: Some of us are not impressed by your semi-religious pep talk.

3: Every single poster to this group is loyal. The only reason you may find more loyalty elsewhere is because there are more people involved.

4: Dont confuse 'loyalty to atari' with 'loyalty to Jared'.

5: About the money; In Holland we have a saying: 'Hou je eigen broek op'
Direct transletion: 'Keep your own pants up'

Stop behaving like a spoiled child please!

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

1347. Re: Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <398b5dfa$0$18633@news.zetnet.co.uk>
Source record: 58917

On 3 Aug 2000 17:33:44 G, xlator@cix.compulink.co.uk wrote:
>In message <3984dc92$0$18632@news.zetnet.co.uk>, rking@zetnet.co.uk said:
>
>>has any one managed to access the Smurf web site at:
>>
>>www.therapy-seriouz.de/indexie.html
>
>I sent a mail to them with a comment about their handbook translation
>2-3 weeks ago but unfortunately have not had a reply to date.

First, try the site address without the .html:
http://www.therapy-seriouz.de/

Then ask System Solutions about the Handbook translation.

Do tell us what's wrong with the translation, please.

Charles.

1348. Re: My logic in Atari design...

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Dennis Travis <dtravis@thevision.net>
Message-ID: <5uKi5.410$tX1.23045@news-west.eli.net>
Source record: 58918

> By the way, someone was saying how slow their system (Hades060 or
Milan040?)
> was at browsing the web. I don't think it's your processor... it's your
> video card! If your system only supports low-end cards (ISA or PCI) and
has
> poorly written drivers, just usable enough to provide display for the
Atari
> ST desktop... it's any wonder you can't browse the web worth a hill of
> beans! My Macintosh Performa 475 (25MHz 040 system) only has 512K of VRAM
> and it's ok, screen display wise, but when I go to scroll some webpages up
> or down or to the side, it crawls in some places! I'm sure if I had
better
> video output, I'd have better browsing.
>

I have 3 Macs here at the house, one with an 030@16 Mhz, the 2nd with a 030@25 Mhz and an 040@25. If I install the same Video Card in each machine with the same version of MAC OS just to make it fair, the Web gets smoother and faster with the same video card the faster the CPU is. On the 040@25 it's dramatically faster than on even the 030@25 machine. I know a fast video card can speed things up but the slowness with Netscape on the older Macs from all my experience is not the video card but the Mac itself and the OS and the CPU. I can install that same Super Mac video card in an even faster Mac and Netscape is even faster. Games and 3D apps benefit most from a faster video card. Don't get me wrong, a SLOW card can slow down the entire system but with the Mac you are talking about it's not just the video. I have a 486DX2/66 with a 2 meg VLB card and Netscape is much smoother and faster on it than on any of my Macs.

I love the old Atari computers but they are just that - Old Technology. I would have nothing against Atari making a comeback but I doubt it will happen and if it does whoever runs it better go with some newer technology like at least PPC. The 68000 is rather dated for today's needs.

Dennis

1349. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Jon Maidment <jon@stealth-cow.freeserve.co.uk>
Message-ID: <398BC3CC.3205FE05@stealth-cow.freeserve.co.uk>
Source record: 58919

That two year old is obviously keeping you awake too much: I remember
what I was like
when my son was two: easily worked up, melodramatic etc. etc.
All the same a fascinating thread: I'm still using my Mega STE on a
sun / linux network, but these higher powered clones sound interesting!

If nothing else you have upped my interest in the platform again...
Now what was milans web address?
--
When in trouble, when in doubt;
Run in circles, scream and shout.
http://www.stealth-cow.freeserve.co.uk
cheers from jon

1350. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8mglkc$88n$1@nnrp1.deja.com>
Source record: 58920

In article <Z3Ji5.62$vy3.3180@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:

> > 2: Some of us are not impressed by your semi-religious pep talk.
>
> I'm talking about Atari, not a religion. Pep-talk, yes. Religion,
no.

Well one might wonder...

>
> > 3: Every single poster to this group is loyal. The only reason you
may
> find more
> > loyalty elsewhere is because there are more people involved.
>
> Loyalty is the following of one idea, person, brand name, etc. Atari
is a
> brand name. To be loyal to Atari is to say you CAN'T be loyal anymore
> because Atari is dead. What people are being "loyal" to is the "Atari
> ghost" of clones made today. I follow the living, not the dead.

If you think of Atari only as a brand, then I really am not interested
in your ideas. It seems the machine itself is less important to you than
the location where it is built, and the name on it. The clones is what
is keeping atari world going today, whether you like it or not. Ok that
might change, but I question your motives..

> > Stop behaving like a spoiled child please!
>
> Spoiled child? I'm 31 yrs old. I have a wife and a boy going on 2
yrs old.
> How can I act spoiled when I have nothing to be spoiled with

He said LIKE a spolied child really. Not that you are one. I can do
nothing but agree.

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

1351. Re: Solved the boot loop...now- ;o)

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8mgtfsjkq1@news8.svr.pol.co.uk>
Source record: 58921

Hi,

"atarigalen" <kNOkSPAM@uia.net.invalid> wrote in message
news:266309d0.071633ed@usw-ex0107-055.remarq.com...
> IICR (this was a long time ago), there is a difference in the
> way that the Atari reads disks. Somewhere on the disk, there is
> a code number that is placed there during the formatting
> process. IBM drives don't use it, but Ataris do use it to
> determine whether or not the disk has been changed.
> Consequently, although the Atari formatting software writes a
> random code number, most IBM formatters leave it blank = 0.
> Thus the Atari doesn't notice that you switched disks....
>
> ..Or something like that. Anyhow, once you've used Ataris for
> a while you just get used to always pressing the <Esc> key after
> you change disks.

There is an auto folder utility called FMC.PRG (Force Media Change)
which can sort this out. Sorry, I don't have a URL as I got hold of it
from a cover disk in my pre-net days.

HTH
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

1352. Steve Sweet

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: jim-tedder <jim-tedder@NOSPAMsupanet.com>
Message-ID: <8mgtkc$90i$1@nutmeg.nnrp.netline.net.uk>
Source record: 58922

Yo Dude!
This can't be the same old SS I used to take abuse from when I was at the doghouse BBS?
Cpt James 'T'

1353. Re: woller systeme ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mh005$472$1@snipp.uninett.no>
Source record: 58923

Konstantin Woller <Konstantin_Woller@b2.maus.de> wrote:

> KW>but anyway ... now we have again the chance, to deliver a legal copy
> KW>also to you ... please tell us your details of shipping and paying and
> KW>everything should be fine ...

> we're still waiting for your ordering details ...

See my reply in the original thread (mailed to you since it's probably
gone from mausnet by now).

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1354. Re: Memory test

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mh056$472$2@snipp.uninett.no>
Source record: 58924

Jï¿½rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote:

> How about the HD-FREE cpx? It also shows used, available and total
> memory, maybe thats enough?

I know that the RAM is recognised (I have 3.2Mb free with MagiC and STiNG
loaded), but I need to check if it works properly.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1355. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <WJUi5.7096$D11.10664@newsfeed.slurp.net>
Source record: 58925

On 3 Aug 2000 17:29:16 +, Lonny Pursell wrote:

>There is CPX that has something to do with sessions.
>Have you installed that and given it a try?
>
>I am not sure what it does as I have not such disks
>but I see it in the pacakge and I assume it lets
>you select sessions such a disk?

I can tell you about that. The sessions CPX file is vital when using CDBackup. When you backup your hard drive to a CD it puts all the partitions you have on the CD, but (after the backup is complete) and you click on the CD icon, only the first partition (usually C) comes up. To get the other partitions you need the Sessions.CPX file. It allows you to choose which partition you want the CD icon to activate and bring up on the screen.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1356. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ZJUi5.7097$D11.10664@newsfeed.slurp.net>
Source record: 58926

On 4 Aug 2000 15:13:35 +, Michael Schwingen wrote:
>In article <Bjqi5.23$sD4.3439@news.goodnet.com>,
>Jared Falvo <luposian@mailcity.com> wrote:
>>than a thousand Atari users across the USA and across the world? Maybe
>>upwards of 5,000 or more? And who wouldn't join, if they knew their efforts
>>would bring Atari back, better than ever?
>
>Me, for example. If all I get for that money is the name "Atari", but the
>machine is still the same, I would rather invest the money into a better
>machine.

I agree here, but when this thing happens I do not think the comouter made
will be like the old ST. It will be somehting like the Hades or the Milan,
but under the Atari name. Now I think it should be able to run ST software
and be able to bring it up on a SVGA monitor which is why I think it should
have a 68000 chip in it just for that one purpose.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1357. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <0KUi5.7098$D11.10664@newsfeed.slurp.net>
Source record: 58927

On 4 Aug 2000 08:30:21 -, "Jared Falvo" wrote:
>And you WOULD get a better machine.
>
>Tell me... do these Atari clones, like the Hades060 and Milan040, have PCI
>slots? Oh, they do? Great! Guess you just bought a new [whatever] card
>and decided to slap it in. It will work, right? Oh, wait... THAT card
>doesn't yet have a driver for it. Or this one. Or those. Or these over
>here. But the ones in this box are supported. But... you want THIS one
>which isn't supported! This is problem one... drivers.

You are correct, the thing is that "drivers" are needed. I am sure it will
be no problem to get these drivers written when the new Atari computer is
made. Money is the key....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1358. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <3KUi5.7099$D11.10664@newsfeed.slurp.net>
Source record: 58928

On 4 Aug 2000 16:59:43 G, Raymond Collins wrote:

>Atari users are a small market.

Unfortunately that is true, but all the markets are small when compared to
the PC world.

>Though if you could get the money and personel to write drivers for many of
>the standard ISA and PCI video cards. You could help improve the market for
>the current Atari clones. But this cost big money for non-disclosure
>agreements.

And that is why we need as many followers as we can get...

>Is the market large enough for a profit? Could you do it non-profit?

Anything is possible if the computer is good enough.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1359. Re: My logic in Atari design...

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <8KUi5.7100$D11.10664@newsfeed.slurp.net>
Source record: 58929

>Ok, maybe the idea of having all-in-one was flawed. I am, afterall, simply
>trying to consolidate a design that will keep things simplest for users and
>programmers. Maybe what we need is to have slots, but we only install the
>cards that we support with drivers.

In this day and age you are correct. Slots and upgrading are the keys here.
No one wants a computer they cannot upgrade, but then how many PC owners
buy new computers when the new systems come out.
>
>And a mini ATX tower design isn't bad... I just wanted to try and keep the
>original look of the old systems... for nostalgia sake, if nothing else.

That still can be done, but the newer Atari flagship computer must have all
the bells and whistles. Now a nice little lap-top Atari computer would be
just great especially if it had MIDI ports.

>Ok, what if we solidified the design, so that we had AGP with say, 2 or
>three PCI slots, but we filled them all with the same hardware in EVERY unit
>(let's see, Video in AGP, networking card in PCI 1, sound card in PCI 2,
>SCSI (or IDE) in PCI 3... any thing esle to go in any other slots)? Now you
>have genuine expandibility (at the users expense, if there are no drivers
>for some other card they stick in there), while having all the hardware
>you'll need (like powerful video, audio and networking) right out of the
>box.

Sounds good, but let's have 4 PCI slots....

>By the way, someone was saying how slow their system (Hades060 or Milan040?)
>was at browsing the web. I don't think it's your processor... it's your
>video card!

To some extent you are correct, but I believe the slowness may also be due
to the software and how it interacts with the video card.

>If you get, say a Riva128 or RivaTNT video card (or other high-end card) and
>have someone really crack out some powerful drivers for it, I am almost
>certain your web browsing experience will be multi-fold faster. If the
>video hardware was better in the Falcon030, I'm pretty sure it would be
>faster at web-browsing, too.

I agree.... Let me say that web-browsing with my Hades060/Cab 2.8 is not
all that slow. CPU speed is also a factor that should be addressed which is
why the new Atari computer should be PowerPC based....

>P.S. Here's a question: If you knew we could get Atari back one of two
>ways, which would you choose (no need to reply if you couldn't care less)?
>

>1) Outright buyout of the name and rights to build Atari computers (maybe as
>low as $1 million or less, considering Hasbro only paid $5 million for
>everything).
>
>-OR-
>
>2) Request funds from Hasbro (a couple million for design/advertising) to
>start up an Atari computer division, but Atari would still belong to them
>and they would have say-so in how we did business, since they'd be financing
>our ops. We supply them with our business plan, design specs, schematics,
>etc. and see if they accept it.

Well I would like #1 to happen since then we could run it as we see fit,
but I would not complain if the #2 situation happened. One guy had it right
we have to first make sure that Hasbro would be willing to sell the
computer rights to make Atari computers and then for how much???

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1360. Re: Delurk! Question... Roland D-50/STe software

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8mh7tm$j99$1@nnrp1.deja.com>
Source record: 58930

In article <th3dOOAj$si5EwqI@lovecraft.demon.co.uk>,
"Richard Kilpatrick (PC)" <richard@lovecraft.demon.co.uk> wrote:
> Hi!
>
> I've just acquired an STE system (have yet to see which precise mods
> have been fitted, but it's 4Mb, HD Floppy, fast serial, TOS 2.06) and
I
> want to use it for MIDI (there's a surprise, eh?). I can find patch
> editors and librarians for the Roland D10 LA synth, and 110 rackmount,
> but not for the D-50. Has anyone got experience of using a D-50 with
the
> ST? I'll buy software to use it, anything to avoid having to hook my
PC
> up to it!

Hi Richard.

You can go to my site and download Hybrid Arts GenEdit (now Freeware)
which has a D-50 Template. Unfortunatly, there are no docs. I am trying
to obtain some, or have someone write up a short Tutorial on it's use.
However, you might be able to figure it out. I mostly use XOR which has
a D-50 editor as well. Please Email Privitly on this.

There is also C-Lab Explorer (now Freeware)which is available on the
Atari-Midi FILE SECTION link on my page as well. Even though it is
meant for D110 and MT32, I think I remember you can configure it for
any of these instruments including the D-50.That is an excellent editor
with great graphics .

>
> I'm also looking for a Roland GS sound editor, for a JV-50 synth. This
> is more generic I think.

Perhaps Gen Edit will do there as well, as you can create your own
templates.
>
> Finally, I have a spare CM8833Mk II monitor, and no display for my
STe!
> Where can I get a cable for this?

You can get a Cable to use a regular VGA monitor on an ST at Best
Electronics or Marios B.'s site. Go to my LINKS on my page, and you
will find those plus more.

Tim Conrardy

I would like to invite anyone of you to the Atari-midi mailing list.

_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

1361. Matrix M128 VME

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <JmVi5.129$GC3.4191@read2.inet.fi>
Source record: 58931

I have this mono gfx card wondering if anyone wanted it. I have no use for it. It has the 15 pin vga connector on the back so I'm assuming it works on VGA monitors. Also there is a bunch of drivers disks. I have never tried it so I can't say for sure if it works. But if someone has need for it please email me at lord_gaiyan@hotmail.com I won't charge anything for it but if you want to trade a piece of software for it like HiSoft Basic or some C compiler, that would be great. I'm in Finland for another week then I'm moving back to Canada.

Joshua.

1362. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Jean LUSETTI <jlusetti@libertysurf.fr>
Message-ID: <8mhcfn$1t62$1@news4.isdnet.net>
Source record: 58932

"Jo Even Skarstein" <joska@nvg.ntnu.no> a crit dans le message news:
8melra$7uh$2@snipp.uninett.no...
> I bought a new mobile phone a couple of days ago (Siemens S35i), and I'm
> thinking of writing a small tool to create/convert logos for it. To do
> that I need to convert BMP to IMG and vice versa, does anybody know if
> there's a free implementation available?
VISION is shareware (but full use of any feature) and can handle images
conversions in any supported format including BMP and IMG.
By the way, it is more efficient (for disk usage) to convert from BMP to
TIFF with LZW compression,especially if you have a 030 based machine.
Have a look at
http://vision.atari.org or http://www.multimania.com/jlusetti/indexe.htm

```
See you, Jean
```

1363. Re: Steve Sweet

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965491478-743797AEicMi@bun.com>
Source record: 58933

Yo!, Jimzzz!

>This can't be the same old SS I used to take abuse from when I was at the
>doghouse BBS?

Silly old scroat, how many of us do you think there are.

>Cpt James 'T'

Private small 'P' more like.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1364. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965491480-744318AEicMi@bun.com>
Source record: 58934

Hi Jared

>Of course, by THAT time, those chips will probably be no longer made,

>so... maybe we should simply start with the PowerPC processor, just to play it
>safe, eh?

Maybe we should pull our heads out of our arses and look reality in the eye. If there were that many die-hard Atarians around then Atari wouldnt have gone bust to start with, so how the hell do you plan on a revival with that sort of attitude prevailing. The current clones are gagging for breath and they are very compatible with current software and you propose a system that needs software being ported to it, face up to it, that machine and its portings are here already, phone Will gates for a quote.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1365. Re: Great news... concerning Atari

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965491484-744852AEicMi@bun.com>
Source record: 58935

Hi Shiuming

>Shiuming Lai
>____
>CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
>mains-filtered, 3 cooling fans, 400V 100ï¿½F(M) PSU smoothing capacitor
>Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
>Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
>with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
>Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

Youve been reported for having an out of date tear-line...

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1366. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965491486-745476AEicMi@bun.com>
Source record: 58936

Hi Andy

>I'm not trying to shoot down your dream or anything!

Its a wet dream, and we all know how they end, right guys.

>I wanted for you to understand why you aren't getting all the support that you
>expected.

Doh!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1367. Updates of HDDRIVER and DISKUS

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <398C3D5D.FDF5D816@ooc.de>
Source record: 58937

Hello!

Please note that until further notice registered users of HDDRIVER and
DISKUS can now get updates also by e-mail. Sending me the original
floppy disk is no longer required *if you're already registered with
me*.
What is required, however, is sending me the update fee :-). Payment
can be done in DM or FF. Please see my updated web pages for further
information and update prices:

www://home.nikocity.de/nogfradelt/updates_english.html

The current version of HDDRIVER is 7.9. The current version of DISKUS
is 3.8. You find general information on both products here:

www://home.nikocity.de/nogfradelt/atari_english.html

Best regards, Uwe

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

1368. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <398c47c6a4e062@online.be>
Source record: 58938

on Fri 04-08-2000 22:53 Jï¿½rgen Nyberg wrote:

>On 4 Aug 2000 15:00:58 G, Jo Even Skarstein wrote:
>>I bought a new mobile phone a couple of days ago (Siemens S35i), and I'm
>>thinking of writing a small tool to create/convert logos for it. To do
>>that I need to convert BMP to IMG and vice versa, does anybody know if
>>there's a free implementation available?

>Graftool maybe?

Indead Graftool can do this (both ways)

ftp://chapelie.rma.ac.be/atari/graph-tools/gt970907.lzh (222.568 bytes)
or http://ourworld.compuserve.com/homepages/JJvB/

One can also try Nview
http://perso.wanadoo.fr/pierre.g/home.html
or ftp://chapelie.rma.ac.be/atari/graph-tools/nview280.zip (412.641 bytes)

Furthermore the excellent Looknsee (Zeigsmir) is also able to view BMP and
convert then to another format.
Looknsee is registerware. You need to write to the author in order to get
a registration key.

http://rosin-datentechnik.de/rosin-online/indexx.html (German version)

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1369. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <398c5e3a1bd8e32@online.be>
Source record: 58939
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/aniplayer-212.zip (745.240 bytes)
(Movie Player AVI/MOV/FLI/MPEG
Sound Player AVR/WAV/AIF/RA/MP1/MP2/MP3
JPEG viewer)

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/tidy04aug00.zip (121.208 bytes)
(a very useful tool. Validate, correct, and pretty-print HTML files)

**midi**
ftp://chapelie.rma.ac.be/atari/midi/ezscore.zip (220.451 bytes) (ezscore plus scoring
program)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

1370. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <398BF292.C68ADBE2@gmx.ch>
Source record: 58940

Hi Steven
> It's MagiCmac that doesn't update the directories when I write a file to
> an open window of a directory on the TT's Hd's.
Perhaps there is a cache program activ on the MAC side?
For me it sounds as if the MAC doesn't access the drive at all.
Perhaps you could check the "write LED" of your drive while actualising
the drives content (press ESC).

The problem is that your MAC doesn't know that anything has changed on the
TTs drive (there is no protocol to inform your MAC about that). So the
caching program (or perhaps it's built in the OS?) takes the data from
the cache (=memory) and not from the drive...
--> you won't see any change.

Or perhaps there is a caching problem in MagiC Mac? Try to use
SHIFT+ESC to force a "media change"... so any caches are flushed and the
data is reload from disk. (I don't know if that works with every desktop)

Philipp

--
==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari-computer.de

1371. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008051337120.82-100000@TT030>
Source record: 58941

On Sat, 5 Aug 2000, Steve Sweet wrote:

> Hi Jared
>
> >Of course, by THAT time, those chips will probably be no longer made,
>
> >so... maybe we should simply start with the PowerPC processor, just to play it
> >safe, eh?
>
> Maybe we should pull our heads out of our arses and look reality in the eye. If
> there were that many die-hard Atarians around then Atari wouldnt have gone bust
> to start with, so how the hell do you plan on a revival with that sort of
> attitude prevailing. The current clones are gagging for breath and they are
> very compatible with current software and you propose a system that needs
> software being ported to it, face up to it, that machine and its portings are
> here already, phone Will gates for a quote.

I cannot agree more!
It's worth noting that my first computer was an Atari 8-bit back
in the very early 80's. I've owned nearly every model that
has come down the pike, switched to the ST the moment it was
available. I kept swapping my ST for newer models just as
before, until I arrived at the point I am now with just a TT
and a Falcon. I have not purchased any other brand whatsoever,
I've had many try to get me to do so over the years.
As far as fanatics go, I am a *rare* bread of Atari user and
I don't know that many that stuck with Atari as tightly as
I have. I am by no means trying to put down those that have
dual platforms. What I am try to say is that even a fanatic
as myself who has owned not one other platform but Atari,
has come to grips with the reality that Atari is gone as
we knew it. It will never be the same.

I also don't have a wife and kids, so I do have some money
and could probably easily become an hades or milan distributer.
However that is not something I wish to do entirely on my own,
so I doubt it will ever happen.

Since I refuse to order over seas, I'm am finally considering
a second platform after all these years. Why, because even
if I get a hades I'm stuck with some really lame stuff like
CAB. So there you have problem number 2, software support!
If I have to run Linux to do stuff, well it's not GEM so it's
far more cost effect to get so other popular platform and keep
my TT for the old stuff I do love.

Jared, and don't use my buying another platform to promote your
US revival either! I've been saying it all along since your
first super hyped post, import the existing clones and the
platform will grow. Who the heck cares where it's from as
long as it runs the software I love!

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1372. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <398c563b$0$18632@news.zetnet.co.uk>
Source record: 58942

On 5 Aug 2000 12:50:47 G, Crash-n-Burn@yljdmkurna.com wrote:
|It took them eighty years since World War I, but
| . . . .

Aren't some people sick.

1373. Re: My logic in Atari design...

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008051407020.82-100000@TT030>
Source record: 58943

On Fri, 4 Aug 2000, Jared Falvo wrote:

huge snip

Could you please move your design thread whatever it is to a web based
bbs or mailing list? My news reading is free mind you but I find
this thread utterly silly and even I am tired of skipping the
headers. You are now proposing a design even more like the
current clones! Duh! Put better better video card in a hades, get
a new driver. Already has slots... wake up.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1374. WTB - Mega file

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Graham Prout <graham@addictive.org.uk>
Message-ID: <8mhnik$43f$1@gxsn.com>
Source record: 58944

If i am write that a mega file will run on a 520STE, i would like to buy one if there are any for sale, just the controler no drive as i have a lot of ide and scsi drive at my disposal, that is if they take there drive of course.

Graham

1375. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-05 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <_yZi5.94$vy3.9566@news.goodnet.com>
Source record: 58945

You said:

What I am try to say is that even a fanatic
as myself who has owned not one other platform but Atari,
has come to grips with the reality that Atari is gone as
we knew it. It will never be the same.

I reply:

You're right. It won't be the same... it will be BETTER! We must all realize that Atari IS gone. Dead. And nearly forgotten! But, that's why this plan is so great... when you forget how excited you were when Atari was first revived (by the Trams) and the dust settles and the folks have all gone home, THAT'S when someone like me comes around, pulls off a cool stunt, and everyone get's excited again!

I can not guarantee my plan will work, unless Hasbro is willing to budge. But... IF! That's the key work. IF!

"IF" we were able to pull off the revial of the Atari computer division, and we made a new system, such as I mentioned in one of my first posts, would you buy that system, if you knew it was better than the Milan and fully supported by Atari?

Since the US is where things would start up again, it might take a little while to get things over abroad, but I promise you we would do it ASAP. We might even have someone there with our vision, start up an Atari division. Who knows.

I've got ideas for printed ads and cable commercials that just tickle me pink with excitement. But we need to start by getting people like Baiz and others to join in the team. formulate a plan and execute it with EXTREME prejudice... against the Tramiels! :-)

Luposian

Lonny Pursell <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10008051337120.82-100000@TT030...
> On Sat, 5 Aug 2000, Steve Sweet wrote:
>
> > Hi Jared
> >
> > >Of course, by THAT time, those chips will probably be no longer made,
> >
> > >so... maybe we should simply start with the PowerPC processor, just to
play it
> > >safe, eh?

> >
> > Maybe we should pull our heads out of our arses and look reality in the
eye. If
> > there were that many die-hard Atarians around then Atari wouldnt have
gone bust
> > to start with, so how the hell do you plan on a revival with that sort
of
> > attitude prevailing. The current clones are gagging for breath and they
are
> > very compatible with current software and you propose a system that
needs
> > software being ported to it, face up to it, that machine and its
portings are
> > here already, phone Will gates for a quote.
>
> I cannot agree more!
> It's worth noting that my first computer was an Atari 8-bit back
> in the very early 80's. I've owned nearly every model that
> has come down the pike, switched to the ST the moment it was
> available. I kept swapping my ST for newer models just as
> before, until I arrived at the point I am now with just a TT
> and a Falcon. I have not purchased any other brand whatsoever,
> I've had many try to get me to do so over the years.
> As far as fanatics go, I am a *rare* bread of Atari user and
> I don't know that many that stuck with Atari as tightly as
> I have. I am by no means trying to put down those that have
> dual platforms. What I am try to say is that even a fanatic
> as myself who has owned not one other platform but Atari,
> has come to grips with the reality that Atari is gone as
> we knew it. It will never be the same.
>
> I also don't have a wife and kids, so I do have some money
> and could probably easily become an hades or milan distributer.
> However that is not something I wish to do entirely on my own,
> so I doubt it will ever happen.
>
> Since I refuse to order over seas, I'm am finally considering
> a second platform after all these years. Why, because even
> if I get a hades I'm stuck with some really lame stuff like
> CAB. So there you have problem number 2, software support!
> If I have to run Linux to do stuff, well it's not GEM so it's
> far more cost effect to get so other popular platform and keep
> my TT for the old stuff I do love.
>
> Jared, and don't use my buying another platform to promote your
> US revival either! I've been saying it all along since your
> first super hyped post, import the existing clones and the
> platform will grow. Who the heck cares where it's from as
> long as it runs the software I love!
>

> _____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

1376. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8mkniipru1@news.asu.edu>
Source record: 58746

This is an interesting thread, but we've seen it before. There are too many different kinds of Atarians with different interests in too small of a user community to believe that there are enough who love the charm of a machine with a fuji on it - a living legend - to pay the bills for a revival. Introducing a new machine takes a lot of money and management backing. Little guys like Wizztronics can't do it. Bigger guys like Milan are having their share of troubles. It's much more than garage engineering and contributions from friends.

Myself, I'd like to see a PowerPC platform with native TOS in ROM that was capable (even with an emulator) of running properly-written ST software. Guess I'm not going to see it. (didn't really expect to.)

> Now this is the most intelligent suggestion I've seen in this thread yet!
>Import Hades/Milan, scan the market, find out where the TOS platform stand
>in the US. I don't think anyone would object to having the Atari badge on
>the machine, but I strongly believe that it is the "feel" of the machine
>that matters, i.e., that it runs TOS, MiNT or MagiC as its NATIVE OS. So,
>how many of you Americans reading this group would actually buy a
>Hades/Milan if imported by Jared or Lonny? Speak up! :)

Here's one. Here's a guy hoping that Milan Computer really pulls it off and produces something that the far more open-minded Europeans can support. Here's someone hoping that the Germany-to-US distribution problems (which seem to plague every single product) can be battered down. Here's someone hoping that next year, I can send a cheque to Systems For Tomorrow for my Milan II, whether or not it has an official, Hasbro-approved fuji on it. Which, if it did, would certainly make it much more interesting!
--

1377. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <398DEAD3.4EDB289E@chorus.net>
Source record: 58747

Uwe.,

Yes, The HdDriver manual does cover how to set the LUN I.D.' #'s and also the SCSI arbitration. But I'm not that versed on the technical stuff when it comes to computer systems. All my knowledge comes from what I've read over the years, and simply playing around. Most of the stuff make sense to me and some of the stuff leaves me guessing. So changing settings on things that I honestly don't know what will happen, is something I avoid; until I hear from respected people as yourself; on weather I'm doing the right thing or not.

I've been a registered HdDriver user for around 6 years now, (maybe longer) I am however; only using version 5.13....It's been working fine for me.

Thanks for a Great program!

Phillipp,

In regards to, the MAC & Magic reading the Atari Drives...

When you first boot up MagiCmac, it accesses all the Atari drives. I know that with TOS 3.06 on the TT, if you press the ESC key it re reads all the HD directories. I realize that Magic is not TOS so I didn't know how to re read the directories in MagiCmac. It might be in the manual, but I couldn't find it.

Shift ESC worked!

Thanks!

So Far everything seems to still be working, And after checking things out with Diamond Edge, I did get a few minor directory errors, but I think they were caused by some of the playing around I've been doing, and appeared to be unrelated to the files I copied between the MAC and the TT.

The mac doesn't seem to care when I don't have the TT booted up, even though it's still connected through the SCSI port.

And the TT doesn't seem to care when I don't have the MAC booted up either!

IF I boot up the TT after I have been working on the MAC for a while, and then load MagiCmac, all the Atari Drives are accessed and everything seems to work just fine.

So the conclusion I come to is...

WOW!

This is Great, This is COOL, and I thank everyone for their help.

I don't know if this is classified as networking; but I don't care, I'll call it a SCSI network.

It's fast, and easy to do, and works just the way I need it to.

SAK :)

1378. Re: Sad news...

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Jamj5.193$vy3.19277@news.goodnet.com>
Source record: 58748

I was browsing around the different Atari sites though a links list on one site. It's an Atari site that was labled as having "more news than is good for it" or something like that. I scrolled down the list of news and found the mention at the bottom as "Atari Games no more" (the name was cancelled and arcade games that would have been Atari Games are now named Midway) or some such. I wasn't looking for it, just found it.

Luposian

John Garone <swampfox1@earthlink.net> wrote in message
news:m7lj5.24233$Z6.613087@newsread1.prod.itd.earthlink.net...
> On 6 Aug 2000 11:49:21 -, "Jared Falvo" wrote:
> >I just read that Atari Games (owned by Midway/Williams) is no more and
that
> >Hasbro may have been the force behind it. If that's true, it may very
well
> >be unlikely I can achieve my dream, since this would seemingly indicate
they
> >want only one "Atari" for their own purposes. *sigh*
> >
> >Luposian
>
> Jared,
> Could you please post where you found this article?
> John G.

1379. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <Anmj5.8$bo6.3118@news0.optus.net.au>
Source record: 58749

On 6 Aug 2000 16:54:53 G, Djordje Vukovic wrote:
>
>This question is slightly off-topic, but anyway: is this a good way
>to calculate a standard deviation, from the numeric point of view
(snip)
>A little test that I made (finding the standard deviation of 999
>numbers, ranging from 1000.02 to 1019.98) obtains only two correct decimal
>digits

It's not the best way, but it's a practical way. It's the method that any scientific calculator that offers an s.d or variance uses because it avoids having to enter the data twice. That is not a problem with a spreadsheet, but in calculating the mean first you would have to take some care with the order in which a spreadsheet recalculates cells.

Your real problem is that you are trying to calculate the variability of numbers which are varying only in the sixth significant digit with what I suspect are 24 bit reals, which are only accurate to 6 or 7 digits. Most spreadsheets provide considerably greater precision.

And if 6 digits represents the limit set on the data by measurement accuracy, then the improvement in numerical precision afforded by subtracting the mean is entirely spurious.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1380. WTB: Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: CJ <cjlink@mindspring.com>
Message-ID: <8mkscr$b9o$1@slb7.atl.mindspring.net>
Source record: 58750

I am looking to buy a replacement mouse for my Atari 1040ST, or is it possible to convert a PC mouse?

1381. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008062037250.91-100000@TT030>
Source record: 58751

On Sun, 6 Aug 2000, Edward S. Baiz Jr. wrote:

> On 5 Aug 2000 14:00:26 +, Lonny Pursell wrote:
> >Since I refuse to order over seas, I'm am finally considering
> >a second platform after all these years. Why, because even
> >if I get a hades I'm stuck with some really lame stuff like
> >CAB. So there you have problem number 2, software support!
> >If I have to run Linux to do stuff, well it's not GEM so it's
> >far more cost effect to get so other popular platform and keep
> >my TT for the old stuff I do love.
>
> I have to disagree about CAB. True is it behind the times when it comes to
> Javascript sites, but for the most part it is does the job and does it
> well. I can get to every site I want to go to and do everything I need to
> do. There is support in the Atari platform. I have said it many many times
> till I am blue in the face. It just looks small when compared to the
> others, BUT IT IS THERE. If you go and get a Mac or PC, then get MagicMac
> or MagicPC and you will have a nice system. Just reframe from using that
> word"stuck" when you talk about Atari computers/clones.

I think you are lumping to much in "software support", I am refering
to CAB specificlly here. You must not use or need SSL? It's kind of
hit or miss, I get odd errors on some sites. It has alot to do with
what you do which makes it appear satisfactory. For me it is not.
Sorry for the sloppy wording, perhaps my fault, but either way
CAB is quite a disappointment. Many times I have to resort
to Lynx just to download a file and that is just one example,
and not even relate to SSL.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1382. Re: Wanted: Falcon or a TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: MR <aceNOacSPAM@atarist.com.invalid>
Message-ID: <0727f810.3583767a@usw-ex0106-048.remarq.com>
Source record: 58752

Anywhere in Australia but Queensland would be great.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

1383. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <PDoj5.198$vy3.20002@news.goodnet.com>
Source record: 58753

All someone has to do is get some of those clones to US shores and then I'll consider supporting them. But I sure doubt THAT will ever happen before the show is completely over.

Luposian

> I think a better vision is to creat another company that programs drivers for
> the Hades and Milan for graphic cards, printers, and other add ons.
>
> This could break the NVDI deadlok on the VDI system market control.
>
> They are slow to make support many new items since they have no competion.
>
>
> Raymond

1384. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: claytone@aa.net
Message-ID: <398e16be_3@huge.aa.net>
Source record: 58754

Hi all,

Once again, thanks for all the input. I decided to go ahead and get Anodyne's ExtenDOS Gold and "CD Writer Suite" (which has 3 programs - audio, backup, and cd-rom). I called Kent at Systems For Tomorrow on Saturday (since that's the only day he is "open"), but no answer. I also sent him an email, then decided to email Anodyne too. EVENTUALLY I'll be up and running. If anyone has any questions about my setup, and how it worked out, let me know.

Only other question I can think of is..... any recommendations on different brands of blank CR-Roms and CDRW media?

Clayton Murray
Seattle, WA USA

1385. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965631164-32482AEicMi@cwcom.net>
Source record: 58755

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Sat, 05 Aug 2000 17:41:20 +0200 (MET DST)

>Looknsee is registerware. You need to write to the author in order to get
>a registration key.

Martin, do you know if Look'n'see was ever upgraded beyond 0.95?

I'm asking because I've got an archive of modules for LNS that were released
since that release - and whilst the vast majority work with the earlier
version, one or two apparently use features of a later version.

Peter West (who did the English translation) never had a reply from the author
when he asked about the status of the newer version. Any leads?

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1386. Re: November Atari Show

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965631166-32922AEicMi@cwcom.net>
Source record: 58756

From: "Atari Active" <atariactive@btinternet.com>
Date: Sun, 6 Aug 2000 01:44:44 +0100

>Does anyone know who is organising this years Atari show in Stafford?

I don't see anyone TBH.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1387. Re: Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965631168-33338AEicMi@cwcom.net>
Source record: 58757

From: xlator@cix.compulink.co.uk
Date: 5 Aug 2000 20:31:18 GMT

>BTW - has anyone managed to extract the SMURF.HYP during installation?
>I can't do it, even when putting a (spare) GUIDES folder on C: where
>Smurf looks for it, I'm told, and *also* putting the correct path in
>magx.inf: #_ENV HYPPATH=D:\ST_GUIDE\GUIDES\.

I don't think that's right. STGUIDE.INF holds all the path information, that file should lie in your HOME folder. Also hyppath isn't the right spelling for that keyword, if you've copied it from your setup file!

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1388. Re: Steve Sweet

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: jim-tedder <jim-tedder@NOSPAMsupanet.com>
Message-ID: <8mmqh1$8rh$1@cinnamon.nnrp.netline.net.uk>
Source record: 58758

"Steve Sweet" <stevesweet@bun.com> wrote in message
news:965491478-743797AEicMi@bun.com...
> Yo!, Jimzzz!

Well, well fancy bumping in to you after all this time.....................

> >This can't be the same old SS I used to take abuse from when I was at the
> >doghouse BBS?
>
> Silly old scroat, how many of us do you think there are.

I thought it must be you, do you have proper email access matey? If so drop
me a line, I don't want someone in here jumping on me for misusing the NG.

> >Cpt James 'T'
>
> Private small 'P' more like.

OI! you whares my zimmer frame?

> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

Still using the rusty......oops sorry I meant trusty old Atari then, I still
have the old STE sitting on a desk behind me although I very rarely switch
her on nowadays. She has no modem or hard disk now, so is a little
cumbersome to use.

--
Please remove NOSPAM if replying by email.
LLAP Jim.........8-)
Why not visit my web sites @
http://vzone.virgin.net/.jim.tedder/
http://www.thebearnecessities.freeserve.co.uk

1389. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965673690-70984AEicMi@bun.com>
Source record: 58759

Hi Louis

>The only drive I don't use for vfat is C.

And why is that, ive got LFN's on every drive i have, no problems ever encountered.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1390. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965673692-71432AEicMi@bun.com>
Source record: 58760

Hi Pete

>Probably putting in spaces or other separators. My magx.inf reads:
>#[vfat]
>drives=bgh

Why that?, ive got..
#[vfat]
drives=abcdefghijklmnopqrstuvwxyz

And have never encountered a problem.

>and this works fine. BTW it's worth making B: LFN-capable just in case you get
>a floppy from someone with LFNs - just stick it in the drive and select B:

Make both A & B LFN and then you can copy LFN's between 2 floppy drives.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1391. Re: IDE harddisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965673698-72358AEicMi@bun.com>
Source record: 58761

Hi Shiuming

>>>That will be a Ultra Wide SCSI, not IDE.
>>
>>Do they share the same number of pins, coz it was definately IDE drives we
>>put in them, they were advertised as IDE trays?.

>Really? IDE is definitely only two devices per channel.

>They are 40-pin, whereas the SCSI ones will be a high density 68-pin job. I'm
>quite sure of this as I've used both types.

These were 40 pin jobbies. This was quite a high spec board, Dual processor and
running NT. Was a while back now, i tried to find the invoices for the trays
but cant so cannot confirm.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1392. Re: Go Green

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965673700-72840AEicMi@bun.com>
Source record: 58762

Hi Ji.

>Isn't it odd that some Americans seem to think that there is no
>world outside the US.

The Americans dont think there's a world outside of their Arses. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1393. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965673704-73724AEicMi@bun.com>
Source record: 58763

Hi Edward,

>>>There is CPX that has something to do with sessions.
>>
>>I'd make a guess that the CDROM on the Atari isn't capable of reading multi-
>>session disks. Is it an old one?

>Not true. Anodyne's Session.CPX file allows this.

Not if the hardware doesnt allow it..
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1394. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965673702-73290AEicMi@bun.com>
Source record: 58764

HI Peter

>>Did you ever get caught for that Housing Benefit and council tax Scam.

>Whatever makes you think I've got a house or pay council tax? :-)

The keys of your Rolls Royce had an adress on them, along with your name, and i ArseYouMe'd it was your gaff.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1395. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965673706-74148AEicMi@bun.com>
Source record: 58765

Hi Lonny

>As far as fanatics go, I am a *rare* bread of Atari user and
>I don't know that many that stuck with Atari as tightly as I have.

I must be as fanatical, i spent ï¿½1000 upgrading my MegaSTE after i'd bought it
new for ï¿½380.

I love Tax refunds. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1396. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965673708-74588AEicMi@bun.com>
Source record: 58766

Hi Martin

>> For one thing, an Atari computer made BY Atari, should follow in it's
>> original footsteps. That means, NO slots!

>This TT030 very much has a VME slot.

My MegaSTE ahs a VME slot, and its full. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1397. Re: woller systeme ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965673710-75024AEicMi@bun.com>
Source record: 58767

HI All

>KW>you ordered N.AES 2.0 ??=\ ... and we not delivered it ?????='''
>KW>
>KW>when ? ...
>KW>
>KW>but anyway ... now we have again the chance, to deliver a legal copy
>KW>also to you ... please tell us your details of shipping and paying and
>KW>everything should be fine ...
>
>we're still waiting for your ordering details ...

I think he wants his Multi-board first..
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1398. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200008061234.a40235@su2.maus.de>
Source record: 58768

Hi Edward,

ESBJ>To get the other partitions you need the Sessions.CPX file.
to be a bit more precise: You switch between the sessions, and you're
right when you create one session per partition.

btw: An audio player will only know the first session

Und TTschï¿½
ps

1399. November Atari Show

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8micnc$g4b$1@uranium.btinternet.com>
Source record: 58859

Does anyone know who is organising this years Atari show in Stafford?

Thanks

Simon

1400. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008060303440.173-100000@online.no>
Source record: 58860

On Sat, 5 Aug 2000, Jim Donovan wrote:

> I have no idea how many in the US/Canada would buy a Milan or Hades,
> I would, but I have never had the chance, it's hard enough to get software
> here.

Yes, but ofcourse, if import is to be started, software would also be
imported. No use in importing hardware without software to go with it.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1401. Re: Trouble converting PC->ATARI

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8miedpgvc1@uranium.btinternet.com>
Source record: 58861

"Sexus6" <mbplor@teleline.es> wrote in message
news:YDZi5.6063$nO5.87127@telenews.teleline.es...
> I try the Makedisk 1.4 program to converting *.st files in a disk format
to
> use in the real Atari machine. My problem is that this program can't do it
> with any disc that I have. In all the disks the error message is "Bad
> Sector". I allow the option to format the disk before, and the problems
> continues.
> Can you help me?
> Thanks

If you are trying to use Makedisk under Windows, it does not work. You need
to run Makedisk from pure DOS.
This will be fixed in Makedisk 2000.

Simon Osborne (on behalf of the Makedisk Author)

1402. Looking for version 1.07 Of Cubase's Studio Module.

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: ESC <escaisey@hotmail.com>
Message-ID: <060820001229337725%escaisey@hotmail.com>
Source record: 58862

Does anyone know of a ftp site or web page that has the 1.07 version of the Studio Module for Cubase Atari?

Can you e-mail the address to me ,or if you have this *.mod file can you e-mail it to me?

I have Version 1.04 of the original Steinberg disk.

Thank You!

E.Sean Caisey

escaisey@northrock.bm

--

1403. .jpg's of my CT2B Install

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Brian Hutchinson <bthutch@earthlink.net>
Message-ID: <398D0EA7.BE7D95D4@earthlink.net>
Source record: 58863

Greetings,

I put pictures of my CT2B install at:
http://home.earthlink.net/~bthutch/CT2B_Install/

The Tektronics scope screen shots I took for each of the connections is
at:
http://home.earthlink.net/~bthutch/CT2B_screenshots/

No news to post about my status. Still getting black screen in normal
mode and blue screen in turbo mode.

I guess the good news is I see activity on Address Strobe!

I tried hooking the RF module up to a TV to see if I saw any life and
all I get is a black screen with two horizontal lines that kind of flash
every 2 or 3 seconds.

I followed the latest Fitting.txt instructions from Czuba's Web site.
Things that are different are:
Old CPU is gone
VIDEL gets external clock from clock by DSP
Use of the little Module isn't mentioned. NOTE: In the manual the
length for wires 1 and 2 assume you are going to use the Module. If you
do not use the Module the wires will be too short ... thus the shrink
wrap you see in some of the pictures where I had to extend the wires.

I did use the Module at first since I had it. I took it out and
connected the wires straight to the socket when I noticed the pins push
up and brake traces when I installed it.

Please let me know if you see a mistake I made.

Regards,

Brian

1404. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008052352140.96-100000@TT030>
Source record: 58864

On Sat, 5 Aug 2000, Jared Falvo wrote:

> You said:
>
> What I am try to say is that even a fanatic
> as myself who has owned not one other platform but Atari,
> has come to grips with the reality that Atari is gone as
> we knew it. It will never be the same.
>
> I reply:
>
> You're right. It won't be the same... it will be BETTER! We must all
> realize that Atari IS gone. Dead. And nearly forgotten! But, that's why
> this plan is so great... when you forget how excited you were when Atari was
> first revived (by the Trams) and the dust settles and the folks have all
> gone home, THAT'S when someone like me comes around, pulls off a cool stunt,
> and everyone get's excited again!
>
> I can not guarantee my plan will work, unless Hasbro is willing to budge.
> But... IF! That's the key work. IF!

Who cares about the darn name? It has zero to do with the feel of the
machine! It's a total waste of money to pursue a name.

> "IF" we were able to pull off the revial of the Atari computer division, and
> we made a new system, such as I mentioned in one of my first posts, would
> you buy that system, if you knew it was better than the Milan and fully
> supported by Atari?

First of all, Hasbro was smart to acquire the name and it appears to
be working for them. Any idea of regaining it is moronic. Never gonna
happen. You may as well deal with that concept right now. I already
stated I would by a Hades060 if it was available here in the US. I would
by a Hades over a milan, I know far more satified hades owners. If by
some miracle you build a clone, by the time you get it out the door
how many more users will have moved on? It is a an ever shrinking market
you know.

I don't know how it is in other countries, but here one can get an iMAC
for $800, toss magicmac on it and there you go. Could you realistically
beat this price point and performance? Won't be easy.

> Since the US is where things would start up again, it might take a little
> while to get things over abroad, but I promise you we would do it ASAP. We
> might even have someone there with our vision, start up an Atari division.
> Who knows.

Here's another idea, why not get in contact with Wizztronics? If you
are so determined to have a US based machine, here is another one that
just needs backing, and or funds to get it done. That's to easy a
path to take though?

> I've got ideas for printed ads and cable commercials that just tickle me
> pink with excitement. But we need to start by getting people like Baiz and
> others to join in the team. formulate a plan and execute it with EXTREME
> prejudice... against the Tramiels! :-)

Printed ads and commercials!? Bit premature I think. Did you
buy an ST for $3 at your local GoodWill and then drop some acid?
I think your are on something at this point as others have suggested.

-snip- (for the benifit of those bored by this thread)

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1405. Re: .jpg's of my CT2B Install

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mj6pp$j1p$1@snipp.uninett.no>
Source record: 58865

Brian Hutchinson <bthutch@earthlink.net> wrote:

> Please let me know if you see a mistake I made.

Have you confirmed that the CT2 itself is working properly? If not, that
(and the removal of the original CPU) is probably your biggest mistake...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1406. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <398d3229.79293438@news.demon.nl>
Source record: 58866

On 5 Aug 2000 20:31:17 GMT, xlator@cix.compulink.co.uk wrote:

>>What am I doing wrong?
>
>
>Probably putting in spaces or other separators. My magx.inf reads:
>#[vfat]
>drives=bgh
>
>and this works fine. BTW it's worth making B: LFN-capable just in case
>you get a floppy from someone with LFNs - just stick it in the drive and
>select B:

Exactly. There shouldn't be any separator on the vfat "drives" line,
no space, no comma, whatever.

BTW, why not put in "A" as well for vfat? It doesn't hurt and you
don't need to swap drives in case you get lfn's on a floppy.
The only drive I don't use for vfat is C.

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

1407. Re: Go Green

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <398d3412$0$18634@news.zetnet.co.uk>
Source record: 58867

On 5 Aug 2000 23:05:42 G, Thomas Daschle wrote:

| 5 Aug 2000 23:32:20 GMT
|
|It's hard for me to believe that the next president of the United
|States will be George W. Bush or Al Gore. Both remind me of
|Hollywood movies that have been focus-grouped to death: they
|push all the appropriate buttons, but have zero original vision.
|Both stand for the same thing: corporate-driven business as usual.
| . . . .

Isn't it odd that some Americans seem to think that there is no
world outside the US.

1408. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965558052-727263AEicMi@cwcom.net>
Source record: 58868

From: "Jared Falvo" <luposian@mailcity.com>
Date: Fri, 4 Aug 2000 11:21:03 -0700

>loyal Atarian to begin with. The system I propose would have an ST emulator
>for old apps, a new GEM OS, and people/users would port those old ST apps to
>the new GEM. In the end, if Atari was restored, you would have a new Atari,

I can't fault your visions, but I really don't think that there's the market
for this stuff now. I'm also wondering who these people are who are going to
port their stuff over to this "new GEM"? Most of the German programmers at
least are using Macs with MagiCMac.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1409. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965558054-727723AEicMi@cwcom.net>
Source record: 58869

From: nurmix@socal.SPAM (Paul Nurminen)
Date: 4 Aug 2000 22:37:26 GMT

>What am I doing wrong?

Use the utility vfat.prg that's included in the MagiC installation.

Note that you can't use it to set drives that you hadn't previously accessed if
you want to use the "temporary" setting - the drive letters are greyed out
unless you'd opened one.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1410. GSXB info uploaded

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008061235540.223-100000@online.no>
Source record: 58870

Hi, all.

I've uploaded some info about GSXB to my page (see sig). At the moment this is only useful to Hades owners. As soon as I get the ES1371 driver to work on Milan, I'll upload a Milan version of it. GSXB itself will run on any machine, but that is pointless without any drivers....

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1411. FA: Atari SF314 Disk Drive

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: me@here.com
Message-ID: <398d6672.36706357@192.168.0.1>
Source record: 58871

I have an SF314 disk drive posted for auction on eBay. Includes box
and instructions. Auction ends Aug 8, 6PM EST

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=402004750

Remove CAPS in e-mail address to contact me for more information about
this item. auctions@REMOVEMEzymurgy.net

Thanks,
Jeff Salzman

1412. PD Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <398d7b5e$0$18632@news.zetnet.co.uk>
Source record: 58872

I've got the Panasonicv PD drive I mentioned a few weeks ago hooked up now and have run into a snag....if I sewt it to LUN = On then it is reported by HD-Driver (with the <Check LUN's> option turbned on that LUN 0 is the Optical drive and LUN 1 is the CDROM....unfortunastely Metados won't let me access the CDROM as LUN 1....if I turn off the LUN on the PD and leave a CD in the drive then it is reported by HD-Driver as a CDROM, if I don't put a CD in the drive or if I put in a PD cart then it is reported as an Optical Drive....if HD-Driver reports as a CDROM (ie I leacvwe a CD or CDROm in the drive) then Metados runs it fine.... is there anyway to get the PD drive to change round the POptical and CDROM LUN's or else is there a way to map Metados to LUN 1?

chrisc

1413. SWAP: Amiga 1200 for ST hard drive/controller

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <m6PvIgAF$Xj5EwTI@lovecraft.demon.co.uk>
Source record: 58873

Clean, original Amiga 1200 with a lot of AGA-enhanced games like Chaos Engine, Theme Park, Frontier etc. No internal HD at present, though may upgrade, and needs 4 of the Workbench disks. Can't think of any reason to use it for anything.

Want a hard disc for my STE, preferably one that lets me keep the sampler connected (No, I don't know how ST HDs work). An SH series would be fine, around 200Mb would be plenty for what I do. A SCSI controller would be equally useful.

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1414. WTB: ST Formats

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <lvgj5.97$tP4.5727@read2.inet.fi>
Source record: 58874

I would really like to buy some ST Format magazines. I've been looking all over Finland and Canada and haven't found a single one yet. I would appreciate if someone sold me some of their magazines. Naturaly I prefer the latest magazines but any will do. Thanks.

Joshua.

lord_gaiyan@hotmail.com

1415. Re: SWAP: Amiga 1200 for ST hard drive/controller

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8mk4ksgrh1@newsg1.svr.pol.co.uk>
Source record: 58875

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote in message
news:m6PvIgAF$Xj5EwTI@lovecraft.demon.co.uk...
> Clean, original Amiga 1200 with a lot of AGA-enhanced games like Chaos
> Engine, Theme Park, Frontier etc. No internal HD at present, though may
> upgrade, and needs 4 of the Workbench disks. Can't think of any reason
> to use it for anything.
>
> Want a hard disc for my STE, preferably one that lets me keep the
> sampler connected (No, I don't know how ST HDs work). An SH series would
> be fine, around 200Mb would be plenty for what I do. A SCSI controller
> would be equally useful.
>
> Richard
> --
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -.
;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
`'::.
> http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
`-'_)Morticia

Richard,

If your ST is one of the original batch (no I don't know how to tell) it
could possibly have the
original faulty DMA controller which does not work well with all Hard Drive
adaptors. Not sure
if it possible to get replacement DMA. I did mine myself. What a job.....

Dave.

1416. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <CRgj5.16599$D11.15901@newsfeed.slurp.net>
Source record: 58876

On 4 Aug 2000 10:00:52 G, Derryck Croker wrote:
>From: Lonny Pursell <atari@SYNTAX.ERROR>
>Date: Thu, 3 Aug 2000 17:29:16 +0000
>
>> On 2 Aug 2000, Clayton Murray wrote:
>>> Is my problem that extendos Pro won't handle multi-session cd's?
>>> Would Extendos GOLD fix that? What about Soundpool's cd rom
>>> driver? Maybe "multi-session" has nothing to do with it. Do any
>>> of you have a set-up that allows use of a photo cd?
>>
>>There is CPX that has something to do with sessions.
>
>I'd make a guess that the CDROM on the Atari isn't capable of reading multi-
>session disks. Is it an old one?

Not true. Anodyne's Session.CPX file allows this.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1417. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ERgj5.16600$D11.15901@newsfeed.slurp.net>
Source record: 58877

On 5 Aug 2000 14:00:26 +, Lonny Pursell wrote:
>Since I refuse to order over seas, I'm am finally considering
>a second platform after all these years. Why, because even
>if I get a hades I'm stuck with some really lame stuff like
>CAB. So there you have problem number 2, software support!
>If I have to run Linux to do stuff, well it's not GEM so it's
>far more cost effect to get so other popular platform and keep
>my TT for the old stuff I do love.

I have to disagree about CAB. True is it behind the times when it comes to Javascript sites, but for the most part it is does the job and does it well. I can get to every site I want to go to and do everything I need to do. There is support in the Atari platform. I have said it many many times till I am blue in the face. It just looks small when compared to the others, BUT IT IS THERE. If you go and get a Mac or PC, then get MagicMac or MagicPC and you will have a nice system. Just reframe from using that word"stuck" when you talk about Atari computers/clones.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1418. Papryus Gold 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <KRgj5.16603$D11.15901@newsfeed.slurp.net>
Source record: 58878

Hi all,

Just received my upgrade to versio 8.23 of Papryus. Still cannot get the user defined colors to work, but that is ok. I love the program and what it does for me. It is nice to see that ROM is doing it's job.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1419. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8mk58tkpq1@SOLAIR2.EUnet.yu>
Source record: 58879

On 31 Jul 2000 22:32:13 , David Leaver wrote:

>You can calculate a standard deviation by steam in any spreadsheet
>[...]
>Assume that the original numbers are in a column eg A
>In column B calculate the squares of those in A
>
>Calculate @sum(A) and @sum(B)
>
>Then, calculate
>
>T = @sum(B) - @sum(A)*@sum(A)/@Count(A)
>[...]
>V = T/@Count(A)
>[...]

This question is slightly off-topic, but anyway: is this a good way
to calculate a standard deviation, from the numeric point of view?
(I do not question the formal correctness of the formulae).
Seems to me that the above involves subtracting two large numbers
of similar magnitude (close to sum of SQUARES of original numbers)
so that quite a number of significant bits may get lost with the
consequence of getting a meaningless, although formally correct, result.

A little test that I made (finding the standard deviation of 999
numbers, ranging from 1000.02 to 1019.98) obtains only two correct decimal
digits in the result when using the above formulae. An alternative
approach (finding the average first, subtracting it from each value,
squaring the difference... etc.) obtains five correct decimal digits.
This is with "real" type variables, and each method compared to same
calculation performed with "double" type variables as a reference.

Numerical methods are not exactly in my line, so I'm just asking...

1420. Re: SWAP: Amiga 1200 for ST hard drive/controller

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <100L76ApqZj5EwQ9@lovecraft.demon.co.uk>
Source record: 58880

Once upon a time <8mk4ksgrh1@newsg1.svr.pol.co.uk>, Dave Wade
<dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> grabbed chalk
and scrawled:
> If your ST is one of the original batch (no I don't know how to tell) it
>could possibly have the
>original faulty DMA controller which does not work well with all Hard Drive
>adaptors. Not sure
>if it possible to get replacement DMA. I did mine myself. What a job.....

I'm still waiting to get my hands on it, but it's specified as such:

4Mb STE
TOS 1.6 and 2.06
1.44HD drive
Fast serial port.

On the whole, I think it will work :) I've been offered an ICD Link2
with a drive, and I think that will be quite suitable - be my first ST
with an HD, too, so I might suddenly find I like it a lot more than I
did my first 520STFM (the early, single-sided drive model).

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1421. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008062054110.768-100000@rakas>
Source record: 58881

On 2000-8-4, Jared Falvo <luposian@mailcity.com> wrote:

> For one thing, an Atari computer made BY Atari, should follow in it's
> original footsteps. That means, NO slots!

This TT030 very much has a VME slot.

The prototype Falcon040 developped by Atari, just before their
demise, had 3 slots (or was that 5 - see Curt Vendel's site for a
picture of a salvaged prototype, back and front).

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1422. Sad news...

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Lnij5.176$vy3.17475@news.goodnet.com>
Source record: 58882

I just read that Atari Games (owned by Midway/Williams) is no more and that Hasbro may have been the force behind it. If that's true, it may very well be unlikely I can achieve my dream, since this would seemingly indicate they want only one "Atari" for their own purposes. *sigh*

Luposian

1423. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: JTeague <jteague@bigfoot.com>
Message-ID: <398dae66@wsnews.worldshare.net>
Source record: 58883

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.3986016c@fmlynet.org...
> Apparently we heard wrong about the high density disks. Oh well.
> Would have been nice had it worked.
>
> Doctor Clu
>
> So what kind of stuff do people like to do with Spectre? (What
programs?)

Hey all, I haven't been in the Atari scene in some time (since, oh 93). Is there something different about the Mega STes? I'm pretty sure I had Spectre GCR working and reading/writing to 1.44 floppies with a standard 1040STe. How is the Atari community doing these days? Is it possible to still acquire ST stuff?

JT

1424. Brian's CT2B problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8mk9tabtj1@nd.eastky.net>
Source record: 58884

Hey Brian,

I looked over your pics and everything looks about like my installation
except for the following.

I did not remove my CPU.
If you cut it off, make sure that no cut pins are touching each other.

Wire 3 is soldered on pin 1 of the socket U63.
Wire 13 is soldered on the tinned hole of the Videl.

Also, I am not using the 32Mhz clock modification for the Videl.
Mine runs off the 50MHZ. (Wire 13 I believe)

I followed the manual that I got with my CT2B. These new modifications
were not available when I installed mine. Thank God!

I believe you said that wire 3 and 13 were cut off of your ribbon cable?

Since yours is not working, this is what I would do.

Try replacing wire 3 and 13 on the ribbon Cable.
Solder wire 3 and 13 as stated above.
Remove the 32mhz clock modification for the Videl.

If you can replace Wire 3 and 13. Then doing this shouldn't be very
hard to do. And you can always reverse this if it doesn't work out.

I think we have the same type of SVGA monitor BTW.

phantomm@eastky.net

1425. Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8mkaka$c50$1@nd.eastky.net>
Source record: 58885

Does anyone know of any Atari software that will drive some of the latest Color FlatBed Scanners on the Falcons Printer Port?

Also, MiGraph sold some color FlatBed Scanners for the TT and Falcon at one time. Does anyone know if those scanners connected to the SCSI or parallel port?

If you happen to have the software for those MiGraph Flatbed scanners then do contact me please.

phantomm@eastky.net

1426. Re: .jpg's of my CT2B Install

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Brian Hutchinson <bthutch@earthlink.net>
Message-ID: <398DE0CE.FAAF9A2E@earthlink.net>
Source record: 58886

CT2 is not totally dead. I see activity on Address Strobe so it looks like
something is happening.

Don't worry. I still have original CPU and it is in good shape. I used a
hot air surface mount IC extractor so the old CPU is in perfect shape. I
didn't want to mangle it in case I had to use it again!

Brian

Jo Even Skarstein wrote:

> Brian Hutchinson <bthutch@earthlink.net> wrote:
>
> > Please let me know if you see a mistake I made.
>
> Have you confirmed that the CT2 itself is working properly? If not, that
> (and the removal of the original CPU) is probably your biggest mistake...
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

1427. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mkd6bqbl1@snipp.uninett.no>
Source record: 58887

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

>> For one thing, an Atari computer made BY Atari, should follow in it's
>> original footsteps. That means, NO slots!

> This TT030 very much has a VME slot.

> The prototype Falcon040 developped by Atari, just before their
> demise, had 3 slots (or was that 5 - see Curt Vendel's site for a
> picture of a salvaged prototype, back and front).

Not to mention their AT's - they definitely had slots ;-)

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1428. Re: Brian's CT2B problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Brian Hutchinson <bthutch@earthlink.net>
Message-ID: <398DE848.BCFF104@earthlink.net>
Source record: 58888

Hi Phantomm,

Please see my comments below:

Phantomm wrote:

> Hey Brian,
>
> I looked over your pics and everything looks about like my installation
> except for the following.
>
> I did not remove my CPU.
> If you cut it off, make sure that no cut pins are touching each other.

Original CPU is in perfect shape since I used the surface mount IC extractor
from work. I didn't want to mangle the old CPU in case I had to use it
again.

>
>
> Wire 3 is soldered on pin 1 of the socket U63.
> Wire 13 is soldered on the tinned hole of the Videl.

Wire 3 isn't needed since I removed my CPU.
Wire 13 apparently interfered with the DSP clock so the VIDEL clock now
comes form 32MHz clock by the DSP.

>
>
> Also, I am not using the 32Mhz clock modification for the Videl.
> Mine runs off the 50MHZ. (Wire 13 I believe)
>
> I followed the manual that I got with my CT2B. These new modifications
> were not available when I installed mine. Thank God!

I know. I had reservations about pulling off the CPU. I had one of my
friends at work suck it off for me so it wouldn't be destroyed. I could put
the Falcon back to 100% if I had to. I hope I can get this working or ....

>
>
> I believe you said that wire 3 and 13 were cut off of your ribbon cable?

Yes, cut off right up next to the ribbon cable header.

>
> I think we have the same type of SVGA monitor BTW.

Mine is MAG DX17F. Moved it over to Falcon when I got my Mitsubishi Diamond Pro 900u for my overclocked PC. Was a 300A overclocked to 450. Now I just switched to a 566 overclocked to 876.

Thanks for the info.

Later,

Brian

1429. Re: Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <398dc4c2$0$18631@news.zetnet.co.uk>
Source record: 58889

On 5 Aug 2000 20:31:18 G, xlator@cix.compulink.co.uk wrote:
>In message <398b5dfa$0$18633@news.zetnet.co.uk>, cstanley@zetnet.co.uk said:
>SNIP>

>superfluous commas and some German left in. I have asked Olaf to send me
>the text of the revised version he is preparing and I'll look it over.

Thanks for explaining.

>BTW - has anyone managed to extract the SMURF.HYP during installation?

There doesn't appear to be a SMURF.HYP in the archive; I've just examined
it in EdHak.

>I can't do it, even when putting a (spare) GUIDES folder on C: where
>Smurf looks for it, I'm told, and *also* putting the correct path in
>magx.inf: #_ENV HYPPATH=D:\ST_GUIDE\GUIDES\.

A usefull tip - when we get the HYP :)

Cheers,
Charles.

1430. Bookshop.co.uk

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <398dc4c0$0$18631@news.zetnet.co.uk>
Source record: 58890

Has anyone else found problems with this site: it always produces
10 bombs and a Cancel message for me?

Using NVDI5, MagiC6.
Charles.

1431. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <398db63e.2001938@news.tmisnet.com>
Source record: 58891

On Sun, 06 Aug 2000 17:01:27 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>On 5 Aug 2000 23:38:57 +, Odd Skancke wrote:
>
>> Now this is the most intelligent suggestion I've seen in this thread yet!
>>Import Hades/Milan, scan the market, find out where the TOS platform stand
>>in the US. I don't think anyone would object to having the Atari badge on
>>the machine, but I strongly believe that it is the "feel" of the machine
>>that matters, i.e., that it runs TOS, MiNT or MagiC as its NATIVE OS. So,
>>how many of you Americans reading this group would actually buy a
>>Hades/Milan if imported by Jared or Lonny? Speak up! :)

I am definitely going to buy a Milan II, probably via
a dealer in the UK if it's not available in the US.

>Well if I did not already have a Hades I would buy one (Hades or Milan). <g>
>I think most any good system that would sell at a reasonable price would
>make it here in the US. I am still shocked that none of the few Atari
>retailers here in the US are not selling the Milan/Hades systems.

The US dealers I've talked to report that they've TRIED,
but the company is concentrating on German distribution.
We need an enthusiastic, zealous importer to break the
log jam.

> AS I
>would love to see true Atari computers being sold here in the US, I will
>admit that clones/emulators are still keeping the Atari name alive. Now
>let's consider that these clones and emulators will not run all Atari
>software.

The big "if" appears to be the "80 MHz" clock speed limit
on the 680x0 processors -- which is why I'm suggesting
"multiples": multiple processors, multiple DSPs, multiple
monitors, multiple ports. This allows the computer owner
to add power and capability to meet their needs. And at
80 MHz, you don't have to worry about excessive power
consumption (i.e., fans as well as restrictions by the
Environmental Protection Agency) which means tighter system
integration / a smaller case.

A net surfer might need one processor and one DSP.

A power user might need four processors and four DSPs.

A visually-impaired individual might need a 2x2 monitor
array (a "video wall"), allowing for a magnified
desktop.

An assembly-line workstation might need four RS-232
ports to integrate four measurement instruments into
a coordinated system. With a little custom coding using
a high-level language like GEM-aware BASIC, of course.

>Maybe a new system that is 100% TOS compatible, upgradable and
>possibly PC compatible would sell here in the US.

I don't know if you've noticed, but "PC Compatibility" is a
myth. Motherboards keep getting changed (anybody notice the
amazing lack of ISA slots in new PC clones?), bios'es keep
getting updated, and vendor support disappears five years
after purchase.

After three years, questionable machines get cannibalized.
After five years, they are jettisonned (with a good tax
writeoff) to schools and charity organizations, where they
might remain usable for another two or three years. In the
PC world, darn few even remember what a "486" was, let alone
use one. Yet, we are still productive on our 68000s purchased
in 1986 (14 years ago!).

And don't forget ... TOS/bios was designed to be "call
compatible" with the IBM/clone bios (that's probably why
extra calls were put in the Xbios). Other calls look
suspeciously like CP/M-68K -- CP/M was the dominant OS
(as well as being very stable and well-understood) on
personal computers before IBM jumped into the market.

And not to forget: GEM was originally designed to run
efficiently on a 4.88 MHz Intel 8088 computer running MS-DOS.
It was also designed for easy portability to other platforms
(the public discussion by Gary Kildall of Digital Research
about "porting GEM to the Mac" attracted the attention of
Apple's lawyers, who quickly put an end to THAT idea as well
as the comapny itself), which is why we've got it on our machines.

So ... at the lower levels, we've got a measure of compatibility.
Plus, we've got an easy-to-port OS and operating environment.
In addition, the OS/environment as it exists was designed for
expansion and future enhancements.

Perhaps it's time to consider what the Amigo team originally
conceived -- an architecture that could be implemented as a
"game machine", a "home computer", and a "business computer".
When Commodore bought the Amigo (later renamed the "Amiga"), it
dropped the "home computer" and the "business computer" from the
design effort and marketed the "game machine" as the home computer.

Maybe we should take a leaf from that notebook.

Design one architecture ... but implement it two ways:
** an unexpandable, cheap Internet appliance (Milan's ad strategy)
** a customizable chassis, with slots and bays (typical desk computer)

Develop both at the same time, heavily marketing the customizable chassis and mentioning the "easy to use, fully compatible appliance" at the end of the presentation/advertisement. This would be very appealing to someone who could translate his/her mastery of one machine to the other, since they are both the "same", inside. They might just buy both of them -- one for "the kids", the other for themselves.

George Crissman
strads@tmisnet.com

1432. Re: Go Green

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <9zkj5.825$5A2.90474@news.flash.net>
Source record: 58892

On 6 Aug 2000 09:46:58 G, JI Logan wrote:
>On 5 Aug 2000 23:05:42 G, Thomas Daschle wrote:
>
>
>| 5 Aug 2000 23:32:20 GMT
>|
>|It's hard for me to believe that the next president of the United
>|States will be George W. Bush or Al Gore. Both remind me of
>|Hollywood movies that have been focus-grouped to death: they
>|push all the appropriate buttons, but have zero original vision.
>|Both stand for the same thing: corporate-driven business as usual.
>| . . . .
>
>Isn't it odd that some Americans seem to think that there is no
>world outside the US.

I totally agree (and I'm American). Besides, what the heck do U.S.
Presidential candidates have to do with Atari?!?!?!

Mike Freeman
nameerf@flash.net

1433. Re: SWAP: Amiga 1200 for ST hard drive/controller

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8mkl9q$bb6$1@neptunium.btinternet.com>
Source record: 58893

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:100L76ApqZj5EwQ9@lovecraft.demon.co.uk...

> I'm still waiting to get my hands on it, but it's specified as such:
>
> 4Mb STE
> TOS 1.6 and 2.06
> 1.44HD drive
> Fast serial port.
>
> On the whole, I think it will work :) I've been offered an ICD Link2
> with a drive, and I think that will be quite suitable - be my first ST
> with an HD, too, so I might suddenly find I like it a lot more than I
> did my first 520STFM (the early, single-sided drive model).
>
> Richard

Seeing as that STE has both a TOS upgrade and a serial port upgrade, it's highly unlikely that the DMA will be broken.

Welcome to the world of Atari! :)

Simon Osborne
Atari Active
http://www.atariactive.co.uk

1434. Re: SWAP: Amiga 1200 for ST hard drive/controller

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <OQBFibD$pdj5Ew0h@lovecraft.demon.co.uk>
Source record: 58894

Once upon a time <8mkl9q$bb6$1@neptunium.btinternet.com>, Atari Active
<atariactive@btinternet.com> grabbed chalk and scrawled:
>Seeing as that STE has both a TOS upgrade and a serial port upgrade, it's
>highly unlikely that the DMA will be broken.

Well, as I said in email, the original owner was using an.... ICD Link2!
So he's offered to check what drivers I might need for CD-ROMs and such,
as he's had drivers for them.

>Welcome to the world of Atari! :)

Well - welcome to the world of a /good/ 16-bit Atari, and welcome to the
world of using an STE for MIDI :)

It's my first ST/E/. As well as MIDI, I'm really looking forward to
seeing some good demos. Stuff to rival the Megademos I have on my XLs...

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1435. Re: Sad news...

Newsgroup: comp.sys.atari.st
Date: 2000-08-06 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <m7lj5.24233$Z6.613087@newsread1.prod.itd.earthlink.net>
Source record: 58895

On 6 Aug 2000 11:49:21 -, "Jared Falvo" wrote:
>I just read that Atari Games (owned by Midway/Williams) is no more and that
>Hasbro may have been the force behind it. If that's true, it may very well
>be unlikely I can achieve my dream, since this would seemingly indicate they
>want only one "Atari" for their own purposes. *sigh*
>
>Luposian

Jared,
Could you please post where you found this article?
John G.

1436. I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <_tAj5.246$vy3.24335@news.goodnet.com>
Source record: 58696

People want their TOS computers, right? They want their slots, right? They want it all, right? Well, so do we!

What if (the new Atari) computers were simply modified PCs? You alter the BIOS a little, to allow for an Atari splash screen. You have an Atari ST emulator that boots first, unless you press a certain key to go into GEM2000! And since GEM was originally written for a PC, can you imagine how fast it would run on a Pentium-class (Socket 7 233MMX, mind you) system, not to mention a Pentium II/III, if optimized? Yee-haw!

Sure, you could more or less do that already with a PC today, but assuming anyone cared about the BRANDNAME (unlike most people here, it seems), it still wouldn't be the same.

We would have affordable, already-made PCBs with all the slots you want. We modify drivers to work with GEM for the cards we install and... whoo-hoo! We've got Atari computers again, more affordable than EVER, because parts are already available and cheap!

The only thing we need to do is modify: the BIOS, an Atari ST emulator to work in GEM (or even FreeDOS, if possible), and GEM to work (really fast!) on a Pentium-class computer! In fact, if we played our cards right, people might ACTUALLY be able to run their apps on both the ST emulator and the new GEM! But we HAVE to rewrite as much as possible to optimize it for today's PC environment!

Sure sounds feasible to me and a LOT cheaper than trying to build a custom 060 or PowerPC board, plus modify the emulator and GEM to all that stuff. Not to mention the drivers... oy!

Now see what you clone-people have done? You've taken me from my grand classic Atari ST designs to this altered plan where there's very little difference between a new Atari and a standard PC! All in the interest of finding some way of getting Atari back!

I gotta get some sleep... stuff to dream about! Yeah!

Luposian

1437. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <qAAj5.260$b06.25014@read2.inet.fi>
Source record: 58697

Atari did make PCs too...

Joshua.

"Jared Falvo" <luposian@mailcity.com> wrote in message
news:_tAj5.246$vy3.24335@news.goodnet.com...
> People want their TOS computers, right? They want their slots, right?
They
> want it all, right? Well, so do we!
>
> What if (the new Atari) computers were simply modified PCs? You alter the
> BIOS a little, to allow for an Atari splash screen. You have an Atari ST
> emulator that boots first, unless you press a certain key to go into
> GEM2000! And since GEM was originally written for a PC, can you imagine
how
> fast it would run on a Pentium-class (Socket 7 233MMX, mind you) system,
not
> to mention a Pentium II/III, if optimized? Yee-haw!
>
> Sure, you could more or less do that already with a PC today, but assuming
> anyone cared about the BRANDNAME (unlike most people here, it seems), it
> still wouldn't be the same.
>
> We would have affordable, already-made PCBs with all the slots you want.
We
> modify drivers to work with GEM for the cards we install and... whoo-hoo!
> We've got Atari computers again, more affordable than EVER, because parts
> are already available and cheap!
>
> The only thing we need to do is modify: the BIOS, an Atari ST emulator to
> work in GEM (or even FreeDOS, if possible), and GEM to work (really fast!)
> on a Pentium-class computer! In fact, if we played our cards right,
people
> might ACTUALLY be able to run their apps on both the ST emulator and the
new
> GEM! But we HAVE to rewrite as much as possible to optimize it for
today's
> PC environment!
>
> Sure sounds feasible to me and a LOT cheaper than trying to build a custom
> 060 or PowerPC board, plus modify the emulator and GEM to all that stuff.
> Not to mention the drivers... oy!
>
> Now see what you clone-people have done? You've taken me from my grand
> classic Atari ST designs to this altered plan where there's very little

> difference between a new Atari and a standard PC! All in the interest of
> finding some way of getting Atari back!
>
> I gotta get some sleep... stuff to dream about! Yeah!
>
> Luposian
>
>
>

1438. Re: Sad news...

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <398EE38B.DFEFB15@qnet.com>
Source record: 58698

I beleive your facts are WRONG. Atari Games is seperate for Atari Corp. Atari Games is alive and well at www.atarigames.com or www.midway.com. Midway makes new games for game consoles and stand alone video games. Have you ever heard of RUSH. Their even making RUSH 2049 which can be found at www.rush2049.com there you will find the latest on this great driving game and some downloadable MP3 files check the first one out. Its called Atari_logo.mp3

As for buying Atari from hasbro that would be a waste of time and a waste of 10-15 million dollars. Ataris name is making them tons of money as well as Ataris old games.

Don

Jared Falvo wrote:

> I just read that Atari Games (owned by Midway/Williams) is no more and that
> Hasbro may have been the force behind it. If that's true, it may very well
> be unlikely I can achieve my dream, since this would seemingly indicate they
> want only one "Atari" for their own purposes. *sigh*
>
> Luposian

1439. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <0FBj5.285$b06.27317@read2.inet.fi>
Source record: 58699

Check out http://phanatic.atari.org

Joshua.

"Jared Falvo" <luposian@mailcity.com> wrote in message
news:_tAj5.246$vy3.24335@news.goodnet.com...
> People want their TOS computers, right? They want their slots, right?
They
> want it all, right? Well, so do we!
>
> What if (the new Atari) computers were simply modified PCs? You alter the
> BIOS a little, to allow for an Atari splash screen. You have an Atari ST
> emulator that boots first, unless you press a certain key to go into
> GEM2000! And since GEM was originally written for a PC, can you imagine
how
> fast it would run on a Pentium-class (Socket 7 233MMX, mind you) system,
not
> to mention a Pentium II/III, if optimized? Yee-haw!
>
> Sure, you could more or less do that already with a PC today, but assuming
> anyone cared about the BRANDNAME (unlike most people here, it seems), it
> still wouldn't be the same.
>
> We would have affordable, already-made PCBs with all the slots you want.
We
> modify drivers to work with GEM for the cards we install and... whoo-hoo!
> We've got Atari computers again, more affordable than EVER, because parts
> are already available and cheap!
>
> The only thing we need to do is modify: the BIOS, an Atari ST emulator to
> work in GEM (or even FreeDOS, if possible), and GEM to work (really fast!)
> on a Pentium-class computer! In fact, if we played our cards right,
people
> might ACTUALLY be able to run their apps on both the ST emulator and the
new
> GEM! But we HAVE to rewrite as much as possible to optimize it for
today's
> PC environment!
>
> Sure sounds feasible to me and a LOT cheaper than trying to build a custom
> 060 or PowerPC board, plus modify the emulator and GEM to all that stuff.
> Not to mention the drivers... oy!
>
> Now see what you clone-people have done? You've taken me from my grand
> classic Atari ST designs to this altered plan where there's very little

> difference between a new Atari and a standard PC! All in the interest of
> finding some way of getting Atari back!
>
> I gotta get some sleep... stuff to dream about! Yeah!
>
> Luposian
>
>
>

1440. Re: Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <398f0bd6151bce0@online.be>
Source record: 58700

on Sun 06-08-2000 12:21 Derryck Croker wrote:

>From: xlator@cix.compulink.co.uk
>Date: 5 Aug 2000 20:31:18 GMT
>
>>BTW - has anyone managed to extract the SMURF.HYP during installation?
>>I can't do it, even when putting a (spare) GUIDES folder on C: where
>>Smurf looks for it, I'm told, and *also* putting the correct path in
>>magx.inf: #_ENV HYPPATH=D:\ST_GUIDE\GUIDES\.
>
>I don't think that's right. STGUIDE.INF holds all the path information, that
>file should lie in your HOME folder. Also hyppath isn't the right spelling for
>that keyword, if you've copied it from your setup file!

The only way to make sure progs will find their HYP's is be setting the
paths in stguide.inf. e.g. PATHS=H:\HYPERTEX.T\GUIDES

As st-guide is rather old I don't think it looks for its inf in the home dir. I
should say put it on the root of your bootdisk (besides st-guide).

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1441. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <8mn0dn$2kc$1@News.Dal.Ca>
Source record: 58701

AFAIK the Atari emulator that comes with invers Vertrieb's new Calamus SL 99 or whatever it is, will run cleanly with a lot of other applications.

As usual, the MIDI amd the games are so hardware-dependent that these have a hard time running under such an emulation. :(

But theoretically any old Pentium with the new Calamus package kind of becomes a GEM platform, yes?

Anybody running this system?

JG
Isolated out in Atlantic Canada

1442. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <22e81474.db8697bc@usw-ex0107-055.remarq.com>
Source record: 58702

"Jared Falvo" <luposian@mailcity.com> wrote:
>People want their TOS computers, right? They want their slots,
right? They
>want it all, right? Well, so do we!
>
>What if (the new Atari) computers were simply modified PCs?
You alter the
>BIOS a little, to allow for an Atari splash screen. You have
an Atari ST
>emulator that boots first...

I've often wondered if TOS could be ported to the PC as an OS. Right now, one can run emulators (MagicMac, MagicPC, Gemulator, Winston, etc.), but these all require some other OS underneath. I wish Milan (who apparently have the rights to modify TOS) had gone that route, altering and recompiling TOS so that it simply installed on a blank HD and off it went!

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1443. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <01eb5adc.e4c6517d@usw-ex0107-055.remarq.com>
Source record: 58703

dlormand@aztec.asu.edu (DAVID L. ORMAND) wrote:
>
>> Now this is the most intelligent suggestion I've seen in this
thread yet!
>>Import Hades/Milan, scan the market, find out where the TOS
platform stand
>>in the US. I don't think anyone would object to having the
Atari badge on
>>the machine, but I strongly believe that it is the "feel" of
the machine
>>that matters, i.e., that it runs TOS, MiNT or MagiC as its
NATIVE OS. So,
>>how many of you Americans reading this group would actually
buy a
>>Hades/Milan if imported by Jared or Lonny? Speak up! :)
>
>Here's one. Here's a guy hoping that Milan Computer really
pulls it
>off and produces something that the far more open-minded
Europeans can
>support. Here's someone hoping that the Germany-to-US
distribution
>problems (which seem to plague every single product) can be
battered
>down. Here's someone hoping that next year, I can send a
cheque to
>Systems For Tomorrow for my Milan II, whether or not it has an
official,
>Hasbro-approved fuji on it. Which, if it did, would certainly
make it
>much more interesting!

Here's another who intends to purchase a Milan II, provided the
OS is in English (which I am assured it is). I would greatly
prefer an English speaking distributor and hope there is at
least one in North America. As for the fuji, I have a few pins
sitting around here -- with a bit of glue it'll have a fuji on
it easily enough!

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!

http://www.keen.com

1444. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <398f204a2516330@online.be>
Source record: 58704

on Mon 07-08-2000 18:50 John S. Gray wrote:

>AFAIK the Atari emulator that comes with invers Vertrieb's new Calamus SL
>99 or whatever it is, will run cleanly with a lot of other applications.

No, you can't use the emulator that comes with Calamus SL99 window packet
to run other applications. Only Calamus can be used with it. AFAIK, the
emulator (Stemulator) is incorporated inside Calamus.

>
>But theoretically any old Pentium with the new Calamus package kind of
>becomes a GEM platform, yes?

As said, you can't run other applications with the Calamus package.

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1445. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0eead77a.eb5841b6@usw-ex0107-055.remarq.com>
Source record: 58705

Steven Kaleita <sak01@chorus.net> wrote:
>The TT seems to update the directory when I write a file to the
TT's
>HD's while in MaciCmac, on the MAC.
>
>It's MagiCmac that doesn't update the directories when I write
a file to
>an open window of a directory on the TT's Hd's.
>
>So what does that have to do with HdDriver?
>
My mistake, I thought you posted that the directories weren't
getting updated period. Kindly ignore that part of the post.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1446. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <01e6d2c9.ec9143d0@usw-ex0107-055.remarq.com>
Source record: 58706

Steven Kaleita <sak01@chorus.net> wrote:
>The mac doesn't seem to care when I don't have the TT booted
up, even though
>it's still connected through the SCSI port.
>
>And the TT doesn't seem to care when I don't have the MAC
booted up either!
>
>IF I boot up the TT after I have been working on the MAC for a
while, and
>then load MagiCmac, all the Atari Drives are accessed and
everything seems to
>work just fine.
>
>So the conclusion I come to is...
>
>WOW!
>
>This is Great, This is COOL, and I thank everyone for their
help.
>
>I don't know if this is classified as networking; but I don't
care, I'll call
>it a SCSI network.
>
>It's fast, and easy to do, and works just the way I need it to.
>
I'm glad to hear everything's working. Just remember...NEVER
access a drive with both computers simultaneously. I realize
it's uncommon for one person to be using two computers at once,
but it does happen.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1447. Re: PD Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <398F1A7B.B7CB0852@ooc.de>
Source record: 58707

Chris Crosskey wrote:
>
> I've got the Panasonicv PD drive I mentioned a few weeks ago hooked up now
> and have run into a snag....if I sewt it to LUN = On then it is reported by
> HD-Driver (with the <Check LUN's> option turbned on that LUN 0 is the
> Optical drive and LUN 1 is the CDROM....unfortunastely Metados won't let me
> access the CDROM as LUN 1....if I turn off the LUN on the PD and leave a
> CD in the drive then it is reported by HD-Driver as a CDROM, if I don't put
> a CD in the drive or if I put in a PD cart then it is reported as an
> Optical Drive....if HD-Driver reports as a CDROM (ie I leacvwe a CD or
> CDROm in the drive) then Metados runs it fine.... is there anyway to get
> the PD drive to change round the POptical and CDROM LUN's or else is there
> a way to map Metados to LUN 1?

Don't use MetaDOS but SPIN! and all your problems will be solved.
MetaDOS is simply too old.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

1448. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8mn5sd$v6n$1@draco.stochastik.rwth-aachen.de>
Source record: 58708

In article <chBi5.49$sD4.7695@news.goodnet.com>,
Jared Falvo <luposian@mailcity.com> wrote:

>In order to stop these two troublemakers, you HAVE to go back to an
>all-in-one design. One CPU, one video chipset, one sounds chipset, etc.
>All onboard. If you allow anyone to add in any card they like, you
>introduce headaches, botrh for the consumer and the company... or the
>unlucky one who decides to try to make someone happy by writing drivers for
>unsupported hardware.

You get compatibility problems with every new hardware, regardless if it is made by Atari or some add-on-card manufacturer. We had this with the STE, we had this with the TT, and we had this with the falcon.

And in every case, is was badly written programs that disregarded the released programming specs publshed earlier.

Fortunately, these bad programs get less in time. Nearly everything that runs on my TT runs on my Milan as well. When transitioning from 68000 to 68030, I had to throw out a lot more programs.

>was still all-in-one. Why? Simplicity. One set of hardware. Consistant.
>Easy to maintain.

Only as long as you keep the one box.

IMHO, building non-expandable hardware is stupid - people want to add all kind of stuff. There is not market for an all-in-one system - either it can do everything (and is to expensive), or it is too limited.

And BTW: the best thing Atari did was adding slots to MegaST, MegaSTE, TT and Falcon. The bad thing was that they were not compatible, so you needed new extensions for every machine.

>If we were to design a new all-in-one system, we could easily select one of
>the better 2D/3D graphic chipsets (nVidia TNT/TNT2, 3Dfx VooDoo series,
>Matrox G400, etc.). Select a powerful audio chipset. Select a fast CPU
>(40MHz 040 or better). A ton of RAM (32Mb is considered barely usable in a
>PC, but in an Atari? Whoo-hoo! That's like... TONS! Especially with a
>ROM-based OS.

Do you realize how fast such PC-market-based chips get outdated (which means that you can't even buy them anymore, even if you are still happy with the performance)?

You may have your dream, but it seems I (and many others) have a different one.

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

1449. Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <398f1bc7$0$18633@news.zetnet.co.uk>
Source record: 58709

Anybody had a problem extracting Disk 1? Newsie extracted Disk 2 OK,
but hung on Disk 1 with the message "Decoding August," on the top line
which was a bit strange. After rebooting, I found it had created a
file called "august," with a length of zero bytes.

I've sent off a mail to ROM asking them to send the first email again
in case it got corrupted on the way, but have a nasty feeling it's
going to do the same thing again.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1450. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8mn65k$v8g$1@draco.stochastik.rwth-aachen.de>
Source record: 58710

In article <Pine.MNT.4.10.10008041613200.80-100000@TT030>,
Lonny Pursell <atari@SYNTAX.ERROR> wrote:
>
>I'm done with this thread. When I see a prototype at an Atari
>show near me and some clear finacial plans, and how you expect to handle
>money from that many people, then get back to me. I could easily put down
>20k towards such a scheme, however my feeling is new machines with
>custom chips just will never happen. Others have stated this
>so perhaps you are the one not listening? I wish you luck though...

Actually, the Milan has two custom chips - only implemented in CPLDs, and
not full-custom design. A current CPLD or FPGA can easily achieve the
complexity of the custom chips in the ST series.

However, a custom chip is no magic black box that performs wonders.
Attaching an existing graphics controller is a lot easier than building your
own, and will get you more performance for the same money (in development
and parts costs), unless you are talking about buying out a company like
NVidia ;-)

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

1451. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0db786f0.f0415e6b@usw-ex0107-055.remarq.com>
Source record: 58711

phantomm@eastky.net (Phantomm) wrote:
>
>Does anyone know of any Atari software that will drive some of
the
>latest Color FlatBed Scanners on the Falcons Printer Port?
>
>Also, MiGraph sold some color FlatBed Scanners for the TT and
Falcon
>at one time. Does anyone know if those scanners connected to
the SCSI
>or parallel port?
>
I do not know of any parallel port scanners for the Falcon.
Most are SCSI (the Umax Astra 1220S definitely works with ScanX,
the Microtek X6 EL possibly does) and cost about $150 each.
Used Microtek E3 and E6 scanners can be had for as little as $50
on Ebay.

All the MiGraph scanners I've seen (ST and Falcon) connected to
the cartridge port.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1452. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8mn6oivdu1@draco.stochastik.rwth-aachen.de>
Source record: 58712

In article <hNDi5.18$vy3.577@news.goodnet.com>,
Jared Falvo <luposian@mailcity.com> wrote:
>You are a sad, PC-afflicted individual. You were probably never a genune
>loyal Atarian to begin with. The system I propose would have an ST emulator

Hmmm - now that you run out of arguments, you switch to personal insults?
Sounds like a common method, although not a nice kind of discussion style
IMHO.

I guess we can stop this thread at this point. This usually indicates a dead
end where nothing new can be said.

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

1453. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <108f514a.f0ff9ebf@usw-ex0107-055.remarq.com>
Source record: 58713

"JTeague" <jteague@bigfoot.com> wrote:
>Is there something different about the Mega STes? I'm pretty
sure I
>had Spectre GCR working and reading/writing to 1.44 floppies
with a
>standard 1040STe. How is the Atari community doing these days?
>Is it possible to still acquire ST stuff?
>
The Mega STe is a bit of an unusual ST in that it runs at 16 Mhz
and has a few unique design elements. The Atari community is
small, but it is still possible to acquire ST stuff, and new
software continues to be developed, mostly in the
shareware/freeware arena.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1454. Re: HELP! re: Teddy Term

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <398f1e99$0$18633@news.zetnet.co.uk>
Source record: 58714

Hi Derryck!

On 1 Aug 2000 09:02:48 G, Derryck Croker wrote:

>>I believe Teddy Term is seriously affected by the millenium bug :(

>How? I can't think of anything time or date related in something as simple as a
>comms program?

I think it has a clock in the status line! :)

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|Atari Pages: http://jfhaslam.atari.org | || ||/ \_
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-----------------------------------------------------
```

1455. Re: IRC Ident problem

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <398f1e9c$0$18633@news.zetnet.co.uk>
Source record: 58715

Hi Derryck and AtariActive!

On 4 Aug 2000 10:05:30 G, Derryck Croker wrote:
>From: "Atari Active" <atariactive@btinternet.com>
>Date: Thu, 3 Aug 2000 18:26:51 +0100
>
>>Your problem is very simple. The Demon IRC server doesn't allow your ISP.

Strange, I never saw this reply!!?? Anyway, Demon isn't the only one
affected, I have a list of about half a dozen servers, and all are
affected.

>I found a similar problem when using Redhotant and irc.funet.fi (too many
>connections), it would be fine when accessed immediately after from another
>ISP. It's been fine since, but #Atari doesn't seem to be the most active place
>I've ever seen, with just a handful of folk who seem to logged in all the time!
>:-)

#AtariScne is more active these days! And the ones who are logged in all
the time are probably the bots! :)

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|Atari Pages: http://jfhaslam.atari.org | || ||/ \_
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-----------------------------------------------------
```

1456. Re: WTB: ST Formats

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0d41c258.f1ace878@usw-ex0107-055.remarq.com>
Source record: 58716

"Joshua Kaijankoski" <lord_gaiyan@hotmail.com> wrote:
>I would really like to buy some ST Format magazines. I've been
looking all
>over Finland and Canada and haven't found a single one yet. I
would
>appreciate if someone sold me some of their magazines. Naturaly
I prefer the
>latest magazines but any will do. Thanks.
>
ST Format went out of production about five years ago. They
were followed by Atari Computing which went out of production in
December.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1457. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <398f2121$0$18635@news.zetnet.co.uk>
Source record: 58717

On 7 Aug 2000 20:27:51 G, Chris Simon wrote:
|Anybody had a problem extracting Disk 1? Newsie extracted Disk 2 OK,
|but hung on Disk 1 with the message "Decoding August," on the top line
|which was a bit strange. After rebooting, I found it had created a
|file called "august," with a length of zero bytes.
|
|I've sent off a mail to ROM asking them to send the first email again
|in case it got corrupted on the way, but have a nasty feeling it's
|going to do the same thing again.

Absolutely. That's exactly what happened to me. There was an error
message saying 'bad header in line 32' or something similar. I
emailed R.O.M. and as Newsie is set to automaticlly delete mail from
server once received, Ulli kindly sent another the same night.
(Sunday too! Must be getting ready for the holidays.)

1458. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <398f2122$0$18635@news.zetnet.co.uk>
Source record: 58718

On 7 Aug 2000 22:28:36 +, Michael Schwingen wrote:

|cu
|Michael
|--
|"The social dynamics of the net are a direct consequence of the fact that
| nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

Kai Lung related in one of his stories that: 'there are few
situations in life that cannot be honourably settled, and without
loss of time, either by suicide, a bag of gold, or by thrusting a
despised antagonist over the edge of a precipice on a dark night.'
Doubtless if he was alive in these modern days he would have
included a Remote Strangulation Protocol.

1459. RE: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <07092558.f7619d98@usw-ex0107-055.remarq.com>
Source record: 58719

"David Galvez Carles" <dagalcar@euitiv.upv.es> wrote:
>
>> Interesting. According to Epson America's web page, the 460
>> doesn't exist. Either you are outside the US, or I'm very
>> confused.
>>
>
>Yes i�m outside the US. I bought it in Spain.
>
>
>> Go to the NVDI drivers .CPX and select the "Epson FX"
or "Epson
>> LQ" drivers if they exist. These were designed for 9 or 24
pin
>> (respectively) dot-matrix printers.
>>
>
>Doesn�t work with these drivers either.
>

I'm sorry to hear that. It appears that only the 760 has any
DOS/NVDI capability, as noted below. Thankfully, there are
still HPs (bless PCL3!).

Galen

Troubleshooting Tip #0245 for the Epson Stylus Color 760 U.S.
Version. (From Epson America's website)

Printing from Windows 3.1 or DOS

To print using Windows 3.x, DOS applications or from the DOS
prompt, D4 Mode of the parallel interface must be disabled
(OFF).
Take the following steps to set the D4 Mode:

1. Turn on the printer while holding down the Cleaning button.
2. The paper out light will start blinking.
3. Release the Cleaning button and immediately press the
Load/Eject button and hold it for about 20 seconds. 4. The Paper
Out, Color Ink Out and Black Ink Out LED's will light.
5. Release the Load/Eject Button.
6. Press the Cleaning Button and observe the LED conditions as
follows to select the desired D4 Mode:

Paper Out LED - ON = D4 Mode ON
Black Ink Out LED - ON = D4 Mode OFF
Color Ink Out LED - ON = D4 Mode AUTO

NOTE: Be sure to set the D4 Mode to AUTO for Windows 95/98
operation.

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1460. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <05d77580.f9548950@usw-ex0107-055.remarq.com>
Source record: 58720

"Mark Bedingfield" <mark@baypc.com.au> wrote:
>Yes but it is very close to 50Khz. 44.1 is obviously easy but
no good for
>games emulation as only the best PC sound cards can handle
higher (96khz-dvd
>cd), these cards are not cheap...
>
Since the human ear can only distinguish pulses of 1/40000 or
1/50000 (depending on the human), recording of better than CD or
DAT quality are of no additional value (for human use, anyway).

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1461. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <398f2cef$0$18633@news.zetnet.co.uk>
Source record: 58721

On 7 Aug 2000 20:50:41 G, JI Logan wrote:
>Absolutely. That's exactly what happened to me.

That's strangely comforting!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1462. Re: CAB a disapointment (was: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008071759450.93-100000@TT030>
Source record: 58722

On Mon, 7 Aug 2000, Martin-ï¿½ric Racine wrote:

> On 2000-8-6, Lonny Pursell <atari@SYNTAX.ERROR> wrote:
>
> > I am refering to CAB specificlly here. You must not use or
> > need SSL? It's kind of hit or miss, I get odd errors on some
> > sites. Many times I have to resort to Lynx just to download a
> > file and that is just one example, and not even relate to
> > SSL.
>
> Then again, on MiNT, the sources to the CAB.OVL are available.
> Anyone can improve them for better handling of URL redirection
> and cleaner SSL support, if they know how to code.

That's beyond me, and it seems a pity one has to take so much
on by himself to do what eveyone else takes for granted.
Show me a PC user who tweaks "C" code to surf a SSL site?
That's my point. '-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1463. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mnbqt$4ak$1@plutonium.compulink.co.uk>
Source record: 58723

In message <398d3229.79293438@news.demon.nl>, louis@holleman.demon.nl said:

>BTW, why not put in "A" as well for vfat? It doesn't hurt and you
>don't need to swap drives in case you get lfn's on a floppy.
>The only drive I don't use for vfat is C.

Because that would slow up copying to/from A: with Kobold, as it has to
be put in GEMDOS mode to deal with LFNs (only handles it from v3.5 on).
My way A: is copied fast and should I get a floppy with LFNs all I have
to do is to click on the B: icon.

Regards, /Peter/

1464. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <398f41c25b36262@free.fr>
Source record: 58724

Hello,

in article <_tAj5.246$vy3.24335@news.goodnet.com> (comp.sys.atari.st)
Jared Falvo wrote on Mon 07-08-2000 08:24 (-0700):

> People want their TOS computers, right? They want their slots, right? They
> want it all, right? Well, so do we!

.../...

Please, stop multiposting your nice trolls...
One group should suffice.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr/ta/

1465. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965686274-587860AEicMi@bun.com>
Source record: 58725

Hi Mark

>does using vfat afect partitions in singletos in any way?

Not at all, although you may spot some odd looking filenames in directories, if you just ignore these you'l be OK, but why would you want to drop back into TOS.

Just in case i'm mis reading this, you have to run under MAGIC to create these VFAT partitions, but once created you can read them from TOS.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1466. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965686276-588314AEicMi@bun.com>
Source record: 58726

Hi Louis

>The one and only reason I use old 8+3 on my C partition is perhaps
>some progs might complain about files not being correct.

Old APP's would see the 8+3 filenames.

>It was all set up in early days with some old apps still running, therefore I
>keep C as the original 8+3 partition. Actually, I never tried setting it to
>vfat under MagiC, perhaps one can change it without a single problem?

Ive never had a single problem with LFN's and have had them enabled since day
one.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1467. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965686280-588806AEicMi@bun.com>
Source record: 58727

Hi raymond

>I think a better vision is to creat another company that programs drivers for
>the Hades and Milan for graphic cards, printers, and other add ons.

>This could break the NVDI deadlok on the VDI system market control.

What deadlock, why dont you go ahead and write your own VDI.

>They are slow to make support many new items since they have no competion.

Such as??. BTW, there is also an fVDI, nowhere near what NVDI is, thats why
there's no competition.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1468. [Web Upated] Atari Clone Pages Moved

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008071812290.99-100000@TT030>
Source record: 58728

The Atari Clone Directory which I had set up has moved to

http://assemsoft.atari.org/

Please update your links accordingly.

I would again like to thank those that did respond and ozk
will be taking over from here on out. It was starting to
feel awkward having the page, but not having a clone and I
felt the users would be better served by someone who had
such a machine. Ozk seems to be doing a super job, dare I
say it possibly better than some of the clone makers! ;-)
Anyway I'd like to thanks ozk too, for taking this on.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1469. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: claytone@aa.net
Message-ID: <398f3b3b_2@huge.aa.net>
Source record: 58729

I think the Session.CPX ought to do the trick. My hardware is
new. Just got it a week ago - Yamaha 8x4x24 SCSI 3 compliant.

Thanks for all the input,

Clayton Murray Seattle, WA USA

On 6 Aug 2000 23:37:46 G, Steve Sweet wrote:
>Hi Edward,
>
>>>>There is CPX that has something to do with sessions.
>>>
>>>I'd make a guess that the CDROM on the Atari isn't capable of reading multi-
>>>session disks. Is it an old one?
>
>>Not true. Anodyne's Session.CPX file allows this.
>
>Not if the hardware doesnt allow it..

1470. Re: CAB a disapointment (was: Atari co

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <h2Hj5.10046$5A2.158784@news.flash.net>
Source record: 58730

On 7 Aug 2000 18:02:16 +, Lonny Pursell wrote:
>On Mon, 7 Aug 2000, Martin-Éric Racine wrote:
>> Then again, on MiNT, the sources to the CAB.OVL are available.
>> Anyone can improve them for better handling of URL redirection
>> and cleaner SSL support, if they know how to code.
>
>That's beyond me, and it seems a pity one has to take so much
>on by himself to do what eveyone else takes for granted.
>Show me a PC user who tweaks "C" code to surf a SSL site?
>That's my point. '-)

Agreed 100%! I'm getting so frustrated (and tired of being frustrated) by increasing numbers of web sites I can't get to because of a lack of either SSL or Javascript compatibility. The state of things web-browser-wise is so horrible on the Atari platform. Is the "Highwire" project still going? It's been a while since I've heard anything about it, and the author's web site has been down for months. I'd love to see someone (especially among the existing web browsers - Wensuite, CAB, or Adamas) make some more productive advances in these areas.

Mike Freeman
nameerf@flash.net

1471. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <8mng4jrqm1@nnrp1.deja.com>
Source record: 58731

> So,
> how many of you Americans reading this group would actually buy a
> Hades/Milan if imported by Jared or Lonny? Speak up! :)

I will! I will! As with any other hobby, I'll buy if it isn't rediculously expensive. In fact, all I really need is a motherboard and the software package! If we could get kits like that, I could assemble and sell inexpensive systems to my friends & relatives too! I hope the Milan team realizes that doing so would help the "Atari community" get revived!

Andy Blakely
WA/USA

Sent via Deja.com http://www.deja.com/
Before you buy.

1472. Re: Sad news...

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <398f3f39$0$18632@news.zetnet.co.uk>
Source record: 58732

Atari/Midway were still OK today, we have near daily contact with them via
our American office...they'd tell me if tghey were disappearing.....
they're still a major devloper on the coin-op and PC/PS/etc platforms...

chrisc

On 6 Aug 2000 21:53:22 G, John Garone wrote:
>On 6 Aug 2000 11:49:21 -, "Jared Falvo" wrote:
>>I just read that Atari Games (owned by Midway/Williams) is no more and that
>>Hasbro may have been the force behind it. If that's true, it may very well
>>be unlikely I can achieve my dream, since this would seemingly indicate they
>>want only one "Atari" for their own purposes. *sigh*
>>
>>Luposian
>
>Jared,
> Could you please post where you found this article?
> John G.
>.

1473. Re: PD Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <398f4010$0$18632@news.zetnet.co.uk>
Source record: 58733

Thanks Uwe...I think I've got 0.34 kicking around somewhere, I'll give it a go....I've got so used to Metados 2.74 just being there and doing its job...

chrisc

On 7 Aug 2000 22:22:19 +, Uwe Seimet wrote:
>Chris Crosskey wrote:
>>
>> I've got the Panasonicv PD drive I mentioned a few weeks ago hooked up now
>> and have run into a snag....if I sewt it to LUN = On then it is reported by
>> HD-Driver (with the <Check LUN's> option turbned on that LUN 0 is the
>> Optical drive and LUN 1 is the CDROM....unfortunastely Metados won't let me
>> access the CDROM as LUN 1....if I turn off the LUN on the PD and leave a
>> CD in the drive then it is reported by HD-Driver as a CDROM, if I don't put
>> a CD in the drive or if I put in a PD cart then it is reported as an
>> Optical Drive....if HD-Driver reports as a CDROM (ie I leacvwe a CD or
>> CDROm in the drive) then Metados runs it fine.... is there anyway to get
>> the PD drive to change round the POptical and CDROM LUN's or else is there
>> a way to map Metados to LUN 1?
>
>Don't use MetaDOS but SPIN! and all your problems will be solved.
>MetaDOS is simply too old.
>
>
>--
>---
> Dr. Uwe Seimet mailto:us@ooc.de
> http://home.nikocity.de/nogfradelt/index.html
>.

1474. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <RoHj5.980$uU1.37112@news3.voicenet.com>
Source record: 58734

They where never sold in the USA.
Raymond

On 7 Aug 2000 15:28:22 G, "Joshua Kaijankoski" wrote:
>Atari did make PCs too...
>
>Joshua.
>
>"Jared Falvo" <luposian@mailcity.com> wrote in message
>news:_tAj5.246$vy3.24335@news.goodnet.com...
>> People want their TOS computers, right? They want their slots, right?
>They
>> want it all, right? Well, so do we!
>>
>> What if (the new Atari) computers were simply modified PCs? You alter the
>> BIOS a little, to allow for an Atari splash screen. You have an Atari ST
>> emulator that boots first, unless you press a certain key to go into
>> GEM2000! And since GEM was originally written for a PC, can you imagine
>how
>> fast it would run on a Pentium-class (Socket 7 233MMX, mind you) system,
>not
>> to mention a Pentium II/III, if optimized? Yee-haw!
>>
>> Sure, you could more or less do that already with a PC today, but assuming
>> anyone cared about the BRANDNAME (unlike most people here, it seems), it
>> still wouldn't be the same.
>>
>> We would have affordable, already-made PCBs with all the slots you want.
>We
>> modify drivers to work with GEM for the cards we install and... whoo-hoo!
>> We've got Atari computers again, more affordable than EVER, because parts
>> are already available and cheap!
>>
>> The only thing we need to do is modify: the BIOS, an Atari ST emulator to
>> work in GEM (or even FreeDOS, if possible), and GEM to work (really fast!)
>> on a Pentium-class computer! In fact, if we played our cards right,
>people
>> might ACTUALLY be able to run their apps on both the ST emulator and the
>new
>> GEM! But we HAVE to rewrite as much as possible to optimize it for
>today's
>> PC environment!
>>
>> Sure sounds feasible to me and a LOT cheaper than trying to build a custom

>> 060 or PowerPC board, plus modify the emulator and GEM to all that stuff.
>> Not to mention the drivers... oy!
>>
>> Now see what you clone-people have done? You've taken me from my grand
>> classic Atari ST designs to this altered plan where there's very little
>> difference between a new Atari and a standard PC! All in the interest of
>> finding some way of getting Atari back!
>>
>> I gotta get some sleep... stuff to dream about! Yeah!
>>
>> Luposian
>>
>>
>>
>
>
>.

1475. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008071947410.112-100000@TT030>
Source record: 58735

On Mon, 7 Aug 2000 anakimana@excite.com wrote:

>
> > So,
> > how many of you Americans reading this group would actually buy a
> > Hades/Milan if imported by Jared or Lonny? Speak up! :)
>
> I will! I will! As with any other hobby, I'll buy if it isn't
> rediculously expensive. In fact, all I really need is a motherboard
> and the software package! If we could get kits like that, I could
> assemble and sell inexpensive systems to my friends & relatives too! I
> hope the Milan team realizes that doing so would help the "Atari
> community" get revived!

Here's an idea for Jared, why not take his excitement and start
forming a list of US residents and what system(s) they are wanting
and keep this on his page. Then when it reaches considerable
numbers present it to US dealers or the clone makers?

At least route the excitement to something constructive instead
of wasting time trying to re-invent things. ;-)

I won't import anything on my own, would need a partner as two
heads are always better than one. If I imported them myself it
would probably be what I want and not what everyone else would
want or could afford.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1476. Re: CAB a disapointment (was: Atari co

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008072003240.112-100000@TT030>
Source record: 58736

On Mon, 7 Aug 2000, Michael and Nicole Freeman wrote:

> On 7 Aug 2000 18:02:16 +, Lonny Pursell wrote:
> >On Mon, 7 Aug 2000, Martin-ï¿½ric Racine wrote:
> >> Then again, on MiNT, the sources to the CAB.OVL are available.
> >> Anyone can improve them for better handling of URL redirection
> >> and cleaner SSL support, if they know how to code.
> >>
> >That's beyond me, and it seems a pity one has to take so much
> >on by himself to do what eveyone else takes for granted.
> >Show me a PC user who tweaks "C" code to surf a SSL site?
> >That's my point. '-)
>
> Agreed 100%! I'm getting so frustrated (and tired of being
> frustrated) by increasing numbers of web sites I can't get to because
> of a lack of either SSL or Javascript compatibility. The state of
> things web-browser-wise is so horrible on the Atari platform. Is the
> "Highwire" project still going? It's been a while since I've heard
> anything about it, and the author's web site has been down for
> months. I'd love to see someone (especially among the existing web
> browsers - Wensuite, CAB, or Adamas) make some more productive
> advances in these areas.

As far as I know it's still going fine. I recall hearing an
interview with the author is on the magic site? Maybe someone
else knows more, I thought I heard that on IRC the other nite.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1477. Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <398F66EE.E264C439@portone.com>
Source record: 58737

Okay guys,

I need some help here. I've got a TT with several assorted SCSI drives attached.

I've recently tried to add a Seagate ST12400N 2 gig drive to the SCSI (not ASCSI) chain and have had nothing but problems. This drive WAS working previously but this time there has been no joy in Mudville.

I can get past bootup and, when running HD Driver (v 7.55, I believe) I can "see" the Seagate as SCSI 1, and can get to the point where I should

be able to format the drive. Here is where the trouble begins....

When I begin to format the drive, it seems to power down and cycle back up again. Of course, by this time HD Driver comes back and tells me that

the media cannot be formatted.

There are several jumpers on the drive that have me scratching my head. Does anyone have any idea of how the following should be set?

Drive Termination

SCSI Parity Check

Write Protect

Spindle Motor Starts On Powerup

Spindle Motor Starts On Command Only

Spindle Motor Delay (ID X 12 sec)

Factory Default - Do Not Alter

TERMPWR supplied by drive to drive

TERMPWR supplied by drive to SCSI pin 26

TERMPWR supplied by to drive and SCSI pin 26

TERMPWR is not connected to drive or SCSI bus

TERMPWR is supplied by SCSI pin 26 to drive

I guess I'm falling behind on the "latest old hardware". <g>

Any help would be greatly appreciated,

Joe Mirando
A-ONE Magazine

(ps: My apologies if this shows up several times, but my news server keeps telling me
that I'm not allowed to post a message)

1478. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: claytone@aa.net
Message-ID: <398f8702_3@huge.aa.net>
Source record: 58738

Hi Edward,

>That is great. Make sure you also get CDISO which will allow you to make
>CD's that will work on any system. Also check the list of CDRW drives that
>Extendos Gold will work with.

I'm getting CD Writer Suite (vs. 3.0), which is 3 programs: CD
Writer 2 (for audio CDs), CD Backup (self explanatory), and CD
InscriptOr which does ISO 9660 disks that can run on any system.

It says it's supposed to support SCSI-3 compliant units, which
the Yamaha 8x4x24 is.

>>Only other question I can think of is..... any recommendations on
>>different brands of blank CR-Roms and CDRW media?
>
>Does not really matter. I got some CDRW CD's by Memorex and they worked
>great.

OK- Thanks,

Clayton Murray
Seattle, WA USA

1479. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200008071100.a10906@b2.maus.de>
Source record: 58739

Jo Even ...

JES>You have ignored my mails ever since I sent you that cheque for the
JES>Multiboard I ordered back in 1997 (or was it 96?), you've only
JES>responded in public forums (like this group and on mausnet).

the Multiboard was sold from Software Service Seidel! ... it's not
our product ... we never sold it ...

JES>> you ordered N.AES 2.0 ??=\ ... and we not delivered it ?????='''
JES>
JES>You never replied to my requests at all.

i'm sorry, i can't believe that ... that's not our common style ...

JES>> when ? ...
JES>
JES>When 2.0 was released, last October IIRC.

in the last 12 months i really can't remember an email from you ...

JES>I've received many requests on *how* to order N.AES outside Germany,
JES>especially from Americans who never get replies from German dealers.

i can't talk for other german dealers, but in our case i can say, we
try to answer every email we get ...

JES>I've never received replies to bug-reports either, not from you and
JES>not from the author. In fact, ever since Overscan went down the
JES>support for N.AES has been extremely poor (non-existant).

i don't know, what you talking about ... i'll sty here on our telephone
line from monday to friday 11 am to 8 pm ... our fax is working fine and
emails will be answered ... we're present at any exposition here in
Europe ... what should we do more ?=) ...

JES>> but anyway ... now we have again the chance, to deliver a legal
JES>copy > also to you ... please tell us your details of shipping and
JES>paying and > everything should be fine ...
JES>
JES>Actually, I won't buy anything from Germany again. Since 1995 I've

again i'm sorry, but that couldn't be the reason to use a pirated copy
of N.AES 2.0 ....

JES>something from Germany. Often the dealer only accepts cheques or
JES>cash (prepaid ofcourse) and the ordered stuff mysteriously disappears

we accept credit cards too ... it's not necessary, to sent us cheques.
generally we prefer credit cards, because cheques etc. are much more
expensive ...

with best regards, Konstantin

P.S. legalize your copy of N.AES 2.0 ! ...

1480. Re: WTB: ST Formats

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965724916-740136AEicMi@cwcom.net>
Source record: 58740

From: "Joshua Kaijankoski" <lord_gaiyan@hotmail.com>
Date: Sun, 06 Aug 2000 16:38:00 GMT

>I would really like to buy some ST Format magazines.

I've got all of them AFAIK, and they're all in the official binders as well!

You pay the post as well, from Watford UK.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1481. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965724918-740559AEicMi@cwcom.net>
Source record: 58741

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Mon, 7 Aug 2000 12:29:16 +1000

>I missed the post but even if it is offensive to you, dosent he have a right
>to say it......Can't we choose what we read.

He probably does, but a quick glance at the name of this newsgroup might give
you a clue that it isn't welcome here.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1482. ANYONE GOT STUMPED?

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: "stephen.mullen" <stephen.mullen@ukonline.co.uk>
Message-ID: <8mpff2$6mj$1@apple.news.easynet.net>
Source record: 58742

Dear All,

I'm trying to track down a shareware STOS cricket game called STumped. I know it appeared on a coverdisk. If anyone knows where I can get it from, I'd be very grateful.

Steve M
sm74_1999@yahoo.co.uk

1483. Re: Atari computers... reborn! (The GEM Legacy)

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3992bfec@fmlynet.org>
Source record: 58743

FamilyNet HQ: Telnet:\\www.family-bbs.net

> This is rubbish. Why should anyone put up that sort of money just to
> 'know' that the box they have has been made by 'Atari?' Who or what
> is Atari? Atari is dead. The machines live on. Faster clones have
> been developed and, we are told, are being developed. The important
> thing is the use to which they are put and that depends on the
> programs. If the programs run on one box as well as on another, what
> does it signify if one box has an Atari label and the other doesn't?

I'm starting to see how ATARI actually started a platform, and how that platform is slowly filtering into other platforms (aka GEM/Magic).

You have the application for use with the Mac/PC worlds, and then you have the ongoing effort to make "Atari specific" machines, like the clones and so forth.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1484. Re: Sad news...

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.f9ad5c09.8aaa1c20.doyene@zetnet.co.uk>
Source record: 58769

In message <Lnij5.176$vy3.17475@news.goodnet.com>
Jared Falvo wrote:
>I just read that Atari Games (owned by Midway/Williams) is no more and that
>Hasbro may have been the force behind it. If that's true, it may very well
>be unlikely I can achieve my dream, since this would seemingly indicate they
>want only one "Atari" for their own purposes. *sigh*

>Luposian

Sounds like the usual ASSET stripping to me. In other words, "take over the company and run it dry". Never mind aye, if they sell back the Name it can always bite them on the bum.

regards

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

1485. Re: Bookshop.co.uk

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.f8955d31.89501c20.doyene@zetnet.co.uk>
Source record: 58770

In message <398dc4c0$0$18631@news.zetnet.co.uk>
Charles Stanley wrote:
>Has anyone else found problems with this site: it always produces
>10 bombs and a Cancel message for me?

>Using NVDI5, MagiC6.
>Charles.

Hello Charles.
I had a look at the site and it threw a wobbly at me as well.
my system is Draconis on my Atari TT030. But I tried with lynx setup on my Linux
It came up with the Cookies and a lot of them. So if this is causing your problem,
try set your system to accept the cookies. Once i rejected the cookies it was okay on
lynx.

regards

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

1486. Re: Bookshop.co.uk

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8ml1l4$6pf$1@cubacola.tninet.se>
Source record: 58771

On 6 Aug 2000 20:04:16 G, Charles Stanley wrote:
>Has anyone else found problems with this site: it always produces
>10 bombs and a Cancel message for me?
>
>Using NVDI5, MagiC6.
>Charles.
>.
Hi Charles

If you mean http://www.Bookshop.co.uk, I get nothing at all. Cab
starts loading a small file and then, "Error, file not found".
Probably Java only.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1487. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <Qjoj5.922$uU1.32987@news3.voicenet.com>
Source record: 58772

On 6 Aug 2000 10:56:16 G, Derryck Croker wrote:
>From: "Jared Falvo" <luposian@mailcity.com>
>Date: Fri, 4 Aug 2000 11:21:03 -0700
>
>>loyal Atarian to begin with. The system I propose would have an ST emulator
>>for old apps, a new GEM OS, and people/users would port those old ST apps to
>>the new GEM. In the end, if Atari was restored, you would have a new Atari,
>
>I can't fault your visions, but I really don't think that there's the market
>for this stuff now. I'm also wondering who these people are who are going to
>port their stuff over to this "new GEM"? Most of the German programmers at
>least are using Macs with MagiCMac.
>

I think a better vision is to creat another company that programs drivers for
the Hades and Milan for graphic cards, printers, and other add ons.

This could break the NVDI deadlok on the VDI system market control.

They are slow to make support many new items since they have no competion.

Raymond

1488. Re: WTB: Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Brian Hutchinson <bthutch@earthlink.net>
Message-ID: <398E441A.96569D4B@earthlink.net>
Source record: 58773

You can buy one from Mario Becroft:

http://gem.win.co.nz/mario/hardware/

I think I remember reading about a modification you could do yourself. I think you had to download some code and put it into a PIC but I don't remember where I read this.

If I remember where I read about this do-it-yourself project I'll let you know.

Regards,

Brian

1489. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <w7pj5.52$GO.4245@nsw.nnrp.telstra.net>
Source record: 58774

I missed the post but even if it is offensive to you, dosent he have a right
to say it......Can't we choose what we read.

Mark Bedingfield

Hallvard Tangeraas <halln@c2i.net> wrote in message
news:1eex0g2.1d4nujo17htl24N%halln@c2i.net...
> JI Logan <jlog@zetnet.co.uk> wrote:
>
> > On 5 Aug 2000 12:50:47 G, Crash-n-Burn@yljdmkurna.com wrote:
> > |It took them eighty years since World War I, but
> > | . . . .
> >
> > Aren't some people sick.
>
> I've reported this person to the Internet provider it's sent from. I
> suggest others do the same as well.
> (look through the complete header to find the relevant information).
> This person seems to have posted to lots (all?) international
> newsgroups.
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

1490. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <%cpj5.53$GO.3362@nsw.nnrp.telstra.net>
Source record: 58775

does using vfat afect partitions in singletos in any way?

Mark Bedingfield

Louis Holleman <louis@holleman.demon.nl> wrote in message
news:398d3229.79293438@news.demon.nl...
> On 5 Aug 2000 20:31:17 GMT, xlator@cix.compulink.co.uk wrote:
>
> >>What am I doing wrong?
> >
> >
> >Probably putting in spaces or other separators. My magx.inf reads:
> >#[vfat]
> >drives=bgh
> >
> >and this works fine. BTW it's worth making B: LFN-capable just in case
> >you get a floppy from someone with LFNs - just stick it in the drive and
> >select B:
>
> Exactly. There shouldn't be any separator on the vfat "drives" line,
> no space, no comma, whatever.
>
> BTW, why not put in "A" as well for vfat? It doesn't hurt and you
> don't need to swap drives in case you get lfn's on a floppy.
> The only drive I don't use for vfat is C.
>
>
> CU NeXT msg
> LOUIS
>
> http://www.holleman.demon.nl

1491. Re: Memory test

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <vgpj5.55$GO.4121@nsw.nnrp.telstra.net>
Source record: 58776

I found a program on the STE language disk that does the trick, used it for the same job. If you dont have it let me know.

Mark Bedingfield

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message news:8mellg$7uh$1@snipp.uninett.no...
> I've spent a day of my sickleave soldering in 4Mb in one of my Stacys, but
> I need to know if it really works... Can anybody recommend a simple, but
> reliable memory tester?
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

1492. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mljnm$5jn$1@snipp.uninett.no>
Source record: 58777

Raymond Collins <rcollins@voicenet.com> wrote:

> I think a better vision is to creat another company that programs drivers for
> the Hades and Milan for graphic cards, printers, and other add ons.

> This could break the NVDI deadlok on the VDI system market control.

Have you checked fVDI? It's free, works very well and it's easy to write
drivers for it (if you can get documentation on the card that is).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1493. Slots vs. no slots ;-)

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mlk0m$5jn$2@snipp.uninett.no>
Source record: 58778

If you want to see what no slots leads to, please take a look at my Falcon
and TT: http://atari.nvg.org/gallery/ ;-)

I'll add some descriptions to each picture later.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1494. Re: CAB a disapointment (was: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008070920420.784-100000@rakas>
Source record: 58779

On 2000-8-6, Lonny Pursell <atari@SYNTAX.ERROR> wrote:

> I am refering to CAB specificlly here. You must not use or
> need SSL? It's kind of hit or miss, I get odd errors on some
> sites. Many times I have to resort to Lynx just to download a
> file and that is just one example, and not even relate to
> SSL.

Then again, on MiNT, the sources to the CAB.OVL are available.
Anyone can improve them for better handling of URL redirection
and cleaner SSL support, if they know how to code.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1495. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008070925300.784-100000@rakas>
Source record: 58780

On 2000-8-7, Raymond Collins <rcollins@voicenet.com> wrote:

> I think a better vision is to creat another company that
> programs drivers for the Hades and Milan for graphic cards,
> printers, and other add ons.
>
> This could break the NVDI deadlok on the VDI system market
> control.
>
> They are slow to make support many new items since they have
> no competion.

fVDI can already drive several recent graphic cards, is published with source and actively developped. Adding some GDOS printer drivers and TTF drivers would be the next step, but requires more contributors. Johan cannot do everything himself.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1496. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <398e6290$0$18631@news.zetnet.co.uk>
Source record: 58781

On 7 Aug 2000 12:29:16 +, "Mark Bedingfield" wrote:
|I missed the post but even if it is offensive to you, dosent he have a right
|to say it......Can't we choose what we read.
| . . . .
|> > On 5 Aug 2000 12:50:47 G, Crash-n-Burn@yljdmkurna.com wrote:
|> > |It took them eighty years since World War I, but
|> > | . . . .

I am not aware of any universal absolute right to say anything you like about anyone else. And when someone posts something to a newsgroup we do not have much of an option as to whether we read it or not. There is no warning message saying 'The vast majority of people will find this grossly offensive, only read if you like that sort of thing.' And if he does have a right to post whatever he likes to a newsgroup then I would have thought that I have a right to say 'this is sick' and someone else has a right to complain of it to the ISP. At the _very_ _very_ least it has nothing to do with Atari.

1497. Re: FTL Games and Software Heaven Inc

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: redrain <nospam@nospam.com>
Message-ID: <4spsos8idtobd5qihe8b71me7uhhgad8p8@4ax.com>
Source record: 58782

On Sat, 15 Jul 2000 22:25:05 GMT, "Grey Dragon"
<gdragon1(nospam)@home.(nospam).com> wrote:

> I've been searching for a while now for a game put out by this company.
>The game was called Sundog. I had it for my Atari 1040STFm and played it to
>the day my ex-wife got rid of the computer. (it was my first ever computer
>game)

Thank you "Grey Dragon" and Edward, so much! You see, for the longest
time I have wanted to play Sundog again . . . I played in on my 1040ST
back when it first came out, and to this day it is still one of my
favorite games.

So by chance I happened to check in this newsgroup, and lo and behold
you are discussing it! And now I've managed to download a disk image,
and am using it on the WinSTon emulator (currently seems to be the
best ST emulator for Win 9x, and Sundog works in it).

This is great, what a nostalgic moment! Thanks again, so much.

>I remember seeing it once for the PC but I hold no hopes of ever finding
>that. I know there is some sort of Atari emulator for the PC that will allow
>me to play the game on my computer (I hope)
>Does anyone know anything about the Company or the people who programmed or
>worked for the company?
>Interplay was not much help for me as they only provided Dungeon Master 2.
>please help me before I slowly loose my mind. (too late?)

Yeah, I remember when FTL (through Interplay) released Dungeon Master
(another great game for its time) for the PC, I was REALLY hoping
they'd port Sundog to the PC. I wouldn't have cared if they'd done
any enhancements, they could've left it as is! But, alas, it didn't
happen.

I think someone should do a new version of Sundog for today's PCs.
Can you imagine what they could do with this game nowadays? Keep the
storyline and premise the same, but upgrade the interface, graphics,
and sound. Hell, I'd do it myself if I could. :)

1498. Re: Sad news...

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <xMuj5.24121$0W4.578049@newsread2.prod.itd.earthlink.net>
Source record: 58783

Jared,
Have you contacted Hasbro or Midway?
John G.
P.S. Something as important to you as Atari/Hasbro/Midway should be a link to save! No? You might need the reference to back up what you post!!! Otherwise it's more blah blah hearsay!!!

On 6 Aug 2000 16:08:30 -, "Jared Falvo" wrote:
>From: "Jared Falvo" <luposian@mailcity.com>

>I was browsing around the different Atari sites though a links list on one
>site. It's an Atari site that was labled as having "more news than is good
>for it" or something like that. I scrolled down the list of news and found
>the mention at the bottom as "Atari Games no more" (the name was cancelled
>and arcade games that would have been Atari Games are now named Midway) or
>some such. I wasn't looking for it, just found it.
>
>Luposian
>------------
>John Garone <swampfox1@earthlink.net> wrote in message
>news:m7lj5.24233$Z6.613087@newsread1.prod.itd.earthlink.net...
>> On 6 Aug 2000 11:49:21 -, "Jared Falvo" wrote:
>> >I just read that Atari Games (owned by Midway/Williams) is no more and
>that
>> >Hasbro may have been the force behind it. If that's true, it may very
>well
>> >be unlikely I can achieve my dream, since this would seemingly indicate
>they
>> >want only one "Atari" for their own purposes. *sigh*
>> >
>> >Luposian
>>
>> Jared,
>> Could you please post where you found this article?
>> John G.
>
>

1499. Re: Sad news...

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <EQuj5.24131$0W4.578049@newsread2.prod.itd.earthlink.net>
Source record: 58784

On 7 Aug 2000 01:42:42 G, John N Oakes wrote:
>In message <Lnij5.176$vy3.17475@news.goodnet.com>
>Jared Falvo wrote:
>>I just read that Atari Games (owned by Midway/Williams) is no more and that
>>Hasbro may have been the force behind it. If that's true, it may very well
>>be unlikely I can achieve my dream, since this would seemingly indicate they
>>want only one "Atari" for their own purposes. *sigh*
>
>>Luposian
>
>Sounds like the usual ASSET stripping to me. In other words, "take over the company
>and run it dry". Never mind aye, if they sell back the Name it can always bite them on the
bum.
>
>regards
>
>
>
>
>
>--
>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
>xx Alway and Forever a Atari User xx
>xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
>xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
>xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
>xx Email: doyene@zetnet.co.uk xx
>xx Med vennlig hilsen : with kindest regards xx
>xx John Nicholas Oakes xx
>xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
>
>.
Hi John,
As far as I understand, there were no Atari Co. assets to strip when
Hasbro acquired the name! I can't back that up though!!!
John G.

1500. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <vVuj5.24138$0W4.578049@newsread2.prod.itd.earthlink.net>
Source record: 58785

Jared,
Sounds very simple. Have you thought of being the one to import them?
John G.

On 6 Aug 2000 18:56:06 -, "Jared Falvo" wrote:
>All someone has to do is get some of those clones to US shores and then I'll
>consider supporting them. But I sure doubt THAT will ever happen before the
>show is completely over.
>
>Luposian
>--------------
>> I think a better vision is to creat another company that programs drivers
>for
>> the Hades and Milan for graphic cards, printers, and other add ons.
>>
>> This could break the NVDI deadlok on the VDI system market control.
>>
>> They are slow to make support many new items since they have no competion.
>>
>>
>> Raymond
>
>
>.

1501. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <398e806e.3602446@news.demon.nl>
Source record: 58786

On Mon, 7 Aug 2000 12:35:15 +1000, "Mark Bedingfield"
<mark@baypc.com.au> wrote:

>does using vfat afect partitions in singletos in any way?

Mark,

not that I know of. It's being used and set up by MagiC here. When I
operate TOS the files will show up in 8+3 uppercase.
BTW, you can set up Mint as well to use lfn's. I'm not sure which
configfile but if needed I can look it up.

The one and only reason I use old 8+3 on my C partition is perhaps
some progs might complain about files not being correct. It was all
set up in early days with some old apps still running, therefore I
keep C as the original 8+3 partition. Actually, I never tried setting
it to vfat under MagiC, perhaps one can change it without a single
problem?

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

1502. Jared Falvo

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <Vtvj5.94$b06.12465@read2.inet.fi>
Source record: 58787

Hey there,
What is your email address? I'd like to have a word with
you. Write to lord_gaiyan@hotmail.com Thanks.

Joshua.

1503. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8mm23n$o8p$1@nnrp1.deja.com>
Source record: 58788

```
In article <PDoj5.198$vy3.20002@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:
> All someone has to do is get some of those clones to US shores and
then I'll
> consider supporting them. But I sure doubt THAT will ever happen
before the
> show is completely over.
```

Never say never. I&#65533;d wish you the best of luck with that. :)

```
Sent via Deja.com http://www.deja.com/
Before you buy.
```

1504. Re: Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <bawj5.1171$4T.64899@bgtnsc07-news.ops.worldnet.att.net>
Source record: 58789

CJ,

I have several NEW "TrueMouse" mice available for the Atari system. The TrueMouse is, in my opinion, the best mouse ever for the Atari system. I've been using one myself for years. Price is $27.95, with Priority Mail shipping within the continental United States included.

Also have a NEW Atari Handy Mouse in stock. Its actually its a hand/palm held trackball that can also be mounted on the front of your Atari keyboard if desired. For either left or right handed users with its 3 left mouse switches (one under the trackball itself, and the other two at the 11 o'clock and 1 o'clock positions; the right mouse button is located at the 6 o'clock position. Comes with a 5-1/2 foot cord and top side removable ball locking ring for easy cleaning. Price is $19.95, with Priority Mail shipping within the continental United States included.

Reply in Email if interested.

Sheldon

"CJ" <cjlink@mindspring.com> wrote in message
news:8mkscr$b9o$1@slb7.atl.mindspring.net...
> I am looking to buy a replacement mouse for my Atari 1040ST, or is it
> possible to convert a PC mouse?
>
>

1505. Re: WTB: Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <SQbuVZAgYpj5EwXt@steverosie.demon.co.uk>
Source record: 58790

In article <8mkscr$b9o$1@slb7.atl.mindspring.net>, CJ
<cjlink@mindspring.com> writes
>I am looking to buy a replacement mouse for my Atari 1040ST, or is it
>possible to convert a PC mouse?
>
>

Hi

I can still get hold of brand new Atari/Amiga compatible rodents for
ï¿½14.95+postage/shipping in the UK.

-- Cheers! For Now
Steve <><
WWW: www.the-asx.co.uk * * *
Email: steve@the-asx.co.uk * * *
Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1506. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8mma6l$1pl$1@sun27.hrz.tu-darmstadt.de>
Source record: 58791

Hi!

Mark Bedingfield <mark@baypc.com.au> wrote:
> does using vfat afect partitions in singletos in any way?

Some versions of SingleTOS will return the pseudo entries used by VFAT,
depending on what the application uses to retrieve the filenames in a
directory.

Thus, if your desktop (the built-in one is affected) displays rubbish
filenames like Aa with nonsense sizes, you should install HideVFAT,
available from

http://homepages.tu-darmstadt.de/~gryf/software/hvfat_r1.lzh

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

1507. Re: Jared Falvo

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <HDzj5.239$vy3.23743@news.goodnet.com>
Source record: 58792

Write to me at: luposian@mail_city.com

Remove the underline in "mailcity" (i.e. make it all one word) to reply.
Spam is horrible at Hotmail. Don't need it at my other account, which is
99% spam-free. Thank you, Lycos Communications!

Thanks.

Luposian

Joshua Kaijankoski <lord_gaiyan@hotmail.com> wrote in message
news:Vtvj5.94$b06.12465@read2.inet.fi...
> Hey there,
> What is your email address? I'd like to have a word with
> you. Write to lord_gaiyan@hotmail.com Thanks.
>
> Joshua.
>
>

1508. Re: Slots vs. no slots ;-)

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <qGzj5.240$vy3.23997@news.goodnet.com>
Source record: 58793

Oh, those poor, poor Ataris. Reduced to living in a PC box! "Ma, get me my Boomstick ... ol' Yeller needs puttin' down."

Luposian

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message news:8mlk0m$5jn$2@snipp.uninett.no...
> If you want to see what no slots leads to, please take a look at my Falcon
> and TT: http://atari.nvg.org/gallery/ ;-)
>
> I'll add some descriptions to each picture later.
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

1509. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <8lzj5.241$vy3.23996@news.goodnet.com>
Source record: 58794

If I had the money, sure... but I don't. Sorry.

Luposian

John Garone <swampfox1@earthlink.net> wrote in message
news:vVuj5.24138$0W4.578049@newsread2.prod.itd.earthlink.net...
> Jared,
> Sounds very simple. Have you thought of being the one to import them?
> John G.
>
> On 6 Aug 2000 18:56:06 -, "Jared Falvo" wrote:
> >All someone has to do is get some of those clones to US shores and then
I'll
> >consider supporting them. But I sure doubt THAT will ever happen before
the
> >show is completely over.
> >
> >Luposian
> >--------------
> >> I think a better vision is to creat another company that programs
drivers
> >for
> >> the Hades and Milan for graphic cards, printers, and other add ons.
> >>
> >> This could break the NVDI deadlok on the VDI system market control.
> >>
> >> They are slow to make support many new items since they have no
competion.
> >>
> >>
> >> Raymond
> >
> >
> >.

1510. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-07 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <PKzj5.242$vy3.24003@news.goodnet.com>
Source record: 58795

Oops, you just said it... TWICE! Oh, you baaaad man, you! :-)

Luposian

> Never say never. I'd wish you the best of luck with that. :)

1511. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mpmt6$a13$1@plutonium.compulink.co.uk>
Source record: 58646

In message <398f3997$0$18635@news.zetnet.co.uk>, lais@zetnet.co.uk said:

>Have you seen/heard the new SACD (Super Audio CD) format?
>2.8 *MHz* sample rate.

Yes but isn't this oversampling due to 1-bit recording?

Regards /Peter/

1512. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <uzZj5.29339$0W4.723992@newsread2.prod.itd.earthlink.net>
Source record: 58647

On 8 Aug 2000 17:53:44 G, anakimana@my-deja.com wrote:
>
>> How about a complete Milan II Computer Kit?
>> (assembly required/monitor not included)
>> (some parts available at Radio Shack!).
>> John G.
>>
>
>That's a great idea! It would cost Milan computers less money to ship
>them out, and they probably aren't making much profit on all those
>accessories anyway (diskette drives, hard drives, cases, etc.). If they
>do that, I could easily see them selling more kits than complete
>systems! Nearly everyone has (or has access to) spare parts, right?
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.
Basically, all that's needed would be a circuit board(s) and parts
that are not readily available (only high quality stuff though--like an
etched glass/epoxy motherboard)! Add a standard schematic and a Sam's
photofact type booklet (pics of installed, numbered, arrowed parts/test
point voltages, scope pics) with warnings for static sensitive parts,
pregnant and lactating mothers, take before meals with full glass of water,
do not operate heavy machinery..... (:->)~
John G.

1513. CD-R Media recommendations

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39906d33_3@huge.aa.net>
Source record: 58648

Hi all,

It's me AGAIN - with yet another question. I did include this in one of the followups, but I thought it best to start a new string with this.

Does anyone have any recommendations on brands of CD-R and CD-RW blank media. Any problems with any types or brands?

I'm using a Yamaha 8x4x24 CDRW with all Anodyne software (whenever I can get one of the retailers to take my order! Is everyone on vacation??) on a Falcon with Nemesis, TOS 4.04, ICD utilities.

Thanks for all previous input,

Clayton Murray
Seattle, WA USA

1514. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <048c83dc.6f6869aa@usw-ex0107-055.remarq.com>
Source record: 58649

lais@zetnet.co.uk (Shiuming Lai) wrote:
>On 7 Aug 2000 14:08:03 -, atarigalen wrote:
>
>>Since the human ear can only distinguish pulses of 1/40000 or
>>1/50000 (depending on the human), recording of better than CD
or
>>DAT quality are of no additional value (for human use, anyway).
>
>Have you seen/heard the new SACD (Super Audio CD) format?
>2.8 *MHz* sample rate.
>
>It's not about distinguishing the pulses, but how those
>pulses affect the continuous signal you're meant to hear.
>Far too complex to explain here, you need to read up.
>
Read where? I'll keep an open mind, but I'm rather skeptical.
Any sound can be defined as a sum of simple sine waves, and
sampling simply marks a series of discrete points that
approximate the waveform. I'm not saying that 2.8 Mhz can't be
done, but I'd be really surprised if this was more than a
marketing gimmick.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1515. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <08bcdc32.70cd8bf6@usw-ex0107-055.remarq.com>
Source record: 58650

Ken Macdonald <anarkist@idirect.com> wrote:
>My Microtek X6 works well with ScanXpro

Very glad to hear it. Is yours the X6 EL or an older member of
the X6 family?

(Since Microtek hasn't updated its software for the E6/X6 line,
I rather suspect they're all compatible, but I'm not sure of
this.)

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1516. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <043ae829.7488a14c@usw-ex0107-055.remarq.com>
Source record: 58651

Janka Gerhard <gerhard.janka@siemens.at> wrote:
>atarigalen wrote:

>I don't think that it's only the 760. My 400 works pretty well
>too :) All of the EPSON printers understand either ESC/P2 or
>ESC/P Raster, e.g. the 460 and 480 are of the ESC/P Raster type
>while the 670 and 760 are ESC/P2.

My statement was with regards to the Epson Stylus printers currently available in stores. Certainly the old ESC/P and ESC/P2 printers will work. This includes my LQ-800 dot matrix and my brand new 740 (closeout special) as well as your 400. However, the ESC/Raster do not seem to work with NVDI, and that includes the 670 and 760 of which you write. If anyone has an ESC/Raster printer working smoothly with an Atari under NVDI in 720 dpi color, please post!

>David Galvez's question as I understood it was not because his
460
>was not working but because it prints very slow. Here I suspect
>that the problem is that the Atari does not tell the printer to
>print text even if it's plain b&w ascii text, but it always
draws
>it as a graphics page (which IS very slow).
I agree that David's printer is probably working in graphics mode (if NVDI is enabled, it certainly is). One way to test this is to boot a clean system (bypass the Auto folder and accessories) and attempt to print a text file from the desktop. That is plain ASCII and both my HP500 and HP610CL have no trouble with it (haven't tried the Epson 740 yet).

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1517. Re: Gemulator 2000 version 7.1 Help Please

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0f02f1c0.7566a355@usw-ex0107-055.remarq.com>
Source record: 58652

"Pairman" <microtac@nospam.netscape.net> wrote:
>Me, I've had no problems with it. Even reads real Atari ST
disks my friend
>passed on to me.

Annoyingly, after nearly a year of no problems, I killed
Gemulator today.

I installed the Epson 740 driver (I had been using the Epson
ESC/P2 driver) and then discovered Gemulator would not print!
Attempting to change back didn't help, and now Gemulator crashes
upon loading. I'm very surprised at how unstable it's become
over the course of a couple hours, and since Gemulator is
essentially a single .EXE file (no .DLLs or anything), I'm not
sure how to go about fixing it.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1518. Re: S: Francois Le Coat

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39908e7a1182170@free.fr>
Source record: 58653

Hello,

in article <8mp6el$821$18$1@news.t-online.com> (comp.sys.atari.st)
Bernd Maedicke wrote on Tue 08-08-2000 16:40 (+0200):

> Hello,
>
> I search the email adress and the Url of the author from *EUREKA*, Francois Le
> Coats.

Maybe:

http://eureka.atari.org
mailto:lecoat@atari.org

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr/ta/

1519. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <399080cf$0$18634@news.zetnet.co.uk>
Source record: 58654

UPDATE - I've received a new Disk 1 and this one works. Must have
been a dicky transmission originally.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1520. Re: WTB: ST Formats

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Ian King <worldsoccer@btinternet.com>
Message-ID: <8mpv7n$cd6$1@uranium.btinternet.com>
Source record: 58655

Hi There,
I have ST Format and ST Action And ST User all with cover disc
in your would like them, you can come and collect them or I will deliever
them to you [You have to paid the petrol money].

PS I live in dartford, kent

Thanks

Ian King

"Joshua Kaijankoski" <lord_gaiyan@hotmail.com> wrote in message
news:8lMj5.5$0c7.525@read2.inet.fi...
> I'm very well aware of that...
>
> Joshua.
>
> "atarigalen" <kNOkSPAM@uia.net.invalid> wrote in message
> news:0d41c258.f1ace878@usw-ex0107-055.remarq.com...
> > "Joshua Kaijankoski" <lord_gaiyan@hotmail.com> wrote:
> > >I would really like to buy some ST Format magazines. I've been
> > looking all
> > >over Finland and Canada and haven't found a single one yet. I
> > would
> > >appreciate if someone sold me some of their magazines. Naturaly
> > I prefer the
> > >latest magazines but any will do. Thanks.
> > >
> > ST Format went out of production about five years ago. They
> > were followed by Atari Computing which went out of production in
> > December.
> >
> > Galen
> >
> >
> > ---
> >
> > Got questions? Get answers over the phone at Keen.com.
> > Up to 100 minutes free!
> > http://www.keen.com
> >
>
>

1521. For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <oU%j5.365$vy3.35893@news.goodnet.com>
Source record: 58656

If you knew Atari Computers was alive again, and that a 68060 or PowerPC system was available for $1,500 or less, would you buy it? If not at that price, what price/features would interest you to buy it? Would an affiliation with Hasbro cause you to doubt the quality or not? And would that doubt cause you not to buy for any reason whatsoever?

Jared

1522. Re: New Winframe for Magic 6.x

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <3g0k5.10706$5A2.227824@news.flash.net>
Source record: 58657

On 8 Aug 2000 17:48:38 +, Henrik =?iso-8859-1?Q?Gild=E5?= wrote:
>Hi!
>
>Today we (Nature) felt the time was right to present our latest work.
>It's a winframe replacement for Magic 6.x, and you can have a look at it
>at our homepage: nature.atari.org, and then go to Projects/Natframe.

That's great, and it looks cool, but I can't find where to go to
download it. No download link on either the "Nat-Frame" or "Download"
pages, and I don't know where I would look at the FTP sites. Please
tell us! Thanks!

Mike Freeman
nameerf@flash.net

1523. Re: CD-R Media recommendations

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Terry May <outrider@lvcm.com>
Message-ID: <iv31pssg2oa1snnq3na07cgio9ubl8m9d1@4ax.com>
Source record: 58658

On 8 Aug 2000 13:27:31 -0600, claytone@aa.net (Clayton Murray) wrote:

>Does anyone have any recommendations on brands of CD-R and CD-RW
>blank media. Any problems with any types or brands?

It really depends on your player, so it's best to experiment a little bit and see what works for YOU. For example, Memorex has gotten a bad rap in some circles, but I've had excellent luck with it.
--
"I saw a sign: 'Rest Area 25 Miles.' That's pretty big. Some people must be really tired." - Steven Wright

1524. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <39909acd$0$18632@news.zetnet.co.uk>
Source record: 58659

```
On 5 Aug 2000 12:50:47 G, Crash-n-Burn@yljdmkurna.com wrote:
>It took them eighty years since World War I, but
>the French finally figured out how to kill Germans.

I'd love to see what kind of funny stuff you
can come up with when someone in your family
comes to an early end.
```

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1525. Re: CD-R Media recommendations

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <39909bb8$0$18632@news.zetnet.co.uk>
Source record: 58660

On 8 Aug 2000 13:27:31 -, Clayton Murray wrote:
>Hi all,
>
>It's me AGAIN - with yet another question. I did include this in
>one of the followups, but I thought it best to start a new string
>with this.
>
>Does anyone have any recommendations on brands of CD-R and CD-RW
>blank media. Any problems with any types or brands?

I've never had any problem with any brand of CD-R
with any brand of CD-R(W) drive, and I get to try
a lot in my job. You just have to buy some and try
it yourself, this is very simple.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1526. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008082155060.175-100000@TT030>
Source record: 58661

On Tue, 8 Aug 2000, Jared Falvo wrote:

> If you knew Atari Computers was alive again, and that a 68060 or PowerPC
> system was available for $1,500 or less, would you buy it? If not at that
> price, what price/features would interest you to buy it? Would an
> affiliation with Hasbro cause you to doubt the quality or not? And would
> that doubt cause you not to buy for any reason whatsoever?

Are you going to keep track of this? Post results on a web site?
Perhaps it would be better to do this via e-mail if you intend
to tally up numbers.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1527. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Starlord <starlord@qnet>
Message-ID: <3990e516@news.qnet.com>
Source record: 58662

Well, I would have to think about it and maybe see some reviews too.
Plus living on a fixed income like I do, that kind of money takes
awhile to save up. PowerPC? stick with the 68XXX cpu's is my opion.

--
Founder of SIAR in 1971 / Founder of IAR in 1995
Current President of SIAR
http://www.starlords.org

"Jared Falvo" <luposian@mailcity.com> wrote in message
news:oU%j5.365$vy3.35893@news.goodnet.com...
> If you knew Atari Computers was alive again, and that a 68060 or
PowerPC
> system was available for $1,500 or less, would you buy it? If not
at that
> price, what price/features would interest you to buy it? Would an
> affiliation with Hasbro cause you to doubt the quality or not? And
would
> that doubt cause you not to buy for any reason whatsoever?
>
> Jared
>
>
>

1528. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Oq6k5.418$vy3.39622@news.goodnet.com>
Source record: 58663

What about after the 68060? Do you plan for that to be the first and last
CPU the new Ataris ever have? I think not...

Luposian

Starlord com> <starlord@qnet<*> wrote in message
news:3990e516@news.qnet.com...
> Well, I would have to think about it and maybe see some reviews too.
> Plus living on a fixed income like I do, that kind of money takes
> awhile to save up. PowerPC? stick with the 68XXX cpu's is my opion.
>
>
> --
> Founder of SIAR in 1971 / Founder of IAR in 1995
> Current President of SIAR
> http://www.starlords.org
>
>
> "Jared Falvo" <luposian@mailcity.com> wrote in message
> news:oU%j5.365$vy3.35893@news.goodnet.com...
> > If you knew Atari Computers was alive again, and that a 68060 or
> PowerPC
> > system was available for $1,500 or less, would you buy it? If not
> at that
> > price, what price/features would interest you to buy it? Would an
> > affiliation with Hasbro cause you to doubt the quality or not? And
> would
> > that doubt cause you not to buy for any reason whatsoever?
> >
> > Jared
> >
> >
> >
>
>

1529. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Us6k5.420$vy3.39600@news.goodnet.com>
Source record: 58664

Your words are very encouraging. Thank you. Now, if only we can get some positive reply from Hasbro on this topic...

Luposian

DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote in message news:8mqooq$969$1@news.asu.edu...
>
> >If you knew Atari Computers was alive again,
>
> I would have to have very good evidence that this was true before I
> would "know" it.
>
> >and that a 68060 or PowerPC
> >system was available for $1,500 or less, would you buy it? If not at that
> >price, what price/features would interest you to buy it?
>
> PowerPC with a few PCI slots, expandable memory, USB, etc., the usual
> common peecee attributes, plus native TOS in ROM (or Flash, rather)
> and (mostly) compatible with ST software? At that price? Certainly!
> But I would have to have very good evidence that it was more than
> vapourware.
>
> >Would an
> >affiliation with Hasbro cause you to doubt the quality or not? And would
> >that doubt cause you not to buy for any reason whatsoever?
>
> I can't see how an affiliation with Hasbro would be any grounds for
> doubt for the quality of such a machine. Again, the evidence for this
> affiliation would have to be very good.
> --

1530. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965803960-83946AEicMi@cwcom.net>
Source record: 58665

From: osian@zetnet.co.uk (Chris Simon)
Date: 07 Aug 2000 20:27:51 GMT

>Anybody had a problem extracting Disk 1? Newsie extracted Disk 2 OK,
>but hung on Disk 1 with the message "Decoding August," on the top line

Mine is fine, I just dragged the attachments from Emailer to a partition :-)

Try saving the message to a seperate file outside of Newsie, and quit all
running progs before putting the file through Munpack.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1531. Re: HELP! re: Teddy Term

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965803962-84406AEicMi@cwcom.net>
Source record: 58666

From: jfhaslam@zetnet.co.uk (James Haslam)
Date: 07 Aug 2000 20:39:53 GMT

>>>I believe Teddy Term is seriously affected by the millenium bug :(
>
>>How? I can't think of anything time or date related in something as simple as a
>>comms program?
>
>I think it has a clock in the status line! :)

Ah, I see! I gave up TeddyTerm yonks ago as it wasn't even MagiC friendly.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1532. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965842430-348073AEicMi@bun.com>
Source record: 58667

Hi Ji

>I emailed R.O.M. and as Newsie is set to automaticlly delete mail from
>server once received, Ulli kindly sent another the same night.
>(Sunday too! Must be getting ready for the holidays.)

So is that why the Papyrus support has dissapeared from in here or were the
questions getting too tough?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1533. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200008082036.a42402@su2.maus.de>
Source record: 58668

Hi Steve,

SS>(home and insert being left and right buttons)!
and the double click works the same way...

Und TTschï¿½
ps

1534. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3992bfec@fmlynet.org>
Source record: 58669

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Lonny Pursell <atari@SYNTAX.ERROR>
> I'm done with this thread. When I see a prototype at an Atari

I think I said this message sometime last week. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1535. Re: Slots vs. no slots ;-)

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <398F359A.2F5E1A85@cable.A2000.nl>
Source record: 58744

Hi Jo Even

Jo Even Skarstein wrote:
>
> If you want to see what no slots leads to, please take a look at my Falcon
> and TT: http://atari.nvg.org/gallery/ ;-)
>

For a very brief moment of time I believed you had 6 Falcons. :-) :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

1536. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <SIFCk6Gst0j5Ewm0@lovecraft.demon.co.uk>
Source record: 58745

Once upon a time <8mng4jrqm1@nnrp1.deja.com>, anakimana@excite.com
grabbed chalk and scrawled:
>
>> So,
>> how many of you Americans reading this group would actually buy a
>> Hades/Milan if imported by Jared or Lonny? Speak up! :)
>
>I will! I will! As with any other hobby, I'll buy if it isn't
>rediculously expensive. In fact, all I really need is a motherboard
>and the software package! If we could get kits like that, I could
>assemble and sell inexpensive systems to my friends & relatives too! I
>hope the Milan team realizes that doing so would help the "Atari
>community" get revived!

Never mind that, I'm in the UK, would consider buying a Milan II (and
even looking at resale), but no response from their email... So I'm
assuming Milan II will be under ï¿½1,000 basic, which is good if all the
MIDI stuff works as it should and would make me feel a lot happier about
learning about MIDI sequencing and production on an STE.

Slightly OT - how rare are Mega STEs, and how much to they change hands
for, ditto the TT?

Richard (looking forward to his STE setup, but also worried that if I do
learn how to do this well, the STE might just become obsolete and
Falcons are too pricey for what they are, most being upgraded and
towered).
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1537. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8mnirb$2k1$1@news.asu.edu>
Source record: 58796

```
>What if (the new Atari) computers were simply modified PCs?

TOS on x86... retch...
--
```

1538. Re: CDRW a follow-up

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Q6Jj5.1618$ZH3.1955@newsfeed.slurp.net>
Source record: 58797

On 6 Aug 2000 18:54:06 -, Clayton Murray wrote:
>Once again, thanks for all the input. I decided to go ahead and >get Anodyne's ExtenDOS Gold and "CD Writer Suite" (which has 3 >programs - audio, backup, and cd-rom). I called Kent at Systems

That is great. Make sure you also get CDISO which will allow you to make CD's that will work on any system. Also check the list of CDRW drives that Extendos Gold will work with.

>Only other question I can think of is..... any recommendations on >different brands of blank CR-Roms and CDRW media?

Does not really matter. I got some CDRW CD's by Memorex and they worked great.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1539. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <R6Jj5.1620$ZH3.1955@newsfeed.slurp.net>
Source record: 58798

On 6 Aug 2000 22:07:14 G, DAVID L. ORMAND wrote:
>
>Myself, I'd like to see a PowerPC platform with native TOS in ROM
>that was capable (even with an emulator) of running properly-written
>ST software. Guess I'm not going to see it. (didn't really expect to.)

There is a company making a hardware device for TOS computers that has
PowerPC capabilites. I remember reading about on the NET somewhere..

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1540. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <T6Jj5.1621$ZH3.1955@newsfeed.slurp.net>
Source record: 58799

On 7 Aug 2000 12:49:15 -, atarigalen wrote:

>Here's another who intends to purchase a Milan II, provided the
>OS is in English (which I am assured it is). I would greatly
>prefer an English speaking distributor and hope there is at
>least one in North America. As for the fuji, I have a few pins
>sitting around here -- with a bit of glue it'll have a fuji on
>it easily enough!

There was almost a North American dealer, but they wanted to wait and see
just good the Milan sold in Europe, so there is still hope. I like your pin
idea... <g>

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1541. Re: WTB: Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <V6Jj5.1622$ZH3.1955@newsfeed.slurp.net>
Source record: 58800

On 6 Aug 2000 19:26:28 -, "CJ" wrote:
>I am looking to buy a replacement mouse for my Atari 1040ST, or is it
>possible to convert a PC mouse?

I use a PC mouse with my Hades. It was made possible by the serial mouse adapter made by Mario Becroft. Go to the address below and order one:

http://gem.win.co.nz

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1542. Re: FTL Games and Software Heaven Inc

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Y6Jj5.1623$ZH3.1955@newsfeed.slurp.net>
Source record: 58801

On 7 Aug 2000 03:49:30 -, redrain wrote:

>Thank you "Grey Dragon" and Edward, so much! You see, for the longest
>time I have wanted to play Sundog again . . . I played in on my 1040ST
>back when it first came out, and to this day it is still one of my
>favorite games.

No problemo. I had such a great time with this game. Infact you have rekindled my interst in it. I think I will play it again and this time it will be better as I will have two sons to play it with.

>I think someone should do a new version of Sundog for today's PCs.
>Can you imagine what they could do with this game nowadays? Keep the
>storyline and premise the same, but upgrade the interface, graphics,
>and sound. Hell, I'd do it myself if I could. :)

Actually I kind of like it the way it is.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1543. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <_6Jj5.1624$ZH3.1955@newsfeed.slurp.net>
Source record: 58802

On 7 Aug 2000 20:27:51 G, Chris Simon wrote:
>Anybody had a problem extracting Disk 1? Newsie extracted Disk 2 OK,
>but hung on Disk 1 with the message "Decoding August," on the top line
>which was a bit strange. After rebooting, I found it had created a
>file called "august," with a length of zero bytes.

I had not problems what so ever. I did not use Newsie. Both files sent to
me were self-extracting.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1544. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8mno0ubjh1@cubacola.tninet.se>
Source record: 58803
Body handling: HTML body converted to readable text

On 7 Aug 2000 16:04:58 -, Ken Springer wrote:
snip
>
Anyone know if Migraph is still around? I know they were bundling
>their software with some low line PC machines at one time.
>
Ken
>
>.
Hi Ken

Please turn off HTML in Outlook or get a dedicated Newsreader.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1545. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <AjKj5.68$Q01.4724@nsw.nnrp.telstra.net>
Source record: 58804

better than windows on x86

Mark Bedingfield

DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote in message
news:8mnirb$2k1$1@news.asu.edu...
>
> >What if (the new Atari) computers were simply modified PCs?
>
> TOS on x86... retch...
> --

1546. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <ysKj5.70$Q01.4760@nsw.nnrp.telstra.net>
Source record: 58805

Sure it shouldnt be in this group and yes you do have a right to say it is offensive, let's just hope that the original poster dosent find your comment's offensive and refer the matter to his ISP....

Mark Bedingfield

PS I am not impressed either.

JI Logan <jlog@zetnet.co.uk> wrote in message news:398e6290$0$18631@news.zetnet.co.uk...
> On 7 Aug 2000 12:29:16 +, "Mark Bedingfield" wrote:
> |I missed the post but even if it is offensive to you, dosent he have a right
> |to say it......Can't we choose what we read.
> | . . . .
> |> > On 5 Aug 2000 12:50:47 G, Crash-n-Burn@yljdmkurna.com wrote:
> |> > |It took them eighty years since World War I, but
> |> > | . . . .
>
> I am not aware of any universal absolute right to say anything you
> like about anyone else. And when someone posts something to a
> newsgroup we do not have much of an option as to whether we read it
> or not. There is no warning message saying 'The vast majority of
> people will find this grossly offensive, only read if you like that
> sort of thing.' And if he does have a right to post whatever he
> likes to a newsgroup then I would have thought that I have a right
> to say 'this is sick' and someone else has a right to complain of it
> to the ISP. At the _very_ _very_ least it has nothing to do with
> Atari.

1547. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <AxKj5.71$Q01.4539@nsw.nnrp.telstra.net>
Source record: 58806

I use MultiTOS, but mostly TOS 4.04, which I like. I just wondered if I set up LFN's under another OS would TOS get Tossed off. I burn my own CD's on a PC and always have to be cautious as to keep 8x3. MultiTOS can handle LFN CD's but TOS can't.

Mark Bedingfield

Steve Sweet <stevesweet@bun.com> wrote in message news:965686274-587860AEicMi@bun.com...
> Hi Mark
>
> >does using vfat afect partitions in singletos in any way?
>
> Not at all, although you may spot some odd looking filenames in directories, if
> you just ignore these you'l be OK, but why would you want to drop back into
> TOS.
>
> Just in case i'm mis reading this, you have to run under MAGIC to create these
> VFAT partitions, but once created you can read them from TOS.
>
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

1548. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <5BKj5.72$Q01.4850@nsw.nnrp.telstra.net>
Source record: 58807

I still prefer Vinyl mate....Infinate sampling rates etc.

Mark Bedingfield

Shiuming Lai <lais@zetnet.co.uk> wrote in message
news:398f3997$0$18635@news.zetnet.co.uk...
> On 7 Aug 2000 14:08:03 -, atarigalen wrote:
>
> >Since the human ear can only distinguish pulses of 1/40000 or
> >1/50000 (depending on the human), recording of better than CD or
> >DAT quality are of no additional value (for human use, anyway).
>
> Have you seen/heard the new SACD (Super Audio CD) format?
> 2.8 *MHz* sample rate.
>
> It's not about distinguishing the pulses, but how those
> pulses affect the continuous signal you're meant to hear.
> Far too complex to explain here, you need to read up.
>
> Shiuming Lai
> _____
> CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
> mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
> Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
> Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
> with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
> Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1549. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <0DKj5.73$Q01.4288@nsw.nnrp.telstra.net>
Source record: 58808

Yeah but we are talking hardware emulation not perception, most of the samples I create are 50K, now an emulator would have to be able to play that back, without playing to slow. Not to mention the timming drama's this may cause the software running on the emulator

Mark Bedingfield

atarigalen <kNOkSPAM@uia.net.invalid> wrote in message news:05d77580.f9548950@usw-ex0107-055.remarq.com...
> "Mark Bedingfield" <mark@baypc.com.au> wrote:
> >Yes but it is very close to 50Khz. 44.1 is obviously easy but
> no good for
> >games emulation as only the best PC sound cards can handle
> higher (96khz-dvd
> >cd), these cards are not cheap...
> >
> Since the human ear can only distinguish pulses of 1/40000 or
> 1/50000 (depending on the human), recording of better than CD or
> DAT quality are of no additional value (for human use, anyway).
>
> Galen
>
>
> ----------
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com
>

1550. TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <8mnv77$6bk$1@nnrp1.deja.com>
Source record: 58809

Could anyone post some of the keyboard shortcuts that TOS uses?

I know that ALT+arrowkeys moves the cursor, ALT+INSERT = right click. But are there any other combinations I don't know about? I have three STFs but only one mouse. :(

Thanks,

Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

1551. FA 3 ST games: WISHBRINGER(Infocom), CRYSTAL CASTLES++

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: ickyboy1@aol.com
Message-ID: <20000807234216.21294.00000001@ng-fm1.aol.com>
Source record: 58810

3 complete ST games in one auction, no reserve! Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=403655766

1552. Re: WTB: ST Formats

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <8lMj5.5$0c7.525@read2.inet.fi>
Source record: 58811

I'm very well aware of that...

Joshua.

"atarigalen" <kNOkSPAM@uia.net.invalid> wrote in message
news:0d41c258.f1ace878@usw-ex0107-055.remarq.com...
> "Joshua Kaijankoski" <lord_gaiyan@hotmail.com> wrote:
> >I would really like to buy some ST Format magazines. I've been
> looking all
> >over Finland and Canada and haven't found a single one yet. I
> would
> >appreciate if someone sold me some of their magazines. Naturaly
> I prefer the
> >latest magazines but any will do. Thanks.
> >
> ST Format went out of production about five years ago. They
> were followed by Atari Computing which went out of production in
> December.
>
> Galen
>
>
> ---
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com
>

1553. Re: FA 3 ST games: WISHBRINGER(Infocom), CRYSTAL CASTLES++

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: KPW <kelvinw@no.spam.ihug.co.nz>
Message-ID: <MPG.13fa67d55f8c1919989832@news.dun.ihug.co.nz>
Source record: 58812

In article <20000807234216.21294.00000001@ng-fm1.aol.com>, Ickyboy1
says...
> 3 complete ST games in one auction, no reserve! Check it out at:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=403655766
>

I'd happily bid on these, but you are only shipping to the USA. In
fact, I'd probably pay your final price for Wishbringer (within
reason) and let you keep the other two.
--

Kelvin Wright
Dunedin
New Zealand

1554. 5200/8-bit trade for Misc. Jaguar

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: atarivision@my-deja.com
Message-ID: <8mob74efs1@nnrp1.deja.com>
Source record: 58813

I've got a few 5200 games:
James Bond 007
Gyruss
Defender
Star Wars:Arcade Game
MegaMania

and some 8-bit atari computer stuff, and misc 2600 games, controllers, etc. Also have some sega16bit games and hardware/controllers.

I'm looking to trade for Jaguar misc. items, games, flyers, etc.

Please contact me at AtariVision@mail.com if interested.

Thanks,

Clint
AtariVision.com

Sent via Deja.com http://www.deja.com/
Before you buy.

1555. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80og34jks7.fsf@junk.nocrew.org>
Source record: 58814

"Mark Bedingfield" <mark@baypc.com.au> writes:

> I still prefer Vinyl mate....Infinate sampling rates etc.

Hardly.. there are still limitations (and defects) in the vinyl
material.

Tomas

1556. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8moe6upbs1@snipp.uninett.no>
Source record: 58815

Konstantin Woller <Konstantin_Woller@b2.maus.de> wrote:

> Jo Even ...

> JES>You have ignored my mails ever since I sent you that cheque for the
> JES>Multiboard I ordered back in 1997 (or was it 96?), you've only
> JES>responded in public forums (like this group and on mausnet).

> the Multiboard was sold from Software Service Seidel! ... it's not
> our product ... we never sold it ...

I guess this says it all about your credibility:

----8<-----
JES>I'm looking for a product called Multiboard, which is a integrated
JES>fastram-card, IDE- and ISA-interface and TOS 2.06-adapter. If you can
JES>supply this or know anyone who can I'll be very grateful.

yes, we supply Multiboards at DM 199,- ... plus handling/shipping ...

with best regards, Konstantin Woller (woller & link gbr, Berlin)

---

http://www.inx.de/w+l

---->8-----

And quite some time later:

----8<-----

JES>Ok, here it is, the regular "I still haven't received any Multiboard"-
JES>mail. Seriously, what's taking you so long?

the delay is'nt cased in our company, we gave the Multiboard by post
long time ago ... now i asked the post for confirmation our delivery,
i'll hope, we'll get the answer soon, but i also now, the post normally
needs long time, to handle these things ... what can we do ?

JES>You have my money, and I
JES>have no Multiboard. It's been almost three months now, the post can't
JES>be *that* slow.

the post can do ... and - believe me - it's not the first time, we had
problems with the post ...

with regards, Konstantin Woller

---
http://www.inx.de/w+l

-----8-----

...and the dispute was settled many moons later when you finally agreed to send me some software instead of the Multiboard.

I saved all the correspondence, and I sent you 16 mails and received an impressive 7... And you still say you answer all your mail? If you don't believe me I'll be happy to mail you the archive, although I'd prefer to post it here...

> JES>> you ordered N.AES 2.0 ??=\ ... and we not delivered it ?????='''
> JES>
> JES>You never replied to my requests at all.

> i'm sorry, i can't believe that ... that's not our common style ...

Does anybody else want to comment this?

> JES>> when ? ...
> JES>
> JES>When 2.0 was released, last October IIRC.

> in the last 12 months i really can't remember an email from you ...

Unfortunately I mainly mailed from work then, so I don't have the archives here. But I think I can produce these too in a few days.

> P.S. legalize your copy of N.AES 2.0 ! ...

I'm sorry, but I won't have anything to do with your company any more. Why should I trust you with all the bad experience I have with both Woller & Link and Woller Systeme? You even ignored my requests for the free 1.1.7 -> 1.2.0 upgrade I was entitled to after you shipped 1.1.7 as 1.2. I had to get that version through "alternative channels" as well.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1557. Re: Slots vs. no slots ;-)

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8moea0pbs2@snipp.uninett.no>
Source record: 58816

Henk Robbers <H.Robbers@cable.a2000.nl> wrote:

>> If you want to see what no slots leads to, please take a look at my Falcon
>> and TT: http://atari.nvg.org/gallery/ ;-)

> For a very brief moment of time I believed you had 6 Falcons. :-) :-)

I wish ;-) I'm having serious DMA-problems now (that &/%/&$ Nemesis
DMA-patch again), so I had to move the Zip and CD-ROM to my TT.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1558. Re: Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <965722624.19135.0.nnrp-08.9e983130@news.demon.co.uk>
Source record: 58817

>
>BTW - has anyone managed to extract the SMURF.HYP during installation?
>I can't do it, even when putting a (spare) GUIDES folder on C: where
>Smurf looks for it, I'm told, and *also* putting the correct path in
>magx.inf: #_ENV HYPPATH=D:\ST_GUIDE\GUIDES\.

I haven't tried that but the Bubble help files work ok

Regards

Mike Bedford

1559. Re: Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8mojvn$5ve$1@neptunium.btinternet.com>
Source record: 58818

Hello Joe,

All the information you need is at
http://www.seagate.com/support/disc/scsi/st12400n.html

Hope this helps, the diagrams are very clear.

Simon Osborne
Atari Active

"Joe Mirando" <jmirando@portone.com> wrote in message
news:398F66EE.E264C439@portone.com...
> Okay guys,
>
> I need some help here. I've got a TT with several assorted SCSI drives
> attached.
>
> I've recently tried to add a Seagate ST12400N 2 gig drive to the SCSI
> (not ASCSI) chain and have had nothing but problems. This drive WAS
> working previously but this time there has been no joy in Mudville.
>
> I can get past bootup and, when running HD Driver (v 7.55, I believe) I
> can "see" the Seagate as SCSI 1, and can get to the point where I should
>
> be able to format the drive. Here is where the trouble begins....
>
> When I begin to format the drive, it seems to power down and cycle back
> up again. Of course, by this time HD Driver comes back and tells me that
>
> the media cannot be formatted.
>
> There are several jumpers on the drive that have me scratching my head.
> Does anyone have any idea of how the following should be set?
>
>
>
>
> Drive Termination
>
> SCSI Parity Check
>
> Write Protect
>
> Spindle Motor Starts On Powerup
>
> Spindle Motor Starts On Command Only

>
> Spindle Motor Delay (ID X 12 sec)
>
> Factory Default - Do Not Alter
>
>
> TERMPWR supplied by drive to drive
>
> TERMPWR supplied by drive to SCSI pin 26
>
> TERMPWR supplied by to drive and SCSI pin 26
>
> TERMPWR is not connected to drive or SCSI bus
>
> TERMPWR is supplied by SCSI pin 26 to drive
>
>
>
> I guess I'm falling behind on the "latest old hardware". <g>
>
>
>
> Any help would be greatly appreciated,
>
> Joe Mirando
> A-ONE Magazine
>
> (ps: My apologies if this shows up several times, but my news server
> keeps telling me
> that I'm not allowed to post a message)
>

1560. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <f0ItslAva9j5EwUO@steverosie.demon.co.uk>
Source record: 58819

In article <8mnv77$6bk$1@nnrp1.deja.com>, TC Steve
<stephenw@operamail.com> writes
>Could anyone post some of the keyboard shortcuts that TOS uses?
>
>I know that ALT+arrowkeys moves the cursor, ALT+INSERT = right click. But
>are there any other combinations I don't know about? I have three STFs but
>only one mouse. :(
>
>Thanks,

It all depends on what TOS you have!

Just lately I keep hearing about the alt+arrow keys to use the mouse
(home and insert being left and right buttons)! for those that don't
know, by pressing SHIFT as well you get fine movement of the mouse.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1561. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <DGQj5.28174$0W4.692208@newsread2.prod.itd.earthlink.net>
Source record: 58820

On 7 Aug 2000 23:18:46 G, anakimana@excite.com wrote:
>
>> So,
>> how many of you Americans reading this group would actually buy a
>> Hades/Milan if imported by Jared or Lonny? Speak up! :)
>
>I will! I will! As with any other hobby, I'll buy if it isn't
>rediculously expensive. In fact, all I really need is a motherboard
>and the software package! If we could get kits like that, I could
>assemble and sell inexpensive systems to my friends & relatives too! I
>hope the Milan team realizes that doing so would help the "Atari
>community" get revived!
>
>Andy Blakely
>WA/USA
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

How about a complete Milan II Computer Kit?
(assembly required/monitor not included)
(some parts available at Radio Shack!).
John G.

1562. Re: Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008081223560.93-100000@rakas>
Source record: 58821

On 2000-8-7, Joe Mirando <jmirando@portone.com> wrote:

> When I begin to format the drive, it seems to power down and cycle back
> up again. Of course, by this time HD Driver comes back and tells me that
> the media cannot be formatted.

Your drive is dying. You need a new one within the next 24h.

This happened to me recently, on my Linux PC. Seems drives of
about 1 to 2 GB from various brands suffer the most of this.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1563. Re: Gemulator 2000 version 7.1 Help Please

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Bob Wilson <wilsonrob@home.com>
Message-ID: <MPG.13f9ac20128260b7989691@news>
Source record: 58822

More experimenting has allowed me to get GEMULATOR up and running. It seems to have problems with certain load at start programs. I turned off realplayer and Norton anti virus and it seems to work. I have not tried turning these off individually so it likely is one or the other.

Interestingly on my desktop I could not get success unless I turned ZOOM mode on.

On my laptop it did not work with ZOOM on.

It certainly flies when you get it working.

1564. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <398FEB47.49116988@siemens.at>
Source record: 58823

atarigalen wrote:
> I'm sorry to hear that. It appears that only the 760 has any
> DOS/NVDI capability, as noted below. Thankfully, there are
> still HPs (bless PCL3!).

I don't think that it's only the 760. My 400 works pretty well
too :)
All of the EPSON printers understand either ESC/P2 or ESC/P Raster,
e.g. the 460 and 480 are of the ESC/P Raster type while the 670 and
760 are ESC/P2.
David Galvez's question as I understood it was not because his 460
was not working but because it prints very slow. Here I suspect
that the problem is that the Atari does not tell the printer to
print text even if it's plain b&w ascii text, but it always draws
it as a graphics page (which IS very slow).
BTW I mostly print graphics pages and use IMAGEPRINT, whose printer
driver is definitely better (even if it is still somewhat slow).

Gerhard

1565. Mint 800XL FS/FT

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: tonym04@aol.com
Message-ID: <20000808074051.00668.00000005@ng-cg1.aol.com>
Source record: 58824

I have a mint 800XL computer with mint 1050 drive and some disks for trade. My wants/needs, a good working N64 is my first choice. If not, perhaps a good working and nice Turbo Duo system. If anyone is interested, please e-mail me at:

tonym04@aol.com

1566. Last Day for Auction: SF314 drive

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: relayer@my-deja.com
Message-ID: <8moulp$sl4$1@nnrp1.deja.com>
Source record: 58825

The auction for an SF314 Disk Drive ends late this evening (Aug 8)

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=402004750

Thanks,
Jeff Salzman
me@REMOVE-MEzymurgy.net
(Remove CAPS and dash to e-mail)

Sent via Deja.com http://www.deja.com/
Before you buy.

1567. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <39900065.AD1EF96C@idirect.com>
Source record: 58826

I've seen them in Canada.
We've had people with them wanting to
join TAF
ken

Raymond Collins wrote:
>
> They where never sold in the USA.
> Raymond
>
> On 7 Aug 2000 15:28:22 G, "Joshua Kaijankoski" wrote:
> >Atari did make PCs too...
> >
> >Joshua.
> >
> >"Jared Falvo" <luposian@mailcity.com> wrote in message
> >news:_tAj5.246$vy3.24335@news.goodnet.com...
> >> People want their TOS computers, right? They want their slots, right?
> >They
> >> want it all, right? Well, so do we!
-snip-

1568. Re: Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <39900A7A.7A1AFC53@portone.com>
Source record: 58827

SIMON!

Thanks for the URL. I've made a note of it for future reference.

Unfortunately, I have already puzzled out the positions of the jumpers
already. What I need to know is WHAT they should be set to.

Thanks for posting the URL for Seagate though. I'm sure that others will be
able to make use of it.

Take care,

Joe Mirando
A-ONE Magazine

Atari Active wrote:

> Hello Joe,
>
> All the information you need is at
> http://www.seagate.com/support/disc/scsi/st12400n.html
>
> Hope this helps, the diagrams are very clear.
>
> Simon Osborne
> Atari Active

1569. Re: Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <39900BE9.A7BBAB18@portone.com>
Source record: 58828

Martin-ï¿½ric,

I REALLY didn't want to hear that! <g>

Actually, I have two of these drives. One of them was purchased several weeks ago but not used until now. Neither of them work. That is why I had assumed that it was a configuration problem.

It's funny that you should mention Linux. These drives were to run Linux on the TT. Well actually, ONE was going to run Linux. The other was going to hold NetBSD.

Thanks for the insight,

Joe Mirando
A-ONE Magazine

Martin-ï¿½ric Racine wrote:

> Your drive is dying. You need a new one within the next 24h.
>
> This happened to me recently, on my Linux PC. Seems drives of
> about 1 to 2 GB from various brands suffer the most of this.
>
> --
> Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1570. Re: FTL Games and Software Heaven Inc

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <I0Uj5.34$xL6.1406@news3.voicenet.com>
Source record: 58829

On 8 Aug 2000 01:11:20 G, Edward S. Baiz Jr. wrote:
>On 7 Aug 2000 03:49:30 -, redrain wrote:
>
>>Thank you "Grey Dragon" and Edward, so much! You see, for the longest
>>time I have wanted to play Sundog again . . . I played in on my 1040ST
>>back when it first came out, and to this day it is still one of my
>>favorite games.
>
>No problemo. I had such a great time with this game. Infact you have
>rekindled my interst in it. I think I will play it again and this time it
>will be better as I will have two sons to play it with.
>
>>I think someone should do a new version of Sundog for today's PCs.
>>Can you imagine what they could do with this game nowadays? Keep the
>>storyline and premise the same, but upgrade the interface, graphics,
>>and sound. Hell, I'd do it myself if I could. :)
>
>Actually I kind of like it the way it is.
>
>Edward S. Baiz Jr.
> (Gamer)

One of my favorite games.

Found a level in the game where I met the programmer Mike Newton on the
street.

Raymond

Raymond Collins	Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a Master Z --|Z|--	ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com	2MB VRAM CyREL Sunrise graphics card
rcollins@gcfn.org	Die Hard, Serious Atarian since 1983

1571. S: Francois Le Coat

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Bernd Maedicke <BMaedicke@t-online.de>
Message-ID: <8mp6el$821$18$1@news.t-online.com>
Source record: 58830

Hello,

I search the email adress and the Url of the author from *EUREKA*, Francois Le Coats.

The url http://www.ief.u-psud.fr/~lecoat/ doesn't work and the email adress: lecoat@ief.u-psud.fr is not ok. What is new email adress and url?

Ciao, Bernd ...

EMail: BMaedicke@t-online.de
URL: http://home.t-online.de/home/BMaedicke/

* Atari Falcon040 - NOVA Graphic Card - MagiC *
***** MOTOROLA inside - 100% Microsoft free *****
*** Starwars - Startrek - Stargate - BABYLON 5 ***

1572. Re: PD Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8mp766$i1l$1@uranium.btinternet.com>
Source record: 58831

"Chris Crosskey" <chrisc@zetnet.co.uk> wrote in message
news:398f4010$0$18632@news.zetnet.co.uk...
>
> Thanks Uwe...I think I've got 0.34 kicking around somewhere, I'll give it
a
> go....I've got so used to Metados 2.74 just being there and doing its
> job...
>
> chrisc
>

Or you could use the great Extendos!

Simon

1573. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3990206B.20E97AF0@idirect.com>
Source record: 58832

atarigalen wrote:
> phantomm@eastky.net (Phantomm) wrote:
> >Does anyone know of any Atari software that will drive some of
> the latest Color FlatBed Scanners on the Falcons Printer Port?
> >Also, MiGraph sold some color FlatBed Scanners for the TT and
> Falcon at one time. Does anyone know if those scanners connected to
> the SCSI or parallel port?
> >
> I do not know of any parallel port scanners for the Falcon.
> Most are SCSI (the Umax Astra 1220S definitely works with ScanX,
> the Microtek X6 EL possibly does) and cost about $150 each.
> Used Microtek E3 and E6 scanners can be had for as little as $50
> on Ebay.
> All the MiGraph scanners I've seen (ST and Falcon) connected to
> the cartridge port.
> Galen

My Microtek X6works well with ScanXpro
ken

1574. Re: SCSI connection between MAC G3 and Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <39902BB1.681DC187@chorus.net>
Source record: 58833

> Galen,
>
Well I use two computers at once, My TT's Keyboard & Monitor are inches
away from my Mac.

And with two computers on at the same time I could do some multi-tasking
myself.

And frequently do!

SAK :)

> I'm glad to hear everything's working. Just remember...NEVER
> access a drive with both computers simultaneously. I realize
> it's uncommon for one person to be using two computers at once,
> but it does happen.
>
> Galen
>
>

1575. New Winframe for Magic 6.x

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Henrik Gildå <di98gihe@chl.chalmers.se>
Message-ID: <39902BD6.DB81A287@chl.chalmers.se>
Source record: 58834

Hi!

Today we (Nature) felt the time was right to present our latest work.
It's a winframe replacement for Magic 6.x, and you can have a look at it
at our homepage: nature.atari.org, and then go to Projects/Natframe.

Regards
Henrik

1576. Re: PD Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <399035B5.1578AD36@ooc.de>
Source record: 58835

Chris Crosskey wrote:
>
> Thanks Uwe...I think I've got 0.34 kicking around somewhere, I'll give it a
> go....I've got so used to Metados 2.74 just being there and doing its

Don't forget to register in case you're going to use SPIN! permanently.
Registering and paying the fee will also give you access to more current
(beta) versions.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

1577. Re: woller systeme ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8mpdcfnid2@news.hccnet.nl>
Source record: 58836

So, Konstantin, do I take it that you still want the man's money but you have no intention of answering the man's questions?

--

Folkert Rienstra
(don't email me please, reply to the group)
visit Gary Field's SCSI Info Central at www.scsifaq.org
The 'Technical Committee T13 AT Attachment'
(or IDE for short) is found at http://www.t13.org/
A new ATA/ATAPI-6 draft is out!

"Konstantin Woller" <Konstantin_Woller@b2.maus.de> wrote in message
news:200008021025.a10802@b2.maus.de...
|
| hello Jo Even ...
|
| KW>JES>I sent you (and another German Atari-dealer) numerous emails re.
| KW>JES>N.AES 2. I never got any replies, so I ended up getting a pirated
| KW>JES>version after about two months.
| KW>
| KW>you ordered N.AES 2.0 ??=\ ... and we not delivered it ?????='''
| KW>
| KW>when ? ...
| KW>
| KW>but anyway ... now we have again the chance, to deliver a legal copy
| KW>also to you ... please tell us your details of shipping and paying and
| KW>everything should be fine ...
|
| we're still waiting for your ordering details ...
|
| with best regards, Konstantin (woller systeme, Berlin)
|

1578. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39903ee6$0$18634@news.zetnet.co.uk>
Source record: 58837

On 8 Aug 2000 01:11:22 G, Edward S. Baiz Jr. wrote:
>I had not problems what so ever. I did not use Newsie. Both files sent to
>me were self-extracting.

Ah yes, but how did you receive them? If they came via email then
you'd need to extract them from your email program - this is the
problem I'm having. Once they're extracted, you double-click on them
then they unzip themselves.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1579. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <965755275.5602.0.nnrp-02.9e983130@news.demon.co.uk>
Source record: 58838

On 6 Aug 2000 23:18:56 G, David Leaver wrote:
>
>Your real problem is that you are trying to calculate the variability
>of numbers which are varying only in the sixth significant digit with
>what I suspect are 24 bit reals, which are only accurate to 6 or 7
>digits. Most spreadsheets provide considerably greater precision.
>
>And if 6 digits represents the limit set on the data by measurement
>accuracy, then the improvement in numerical precision afforded by
>subtracting the mean is entirely spurious.
>

Not such a problem, subtract the lowest value from each of the data, calculate
the mean & s.d. of the residues. You can then add the mean calculated to the
lowest value to give the mean of the group. The s.d. is the same for each ie.
the original data or differences.

Regards

Mike Bedford

1580. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <8mph88$93h$1@nnrp1.deja.com>
Source record: 58839

> Here's an idea for Jared, why not take his excitement and start
> forming a list of US residents and what system(s) they are wanting
> and keep this on his page. Then when it reaches considerable
> numbers present it to US dealers or the clone makers?

If Jared doesn't, somebody ought to. That's a great idea! Just think how pumped up that dealer would be to have a list of buyers without having to advertise or anything! That would give them incentive to sell it, too.

>
> At least route the excitement to something constructive instead
> of wasting time trying to re-invent things. ;-)
>
> I won't import anything on my own, would need a partner as two
> heads are always better than one. If I imported them myself it
> would probably be what I want and not what everyone else would
> want or could afford.

Hmmm... sounds like fun. Too bad I'm so fricking busy already! I'm sure somebody in here would partner up with you if you wanted.

>
> ---
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1581. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: anakimana@my-deja.com
Message-ID: <8mphf6$95k$1@nnrp1.deja.com>
Source record: 58840

> How about a complete Milan II Computer Kit?
> (assembly required/monitor not included)
> (some parts available at Radio Shack!).
> John G.
>

That's a great idea! It would cost Milan computers less money to ship them out, and they probably aren't making much profit on all those accessories anyway (diskette drives, hard drives, cases, etc.). If they do that, I could easily see them selling more kits than complete systems! Nearly everyone has (or has access to) spare parts, right?

Sent via Deja.com http://www.deja.com/
Before you buy.

1582. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <8mpidu$9tf$1@nnrp1.deja.com>
Source record: 58841

> Slightly OT - how rare are Mega STEs, and how much to they change
hands
> for, ditto the TT?
>

I'm always looking for Atari stuff, and I've never come across a Mega STE for sale locally. I've never even seen one except for pictures on the net. Same with the TT; it's even more rare over here. Or maybe I'm just not in the right places at the right times. Almost all the Atari computers I see are the 1040STF models. Once in a while I'll see an STE. As for prices, I'd say a Mega STE would go for between $200 and $350, depending on what comes with it. The TT probably would be $300 to $600. The trick is finding those systems over here!

Andy Blakely
1040stf, 1040ste
WA/USA

Sent via Deja.com http://www.deja.com/
Before you buy.

1583. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <yoNKskCRKFk5Ewom@lovecraft.demon.co.uk>
Source record: 58842

Once upon a time <8mpidu$9tf$1@nnrp1.deja.com>, anakimana@excite.com
grabbed chalk and scrawled:

>I'm always looking for Atari stuff, and I've never come across a Mega
>STE for sale locally. I've never even seen one except for pictures on
>the net. Same with the TT; it's even more rare over here. Or maybe I'm
>just not in the right places at the right times. Almost all the Atari
>computers I see are the 1040STF models.

Figures...

>Once in a while I'll see an
>STE.

I have a 4Mb upgraded STE, I'll have it in my hands tomorrow :) I'm just
planning ahead...

>As for prices, I'd say a Mega STE would go for between $200 and
>$350, depending on what comes with it.

Sooo, around ï¿½140-ï¿½250. I could deal with that if the STE really does
help me with music.

>The TT probably would be $300 to
>$600. The trick is finding those systems over here!

I don't really know all that much about the TT, to be honest. Again, the
bottom end is tolerable, given a TT /should/ be able to to HD recording
- however, the Falcon030 definitely does HD recording and seems to go
for ï¿½200 - ï¿½400 depending on upgrades.

I could import from Germany, being based in the UK :)

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1584. Re: Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mpmt2$a10$1@plutonium.compulink.co.uk>
Source record: 58843

In message <965631168-33338AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>>BTW - has anyone managed to extract the SMURF.HYP during installation?
>>I can't do it, even when putting a (spare) GUIDES folder on C: where
>>Smurf looks for it, I'm told, and *also* putting the correct path in
>>magx.inf: #_ENV HYPPATH=D:\ST_GUIDE\GUIDES\.
>
>I don't think that's right. STGUIDE.INF holds all the path information, that
>file should lie in your HOME folder. Also hyppath isn't the right spelling for
>that keyword, if you've copied it from your setup file!

Yes I know STGUIDE.INF holds path info *for ST-GUIDE*, but this is for
the unpacking of the Smurf disk which may not access this. Olaf sent me:
'C:/ST-GUIDE/GUIDES wird nicht gepr�ft, nur C:/GUIDES. Au�erdem wird aber
die Environmentvariable HYPPATH gepr�ft. Du kannst mal versuchen, diese
auf Deinen Guides-Pfad zu setzen (HYPPATH = C:\ST-GUIDE\GUIDES), das
sollte funktionieren.'
Or in English: 'No check is made for C:/ST-GUIDE/GUIDES, only C:/GUIDES.
But in addition the environmental variable HYPPATH is checked. You can
try to set this to your Guides path (HYPPATH = C:\ST-GUIDE\GUIDES), that
ought to work.'
He doesn't make it clear which env variable, but I assume he means the
MagiC one (though he has written it with spaces either side of '='). I
have asked him but no reply yet.

Since then you may have seen that Charles Stanley has taken a look in
Edhack at the archive and didn't find a SMURF.HYP in it - so perhaps
it's been left out.

Regards, /Peter/

1585. Re: Smurf Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mpmt4$a11$1@plutonium.compulink.co.uk>
Source record: 58844

In message <398f0bd6151bce0@online.be>, tos4ever@online.be said:

>The only way to make sure progs will find their HYP's is be setting the
>paths in stguide.inf. e.g. PATHS=H:\HYPERTEX.T\GUIDES
>
>As st-guide is rather old I don't think it looks for its inf in the home dir. I
>should say put it on the root of your bootdisk (besides st-guide).

Sorry but you've missed the point of my question. It's not about a program not finding its HYP file (I know a bit about that as I translated much of ST-Guide in the first place) but about Smurf not unpacking the HYP file from its installation archive - I presumed because it doesn't know where to put it. But Charles Stanley has looked into the file with EdHack and the HYP doesn't seem to be there. And having taken a look with Egale, I can now confirm that.

Regards, /Peter/

1586. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-08 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8mpmt5$a12$1@plutonium.compulink.co.uk>
Source record: 58845

In message <965673702-73290AEicMi@bun.com>, stevesweet@bun.com said:

Hi Steve!

>The keys of your Rolls Royce had an adress on them, along with your name, and i
>ArseYouMe'd it was your gaff.

Naah - they were the guy's I nicked it orf orf!

/Peter/

1587. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <399155BF.8F0E12E9@greeleynet.com>
Source record: 58596

Phantomm wrote:
>
> On 8 Aug 2000 15:02:38 G, Ken Macdonald wrote:
>
> Also, There is the GT Look 2 Software that worked with a color FlatBed
> scanner thru the cart port. Not sure on the scanner name though. But
> I think it was Epson.

I have GT Look 2, but I don't remember an option to use the cartridge port. I know I don't have a cartridge to plug in. I know there are 4 port options for collecting data, one is SCSI, one is parallel (printer), but I don't remember the other two. The software is on my Hades, which is in the middle of moving from point A to point B, so I can't go boot it up and find out.

The software does use the Epson scanner. I have the ES 800, which had a different model number in Europe.

Migraph's Colorburst uses a combo cartridge and parallel port cabling for the TT version, and uses TT low res.

Ken

1588. Falcon woes

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3991567E.92402F4E@greeleynet.com>
Source record: 58597

I recently had a chance to sell my Falcon, so I hooked it up
for the first time in 3 years to make sure it would work
ok. It didn't. :-(

Two problems:

It does not recognized the floppy disk.

The mouse cursor will not move to the right, just up, down,
and left. The mouse itself is not the problem, as a known
good mouse also does not work.

Any suggestions? I have no idea where my nearest Atari
service might be.

Thanks.

Ken

1589. I, was born, under a wandering, mouse...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <GZOXQUGfyVk5Ewto@lovecraft.demon.co.uk>
Source record: 58598

Weird behaviour... I got my STE today, and hooked it all up - it looks messy, but it works, and an XC12 kindly donated screws to hold it together properly ;)

It has an aftermarket mouse.

This mouse likes to wander. Usually to the left of the screen, sometimes to the right. Messing with the connector on an extension lead can fix or exacerbate the problem.

I'm thinking years of being removed by the cable have broken some wires?

Anyone want to sell/give me a real ST mouse? I happen to like them, I could even use a couple so I have one for my XLs...

Other problems - the spacebar appears to be missing a spring. Am I right in remembering the best fix for this was to nick the spring from the right-shift key? Or can I mutilate my 65XE and steal a spring from that?

Other than that, it's great :) TOS 2.06 and Rainbow TOS (the logo changes colour), 4Mb RAM, HD floppy, HD external floppy (with a blown voltage regulator), sampler, realtime clock[1], monitor switcher, all for ï¿½40 plus the shipping :)

Richard
[1] Ah, yes. The clock. It doesn't work, it has a battery in it which I think is dead. It's an FMC-II, and the software doesn't let you set dates beyond 1999 ;). Can I either get new software, or a different external clock cart that does support dates beyond Y2K? I'm guessing replacing the battery will fix the cart.
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1590. Clearance Games

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Mark Osborne <mark@budeonline.co.uk>
Message-ID: <39916239$1@news.telinco.net>
Source record: 58599

Hi all,

I work for a game sales/rentals shop and the boss has just decided to shift the piles of Spectrum/Atari/Amiga/MegaDrive/Snes/Master System/Commodore etc items that he has piled up in the attic.

We have literally boxes of games available with a considerable bulk discount available. We also have bits of hardware available (some machines, PSUs, printers etc).

If there is anything you are interested in please do not hesitate to let me know.

Cheers,

Ben (the corporate tart)

On behalf of Computoz (www.computoz.co.uk)
btw we do have some lists available of clearance items available thru our website.

1591. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <2zdk5.129$xL6.6092@news3.voicenet.com>
Source record: 58600

On 8 Aug 2000 23:04:42 -, "Jared Falvo" wrote:
>Your words are very encouraging. Thank you. Now, if only we can get some
>positive reply from Hasbro on this topic...
>
>Luposian
>-------------

Are you doing marketing research for you or the Milan folks?

With that said. I would still buy an Atari due to my large investment in
Atari software. Moving to another platform for me would mean paying about 3
times more in software than the cost of a PowerPC.

However:

Have you ever taken a look at the Atari clones.
They are not best on PC boards but custom design systems.

Hades by Medusa Computer Systems: http://www.kingx.com/kingx/medusa/
Milan by Milan Computer GmbH: http://www.milan-computer.de/

If you could out do these computers with great driver for Voodoo, Matrox,
Diamond Viper and ATI Pro Rage in PCI, ISA, AGPx graphic cards. Support
USB, Firewire, and SCSI-3. Support SoundBlaster, Creative 3D, Diamond in
PCI sond cards.

Do all this and be backward supportive of all of the ST, STE, TT and Falcon
software.

You would have an Atari ready for the new real world.

Best of all YOU will have do what Atari never did.

The best I would like is support for current graphic and sound cards on
the existing Atari clones.

Raymond

Raymond Collins	Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a Master Z --|Z|--	ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com	2MB VRAM CyREL Sunrise graphics card
rcollins@gcfn.org	Die Hard, Serious Atarian since 1983
^^^^^^^^^^^^^^^

1592. Re: Gemulator 2000 version 7.1 Help Please

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0618f078.8024ad0f@usw-ex0107-055.remarq.com>
Source record: 58601

atarigalen <kNOkSPAM@uia.net.invalid> wrote:

>I installed the Epson 740 driver (I had been using the Epson
>ESC/P2 driver) and then discovered Gemulator would not print!
>Attempting to change back didn't help, and now Gemulator crashes
>upon loading. I'm very surprised at how unstable it's become
>over the course of a couple hours, and since Gemulator is
>essentially a single .EXE file (no .DLLs or anything), I'm not
>sure how to go about fixing it.
>
Gemulator is now running again (had to delete it and get a new
version from the website) and all is well except ...

..it still will not print! Word prints, Explorer prints, but
Gemulator doesn't print. The "Atari" _thinks_ it's printing and
everything works normally except that no printed material comes
out of the printer. Any ideas?

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1593. A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <8mshm3aot1@nnrp1.deja.com>
Source record: 58602

A couple of Mac computers at my workplace were fitted with a card which added a Pentium PC to it. It had the processor, RAM, BIOS, and perhaps more included... the PC side used a partition on the Mac's hard drive and used software that (1) allowed you to switch between the Mac and PC using a combination of keys like Alt-Enter, and (2) allowed you to put files in a shared folder in order to transfer files between the two platforms. Both motherboards used the same floppy, hard drive, network card (i think), sound, video, etc. When you switched from the Mac to the PC, the Mac would stay on, but just sitting. Sometimes I'd go back and the screen saver was on...

If a PC can be added to a Mac via PCI slots, why couldn't we do the same with, say, a Milan? I don't see why not. Milans use regular PC/Mac hardware anyway.

What do you think?

Sent via Deja.com http://www.deja.com/
Before you buy.

1594. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: VE6HY <VE6HY@calcna.ab.ca>
Message-ID: <399173CB.4E72ABAE@calcna.ab.ca>
Source record: 58603

Martin-ï¿½ric Racine wrote:

> In any case, stop poluting the newsgroup with your nonsense.

Why - it is not as if there was anything else going on - is there ????

The Canadian Curmudgeon (delighted to see something here - even
Sinclap & Chunks !)

1595. Re: Falcon woes

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mrsr3$ji5$1@snipp.uninett.no>
Source record: 58604

Ken Springer <wordworks@greeleynet.com> wrote:

> It does not recognized the floppy disk.

Check the cables and connectors, they might have oxydized over the years.

> The mouse cursor will not move to the right, just up, down,
> and left. The mouse itself is not the problem, as a known
> good mouse also does not work.

Almost certainly a bad connector, take apart the keyboard and fresh up the
solderjoints on the mouse-connector.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1596. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200008091050.a10965@b2.maus.de>
Source record: 58605

Jo Even ...

all these things are from 1996 ... i'll try to check it =' ... but
- may be - we handled the MultiBoard only a short time while the
opening of our new shop in '96 here in Berlin ... and i really not
remembered that ... o.k. ...

the story about your MultiBoard could be right, but i've to check
it ... first of all the delivery-papers (Post) ...

JES>...and the dispute was settled many moons later when you finally
JES>agreed to send me some software instead of the Multiboard.

and ? ... what's wrong now ?=' ... you not got the software ? ...

JES>> P.S. legalize your copy of N.AES 2.0 ! ...
JES>
JES>I'm sorry, but I won't have anything to do with your company any
JES>more. Why should I trust you with all the bad experience I have with
JES>both Woller & Link and Woller Systeme? You even ignored my requests
JES>for the free 1.1.7 -> 1.2.0 upgrade I was entitled to after you
JES>shipped 1.1.7 as 1.2. I had to get that version through "alternative
JES>channels" as well.

the 1.1.7 was exactly a full version (software) ... only the documen-
tation wasn't 100% complete ... because N.AES 1.2 should be sold at
the ATARI Messe here in Germany ... but, as i told everybody, the
software-part was 100% complete and by stepping from 1.1.7 the 1.2
software has not changed ...

and also we emailed the 'finished' version to all for free ...
and, as i remember, Frank Naumann contacted me for your update ?:' ...

i'm sorry, at this point i can't see any reason to use
a pirated copy of N.AES 2.0 ...

with best regards, Konstantin

1597. Re: TOS upgrading the STFM1040

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8mruj2bum1@news.asu.edu>
Source record: 58606

>Is there an easy way to ROM upgrade an Atari ST1040 FM from v1.04 to
>2.05? The Atari board is REV. D.
>I have the two v2.05 eproms, but the old v1.04 Eproms fits in 6
>sockets!

2.06.

Looks to me, the EASIEST way is to buy the IDE interface from Mario Becroft.
It is a snap-in deal (I guess), and gives you the more modern TOS as well as
the ability to use IDE drives.

Mario has had this available for a while, and others are distributing it.
Haven't really heard much back on how well it works, how easy it is to install,
etc.
--

1598. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8mrud4$cd5$1@zingo.tninet.se>
Source record: 58607

On 9 Aug 2000 06:48:45 -, Ken Springer wrote:

>
>Awwww..... <G> You mean I can't have pretty formatted text??????
>::laughing humorously!::
>
>Ok, how's this? I switched to the plain text editor in Netscape
>Messenger 4.73. I stay away from Microsloth's Outlook and Explorer.
>
>Ken
>.
Hi Ken

Good to hear your not affected by "the big evil";->

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1599. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39918d4a$0$18635@news.zetnet.co.uk>
Source record: 58608

```
|From: osian@zetnet.co.uk (Chris Simon)
|Date: 07 Aug 2000 20:27:51 GMT
|
|>Anybody had a problem extracting Disk 1? Newsie extracted Disk 2 OK,
|>but hung on Disk 1 with the message "Decoding August," on the top line

I had a look at this using Egale. The actual data was identical but
the header (i.e. the series of letters and numbers after the string
of dashes) was different. They are shown below, the first being the
one that did not work:

--------------1462B37B4536CDA5E6F80833
Content-Type: application/octet-stream; name="poffehd1.tos"
Content-Transfer-Encoding: base64
Content-Disposition: attachment; filename="poffehd1.tos"

--------------BB019203D55F9F5332659118
Content-Type: application/octet-stream; name="poffehd1.tos"
Content-Transfer-Encoding: base64
Content-Disposition: attachment; filename="poffehd1.tos"
```

1600. Re: Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3991973D.67FF726A@portone.com>
Source record: 58609

Louis Holleman wrote:

> I lost track of the original msg yesterday with the type of drive, I
> only recall it was a 2 gig Seagate...
> I operate one Seagate ST12400N here together with two Quantum
> Trailblazers of 850 meg each on my TT. Drive ID here is 3, I have no
> jumpers set except for the ID switches.
> Only setting perhaps in HDDriver here is SCSI Initiator set to ID 7.
> I got it from a mainframe surplus, being delivered as a 1 gig drive.
> It then had one partition of 1 gig, I repartitioned into one 300 MB,
> one 865 Mb and one 883 Mb totalling into 2048 Mb. Never experienced
> any problem in repartitioning/formating.
> BTW, behind the Seagate is my CD-ROM, ID4 and terminated.
> One Quantum, the Seagate, the Syquest and the CD-ROM are housed and
> fed in/from a separate PC tower.

That's the same Seagate I've got. It's dead, I'm afraid. Quite disturbing, since I have _2_ of
them. Is that what they mean by "double indemnity"? <G>

I've tried both drives both in a chain with all my other drives (2 CD-ROMs, 230 meg SyQuest,
100 meg ZIP), and with nothing but the internal HD, and with different IDs. Same result, no matter what.

> Another perhaps peculiarity is that when I power up, I hear the
> Seagate spin up, then kinda spin down again. It works flawless,
> nevertheless.

I noticed that right from the start too. But NOW it sounds like a head is scraping on a platter when it cycles back up. THAT can't be good. <g>

> Perhaps your drive just entered the last hour of the MTBF-value? <G>
> (sorry, couldn't resist)

Sure you could have.... But _I_ wouldn't have. It was just too good to resist. <G>

Thanks for the info,

Joe Mirando
A-ONE Magazine

1601. Re: Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3991952C.5B95D438@portone.com>
Source record: 58610

Louis Holleman wrote:

> as a side note, try URL: http://www.blue-planet.com/tech/
> get to the "drives" section, next choose "seagate" and find your drive
> in the list. They have lotsa info on the tech stuff.

Thanks Louis!

I'm on my way now.

I've just ordered a rebuilt Seagate 3.2 gig MONSTER.... it's a 5.25"
FULL HEIGHT drive. If nothing else, I can use it as a boat anchor. <G>

Thanks again,

Joe Mirando
A-ONE Magazine

1602. Joe Conner

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8ms6qc$172$1@plutonium.btinternet.com>
Source record: 58611

I need to contact Joe Conner about booking a stand for the Stafford Atari Show.

Could someone please either forward his email address or get him to email me at atariactive@btinternet.com

Thanks

Simon Osborne

1603. Re: New Winframe for Magic 6.x

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Henrik Gildå <di98gihe@chl.chalmers.se>
Message-ID: <39919E3B.CFCE1FC9@chl.chalmers.se>
Source record: 58612

> >Hi!
> >
> >Today we (Nature) felt the time was right to present our latest work.
> >It's a winframe replacement for Magic 6.x, and you can have a look at it
> >at our homepage: nature.atari.org, and then go to Projects/Natframe.
>
> That's great, and it looks cool, but I can't find where to go to
> download it. No download link on either the "Nat-Frame" or "Download"
> pages, and I don't know where I would look at the FTP sites. Please
> tell us! Thanks!

It's unfortunately not available for download yet, but will be soon.
We've just sent a beta-version to one of our testers, and if that goes
well, it'll be up on our page shortly after. There are just some small
"cosmetical" bugs that need fixing. NatFrame works alright as it is now,
it's just not so pretty as we would like it to be.

Regards
Henrik

1604. Re: Falcon woes

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <SChk5.3193$7g1.45470@nntpserver.swip.net>
Source record: 58613

Hi,

> Two problems:
>
> It does not recognized the floppy disk.

Check the connections between the drive and the PCB. Also, check the
PSU:s output voltages.

> The mouse cursor will not move to the right, just up, down,
> and left. The mouse itself is not the problem, as a known
> good mouse also does not work.

It may be a broken soldering on the mouse connector. Another possibility
would be if the 74LS244 on the keyboard is broken.
Go to my site - the troubleshooting page, to find other hints - as well
as a link to a source for schematics...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

1605. Re: I, was born, under a wandering, mouse...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <WChk5.3194$7g1.45470@nntpserver.swip.net>
Source record: 58614

Hi,

> This mouse likes to wander. Usually to the left of the screen,
sometimes
> to the right. Messing with the connector on an extension lead can fix
or
> exacerbate the problem.
>
> I'm thinking years of being removed by the cable have broken some
wires?

Could also be a broken soldering on the mouse connector on the keyboard PCB - or the 74LS244.

> Other problems - the spacebar appears to be missing a spring. Am I
right
> in remembering the best fix for this was to nick the spring from the
> right-shift key? Or can I mutilate my 65XE and steal a spring from
that?

Did you open the keyboard and find that two of the plastic pieces were missing? Two should be missing since there are doubled spaces for those plastic pieces, so check which ones you placed wrong when you re-assembled it...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

1606. Re: CD-R Media recommendations

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <1Nhk5.3202$7g1.44837@nntpserver.swip.net>
Source record: 58615

> Does anyone have any recommendations on brands of CD-R and CD-RW
> blank media. Any problems with any types or brands?
>
> I'm using a Yamaha 8x4x24 CDRW with all Anodyne software
> (whenever I can get one of the retailers to take my order! Is
> everyone on vacation??) on a Falcon with Nemesis, TOS 4.04, ICD
> utilities.

Hi,
I have the same burner and like it a lot :)
I've used a couple of different burners during the years, but I've never experienced problems with other than the cheapest noname-CDR's, but even with them, it works most of the time. However, the cheapest disks often give you trouble when you want to replay audio-CD's in an audio CD-player - nad there may be problems when trying to burn at higher speeds than 4X.
Keep to the well-known brands - but try others every once in a while - you may find a noname-"brand" that works very well.
For the moment, I use mostly Kodak and I haven't had any problems burning at 8X on my PC. The Falcon is another story since it can't handle the data quickly enough for 8X... :(

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

1607. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ms9s1$m07$1@snipp.uninett.no>
Source record: 58616

Konstantin Woller <Konstantin_Woller@b2.maus.de> wrote:

From joska@nuts.edu Wed Aug 9 20:59:09 2000
Date: Wed, 9 Aug 2000 20:57:03 +0200 (CEST)
From: Jo Even Skarstein <joska@nuts.edu>
To: Konstantin Woller <Konstantin_Woller@b2.maus.de>
Subject: Re: woller systeme ... comp.sys.atari.st ...

On Wed, 9 Aug 2000, Konstantin Woller wrote:

> JES>...and the dispute was settled many moons later when you finally
> JES>agreed to send me some software instead of the Multiboard.
>
> and ? ... what's wrong now ?=' ... you not got the software ? ...

I did, but it took 8 (IIRC) months to settle this, and I would rather have
a refund which you refused (or to be more precise - never bothered to
comment at all).

> the 1.1.7 was exactly a full version (software) ... only the documen-
> tation wasn't 100% complete ... because N.AES 1.2 should be sold at
> the ATARI Messe here in Germany ... but, as i told everybody, the
> software-part was 100% complete and by stepping from 1.1.7 the 1.2
> software has not changed ...

This is not true. There are several differences between 1.1.7 and
1.2.0. I know, I have all versions on my TT (for testing purposes).

> and also we emailed the 'finished' version to all for free ...

Also not true. I never received it even though I mailed you several times
about it. IIRC I got one mail from you where you stated that the upgrade
will be sent for free - I never received it.

> and, as i remember, Frank Naumann contacted me for your update ?:' ...

I asked him to do this, as you never replied to my mail. Nothing happened
after his request either.

> i'm sorry, at this point i can't see any reason to use
> a pirated copy of N.AES 2.0 ...

That's because you're not me ;-) I'll be happy to pay for the upgrade -
but I just don't deal with German companies anymore. Get some UK or
Scandinavian dealers.

Btw. I paid full price for both 1.1.0 and 1.1.7, so I've already paid
2.0.0 partially...

```
--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1608. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <01af67b0.d5947bb7@usw-ex0107-055.remarq.com>
Source record: 58617

phantomm@eastky.net (Phantomm) wrote:

>>> All the MiGraph scanners I've seen (ST and Falcon) connected
to
>>> the cartridge port.

My MiGraph monochrome hand scanner for the ST was a cartridge port and I remember noting that the MiGraph "wand" scanner (a hybrid hand/flatbed) scanner for the Falcon was to be cartridge based. I never actually bought one, so they might have changed their minds.

I thought the Migraph color hand scanner for the Falcon was cartridge also, but I'm apparently wrong on this. My apologies.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1609. Re: I, was born, under a wandering, mouse...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <HEWHXyI+abk5EwMi@lovecraft.demon.co.uk>
Source record: 58618

Once upon a time <WChk5.3194$7g1.45470@nntpserver.swip.net>, Claes Holmerup <claes@holmerup.com> grabbed chalk and scrawled:

Hi :)

>Could also be a broken soldering on the mouse connector on the keyboard
>PCB - or the 74LS244.

Definitely the mouse.

Using extension lead, mouse behaves just the same - no tension on lead at keyboard end. At plug end, where mouse lead is encased by the stress-relief part of the plug, move it around, and the mouse works. Sometimes, moving this part of the lead can make the pointer move!

>Did you open the keyboard and find that two of the plastic pieces were
>missing? Two should be missing since there are doubled spaces for those
>plastic pieces, so check which ones you placed wrong when you
>re-assembled it...

I hadn't been into the keyboard - when I powered the machine up, it was going pingpingping ;)

I took the keyboard apart, and remembered - the springs on my first ST were an aftermarket upgrade that I fitted! This doesn't have any springs. What it did have, was one of the little cups underneath the space bar had perished and split, then the contact pad had got trapped so close to the PCB that it was almost touching - the weight of the spacebar pushed it down.

I swapped the cup for the one in the left-shift key, and it's all working again now.

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1610. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <013d4c5c.dff75663@usw-ex0107-055.remarq.com>
Source record: 58619

lais@zetnet.co.uk (Shiuming Lai) wrote:

>Have you seen/heard the new SACD (Super Audio CD) format?
>2.8 *MHz* sample rate. It's not about distinguishing the pulses,
>but how those pulses ultimately affect the quality of the
>continuous output signal. The effect of a lower sample rate is
>heard as a drop in HF response, not individually distinguishable
>"pulses" - as you only hear as much as the system can record (in
>this case, LF information). Just because human perception can't
>detect isolated acoustic energy above 20 KHz, doesn't mean it
>isn't there and doesn't have an effect on audible frequencies.
>Wave interference generates harmonics, the basis of the
character
>of sound and music. Due to similar principles, you don't get a
>sun tan by sitting under a light bulb.
>
I think you've lost me. Any suggestions for reading material on
this subject?

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1611. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <01848161.edde51ad@usw-ex0107-055.remarq.com>
Source record: 58620

Janka Gerhard <gerhard.janka@siemens.at> wrote:
>But there is no Epson Stylus printer, even not the 480 which
>just appeared a few weeks ago here in Europe, which doesn't
>offer either ESC/P or ESC/P2 emulation.

Not true (at least for ESC/P2). From the Epson America website:

"The Stylus Color 300/400/440/640/660 and Stylus Photo series inkjet printers are not DOS compatible. Unlike other EPSON models, they are designed primarily for Windows therefore will not accept printer ESC codes. These Stylus Color printers use ESC/P Raster language and the LQ models use ESC/P2. The difference in the languages prevents the printers from emulating the LQ or any other models."

>I'm not sure what you mean when you say that ESC/Raster doesn't
>work with NVDI.

I'm not completely convinced of this yet, but the data is leaning that way. ESC/P Raster (to use its entire name) is incompatible with ESC/P2, which NVDI supports well. I SUSPECT that NVDI does not support ESC/P Raster completely based on the comments I've been reading. Are you saying that YOU use an ESC/Raster printer and it works with NVDI in 720dpi mode? I'd be delighted to be wrong about this.

What I THINK is occurring is that ESC/P Raster is a superset of ESC/P but not of ESC/P2. If this is correct, 360 dpi color should be possible, but not 720.

>IIRC I read something in the EPSON printer manual about holding
>down the 'droplets' key while switching the printer on to put it
>in emulation mode if you have no appropriate printer driver but
>I never tried it.

I would be interested in that information if you can dig it up. There is something called a "D4" mode that I've posted here, but I have no printer that uses it.

By the way, I spent a bit of time looking pictures of the 480 printer. No buttons at all on the outside that I can see?!!

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!

http://www.keen.com

1612. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <06b3ad07.ef6f1425@usw-ex0107-055.remarq.com>
Source record: 58621

On 5 Aug 2000 12:50:47 G, Crash-n-Burn@yljdmkurna.com wrote:

>It took them eighty years since World War I, but
>the French finally figured out how to kill Germans.

Uh, we're getting worked up over this? Sure it's in poor taste,
but I'm much more irritated by this going on an Atari area than
by the sophmoric humor.

It rather reminds me of when the space shuttle Challenger blew
up. The doggerel then was that NASA stood for Need Another
Seven Astronauts.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1613. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0c47680d.f0ff2965@usw-ex0107-055.remarq.com>
Source record: 58622

anakimana@excite.com wrote:
>A couple of Mac computers at my workplace were fitted with a
card which
>added a Pentium PC to it. It had the processor, RAM, BIOS, and
perhaps
>more included... the PC side used a partition on the Mac's hard
drive
>and used software that (1) allowed you to switch between the
Mac and PC
>using a combination of keys like Alt-Enter, and (2) allowed you
to put
>files in a shared folder in order to transfer files between the
two
>platforms. Both motherboards used the same floppy, hard drive,
network
>card (i think), sound, video, etc. When you switched from the
Mac to
>the PC, the Mac would stay on, but just sitting. Sometimes I'd
go back
>and the screen saver was on...
>
>If a PC can be added to a Mac via PCI slots, why couldn't we do
the same
>with, say, a Milan? I don't see why not. Milans use regular
PC/Mac
>hardware anyway.
>
>What do you think?
>
It probably could be done, but would we buy it? You are
essentally talking about a hardware emulator. I have one such
as you describe (only a 486 chip) on my Mac in order to run a
couple of DOS programs, but I'd prefer my Atari-compatible to be
a stand alone machine (though I'm not really sure why).

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1614. Re: Bookshop.co.uk

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3991d0f6$0$18632@news.zetnet.co.uk>
Source record: 58623

On 7 Aug 2000 00:59:16 G, J�rgen Nyberg wrote:
>On 6 Aug 2000 20:04:16 G, Charles Stanley wrote:
<snip>
>If you mean http://www.Bookshop.co.uk, I get nothing at all. Cab
>starts loading a small file and then, "Error, file not found".
>Probably Java only.

I believe that's it. Thank you Joergen.

Cheers,
Charles.

1615. Re: Bookshop.co.uk

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3991d0f8$0$18632@news.zetnet.co.uk>
Source record: 58624

On 7 Aug 2000 01:37:16 G, John N Oakes wrote:
>In message <398dc4c0$0$18631@news.zetnet.co.uk>
>Charles Stanley wrote:
<snip>
> I had a look at the site and it threw a wobbly at
me as well. >my system is Draconis on my Atari TT030. But I tried with
lynx setup on my Linux >It came up with the Cookies and a lot of them. So
if this is causing your problem, >try set your system to accept the
cookies. Once i rejected the cookies it was okay on >lynx.

Probably Java, I'm told, which we Atarians can't handle. I have Cookies
accept, but that makes no difference.

BTW: "Draconis"???????????

You really should broadcast how you got this prog to work on your TT.
(Did I indicate I'm using a TT also ?) There is much hair-tearing about
this prog in this NG. :)

Cheers,
Charles.

1616. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3991d0f9$0$18632@news.zetnet.co.uk>
Source record: 58625

On 8 Aug 2000 10:45:19 +, Steve Stupple wrote:
>In article <8mnv77$6bk$1@nnrp1.deja.com>, TC Steve
><stephenw@operamail.com> writes
>>Could anyone post some of the keyboard shortcuts that TOS uses?
>SNIP>
>It all depends on what TOS you have!
>
>Just lately I keep hearing about the alt+arrow keys to use the mouse
>(home and insert being left and right buttons)! for those that don't
>know, by pressing SHIFT as well you get fine movement of the mouse.

From the Desktop with nothing running, press HELP: it should show the
key shortcuts.

Cheers,
Charles.

1617. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <3wkk5.12566$5A2.293908@news.flash.net>
Source record: 58626

On 9 Aug 2000 14:38:23 -, atarigalen wrote:
>It probably could be done, but would we buy it? You are
>essentally talking about a hardware emulator. I have one such
>as you describe (only a 486 chip) on my Mac in order to run a
>couple of DOS programs, but I'd prefer my Atari-compatible to be
>a stand alone machine (though I'm not really sure why).

I personally wouldn't mind having such a card, especially if one could buy, say, an Eclipse with an extra empty PCI slot, get appropriate drivers, and use it on a Falcon, as well as a Milan. It would be a God-send to those of us with limited deskspace (i.e. no room for a second computer). Although I'm sure there are some technical difficulties with such a project.

Mike Freeman
nameerf@flash.net

1618. Re: I, was born, under a wandering, mouse..

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <IBkk5.5$YC2.4573@news0.optus.net.au>
Source record: 58627

On 9 Aug 2000 14:29:03 +, Richard Kilpatrick wrote:
>Weird behaviour... I got my STE today, and hooked it all up - it looks
>messy, but it works, and an XC12 kindly donated screws to hold it
>together properly ;)
>
>It has an aftermarket mouse.
>
>This mouse likes to wander. Usually to the left of the screen, sometimes
>to the right. Messing with the connector on an extension lead can fix or
>exacerbate the problem.

I have a Techno Plus Mouse which shows the same symptons. Kellis told
me what the problem is.

The mouse is not light-proof. 50hz pulses from the room light get in.
If I hold my my hand over the mouse without touching it when the
pointer goes for a walk, the pointer stops.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1619. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: reddish <drojo1NOdrSPAM@yahoo.com.invalid>
Message-ID: <08647ba8.426f4f7a@usw-ex0104-032.remarq.com>
Source record: 58628

"Jared Falvo" <luposian@mailcity.com> wrote:
>If you knew Atari Computers was alive again, and that a 68060 or
PowerPC
>system was available for $1,500 or less, would you buy it?

Yes, hopefully less than that.

If
not at that
>price, what price/features would interest you to buy it?

The cheaper the better for a base machine... then would be nice
to have to possibility to add more stuff like DSP cards and MIDI.

Would
an
>affiliation with Hasbro cause you to doubt the quality or not?

Wouldn't make any difference.

And would
>that doubt cause you not to buy for any reason whatsoever?

No.

I think the Milan II can be a good option if it makes it across
the atlantic. Medusa haven't given much signs of life for a
while, so I don't think is a viable alternative by now.

My advice if you really want to have an US-made Atari clone, is
to import the Milan II and then register as a developer. This way
all improvements can be made, but without diverging into
different machines.

>
>Jared
>

Daniel.

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1620. Re: I, was born, under a wandering, mouse..

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <6RNYiIKTJek5Ew6T@lovecraft.demon.co.uk>
Source record: 58629

Once upon a time <IBkk5.5$YC2.4573@news0.optus.net.au>, David Leaver
<leaver@netinfo.com.au> grabbed chalk and scrawled:
>I have a Techno Plus Mouse which shows the same symptons. Kellis told
>me what the problem is.

Mine is a Naksha mouse. I don't think it's light, because it changes
with the cable...

>The mouse is not light-proof. 50hz pulses from the room light get in.
>If I hold my my hand over the mouse without touching it when the
>pointer goes for a walk, the pointer stops.

That's a weird design fault. I wonder how Apple got around that with the
iMac...

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1621. Re: WTB: cartridge expander

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <399207E2.7596B697@greeleynet.com>
Source record: 58630

Hallvard Tangeraas wrote:
>
> Anyone have a cartridge expander unit for sale such as "Combiner" by
> C-Lab, or a similar functioning unit?
> It has to be compatible with Notator SL.
>
> Hallvard
> --

I have Wizztronics cartridge expander that I'd be willing to
sell. But I don't know if it is compatible with Notator
SL. I'm in Colorado, USA.

Ken

1622. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39920724.43D0481E@greeleynet.com>
Source record: 58631

Jared Falvo wrote:
>
> If you knew Atari Computers was alive again, and that a 68060 or PowerPC
> system was available for $1,500 or less, would you buy it? If not at that
> price, what price/features would interest you to buy it? Would an
> affiliation with Hasbro cause you to doubt the quality or not? And would
> that doubt cause you not to buy for any reason whatsoever?
>
> Jared

Geez, Jared, it seems to me no one actually answered your question. :-/ All they could do was tell you what to put in it or complain. I don't know what your plans or ideas are, but with this type of response, I'd quit now rather than try to develop such a machine.

People, all Jared wants to know is if there is any interest in buying such a machine. If there's no interest in buying an up to date Atari computer, why bother putting in the time to design one?? It looks like a basic "yes" or "no" question to me. Either you are interested in buying a new Atari, or you are not. Simple as that.

People sure get nasty and picky in this newsgroup anymore. What has happened to the old spirit of helpfulness that used to exist for Atari users?

That said, in answer to your question, if it were a 68060 the answer is no, I would not. Too slow by today's standards. I'm used to a 400 mhz Pentium now, and the slowness of my Hades with an 060 is frustrating to me.

With a PowerPC, it would depend on the bundled software and speed, basically. It would have to be better than what is available in the PC World, because to make the idea a success, you will have to be able to convince those users to swap platforms and buy and learn something different. Linux seems to be making some headway in this area as I am seeing more and more software for that OS in the stores. Corel has a version of Word Perfect out there for Linux, and although I've not seen the current Windows or Linux version of Word Perfect, I'd bet they look and work very similar, and probably file compatible to as great an extent as possible.

Killer software would have to be bundled. The best of what exists today improved to an extent that it blows away stuff

bundled on the competition, and much easier to figure out how to use. Although I am at a loss to know how make a program both powerful and very simple to learn. I don't think it's possible.

And I wouldn't buy it immediately. It would probably end up being my next purchase, and who knows when that would be?

Ken

1623. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008092217130.83-100000@TT030>
Source record: 58632

On Wed, 9 Aug 2000, Ken Springer wrote:

> Jared Falvo wrote:
> >
> > If you knew Atari Computers was alive again, and that a 68060 or PowerPC
> > system was available for $1,500 or less, would you buy it? If not at that
> > price, what price/features would interest you to buy it? Would an
> > affiliation with Hasbro cause you to doubt the quality or not? And would
> > that doubt cause you not to buy for any reason whatsoever?
> >
> > Jared
>
> Geez, Jared, it seems to me no one actually answered your
> question. :-/ All they could do was tell you what to put
> in it or complain. I don't know what your plans or ideas
> are, but with this type of response, I'd quit now rather
> than try to develop such a machine.
>
> People, all Jared wants to know is if there is any interest
> in buying such a machine. If there's no interest in buying
> an up to date Atari computer, why bother putting in the time
> to design one?? It looks like a basic "yes" or "no"
> question to me. Either you are interested in buying a new
> Atari, or you are not. Simple as that.
>
> People sure get nasty and picky in this newsgroup anymore.
> What has happened to the old spirit of helpfulness that used
> to exist for Atari users?

He said it himself he had 2 kids a wife and no money, so
where does that leave the idea? Wait for him to hit
the lottery? It sounded like a pipe dream from the get go.

What bothers me is someone
coming in here without first reading up on the simplest
of things... my replies were probably nasty but one can
take only so much. Especially when you give them the info,
point to a place to get the info and yet don't seem to
grasp the situation. I think getting everybody at least
to an 060 is a reasonable plan, but thru the current
clone makers... if they don't sell anything they will
vanish. It seems even simplier, just get the milan and
such over here, and by selling 060's they can fund further
development on PPC. Not everyone could plop down the cash
for a PPC right off the bat anyway. An 060 is freaking fast

in relation to what Atari users are used to. I seen one
and it was stunning how fast it went.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1624. Re: Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: derryck@NOSPAMcix.co.uk
Message-ID: <965897542-558450AEicMi@cwcom.net>
Source record: 58633

From: Joe Mirando <jmirando@portone.com>
Date: Wed, 09 Aug 2000 00:36:43 -0400

>I'm hoping that it's just that I've got a jumper set incorrectly, but I don't have
>the
>time to puzzle it out at the moment. I guess I'm going to just put them aside for

Spindle drive motor should be on all the time the drive is powered

Parity should be off

TERMPWR should be set to power the internal drive AND the external bus (pin 26)
(actually, this doesn't matter too much as long as another drive on the bus is
supplying this voltage)

Termination on the TT is a thorny one described at length recently in this
newsgroup.

HTH.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1625. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965928648-977330AEicMi@bun.com>
Source record: 58634

Hi Dezza

>>Anybody had a problem extracting Disk 1? Newsie extracted Disk 2 OK,
>>but hung on Disk 1 with the message "Decoding August," on the top line
>
>Mine is fine, I just dragged the attachments from Emailer to a partition :-)

Show off!!.

So where is the public support gone?. BTW, i managed to find out the problem
with the "Special Options" button in the print dialog, albeit in the demo ver.,
i understand you had the same prb with the full version, but anyway, its a
problem with the binary, easily sorted as well.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1626. Re: New Winframe for Magic 6.x

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965928650-977802AEicMi@bun.com>
Source record: 58635

Hi Henrik

>Today we (Nature) felt the time was right to present our latest work.
>It's a winframe replacement for Magic 6.x, and you can have a look at it
>at our homepage: nature.atari.org, and then go to Projects/Natframe.

There is no such URL is wat my IP tells me, and if i try atari,org, there is no nature domain?, would you kindly post a URL for us please?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1627. Re: EZCalc / Royal Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965928652-978248AEicMi@bun.com>
Source record: 58636

HI Pete

>>The keys of your Rolls Royce had an adress on them, along with your name, and
>>i >ArseYouMe'd it was your gaff.

>Naah - they were the guy's I nicked it orf orf!

And have you declared said Roller in said Tax return?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1628. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965928654-978674AEicMi@bun.com>
Source record: 58637

Hi Shiuming

>>It took them eighty years since World War I, but
>>the French finally figured out how to kill Germans.

>I'd love to see what kind of funny stuff you
>can come up with when someone in your family
>comes to an early end.

He's probably a Necrophiliac as well.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1629. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.afbd0a19.8b882420.doyene@zetnet.co.uk>
Source record: 58670

In message <39909acd$0$18632@news.zetnet.co.uk>
Shiuming Lai wrote:
>On 5 Aug 2000 12:50:47 G, Crash-n-Burn@yljdmkurna.com wrote:
>>It took them eighty years since World War I, but
>>the French finally figured out how to kill Germans.

>I'd love to see what kind of funny stuff you
>can come up with when someone in your family
>comes to an early end.

Hello Shiuming.
I don't think you have to worry on that area. For people to create this
sort of humour would only laugh louder at their closest relatives. The best method
of retaliation is to question the joke in front of them. They end up confused by your
reaction and stagger.
proverb:
if a man creates bad humour
he will smell of bad oder to
his friends.
A.Vomit

regards

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

1630. Re: Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.acb9091d.875e2420.doyene@zetnet.co.uk>
Source record: 58671

In message <398F66EE.E264C439@portone.com>
Joe Mirando wrote:
>Okay guys,

>I need some help here. I've got a TT with several assorted SCSI drives
>attached.

So have I TT with a seagate 2.1gb

>I've recently tried to add a Seagate ST12400N 2 gig drive to the SCSI
>(not ASCSI) chain and have had nothing but problems. This drive WAS
>working previously but this time there has been no joy in Mudville.

if it was bought new, return it to the shop and ask for a check up.

>I can get past bootup and, when running HD Driver (v 7.55, I believe) I
>can "see" the Seagate as SCSI 1, and can get to the point where I should

Check your chain sequence if only hardrive +cdrom etc set harddrive to 0 JUMPER

>be able to format the drive. Here is where the trouble begins....

if your power source is driving other scsi devices as well it may be diverting to them.

>When I begin to format the drive, it seems to power down and cycle back
>up again. Of course, by this time HD Driver comes back and tells me that

>the media cannot be formatted.

Try making the 2.1gb the dominant harddrive

>There are several jumpers on the drive that have me scratching my head.
>Does anyone have any idea of how the following should be set?

See your manual for chain sequence settings

Harddrive 0-4 Cdrom + others 5-6

>Drive Termination

>SCSI Parity Check

>Write Protect

>Spindle Motor Starts On Powerup

>Spindle Motor Starts On Command Only

>Spindle Motor Delay (ID X 12 sec)

>Factory Default - Do Not Alter

>TERMPWR supplied by drive to drive

>TERMPWR supplied by drive to SCSI pin 26

>TERMPWR supplied by to drive and SCSI pin 26

>TERMPWR is not connected to drive or SCSI bus

>TERMPWR is supplied by SCSI pin 26 to drive

>I guess I'm falling behind on the "latest old hardware". <g>

Do not worry? My harddrive and cdrom are housed in a pc case on a multi ribbon connection. I kepted away from putting my hd in TT case because I was buying a cdrom. Drop us a line if you need any extra help.

>Any help would be greatly appreciated,

>Joe Mirando
>A-ONE Magazine

>(ps: My apologies if this shows up several times, but my news server
>keeps telling me
>that I'm not allowed to post a message)

regards

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

1631. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.b0f61552.8ca82420.doyene@zetnet.co.uk>
Source record: 58672

In message <8mnv77$6bk$1@nnrp1.deja.com>
TC Steve wrote:
>Could anyone post some of the keyboard shortcuts that TOS uses?

>I know that ALT+arrowkeys moves the cursor, ALT+INSERT = right click. But
>are there any other combinations I don't know about? I have three STFs but
>only one mouse. :(

>Thanks,

>Trenchcoat Steve

>Sent via Deja.com http://www.deja.com/
>Before you buy.

Try pressing your help button you will find the various usage mentioned there.

regards

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

1632. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <%43k5.32838$Z6.858975@newsread1.prod.itd.earthlink.net>
Source record: 58673

On 8 Aug 2000 17:53:44 G, anakimana@my-deja.com wrote:
>
>> How about a complete Milan II Computer Kit?
>> (assembly required/monitor not included)
>> (some parts available at Radio Shack!).
>> John G.
>>
>
>That's a great idea! It would cost Milan computers less money to ship
>them out, and they probably aren't making much profit on all those
>accessories anyway (diskette drives, hard drives, cases, etc.). If they
>do that, I could easily see them selling more kits than complete
>systems! Nearly everyone has (or has access to) spare parts, right?
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.
Basically, all that's needed would be a circuit board(s) and parts
that are not readily available (only high quality stuff though--like an
etched glass/epoxy motherboard)! Add a standard schematic and a Sam's
photofact type booklet (pics of installed, numbered, arrowed parts/test
point voltages, scope pics) with warnings for static sensitive parts,
pregnant and lactating mothers, take before meals with full glass of water,
do not operate heavy machinery..... (:->)~
John G.

1633. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <253k5.51$mf1.4699@nsw.nnrp.telstra.net>
Source record: 58674

Humour can be the best form of healing, and yes no family is immune to death, especially not mine. The validity of the posters sense of humour is not really the question though. Back to the age old argument, what pisses who off? I am a kiwi living in Australia and cop a lot of flack for it, but i don't care who say's what, because I have the right to call them a fool.

Mark Bedingfield

Shiuming Lai <lais@zetnet.co.uk> wrote in message
news:39909acd$0$18632@news.zetnet.co.uk...
> On 5 Aug 2000 12:50:47 G, Crash-n-Burn@yljdmkurna.com wrote:
> >It took them eighty years since World War I, but
> >the French finally figured out how to kill Germans.
>
> I'd love to see what kind of funny stuff you
> can come up with when someone in your family
> comes to an early end.
>
> Shiuming Lai
> _____
> CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
> mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
> Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
> Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
> with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
> Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair
>

1634. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <n63k5.52$mf1.4312@nsw.nnrp.telstra.net>
Source record: 58675

Of course, but it sounds nicer to me.

Mark Bedingfield

Tomas Berndtsson <tomas@nocrew.org> wrote in message
news:80og34jks7.fsf@junk.nocrew.org...
> "Mark Bedingfield" <mark@baypc.com.au> writes:
>
> > I still prefer Vinyl mate....Infinate sampling rates etc.
>
> Hardly.. there are still limitations (and defects) in the vinyl
> material.
>
>
> Tomas

1635. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Oe3k5.54$mf1.4920@nsw.nnrp.telstra.net>
Source record: 58676

That was TOS 2,3,and 4 only though

Mark Bedingfield

John N Oakes <doyene@zetnet.co.uk> wrote in message
news:WS3.b0f61552.8ca82420.doyene@zetnet.co.uk...
> In message <8mnv77$6bk$1@nnrp1.deja.com>
> TC Steve wrote:
> >Could anyone post some of the keyboard shortcuts that TOS uses?
>
> >I know that ALT+arrowkeys moves the cursor, ALT+INSERT = right click.
But
> >are there any other combinations I don't know about? I have three STFs
but
> >only one mouse. :(
>
> >Thanks,
>
> >Trenchcoat Steve
>
>
> >Sent via Deja.com http://www.deja.com/
> >Before you buy.
>
> Try pressing your help button you will find the various usage mentioned
there.
>
> regards
>
> --
> xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
> xx Alway and Forever a Atari User xx
> xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
> xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
> xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
> xx Email: doyene@zetnet.co.uk xx
> xx Med vennlig hilsen : with kindest regards xx
> xx John Nicholas Oakes xx
> xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
>

1636. Re: Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3990DFDB.FFE218EA@portone.com>
Source record: 58677

John,

Thanks for the reply.

The SCSI line is okay... everything else works, and the power supply is putting out voltage well within tolerance.

I've tried having just this drive and the internal drive attached. Still the same symptoms.

The internal drive is SCSI ID 0, the "dead" drive is SCSI ID 1.... although I've tried all the other available IDs as well.

I'm hoping that it's just that I've got a jumper set incorrectly, but I don't have the time to puzzle it out at the moment. I guess I'm going to just put them aside for now and scrounge for a replacement.

I guess that Linux and NetBSD will have to wait a few more days. :(

Thanks again,

Joe Mirando
A-ONE Magazine

1637. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8mqooq$969$1@news.asu.edu>
Source record: 58678

>If you knew Atari Computers was alive again,

I would have to have very good evidence that this was true before I
would "know" it.

>and that a 68060 or PowerPC
>system was available for $1,500 or less, would you buy it? If not at that
>price, what price/features would interest you to buy it?

PowerPC with a few PCI slots, expandable memory, USB, etc., the usual
common peecee attributes, plus native TOS in ROM (or Flash, rather)
and (mostly) compatible with ST software? At that price? Certainly!
But I would have to have very good evidence that it was more than
vapourware.

>Would an
>affiliation with Hasbro cause you to doubt the quality or not? And would
>that doubt cause you not to buy for any reason whatsoever?

I can't see how an affiliation with Hasbro would be any grounds for
doubt for the quality of such a machine. Again, the evidence for this
affiliation would have to be very good.
--

1638. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3990FDB7.BF4C1755@siemens.at>
Source record: 58679

atarigalen wrote:
> >I don't think that it's only the 760. My 400 works pretty well
> >too :) All of the EPSON printers understand either ESC/P2 or
> >ESC/P Raster, e.g. the 460 and 480 are of the ESC/P Raster type
> >while the 670 and 760 are ESC/P2.
>
> My statement was with regards to the Epson Stylus printers
> currently available in stores. Certainly the old ESC/P and
> ESC/P2 printers will work. This includes my LQ-800 dot matrix
> and my brand new 740 (closeout special) as well as your 400.
> However, the ESC/Raster do not seem to work with NVDI, and that
> includes the 670 and 760 of which you write. If anyone has an
> ESC/Raster printer working smoothly with an Atari under NVDI in
> 720 dpi color, please post!

But there is no Epson Stylus printer, even not the 480 which just
appeared a few weeks ago here in Europe, which doesn't offer either
ESC/P or ESC/P2 emulation. I'm not sure what you mean when you say
that ESC/Raster doesn't work with NVDI. I can only say that I had
troubles at first when I tried printing Papyrus 6 documents via
NVDI but I think they were solved by upgrading to NVDI 5.02.
I don't remember the resolution but it probably was 360 dpi and
I remember it was a mixture of text and some pictures (that means
some colors were in it too).
When I'm making CD covers or labels I always use 720 dpi color
but not via NVDI but via the built in printer driver of IMAGECOPY
since I need exact positioning on the paper which IMAGECOPY offers.

> >David Galvez's question as I understood it was not because his
> 460
> >was not working but because it prints very slow. Here I suspect
> >that the problem is that the Atari does not tell the printer to
> >print text even if it's plain b&w ascii text, but it always
> draws
> >it as a graphics page (which IS very slow).
> I agree that David's printer is probably working in graphics
> mode (if NVDI is enabled, it certainly is). One way to test
> this is to boot a clean system (bypass the Auto folder and
> accessories) and attempt to print a text file from the desktop.
> That is plain ASCII and both my HP500 and HP610CL have no
> trouble with it (haven't tried the Epson 740 yet).

IIRC I read something in the EPSON printer manual about holding
down the 'droplets' key while switching the printer on to put it
in emulation mode if you have no appropriate printer driver but I

never tried it.

Gerhard

1639. TOS upgrading the STFM1040

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: The Ox That Rocks <oxrock@reborn.com>
Message-ID: <o722pssh1ba7i2i2ue8p8hi8ukd296p313@4ax.com>
Source record: 58680

Hi

Is there an easy way to ROM upgrade an Atari ST1040 FM from v1.04 to
2.05? The Atari board is REV. D.
I have the two v2.05 eproms, but the old v1.04 Eproms fits in 6
sockets!

Hopefully somebody has performed this operation.

1640. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <399117ce$0$18631@news.zetnet.co.uk>
Source record: 58681

Hi Chris

On 8 Aug 2000 17:09:58 G, Chris Simon wrote:
>On 8 Aug 2000 01:11:22 G, Edward S. Baiz Jr. wrote:
>>I had not problems what so ever. I did not use Newsie. Both files sent to
>>me were self-extracting.
>
>Ah yes, but how did you receive them? If they came via email then
>you'd need to extract them from your email program - this is the
>problem I'm having. Once they're extracted, you double-click on them
>then they unzip themselves.

Like Edward, I had no problem with mine. I downloaded the mails with Popwatch and decoded them in Okami. No problem with the self-extracting either.

I wonder if Ulli realised the problem and Edward and myself got them after you ?

Either way, there is a good version out there, so hopefully you'll get it soon.

Cheers

Paul

1641. Re: Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <39911f41.3452063@news.demon.nl>
Source record: 58682

On Wed, 09 Aug 2000 00:36:43 -0400, Joe Mirando <jmirando@portone.com>
wrote:

>The SCSI line is okay... everything else works, and the power supply is putting out
>voltage well within tolerance.
>
>I've tried having just this drive and the internal drive attached. Still the same
>symptoms.
>
>The internal drive is SCSI ID 0, the "dead" drive is SCSI ID 1.... although I've tried all
>the other available IDs as well.
>
>I'm hoping that it's just that I've got a jumper set incorrectly, but I don't have the
>time to puzzle it out at the moment. I guess I'm going to just put them aside for now and
>scrounge for a replacement.
>
>I guess that Linux and NetBSD will have to wait a few more days. :(

Joe,

I lost track of the original msg yesterday with the type of drive, I
only recall it was a 2 gig Seagate...
I operate one Seagate ST12400N here together with two Quantum
Trailblazers of 850 meg each on my TT. Drive ID here is 3, I have no
jumpers set except for the ID switches.
Only setting perhaps in HDDriver here is SCSI Initiator set to ID 7.
I got it from a mainframe surplus, being delivered as a 1 gig drive.
It then had one partition of 1 gig, I repartitioned into one 300 MB,
one 865 Mb and one 883 Mb totalling into 2048 Mb. Never experienced
any problem in repartitioning/formating.
BTW, behind the Seagate is my CD-ROM, ID4 and terminated.
One Quantum, the Seagate, the Syquest and the CD-ROM are housed and
fed in/from a separate PC tower.

Another perhaps peculiarity is that when I power up, I hear the
Seagate spin up, then kinda spin down again. It works flawless,
nevertheless.

Perhaps your drive just entered the last hour of the MTBF-value? <G>
(sorry, couldn't resist)

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

1642. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <399123ec$0$18633@news.zetnet.co.uk>
Source record: 58683

Newsgroups: comp.sys.atari.st
From: lais@zetnet.co.uk (Shiuming Lai)
Organization: Home
References: <39830b44$0$15977@reader3> <00178f98.b09ef399@usw-ex0107-055.remarq.com>
<8m568l$q15$1@nnrp1.deja.com> <8m5831$ti3$1@news0.skynet.be>
<8m7e24dqp1@nyheter.chalmers.se> <8ZLh5.42$he1.4208@nsw.nnrp.telstra.net>
<8md4l2$9vh$1@neptunium.bti
<8Api5.2581$SB4.235571@news.flash.net> <05d77580.f

On 7 Aug 2000 14:08:03 -, atarigalen wrote:
>"Mark Bedingfield" <mark@baypc.com.au> wrote:
>>Yes but it is very close to 50Khz. 44.1 is obviously easy but
>no good for
>>games emulation as only the best PC sound cards can handle
>higher (96khz-dvd
>>cd), these cards are not cheap...

24/96 can be had very cheap. It's all in semiconductors.

>Since the human ear can only distinguish pulses of 1/40000 or
>1/50000 (depending on the human), recording of better than CD or
>DAT quality are of no additional value (for human use, anyway).

Have you seen/heard the new SACD (Super Audio CD) format?
2.8 *MHz* sample rate. It's not about distinguishing the pulses,
but how those pulses ultimately affect the quality of the
continuous output signal. The effect of a lower sample rate is
heard as a drop in HF response, not individually distinguishable
"pulses" - as you only hear as much as the system can record (in
this case, LF information). Just because human perception can't
detect isolated acoustic energy above 20 KHz, doesn't mean it
isn't there and doesn't have an effect on audible frequencies.
Wave interference generates harmonics, the basis of the character
of sound and music. Due to similar principles, you don't get a
sun tan by sitting under a light bulb.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1643. Re: Seagate on a TT.

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <399126b0.5355751@news.demon.nl>
Source record: 58684

On Wed, 09 Aug 2000 00:36:43 -0400, Joe Mirando <jmirando@portone.com>
wrote:

Joe,

as a side note, try URL: http://www.blue-planet.com/tech/
get to the "drives" section, next choose "seagate" and find your drive
in the list. They have lotsa info on the tech stuff.

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

1644. Re: TOS upgrading the STFM1040

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8mr968pnu1@draco.stochastik.rwth-aachen.de>
Source record: 58685

In article <o722pssh1ba7i2i2ue8p8hi8ukd296p313@4ax.com>,
The Ox That Rocks <oxrock@reborn.com> wrote:
>Hi
>
>Is there an easy way to ROM upgrade an Atari ST1040 FM from v1.04 to
>2.05? The Atari board is REV. D.

No. 2.05 only runs on STE, you need 2.06 (plus a GAL for the modified
address decoding).

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

1645. Re: TOS upgrading the STFM1040

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: The Ox That Rocks <oxrock@reborn.com>
Message-ID: <jra2ps05g4b6k3r34afpmd7o6anff7mtug@4ax.com>
Source record: 58686

Micheal, Thanks for the quick reply.

I have TOS 2.06.
Call me stupid but what is a GAL? Do you have component producers and
numbers on this GAL circuit?

Peter, DK

1646. Re: WTB - Mega file

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <2Nak5.27904$RG6.2248680@bgtnsc05-news.ops.worldnet.att.net>
Source record: 58687

Graham,

The Atari MegaFile units do NOT use a SCSI or IDE drive mechanism. Your best bet, if you want to use a SCSI device, would be to simply mount the drive into a standard external SCSI case and find an ICD Link or Link2 interface to connect it to your Atari system. I've seen used ones for sale from time to time here in this newsgroup.

Sheldon

"Graham Prout" <graham@addictive.org.uk> wrote in message news:8mhnik$43f$1@gxsn.com...
>
> If i am write that a mega file will run on a 520STE, i would like to buy one
> if there are any for sale, just the controler no drive as i have a lot of
> ide and scsi drive at my disposal, that is if they take there drive of
> course.
>
>
> Graham
>
>

1647. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008091327560.77-100000@rakas>
Source record: 58688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

On 2000-8-8, Jared Falvo <luposian@mailcity.com> wrote:

> If you knew Atari Computers was alive again, and that a 68060 or PowerPC
> system was available for $1,500 or less, would you buy it? If not at that
> price, what price/features would interest you to buy it? Would an
> affiliation with Hasbro cause you to doubt the quality or not? And would
> that doubt cause you not to buy for any reason whatsoever?
>
> Jared

Please stop cross-posting this thread to every atari newsgroup.

Since you are talking about some souped up ST clone, post only to
the comp.sys.atari.st newsgroup, in the future.

Otherwise, if you still wanna pursue the "with the Atari logo on
it" crusade, use comp.sys.atari.advocacy, instead.

If you are gonna insist upon caling it american-made, instead of
having a global perspective, please use alt.buy.american.

In any case, stop poluting the newsgroup with your nonsense.

If you really want to revive the platform, start by visiting
every page referenced on:

Hallvard's Launchpad http://atari.nvg.org/launchpad/index.html
The Atari Webring http://www.webring.org/cgi-bin/webring?ring=atari;list

In other words, do your homeworks first and research the current
market, if you wanna be taken seriously.

(Followup-To:comp.sys.atari.st enabled)

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1648. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8mq8l7jgp1@nd.eastky.net>
Source record: 58689

On 7 Aug 2000 16:04:58 -, Ken Springer wrote:

Strange...I have a advertisement here that list the colorflat bed
scanners with software from Migraph. I wonder if the software was
ever finished?

1649. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8mq8trjgp2@nd.eastky.net>
Source record: 58690

On 8 Aug 2000 15:02:38 G, Ken Macdonald wrote:

>> I do not know of any parallel port scanners for the Falcon.
>> Most are SCSI (the Umax Astra 1220S definitely works with ScanX,
>> the Microtek X6 EL possibly does) and cost about $150 each.
>> Used Microtek E3 and E6 scanners can be had for as little as $50
>> on Ebay.
>> All the MiGraph scanners I've seen (ST and Falcon) connected to
>> the cartridge port.
>> Galen
>
>My Microtek X6works well with ScanXpro
>ken

Hmmm..I've never seen a scanner that works on the Falcon cartridge
port. Do you remember which one does?

I do have the MiGraph ColorBurst handheld scanner and it does connect
to the Falcons Parallel port. Also have a Golden Image Hand Held that
works on the ST/STE thru the Cart port, but won't on the Falcon.

Also, There is the GT Look 2 Software that worked with a color FlatBed
scanner thru the cart port. Not sure on the scanner name though. But
I think it was Epson.

phantomm@eastky.net

1650. Re: TOS upgrading the STFM1040

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8mribsfak1@nnrp02.primenet.com>
Source record: 58691

The Ox That Rocks <oxrock@reborn.com> wrote:
: Hi

: Is there an easy way to ROM upgrade an Atari ST1040 FM from v1.04 to
: 2.05? The Atari board is REV. D.
: I have the two v2.05 eproms, but the old v1.04 Eproms fits in 6
: sockets!

There is a detailed procedure, easy for me, at ftp://home/mtholyoak.edu/
kellis/atari/tos206up.txt. I will get a round tuit eventually.

--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

1651. Re: TOS upgrading the STFM1040

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8mrjgjroc1@draco.stochastik.rwth-aachen.de>
Source record: 58692

In article <jra2ps05g4b6k3r34afpmd7o6anff7mtug@4ax.com>,
The Ox That Rocks <oxrock@reborn.com> wrote:
>Call me stupid but what is a GAL? Do you have component producers and
>numbers on this GAL circuit?

Lattice Semiconductor, GAL16v8 or PALCE16v8

However, this will not help you much, since this is a programmable device:
you need to burn the correct logic equations into the device before it
starts working as you need - you need an address decoder for the range
$E00000-$E7ffff, and gererate DTACK for the CPU for that are.

cu
Michael

--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

1652. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3991528C.9C6F420@greeleynet.com>
Source record: 58693

Phantomm wrote:
>
> On 7 Aug 2000 16:04:58 -, Ken Springer wrote:
>
> Strange...I have a advertisement here that list the colorflat bed
> scanners with software from Migraph. I wonder if the software was
> ever finished?

I had an ad too. I requested they contact me if/when it was done, but
never heard from them.

1653. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8mrjim$e29$1@cubacola.tninet.se>
Source record: 58694

On 8 Aug 2000 17:09:58 G, Chris Simon wrote:

>
>Ah yes, but how did you receive them? If they came via email then
>you'd need to extract them from your email program - this is the
>problem I'm having. Once they're extracted, you double-click on them
>then they unzip themselves.
>
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.
Hi Chris

May I be so bold as to suggest MyMail? If you have a newer AES it is a
great program. If one gets a mail with attachments they appear as
icons in below the main mailwindow and then it's just a case of drag
and drop or as I do most of the time, doubleclick and ST-Zip is
started and the file sent there. Work's great!

Cherr's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1654. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-09 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3991532D.B2DD184@greeleynet.com>
Source record: 58695

"Jï¿½rgen Nyberg" wrote:

> Hi Ken
>
> Please turn off HTML in Outlook or get a dedicated Newsreader.

Awwww..... <G> You mean I can't have pretty formatted text??????
::laughing humorously!::

Ok, how's this? I switched to the plain text editor in Netscape
Messenger 4.73. I stay away from Microsloth's Outlook and Explorer.

Ken

1655. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3992905E.B0E049CA@siemens.at>
Source record: 58496

atarigalen wrote:
>
> Janka Gerhard <gerhard.janka@siemens.at> wrote:
> >But there is no Epson Stylus printer, even not the 480 which
> >just appeared a few weeks ago here in Europe, which doesn't
> >offer either ESC/P or ESC/P2 emulation.
>
> Not true (at least for ESC/P2). From the Epson America website:
>
> "The Stylus Color 300/400/440/640/660 and Stylus Photo series
> inkjet printers are not DOS compatible. Unlike other EPSON
> models, they are designed primarily for Windows therefore will
> not accept printer ESC codes. These Stylus Color printers use
> ESC/P Raster language and the LQ models use ESC/P2. The
> difference in the languages prevents the printers from emulating
> the LQ or any other models."

That means that I can't use them on my 8Bit Atari. But the ST should
be a different story (at least with NVDI 5).

> >I'm not sure what you mean when you say that ESC/Raster doesn't
> >work with NVDI.
>
> I'm not completely convinced of this yet, but the data is
> leaning that way. ESC/P Raster (to use its entire name) is
> incompatible with ESC/P2, which NVDI supports well. I SUSPECT
> that NVDI does not support ESC/P Raster completely based on the
> comments I've been reading. Are you saying that YOU use an
> ESC/Raster printer and it works with NVDI in 720dpi mode? I'd
> be delighted to be wrong about this.
>
> What I THINK is occurring is that ESC/P Raster is a superset of
> ESC/P but not of ESC/P2. If this is correct, 360 dpi color
> should be possible, but not 720.

As I said I'm using the 400, which is ESC/P Raster as can be seen
in your quote above, to print 720 dpi color pictures. The only
thing I'm not sure about is whether NVDI supports all possibilities.
BTW if you want something to be checked on the 400 I can do that
for you in the next days (but not later since I'll be throwing
away the 400 next weekend since I bought a 760, which is ESC/P2,
yesterday).

> >IIRC I read something in the EPSON printer manual about holding
> >down the 'droplets' key while switching the printer on to put it

> >in emulation mode if you have no appropriate printer driver but
> >I never tried it.
>
> I would be interested in that information if you can dig it up.
> There is something called a "D4" mode that I've posted here, but
> I have no printer that uses it.

I'll see if I can find that.

> By the way, I spent a bit of time looking pictures of the 480
> printer. No buttons at all on the outside that I can see?!!

Yes. You can forget the 480. That one is not usable at all without
Windows95/98/2000.

Gerhard

1656. patch for X-Boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <8mu6plqpq1@hermes.achilles.net>
Source record: 58497

Hello there, was there ever a discussion here about a Y2k patch
for XBoot? Now that it is 2000 it still works but I can't create
a new set or rename an old one. I can change sets, but I can't
rename them.
Mark

1657. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3992A8D4.72DB9B56@greeleynet.com>
Source record: 58498

atarigalen wrote:

> My MiGraph monochrome hand scanner for the ST was a cartridge
> port and I remember noting that the MiGraph "wand" scanner (a
> hybrid hand/flatbed) scanner for the Falcon was to be cartridge
> based. I never actually bought one, so they might have changed
> their minds.

I'd forgotten about the wand scanner. I don't remember how
it was supposed to work.
>
> I thought the Migraph color hand scanner for the Falcon was
> cartridge also, but I'm apparently wrong on this. My apologies.

No, you are right about the cartridge for the Falcon hand
scanner. But it was different than the cartridge for the
TT.

Ken

1658. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3992A92A.664C877@greeleynet.com>
Source record: 58499

"Jï¿½rgen Nyberg" wrote:

> Good to hear your not affected by "the big evil";->
>

I'm affected, I just try to keep it to the minimum. <G>

Ken

1659. W: TT graphics card

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mudfd$7pg$1@snipp.uninett.no>
Source record: 58500

I'm looking for a colour graphics card for my TT, preferably a Nova with
Mach 64. ET4000-cards will also do. I can either buy it, or trade it for
one or more of these items:

1x Nova graphics card for the Falcon, Mach 64, 1Mb. In excellent
condition, I've used it for two years without any problems.
1x Matrix M128 VME graphics card. This is a monochrome card, I have not
been able to test it as my monitor can't handle it's resolutions.
1x BioData VME ethernet-card with MiNT-Net driver.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1660. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Andy Blakely <anakimana@excite.com>
Message-ID: <8mugq0$ne1$1@nnrp1.deja.com>
Source record: 58501

In article <8mtpl3$3f0$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> anakimana@excite.com wrote:
>
> > If a PC can be added to a Mac via PCI slots, why couldn't we do the
same
> > with, say, a Milan? I don't see why not. Milans use regular PC/Mac
> > hardware anyway.
>
> > What do you think?
>
> A good idea, if you reverse it ;-) Put a 060, ROMs and other necessary
> hardware on a PCI-card, and put it in the PC. You wouldn't even have
to
> use the PC if you didn't want to, and it should be a lot cheaper than
> building a complete computer.
>

Oops, that's what I meant. If they can put a Pentium processor &
memory on a PCI-card and use it in a Mac, we could put a 060, ROM, RAM,
etc. on one and use it in a Mac or PC!

Looking at the box to one of these PC Compatibility Cards, the features
include:

~256k level 2 cache w/ integrated FPU
~16mb RAM (up to 80)
~2mb of graphics accelerated video DRAM using ATI mach64 video chipset
w/ software MPEG
~Creative Labs Sound Blaster 16 sound output
~Built-in Ethernet networking
~game port

The package contained:
~The card (duh)
~external PC video loop back cable
~sound cables

I wonder if Milan would take this project on? Who else would possibly
do it? Mario, where are you?

> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

>

Sent via Deja.com http://www.deja.com/
Before you buy.

1661. Re: patch for X-Boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3992d18c10ea0d2@free.fr>
Source record: 58502

Hello,

in article <8mu6plqpq1@hermes.achilles.net> (comp.sys.atari.st)
Mark Friedman wrote on Thu 10-08-2000 12:22 (GMT):

> Hello there, was there ever a discussion here about a Y2k patch
> for XBoot? Now that it is 2000 it still works but I can't create
> a new set or rename an old one. I can change sets, but I can't
> rename them.

You may set you system date ie. back in 1999, do what changes you need,
then set back the date to the good one.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr/ta/

1662. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3992dc0e@fmlynet.org>
Source record: 58503

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: jlog@zetnet.co.uk (JI Logan)
> I don't know if it possible to justly
> attribute blame for the demise of Atari, but Atari died because it
> could not or would not produce significantly better machines at the
> right time.

The TT was a GREAT machine. PC's were far behind, and the Macintosh was no-where near in speed and performance. Now if only more people knew that at the time.... ;)

> I didn't leave the brand, the brand left me, and you cannot bring
> Atari back to where it was 10 years ago. You might be able to buy
> the name but the company and people have gone.

I think the name gets passed on. From Bushnel, to Warner, to the Tremmels, to JTS, to Hasbro. Who is Atari?

> Commercial pressure killed Atari. Do you remember how popular the
> gramaphone record was? Far more popular than Atari. Do you think
> that is sufficient reason for abandoning CDs and DVDs and bringing
> back a needle on the end of a pivoted arm to track wobbles in a
> plastic groove?

But like a gramaphone record... still fun to play and collect!

Bring it back... hmmm.. if well marketed perhaps as a collectors item of nostalgia. I think Hasbro is doing just that.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1663. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200008101052.a10995@b2.maus.de>
Source record: 58504

```
JES>documen- > tation wasn't 100% complete ... because N.AES 1.2 should
JES>be sold at > the ATARI Messe here in Germany ... but, as i told
JES>everybody, the > software-part was 100% complete and by stepping from
JES>1.1.7 the 1.2 > software has not changed ...
JES>
JES>This is not true. There are several differences between 1.1.7 and
JES>1.2.0. I know, I have all versions on my TT (for testing purposes).

what differences ? ...

JES>> and also we emailed the 'finished' version to all for free ...
JES>
JES>Also not true. I never received it even though I mailed you several

o.k. ... but it seems, sometimes you've got trouble with your email .) ...

JES>> and, as i remember, Frank Naumann contacted me for your update ?:'
JES>...
JES>
JES>I asked him to do this, as you never replied to my mail. Nothing
JES>happened after his request either.

as i remember, i gave him a serialized copy of N.AES 1.2.0 for you ...
may be, Frank can tell us exactly, what happened ...

JES>> i'm sorry, at this point i can't see any reason to use > a pirated
JES>copy of N.AES 2.0 ...
JES>
JES>That's because you're not me ;-) I'll be happy to pay for the
JES>upgrade - but I just don't deal with German companies anymore. Get
JES>some UK or Scandinavian dealers.

System Solutions
Mr. Karl Brandt
17-19 Blackwater Street
London SE228SD Great Britain ...

JES>Btw. I paid full price for both 1.1.0

the 1.1.0 is from OverScan ... out of your licence we never get paid ...

JES>and 1.1.7, so I've already paid
JES>2.0.0 partially...

it's simple not a legal copy of N.AES 2.0 ... i'm sorry ...

with best regards, Konstantin Woller
```

1664. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <v2Ak5.10516$H14.12907@newsfeed.slurp.net>
Source record: 58505

On 9 Aug 2000 12:41:58 G, J�rgen Nyberg wrote:

>Hi Chris
>
>May I be so bold as to suggest MyMail? If you have a newer AES it is a
>great program. If one gets a mail with attachments they appear as
>icons in below the main mailwindow and then it's just a case of drag
>and drop or as I do most of the time, doubleclick and ST-Zip is
>started and the file sent there. Work's great!

Yes, that is what I use also. Mymail extracts the attachments to a folder
where I can get to them. For quicker access I have the folder on my
desktop. A problem comes when someone uses the UUE format instead of MIME.
If this happens I just forward the message to myself and use Newsie
instead.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1665. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <w2Ak5.10517$H14.12907@newsfeed.slurp.net>
Source record: 58506

On 8 Aug 2000 15:36:11 -, "Jared Falvo" wrote:
>If you knew Atari Computers was alive again, and that a 68060 or PowerPC
>system was available for $1,500 or less, would you buy it? If not at that
>price, what price/features would interest you to buy it? Would an
>affiliation with Hasbro cause you to doubt the quality or not? And would
>that doubt cause you not to buy for any reason whatsoever?

If I could get my hands on a PowerPC Atari computer, I would buy it no
matter what the price and where the company was based. I would not care if
it was affilated with Hasbro or not. I think more people would buy it if it
was connected with Hasbro since it is a solid company.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1666. Re: HELP! re: Teddy Term

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <B2Ak5.10519$H14.12907@newsfeed.slurp.net>
Source record: 58507

On 8 Aug 2000 15:43:12 G, Derryck Croker wrote:
>Ah, I see! I gave up TeddyTerm yonks ago as it wasn't even MagiC friendly.

Never tried that one. I use Starcall along with Starfax and they work great
with Magic 6.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1667. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <D2Ak5.10520$H14.12907@newsfeed.slurp.net>
Source record: 58508

On 9 Aug 2000 21:15:52 G, anakimana@excite.com wrote:
>A couple of Mac computers at my workplace were fitted with a card which
>added a Pentium PC to it. It had the processor, RAM, BIOS, and perhaps
>more included... the PC side used a partition on the Mac's hard drive
>and used software that (1) allowed you to switch between the Mac and PC
>using a combination of keys like Alt-Enter, and (2) allowed you to put
>files in a shared folder in order to transfer files between the two
>platforms. Both motherboards used the same floppy, hard drive, network
>card (i think), sound, video, etc. When you switched from the Mac to
>the PC, the Mac would stay on, but just sitting. Sometimes I'd go back
>and the screen saver was on...
>
>If a PC can be added to a Mac via PCI slots, why couldn't we do the same
>with, say, a Milan? I don't see why not. Milans use regular PC/Mac
>hardware anyway.
>
>What do you think?

I think that would be great. It is possible to do that. All that is needed
is the drivers. When I bought my Hades there were two Pentium PCI cards
that had drivers that were being worked on. The project was scraped because
of the cost of the card. To me, I would have loved it as I wanted to play
the great RPG PC games on my hades.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1668. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <F2Ak5.10521$H14.12907@newsfeed.slurp.net>
Source record: 58509

On 9 Aug 2000 14:38:23 -, atarigalen wrote:
>It probably could be done, but would we buy it? You are
>essentally talking about a hardware emulator. I have one such
>as you describe (only a 486 chip) on my Mac in order to run a
>couple of DOS programs, but I'd prefer my Atari-compatible to be
>a stand alone machine (though I'm not really sure why).

I do not know about you, but I would buy it no matter what the price.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1669. Re: Draconis1.7pro+WenSuite3 user

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <H2Ak5.10522$H14.12907@newsfeed.slurp.net>
Source record: 58510

On 10 Aug 2000 01:58:06 , John N Oakes wrote:
>
>>BTW: "Draconis"???????????
>
>>You really should broadcast how you got this prog to work on your TT.
>>(Did I indicate I'm using a TT also ?) There is much hair-tearing about
>>this prog in this NG. :)

I was wondering. How good is Draconis for accessing websites that use
Javascript?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1670. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3992ea1e@fmlynet.org>
Source record: 58511

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "JTeague" <jteague@bigfoot.com>

> Hey all, I haven't been in the Atari scene in some time (since, oh 93). Is
> there something different about the Mega STes? I'm pretty sure I had
> Spectre GCR working and reading/writing to 1.44 floppies with a
> standard 1040STe.

I too use a 1040 ST (and sometimes 1040 STE) and it works great.

> How is the Atari community doing these days?

Been better. :) But what the hey, there are people here, so the fun
continues. Programs are made, Atari clones are produced and sold. Not bad all
and all.

> Is it possible to still acquire ST stuff?
> JT

Hell yeh!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1671. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8muk7u$93u$1@snipp.uninett.no>
Source record: 58512

Konstantin Woller <Konstantin_Woller@b2.maus.de> wrote:
> JES>This is not true. There are several differences between 1.1.7 and
> JES>1.2.0. I know, I have all versions on my TT (for testing purposes).

> what differences ? ...

The visual changes in the window frame for example.

> JES>Also not true. I never received it even though I mailed you several

> o.k. ... but it seems, sometimes you've got trouble with your email .) ...

I have problems with *my* email?? Strange, apparently this only happens
when I mail you...

> JES>I asked him to do this, as you never replied to my mail. Nothing
> JES>happened after his request either.

> as i remember, i gave him a serialized copy of N.AES 1.2.0 for you ...
> may be, Frank can tell us exactly, what happened ...

Please ask him, I didn't get anything from him.

> JES>upgrade - but I just don't deal with German companies anymore. Get
> JES>some UK or Scandinavian dealers.

> System Solutions
> Mr. Karl Brandt
> 17-19 Blackwater Street
> London SE228SD Great Britain ...

!! I'l contact him.

> it's simple not a legal copy of N.AES 2.0 ... i'm sorry ...

See above.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1672. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3992dbf3$0$18631@news.zetnet.co.uk>
Source record: 58513

On 9 Aug 2000 21:15:52 G, anakimana@excite.com wrote:

| . . . . .
|If a PC can be added to a Mac via PCI slots, why couldn't we do the same
|with, say, a Milan? I don't see why not. Milans use regular PC/Mac
|hardware anyway.

At one time Computer Direct advertised a plug-in peecee for their
brand of the Hades. Someone was trying to write drivers for it but
a/ I'm not certain they were ever successful and
b/ the plug-in would have been expensive

1673. Re: I, was born, under a wandering, mou

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3992dbf3$1$18631@news.zetnet.co.uk>
Source record: 58514

On 9 Aug 2000 22:06:32 G, David Leaver wrote:

| . . . . .
|>This mouse likes to wander. Usually to the left of the screen, sometimes
|>to the right. Messing with the connector on an extension lead can fix or
|>exacerbate the problem.
|
|I have a Techno Plus Mouse which shows the same symptons. Kellis told
|me what the problem is.
|
|The mouse is not light-proof. 50hz pulses from the room light get in.
|If I hold my my hand over the mouse without touching it when the
|pointer goes for a walk, the pointer stops.

Black plastic over the sensors might help.

1674. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3992dbf5$0$18631@news.zetnet.co.uk>
Source record: 58515

On 9 Aug 2000 19:36:36 -, Ken Springer wrote:

|Jared Falvo wrote:
|>
|> If you knew Atari Computers was alive again, and that a 68060 or PowerPC
|> system was available for $1,500 or less, would you buy it? If not at that
|> price, what price/features would interest you to buy it? Would an
|> affiliation with Hasbro cause you to doubt the quality or not? And would
|> that doubt cause you not to buy for any reason whatsoever?
|>
|> Jared
| . . . .
|People, all Jared wants to know is if there is any interest
|in buying such a machine. If there's no interest in buying
|an up to date Atari computer, why bother putting in the time
|to design one?? It looks like a basic "yes" or "no"
|question to me. Either you are interested in buying a new
|Atari, or you are not. Simple as that.

No if it is a 68060 (becasue I have one of those).

Yes if it a PowerPC which is significantly faster than the Hades AND
it is stable AND it runs all of my Atari programs.

1675. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Andy Blakely <anakimana@excite.com>
Message-ID: <8musqe$1d4$1@nnrp1.deja.com>
Source record: 58516

Please allow me to reword my thoughts....

I want a Milan-on-a-PCI-card that I can stuff into my PC. Then I can have a Milan without having to buy all new drives, etc. Plus it will save desktop space. Plus it will cost less. I think it would be a hit!

If they could put a PC-on-a-PCI-card into a Mac, we could put a Milan into a Mac or PC, too! We just need somebody to manufacture it!

See what I mean?

Andy Blakely

Sent via Deja.com http://www.deja.com/
Before you buy.

1676. Re: WTB: 1Mx4 20-pin DIP DRAM

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965931490-545622AEicMi@bun.com>
Source record: 58517

Hi Jay

>Anyone have any of these old memory chips around?
>
>They're used in the ST-RAM 8MB upgrade..
>Please drop me a line if you have some!

I beleive i have some of them, where in the world are you?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1677. STumped

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3992f36d$0$18631@news.zetnet.co.uk>
Source record: 58518

The Atarian who was looking for a copy of STumped,the STOS Cricket game,will find it on L.A.P.D disk No 653.

LAPD have now left the Atair scene and their "Masters" were bought up by Steve Stupple of LAST PDL. I think you can find his pages on www.the-asx.co.uk He also has his own PDL stuff on a separate list and has many new and second hand ATARI stuff for sale or exchange.

Any difficulty come back at me and I will try and make contact for you.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

1678. Re: patch for X-Boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39930b522b43e24@online.be>
Source record: 58519

on Thu 10-08-2000 12:22 Mark Friedman wrote:

>Hello there, was there ever a discussion here about a Y2k patch
>for XBoot? Now that it is 2000 it still works but I can't create
>a new set or rename an old one. I can change sets, but I can't
>rename them.

There exist a patch for Xboot but it works only for some xboot versions.
xboot exist in at least two versions. One 91.630 bytes and one of 58KB.
Only the 91.630 version can be patched.
The 58Kb version is an auto extracting program. There
exist also a program to unpack it but it never worked for me.
Unfortunately I don't know the URL for both programs.
I do have the unpacker on my HD. It's called naughty.prg.
Interested?

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1679. Re: Draconis1.7pro+WenSuite3 user

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39930b522b43e25@online.be>
Source record: 58520

on Thu 10-08-2000 15:41 Edward S. Baiz Jr. wrote:

>On 10 Aug 2000 01:58:06 , John N Oakes wrote:
>>
>>>BTW: "Draconis"???????????
>>
>>>You really should broadcast how you got this prog to work on your TT.
>>>(Did I indicate I'm using a TT also ?) There is much hair-tearing about
>>>this prog in this NG. :)
>
>I was wondering. How good is Draconis for accessing websites that use
>Javascript?

Not good at all. Sure some pages can be accessed but the most are
unreachable. The worst is that when javascript is enabled and you run into
trouble Adamas will block the whole system. You can try to kill Adams but
the next time you launch Adamas again it will provoke a nasty system
crash.

Yesterday I used Adamas because even though the pages I wanted to view
with Cab didn't contain javascript I couldn't see then as htm, only as
plain ASCII.
At first I didn't had a problem with Adamas but when I clicked on the
return buttom I only got an empty page. It seems Adamas has severe trouble
with the cache.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1680. Re: I, was born, under a wandering, mou

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8muu0ghpn1@SOLAIR2.EUnet.yu>
Source record: 58521

On 9 Aug 2000 20:53:34 +, Richard Kilpatrick wrote:

>Definitely the mouse.
>
>Using extension lead, mouse behaves just the same - no tension on lead
>at keyboard end. At plug end, where mouse lead is encased by the stress-
>relief part of the plug, move it around, and the mouse works. Sometimes,
>moving this part of the lead can make the pointer move!

Ok, so change the cable; that should be quite easy. If you are not skilled with this, I suppose a friend can make it for you- using a D-9 connector and a piece of 8-wire flexible cable. Preferably it should have the same diameter as old one, so the stress-reliefing ends from the old cable can be put on the new one.

As a (better) alternative, the wires can probably be pulled out from the outer hose of the old cable, and you can replace them with thin teflon-coated wires. If you leave some slack at both ends (in the connector and in the mouse) this cable will be less prone to twisting and straining than the original one, as the teflon wires are very slippery and the cable will be quite pliable. A mouse with a cable repaired like this has been working for me for several years without any further trouble.

Btw. it seems to me that cable failure is maybe a main cause for malfunction of many a computer mouse. Those cables simply can't stand what is required of them.

cu.

1681. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8muu0ohpn2@SOLAIR2.EUnet.yu>
Source record: 58522

On 10 Aug 2000 15:13:10 , Andy Blakely wrote:

>> A good idea, if you reverse it ;-) Put a 060, ROMs and other necessary
>> hardware on a PCI-card, and put it in the PC. You wouldn't even have
>to
>> use the PC if you didn't want to, and it should be a lot cheaper than
>> building a complete computer.
>>
>
>Oops, that's what I meant. If they can put a Pentium processor &
>memory on a PCI-card and use it in a Mac, we could put a 060, ROM, RAM,
>etc. on one and use it in a Mac or PC!

It seems that the bright ideas about how a hypothetical new atari-compatible computer should look alike slowly drift towards just two items:
1) hardware-wise, it should have all the capabilities (slots, interfaces, cards, etc. etc) that a PC have;
2) Software-wise, it should run TOS-compatible (for want of a better word) applications.

But then, the hardware component, PC-like, already exists, at unbeatably low prices- it's the PC itself.

So only the software aspect remains. And I think it can be solved in software-only much more effectively than by special cards. There are a couple of Atari emulators that are quite reliable and compatible and run at considerable speed (MagicPC/Mac, TOSBox, Gemulator...). Yet they all need an operating system (DOS,Windows...).

But it need not be so. Theoretically, a software "emulator" which would, in fact, be a complete OS, something like TOS/GEM-for-Intel-CPU can be developed, to take full advantage of all hardware resources, and not be burdened by compatibility with Windows-to-Windows-to-DOS, etc.

Such a creation would need just the machine's BIOS from ROM (maybe only for booting?), and then it would be on its own. With the speeds of relatively cheap CPUs approaching 1GHz range, such an "emulator" might fool any atari Application that it is running on a very fast 680X0. The current Atari emulators have a ratio of real (Intel) vs. emulated (Motorola) clock speeds of about 10:1, so I suppose the "emulated" speed might be somewhere in the 50-100MHz range- which is no worse and maybe better than Milan can offer, and may get even better if/when faster CPUs become available (which will never happen again to 680X0).

I know that it is an enormous effort to practically make a complete OS, but it is much more in the realm of what is achievable by skilled enthusiasts

than designing, building and marketing an odd hardware base with a processor (68060) that will probably not be developed anymore. This OS/emulator should be just a couple of hundred kilobytes of executable code, gaining on the wisdoms learned from development of N/fVDI, MiNT, all those alternative desktops, etc. Or it may be even less than that- just representing the hardware as closely as possible, with standard "atari" OS being loaded upon it, like in current emulators.

Or else, maybe the QNX, now freey available, might be used as the kernel for a new "Atari-compatible" machine, maybe using MiNT development as a bridge. Btw. QNX now runs on PowerPC too...

1682. Re: patch for X-Boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <pkDk5.235$xL6.11841@news3.voicenet.com>
Source record: 58523

On 10 Aug 2000 12:22:13 , Mark Friedman wrote:
>Hello there, was there ever a discussion here about a Y2k patch
>for XBoot? Now that it is 2000 it still works but I can't create
>a new set or rename an old one. I can change sets, but I can't
>rename them.
>Mark
>.

I have the same problem with no hope in sight.

However, I have talked to the Gribnif, the USA dealer about this.

Is best that others with the same problem contact him to let him
know I am not the only person with this problem and it needs to be addressed.
Contact Dan: gribnif@pair.com

Raymond Collins

Raymond Collins	Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a Master Z --|Z|--	ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com	2MB VRAM CyREL Sunrise graphics card
rcollins@gcfn.org	Die Hard, Serious Atarian since 1983

1683. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0401e01a.48b93e35@usw-ex0107-055.remarq.com>
Source record: 58524

Konstantin_Woller@b2.maus.de (Konstantin Woller) wrote:
>>...Get some UK or Scandinavian dealers.
>
>System Solutions
>Mr. Karl Brandt
>17-19 Blackwater Street
>London SE228SD Great Britain ...
>
Are you saying that N.AES 2 can be ordered from System
Solutions? That information certainly hasn't been posted here
before.

Galen

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Up to 100 minutes free!
http://www.keen.com

1684. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mv0nebgn1@snipp.uninett.no>
Source record: 58525

atarigalen <kNOkSPAM@uia.net.invalid> wrote:

>>System Solutions
>>Mr. Karl Brandt
>>17-19 Blackwater Street
>>London SE228SD Great Britain ...
>>
> Are you saying that N.AES 2 can be ordered from System
> Solutions? That information certainly hasn't been posted here
> before.

And N.AES is not listed on their web-site.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1685. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <1a570680.4add2dba@usw-ex0107-055.remarq.com>
Source record: 58526

rcollins@voicenet.com (Raymond Collins) wrote:
>I disagree. The Hades made by the Medusa is a better
alternative.
>
>From the specs it is closer to an Atari, 3.06 TOS machine than
>a Milan II. It is in a second generation motherboard. It can
>support the ATI 8MB Pro Rage graphics card with special NVDI
>version. It can support MagiC via special HadesMagiC version.
>The Medusa company maded the first Atari clone 8 years ago
>continue with the Hades in a 2nd generation with a lower price.

The Hades also has some disadvantages. First of all, it is 3150
sFr (Swiss Francs?) or $1800+US. There is no indication about
the type or size of the harddrive that comes with it. HD Driver
no longer supports it (apparently due to the failure of the
developer to update something or another). Finally, there
hasn't been any activity on the website for over 16 months.
I agree that when the Hades came out, it was impressive. It is
still too expensive for my budget, and I wonder about the amount
of support still being provided.

Galen

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Up to 100 minutes free!
http://www.keen.com

1686. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39930ABD.3509574D@cfc.dnd.ca>
Source record: 58527

Konstantin Woller wrote:
> JES>documen- > tation wasn't 100% complete ... because N.AES 1.2 should
> JES>be sold at > the ATARI Messe here in Germany ... but, as i told
> JES>everybody, the > software-part was 100% complete and by stepping from
> JES>1.1.7 the 1.2 > software has not changed ...
> JES>
> JES>This is not true. There are several differences between 1.1.7 and
> JES>1.2.0. I know, I have all versions on my TT (for testing purposes).
> what differences ? ...
> JES>> and also we emailed the 'finished' version to all for free ...
> JES>
> JES>Also not true. I never received it even though I mailed you several
> o.k. ... but it seems, sometimes you've got trouble with your email .) ...

apparently he is not the only one. I have just in the past 3 months sent
a number of e-mails to you requesting info on when I can expect my order
to
arrive.
no answer from you.
The last thing I received from Woller was nAES 1.17, when I had ordered
and
paid for nAES 1.2
I sent you e-mail noting this, and you asked for my serial number, which
I gave, then I heard nothing from you.
someone else was nice enough to send me 1.2

> JES>> and, as i remember, Frank Naumann contacted me for your update ?:'
> JES>...
> JES>
> JES>I asked him to do this, as you never replied to my mail. Nothing
> JES>happened after his request either.
> as i remember, i gave him a serialized copy of N.AES 1.2.0 for you ...
> may be, Frank can tell us exactly, what happened ...
> JES>> i'm sorry, at this point i can't see any reason to use > a pirated
> JES>copy of N.AES 2.0 ...
> JES>
> JES>That's because you're not me ;-) I'll be happy to pay for the
> JES>upgrade - but I just don't deal with German companies anymore. Get
> JES>some UK or Scandinavian dealers.
> System Solutions
> Mr. Karl Brandt
> 17-19 Blackwater Street
> London SE228SD Great Britain ...

thank you. I did not know you cvould get nAES from SysSol!
they don't advertise it??!

> JES>Btw. I paid full price for both 1.1.0
> the 1.1.0 is from OverScan ... out of your licence we never get paid ...
> JES>and 1.1.7, so I've already paid
> JES>2.0.0 partially...
> it's simple not a legal copy of N.AES 2.0 ... i'm sorry ...
> with best regards, Konstantin Woller

people with glass house should not throw stones.
ken

1687. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <IZDk5.2220$3M.63692@newsread1.prod.itd.earthlink.net>
Source record: 58528

On 10 Aug 2000 09:09:24 , "Greg Goodwin" wrote:
>FamilyNet HQ: Telnet:\\www.family-bbs.net
>
>> From: jlog@zetnet.co.uk (JI Logan)
>> I don't know if it possible to justly
>> attribute blame for the demise of Atari, but Atari died because it
>> could not or would not produce significantly better machines at the
>> right time.
>
> The TT was a GREAT machine. PC's were far behind, and the Macintosh was
>no-where near in speed and performance. Now if only more people knew that at
>the time.... ;)
>
>> I didn't leave the brand, the brand left me, and you cannot bring
>> Atari back to where it was 10 years ago. You might be able to buy
>> the name but the company and people have gone.
>
> I think the name gets passed on. From Bushnel, to Warner, to the Tremmels,
>to JTS, to Hasbro. Who is Atari?
>
>> Commercial pressure killed Atari. Do you remember how popular the
>> gramaphone record was? Far more popular than Atari. Do you think
>> that is sufficient reason for abandoning CDs and DVDs and bringing
>> back a needle on the end of a pivoted arm to track wobbles in a
>> plastic groove?
>
> But like a gramaphone record... still fun to play and collect!
>
> Bring it back... hmmm.. if well marketed perhaps as a collectors item of
>nostalgia. I think Hasbro is doing just that.
>
> Doctor Clu
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>
>.

Off topic, maybe!
Re--gramaphone--there's still some killer New Orleans type jazz on
scratchy 78's and the 'feel' of the music itself can't be reproduced!
Same with the 'feel' of Doowop from thec '50's! Even classical pieces
were performed with a different feeling back then. But ever since the
infamous drum machine/synth/MTV era caught hold, most of what we have is

DISCO headthrashing death music and hated Beatles re-mixes (there are exceptions)!!! But very clear on CD! WOW!! I'm impressed! I just can't wait to see somebodies nose hairs and sweat glands in a close up on HDTV.
Re: "Now if omly more people knew that at the time..."
Exactly my feeling also! Good or bad, cleaner sounding or not, faster with more memory or not.....if there's NO marketing stragedy, it dies or at the very least, flounders around!!!
John G.

1688. Re: patch for X-Boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <016cdda2.51144a93@usw-ex0107-055.remarq.com>
Source record: 58529

"Pascal Ricard" <paricard@free.fr> wrote:
> Mark Friedman wrote on Thu 10-08-2000 12:22 (GMT):
>> Hello there, was there ever a discussion here about a Y2k
>>patch for XBoot? Now that it is 2000 it still works but I
>>can't create a new set or rename an old one. I can change
>>sets, but I can't rename them.
>
>You may set you system date ie. back in 1999, do what changes
>you need, then set back the date to the good one.
>
This is the standard-recommended method, and of course it
works. What I don't understand is that on my Falcon I am still
modifying sets without any problems. I haven't tried making any
new ones lately, but so far, so good.

Galen

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Up to 100 minutes free!
http://www.keen.com

1689. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39930CA3.440DEEA0@cfc.dnd.ca>
Source record: 58530

better yet. get ESScode!
it can handle _any_ encoded mail!!
ken

"Edward S. Baiz Jr." wrote:
>
> On 9 Aug 2000 12:41:58 G, Jï¿½rgen Nyberg wrote:
>
> >Hi Chris
> >
> >May I be so bold as to suggest MyMail? If you have a newer AES it is a
> >great program. If one gets a mail with attachments they appear as
> >icons in below the main mailwindow and then it's just a case of drag
> >and drop or as I do most of the time, doubleclick and ST-Zip is
> >started and the file sent there. Work's great!
>
> Yes, that is what I use also. Mymail extracts the attachments to a folder
> where I can get to them. For quicker access I have the folder on my
> desktop. A problem comes when someone uses the UUE format instead of MIME.
> If this happens I just forward the message to myself and use Newsie
> instead.
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

1690. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0621c270.53c06d1f@usw-ex0107-055.remarq.com>
Source record: 58531

Janka Gerhard <gerhard.janka@siemens.at> wrote:
>As I said I'm using the 400, which is ESC/P Raster as can be
>seen in your quote above, to print 720 dpi color pictures. The
>only thing I'm not sure about is whether NVDI supports all
>possibilities.
>BTW if you want something to be checked on the 400 I can do that
>for you in the next days ...

Could you please see if you can get NVDI to print at 720 dpi
color using the 400?

>...I bought a 760, which is ESC/P2, yesterday .

Huh? Www.epson.com declares the 760 to be "Printer Language
EPSON ESC/P Raster".

This raises two questions. First, are you sure that the 760 is
ESC/P2 (and thus that Epson's website is wrong) and second, does
the 760 print at 720 dpi color using NVDI?

BTW, thanks for staying with me on this thread. I was pretty
well convinced that we were losing support for Epson printers
(so much so, in fact, that I bought a 740 I really didn't
need). It's still going to be a good printer, but it would be
comforting to know that additional ones will be available for a
while.

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1691. Re: PD Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39930f7c$0$18634@news.zetnet.co.uk>
Source record: 58532

I've put the Spin_SD.BOS file in there and tarrgeted it at the drive. It seems to log it OK, reporting it as a Matsushita LF-1000 and mentions something about XHDI....Metados then happily maps it using the HS-ISO.DOS as drive O:...problem is I can't access it....I can stick a PD disk in and access it as K: but not as a CDROM, even when I boot with a CDROM in the drive...

any ideas?....is it an HD-Driver thing I need to do (7.71) or do I need toi replace Metados 2.74 with the one in the SPIN distributiopn?

chrisc

On 8 Aug 2000 15:52:55 +, "Atari Active" wrote:
>
>"Chris Crosskey" <chrisc@zetnet.co.uk> wrote in message
>news:398f4010$0$18632@news.zetnet.co.uk...
>>
>> Thanks Uwe...I think I've got 0.34 kicking around somewhere, I'll give it
>a
>> go....I've got so used to Metados 2.74 just being there and doing its
>> job...
>>
>> chrisc
>>
>
>Or you could use the great Extendos!
>
>Simon
>
>
>
>
>
>.

1692. Re: PD Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39930fdb$0$18634@news.zetnet.co.uk>
Source record: 58533

I'm aware of this and will do so......I want to be sure ity's what I need
though...ATM it isn't working properly..

chrisc

On 8 Aug 2000 18:30:45 +, Uwe Seimet wrote:
>Chris Crosskey wrote:
>>
>> Thanks Uwe...I think I've got 0.34 kicking around somewhere, I'll give it a
>> go....I've got so used to Metados 2.74 just being there and doing its
>
>Don't forget to register in case you're going to use SPIN! permanently.
>Registering and paying the fee will also give you access to more current
>(beta) versions.
>
>--
>--
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt
>.

1693. Re: Joe Conner

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3993246e$0$18633@news.zetnet.co.uk>
Source record: 58534

On 9 Aug 2000 19:04:41 +, "Atari Active" wrote:
>I need to contact Joe Conner about booking a stand for the Stafford Atari
>Show.
>snip>

You're barking up the wrong tree. There has been no announcement
of a November Stafford Show (yet, unfortunately); and I believe Joe
has no connexion with it anyway (He has his own life to live).

If you hear anything more about such a Show, do let us all know.

Cheers,
Charles.

1694. Re: New Winframe for Magic 6.x

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39932472$0$18633@news.zetnet.co.uk>
Source record: 58535

On 9 Aug 2000 20:08:59 +, Henrik =?iso-8859-1?Q?Gild=E5?= wrote:
>> >Hi!
>> >
>> >Today we (Nature) felt the time was right to present our latest work.
>> >It's a winframe replacement for Magic 6.x, and you can have a look at it
>> >at our homepage: nature.atari.org, and then go to Projects/Natframe.

Is that http://www.nature.atari.org or http://nature.atari.org or what?
I ask because both versions give me "File not found".

>> That's great, and it looks cool, but I can't find where to go to
>> download it. No download link on either the "Nat-Frame" or "Download"
>> pages, and I don't know where I would look at the FTP sites. Please
>> tell us! Thanks!
>
>It's unfortunately not available for download yet, but will be soon.
>We've just sent a beta-version to one of our testers, and if that goes
>well, it'll be up on our page shortly after. There are just some small
>"cosmetical" bugs that need fixing. NatFrame works alright as it is now,
>it's just not so pretty as we would like it to be.
>
>Regards
>Henrik

So someone has accessed it: how?

Cheers,
Charles.

1695. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008102350490.200-100000@online.no>
Source record: 58536

On Thu, 10 Aug 2000, Andy Blakely wrote:

> In article <8mtpl3$3f0$1@snipp.uninett.no>,
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> > anakimana@excite.com wrote:
> >
> ~256k level 2 cache w/ integrated FPU
> ~16mb RAM (up to 80)
> ~2mb of graphics accelerated video DRAM using ATI mach64 video chipset
> w/ software MPEG
> ~Creative Labs Sound Blaster 16 sound output
> ~Built-in Ethernet networking
> ~game port
>
> The package contained:
> ~The card (duh)
> ~external PC video loop back cable
> ~sound cables
>
> I wonder if Milan would take this project on? Who else would possibly
> do it? Mario, where are you?

This is something I'd *never* buy! Why not write drivers for the existing
cards for the Mac instead?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1696. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Andy Blakely <anakimana@excite.com>
Message-ID: <8mv9ohbvc1@nnrp1.deja.com>
Source record: 58537

In article <Pine.MNT.4.10.10008102350490.200-100000@online.no>,
oskancke@online.no wrote:
> On Thu, 10 Aug 2000, Andy Blakely wrote:
>
> > In article <8mtpl3$3f0$1@snipp.uninett.no>,
> > Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> > > anakimana@excite.com wrote:
> > >
> > > ~256k level 2 cache w/ integrated FPU
> > > ~16mb RAM (up to 80)
> > > ~2mb of graphics accelerated video DRAM using ATI mach64 video
chipset
> > > w/ software MPEG
> > > ~Creative Labs Sound Blaster 16 sound output
> > > ~Built-in Ethernet networking
> > > ~game port
> > >
> > > The package contained:
> > > ~The card (duh)
> > > ~external PC video loop back cable
> > > ~sound cables
> > >
> > > I wonder if Milan would take this project on? Who else would
possibly
> > > do it? Mario, where are you?
>
> This is something I'd *never* buy! Why not write drivers for the
existing
> cards for the Mac instead?

I know! I wouldn't either! I posted those features to give an idea of
what Apple had included on their card. We could also include these
types of components on a Milan or Atari board for use in the Mac/PC.

>
> Regards,
>
> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

1697. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Mfg1xDOl9xk5EwN4@lovecraft.demon.co.uk>
Source record: 58538

Once upon a time <IZDk5.2220$3M.63692@newsread1.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> grabbed chalk and scrawled:

>Good or bad, cleaner sounding or not, faster
>with more memory or not.....if there's NO marketing stragedy, it dies
>or at the very least, flounders around!!!

Laserdisc! Laserdisc!

Richard, not entirely convinced the TT was better than a Macintosh.
Apple Mac IIfx, anyone? Doesn't mean I wouldn't like one, though ;)

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1698. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8mvhj8$4vm$1@user2.teleport.com>
Source record: 58539
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

1699. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8mvhsl$5hi$1@user2.teleport.com>
Source record: 58540
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

1700. Re: Spectre GCR and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: pkienle@acmerecords.com
Message-ID: <pkienle-1008002353310001@dial-123-177.dial.indiana.edu>
Source record: 58541

JT

I am pretty sure you can't read/write on a 1.44 floppy with Spectre GCR if
your machine doesn't have a 1.44 floppy to begin with.

My Mega STE has two 1.44 floppies but Spectre GCR doesn't know about it.

Peter

In article <398dae66@wsnews.worldshare.net>, "JTeague"
<jteague@bigfoot.com> wrote:

> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0000.3986016c@fmlynet.org...
> > Apparently we heard wrong about the high density disks. Oh well.
> > Would have been nice had it worked.
> >
> > Doctor Clu
> >
> > So what kind of stuff do people like to do with Spectre? (What
> programs?)
>
> Hey all, I haven't been in the Atari scene in some time (since, oh 93). Is
> there something different about the Mega STes? I'm pretty sure I had
> Spectre GCR working and reading/writing to 1.44 floppies with a
> standard 1040STe. How is the Atari community doing these days?
> Is it possible to still acquire ST stuff?
>
> JT

--
Visit http://www.acmerecords.com
for Original Jazz that Rocks with BeebleBrox
jazz guitar trio 3rd Man
Odd Guitar Jazz
Original Tunes Online

1701. SM-147 monitor question

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3993922b_1@huge.aa.net>
Source record: 58542

Hi Atarioids,

Concerning the Atari SM-147 14" mono monitor. Does this model have a speaker? If not, is there some sort of "work around" where one could just hook up a small speaker to the appropriate terminals inside an ST, or maybe off of the monitor cable or plug?

Thanks,

Clayton Murray
Seattle, WA USA

1702. Re: SM-147 monitor question

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: atari@myatari.com
Message-ID: <0759a674.38058bf1@usw-ex0102-014.remarq.com>
Source record: 58543

The Atari SM-147 is actually a Quadrant VGA paper white monitor
that was modified to work on an Atari ST series computer. Since
most IBM compatible monitors do not have speakers an external
sound source is required. I sell a monitor switch that has rca
jack audio ouput. You would need to run it through an amplifier
and speaker.
ACS009 SWITCH Monitor Master 29.95
COLOR/MONO MONITOR SWITCH WITH AUDIO/VIDEO OUT
www.myatari.com

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1703. Re: Joe Conner

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965976870-164416AEicMi@cwcom.net>
Source record: 58544

From: "Atari Active" <atariactive@btinternet.com>
Date: Wed, 9 Aug 2000 19:04:41 +0100

>I need to contact Joe Conner about booking a stand for the Stafford Atari
>Show.

Do you know for certain that a show will be held? Do you have a date?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1704. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Andy Blakely <anakimana@excite.com>
Message-ID: <8msrq4hri1@nnrp1.deja.com>
Source record: 58638

I managed to find some info on this card. Here's an article from CNET:

bring the Web to your PC
by Michael Mathog
(8/6/96)

It's a fact of life: the latest and greatest software always comes out for Intel machines first. For people who want current software but are loath to give up their Macs, Apple has introduced a 100-MHz Pentium compatibility card. This follow-up to the 486-based compatibility cards allows Power Macs to run Windows 95 applications at speeds on par with PCs based on the same processor, according to our benchmark tests.

The $1,049 (street) standalone card plugs into the Mac's PCI slot (it's also an option in some Apple systems, such as the Power Macintosh 7200/120). Along with a 100-MHz Pentium processor, the card boasts Sound Blaster-compatible hardware, SVGA, 8MB of RAM, and a DIMM slot for more memory. The card can support two monitors simultaneously, so you can run your Mac and Windows applications side-by-side.

To run Windows 95, you'll have two stumbling blocks. First, you need to buy Windows 95--the compatibility card ships with MS-DOS 6.22. Second, the shipping configuration probably doesn't set aside enough disk space to install Windows 95 or any applications. To alter the configuration, Apple forces you to contend with a surprisingly difficult utility for changing hard-disk size and reassigning drive letters.

If you install Windows 95, you'll quickly realize that the 8MB of RAM that ship with the card just won't cut it. While you can't share memory from the Mac motherboard, you can take extra RAM from your Mac and plug it into the DIMM slot on the compatibility card. It's a nice touch, helpful when you're running Windows applications that need a RAM boost.

When the Macintosh boots, the PC setup controls load and run in the background. With these controls loaded, switching between operating systems is just a keystroke away--very impressive. Networking, sound control, and CD-ROM support are all preloaded. Playing DOS games with Sound Blaster-only sound and in high-resolution DOS VESA modes--though a bit slower than on a PC--was no problem. Connecting to the Internet and our LAN also worked without a hitch. Unfortunately, you're forced to load CD-ROM support for DOS in real mode, which means we needed to load a slow, 16-bit driver to run a CD (Windows aficionados are used to faster, 32-bit virtual device drivers for CD drives).

Apple's compatibility card is one of the best solutions for people who want to run two operating systems on their Macintosh. The compatibility

card might help quell concerns about your investment in a Macintosh--although at $1,050, you'd only need to spend another $500 or so for a separate, bare-bones 100-MHz Pentium machine.

Sent via Deja.com http://www.deja.com/
Before you buy.

1705. Draconis1.7pro+WenSuite3 user

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.a6940330.8e862820.doyene@zetnet.co.uk>
Source record: 58639

>BTW: "Draconis"???????????

>You really should broadcast how you got this prog to work on your TT.
>(Did I indicate I'm using a TT also ?) There is much hair-tearing about
>this prog in this NG. :)

>Cheers,
>Charles.

Hello All.
As mentioned in the passage above. I presently use my Draconis 1.7pro
for General internet use. But with Wensuite3 I use this for Newsreader.
As noted by some of the comments with fellows having trouble. I am open to help others
in there request for some answers. If there some interest, I will write a couple of
pages of help and zip or lzh format as HOWTO.

regards

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

1706. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <PQok5.59$ru1.4816@nsw.nnrp.telstra.net>
Source record: 58640

Nuff said I feel

Mark Bedingfield

atarigalen <kNOkSPAM@uia.net.invalid> wrote in message
news:06b3ad07.ef6f1425@usw-ex0107-055.remarq.com...
> On 5 Aug 2000 12:50:47 G, Crash-n-Burn@yljdmkurna.com wrote:
>
> >It took them eighty years since World War I, but
> >the French finally figured out how to kill Germans.
>
> Uh, we're getting worked up over this? Sure it's in poor taste,
> but I'm much more irritated by this going on an Atari area than
> by the sophmoric humor.
>
> It rather reminds me of when the space shuttle Challenger blew
> up. The doggerel then was that NASA stood for Need Another
> Seven Astronauts.
>
> Galen
>
>
>
> --
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com
>

1707. WTB: 1Mx4 20-pin DIP DRAM

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Jay <Someone@somewhere.com>
Message-ID: <399220C6.743C44FC@somewhere.com>
Source record: 58641

Anyone have any of these old memory chips around?

They're used in the ST-RAM 8MB upgrade..

Please drop me a line if you have some!

jkett8 AT gte DOT net

Cheers!

--> Jay

1708. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pdrwWNA8mkk5Ew5F@steverosie.demon.co.uk>
Source record: 58642

In article <3991d0f9$0$18632@news.zetnet.co.uk>, Charles Stanley
<cstanley@zetnet.co.uk> writes
>From the Desktop with nothing running, press HELP: it should show the
>key shortcuts.

As pointed out earlier NOT ALL for all TOS chip sets. If it's a bog
standard ST/F/M/FM/E then help won't help:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1709. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8mtpl3$3f0$1@snipp.uninett.no>
Source record: 58643

anakimana@excite.com wrote:

> If a PC can be added to a Mac via PCI slots, why couldn't we do the same
> with, say, a Milan? I don't see why not. Milans use regular PC/Mac
> hardware anyway.

> What do you think?

A good idea, if you reverse it ;-) Put a 060, ROMs and other necessary
hardware on a PCI-card, and put it in the PC. You wouldn't even have to
use the PC if you didn't want to, and it should be a lot cheaper than
building a complete computer.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1710. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008101243261.114-100000@rakas>
Source record: 58644

On 2000-8-9, Lonny Pursell <atari@SYNTAX.ERROR> wrote:

> What bothers me is someone coming in here without first
> reading up on the simplest of things... my replies were
> probably nasty but one can take only so much. Especially
> when you give them the info, point to a place to get the info
> and yet don't seem to grasp the situation.

To me, the worst part is when someone actually gave links to both Milan and Medusa, yet Jared kept on saying "those don't have the Atari fuji; I refuse to accept those."

At some point, it became very clear that the only thing that makes him tick is the glorious fuji. Who gives a fuck what's inside them, as long as they're proudly made in America and wear the famous logo.

Count me out.

Ein MilanII fuer mich, bitte schoene!

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1711. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-10 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <zlvk5.202$xL6.10619@news3.voicenet.com>
Source record: 58645

On 9 Aug 2000 15:38:21 -, reddish wrote:
>No.
>
>I think the Milan II can be a good option if it makes it across
>the atlantic. Medusa haven't given much signs of life for a
>while, so I don't think is a viable alternative by now.
>
>My advice if you really want to have an US-made Atari clone, is
>to import the Milan II and then register as a developer. This way
>all improvements can be made, but without diverging into
>different machines.
>
>Daniel.
>

I disagree. The Hades made by the Medusa is a better alternative.

From the specs it is closer to an Atari, 3.06 TOS machine than a Milan II. It is in a second generation motherboard. It can support the ATI 8MB Pro Rage graphics card with special NVDI version. It can support MagiC via special HadesMagiC version. The Medusa company maded the first Atari clone 8 years ago continue with the Hades in a 2nd generation with a lower price.

The Milan is still in developement. Could take years to reach UK and USA shores.

Raymond

Raymond Collins	Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a Master Z --|Z|--	ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com	2MB VRAM CyREL Sunrise graphics card
rcollins@gcfn.org	Die Hard, Serious Atarian since 1983

1712. ClassicMag.net

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Marvin <marvin@u2.com>
Message-ID: <4tq8ps4l4fq8bollhp3p5rpoj7cmndr9pu@4ax.com>
Source record: 58446
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm

Hello everyone, id like to announce a new project im starting, The ClassicMag project. The goal of this project is to preserve classic computing and gaming magazines for extinction. Most of us classic collectors love to have magazines for the systems we collect as, in the past the provided an immense resource for reviews, news, insights and programs. The goal of this project will be to preserve old out of print magazine issues in a PDF format. These will be scanned complete issues with advertisements let in, as they are as interesting and have just as much nostalgia value. Our web site is currently up at http://www.classicmag.net there's not a lot there as of yet but with everyone's help I hope to fill it soon. I've got a tremendous amount of space to be able to host these files. What I'm looking for is help from the community, if you have old issues, anything to do with computers or video gaming, please consider scanning them in getting them to us. If you can't put them in pdf form, no problem we can work out a way for you to get them images to us and we will get them in pdf form. I have a small list of magazines on the site now for some different systems, if you know of any I don't have listed please email with the details. I want this to be as complete as possible. I'm going to try and stay with mags published before 1995. I don't want to run into a lot of copyright issues. As always if a mag is on our site and the publisher, if there still around, wishes it not be there we will take it down, but hope they consider this project worthwhile and let us keep them there.
I believe this will be a great resource for everyone to be able to get a hold of some mags that are gone, but not forgotten. If you want to help with this project please email me at jim@classicmag.net . I look forward to hearing from people.

Thanks
Jim Oaks
http://www.classicmag.net

1713. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008111801560.100-100000@TT030>
Source record: 58447

On Fri, 11 Aug 2000, Martin-ï¿½ric Racine wrote:

> Sorry, I don't have a URL, but starting at www.bright.net/~atari/
> should give you one, as Lonny Pursell recently transfered the
> Atari Clone Directory to Odd. There probably is some note about
> the change, somewhere on Lonny's site.

No, forgot to do that. Go to assemsoft.atari.org

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1714. Re: Who is interrested in a Falcon Emul

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: stok@dds.nl
Message-ID: <39948909.E1C69171@dds.nl>
Source record: 58448

> Since the human ear can only distinguish pulses of 1/40000 or
> 1/50000 (depending on the human), recording of better than CD or
> DAT quality are of no additional value (for human use, anyway).

Actually human perception for pitch usually tops out at 20kHz (depending on age anyway) but there are also several other aspects like perception of phase difference, which if i recall correctly, was around the 5-10 microseconds. (somewhere between 100-200 kHz).
So even the standard 96kHz for DVD audio is still below the limits of our ears.
But for the practical part, a simple resample from 49.someting to 44.1 should work okay for game stuff, but highquality resampling will take a significant ammount of precessing power.
The main thing i'm curious about in the falcon emulator will be the DSP emulator anyway. There are plenty 68kx emulators out there, but i havent come across a realtime 56k emulator yet. I'm not saying its impossible, but it will take a LOT of time to get one of these working, and i wonder if this is all worth the effort, which may have been spent on making some falcon software.
Since we're on the subject of dsp anyway.. did anybody managed to make a port of gcc56k for falcon ?
It would be nice to have this software running on the falcon instead of on the sparc.

bye

sentry23

1715. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966032258-104976AEicMi@bun.com>
Source record: 58449

Hi Mark

>> He's probably a Necrophiliac as well.

>Just a realist, what would you like to ban next, or shall we just burn
>books.......

Stuff the book's, lets just top the priests.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1716. Re: Web site update! :-)

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966032256-104484AEicMi@bun.com>
Source record: 58450

Hi Derryck

>if you're a north/Herts (UK) resident then why not attend a Cheshunt Computer
>Club meeting?

Tell me more, when is it, how do i get there, how much is it, can i wear womens
underwear.

Oops!, wrong base, <deleted>

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1717. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Ex%k5.11776$H14.22671@newsfeed.slurp.net>
Source record: 58451

On 10 Aug 2000 16:12:19 , Ken Macdonald wrote:
>better yet. get ESScode!
>it can handle _any_ encoded mail!!
>ken

I already have ESScode, but I found Newsie is alittle easier to use and
MyMail is even easiser than Newsie. I would use it if the other two
failed. It was the first program I used to get encoded mail....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1718. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3994C47E.1B684A47@greeleynet.com>
Source record: 58452

Phantomm wrote:

> Anyone out there have one of these MS1200 or MS2400 scanners or were none of
> these ever sold?

To the best of my knowledge, none were ever sold. Look back
up this thread, I posted about my experience here. And that
the TT Colorburst hand scanner used both the cart port and
printer port.

Ken

1719. Re: ClassicMag.net

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-761FED.20344911082000@news.northcoast.com>
Source record: 58453
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm

In article <4tq8ps4l4fq8bollhp3p5rpoj7cmndr9pu@4ax.com>, Marvin
<marvin@u2.com> wrote:

> I don't want to run
> into a lot of copyright issues. As always if a mag is on our site and
> the publisher, if there still around, wishes it not be there we will
> take it down, but hope they consider this project worthwhile and let
> us keep them there.

IMO, this is not the way to go. Take the time to get permission FIRST.
It can be difficult to find the copyright holder and convince them to let
you put the material online, but it is worth the effort.

It is just safer to have the copyright holder's blessing before you start.
First, it means you won't get sued. Second, it means you'll save a ton
of work. What happens when you've just finished scanning the 100th
issue of PCjr Lover's Journal when you receive the cease and
desist letter from OmniMegaMediaPublishingCorporation, which now owns
the rights to that material? You'll have to remove the files
and will have wasted a whole lot of time and effort.

Sometimes, it is easier to get permission than forgiveness.

Also, I'll add that some publishers may not be able to even grant rights.
Many magazine contracts let the author retain copyright, in which case
you might have to track down hundreds of authors. I write magazine
articles for a living, and when I find someone has reproduced my work
without my permission, you can bet they'll hear from me. Even years
after the fact. It's still MY work.

One other thing -- less of a rant and more of a friendly suggestion.
Instead of trying to get every different magazine online at once, pick a
favorite, get permission, and work on getting every issue of that
publication online. That way you're not spread as thin. I've been heading
up the Digital Antic Project for four years, and we have just five issues
left to scan of the 88 that were published. I can see the light at
the end of the tunnel and it feels good.

If you do decide to focus on one magazine, you might want to use your
site (great domain name, by the way) to link to the other online magazine
projects like Antic, the Digital ANALOG Magazine archive, etc.

By the way, I have received permission to put Creative Computing magazine
online, although I have made to plans to do it myself... If you or
someone else wants to make that their project, let me know.

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

1720. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3994C969.21971C90@sprint.ca>
Source record: 58454

Greetings everyone,

The Atari PC's were available in Canada. I saw a used one for sale in 1993 in a dealer literally right next door to where I went to user group meetings in Toronto. A friend of mine also had one.

As for a machine running tos & dos in the same computer it reminds me of the 1040STe+ that unfortunately was never mass produced in great numbers. Or those Supercharger boxes that plugged into the ACSI port and had a real 8086 processor and its own ram, the only "emulator" I had much respect for.

Raymond Collins wrote:

> They where never sold in the USA.
> Raymond
>
> On 7 Aug 2000 15:28:22 G, "Joshua Kaijankoski" wrote:
> >Atari did make PCs too...
> >
> >Joshua.
> >
> >"Jared Falvo" <luposian@mailcity.com> wrote in message
> >news:_tAj5.246$vy3.24335@news.goodnet.com...
> >> People want their TOS computers, right? They want their slots, right?
> >They
> >> want it all, right? Well, so do we!
> >>
> >> What if (the new Atari) computers were simply modified PCs? You alter the
> >> BIOS a little, to allow for an Atari splash screen. You have an Atari ST
> >> emulator that boots first, unless you press a certain key to go into
> >> GEM2000! And since GEM was originally written for a PC, can you imagine

1721. Re: patch for X-Boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200008112231.a45118@su2.maus.de>
Source record: 58455

Hallo Pascal,

PR>You may set you system date ie. back in 1999, do what changes you
PR>need, then set back the date to the good one.
I use to edit SETS.DAT with an ASCII editor, e.g. TEMPUS and save the
file thereafter.

Und TTschï¿½
ps

1722. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008110051110.80-100000@rakas>
Source record: 58545

On 2000-8-10, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:

> > o.k. ... but it seems, sometimes you've got trouble with your email .) ...
>
> apparently he is not the only one. I have just in the past 3
> months sent a number of e-mails to you requesting info on
> when I can expect my order to arrive. no answer from you.

At this point, I am starting to question the reliability of
e-mail delivery _and_ the honesty of some dealers.

The exact same thing happens regularly with AG Computertechnic,
Aixit, Milan.... Is Germany ignoring the rest of the planet, or
do their internet providers suck?

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1723. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008110048190.80-100000@rakas>
Source record: 58546

On 2000-8-10, Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> The TT was a GREAT machine. PC's were far behind, and the
> Macintosh was no-where near in speed and performance. Now if
> only more people knew that at the time.... ;)

The NASA knew. They bought several, as affordable 32-bit number
crunchers for the space program.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1724. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39932DD4.2B657CCD@cable.A2000.nl>
Source record: 58547

Hi

JI Logan wrote:

> Yes if it a PowerPC which is significantly faster than the Hades AND
> it is stable AND it runs all of my Atari programs.

That can only be a Mac G.. running MacOs and MagicMac.
Unless somebody has ported TOS/GEM to run native on a powerPC. But then still you need to emulate the Atari programs. Something Jared wont like if I remember well. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

1725. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3993326A.7E38753@cable.A2000.nl>
Source record: 58548

Hi

Andy Blakely wrote:
>
> Please allow me to reword my thoughts....
>
> I want a Milan-on-a-PCI-card that I can stuff into my PC. Then I can
> have a Milan without having to buy all new drives, etc. Plus it will
> save desktop space. Plus it will cost less. I think it would be a hit!
>
> If they could put a PC-on-a-PCI-card into a Mac, we could put a Milan
> into a Mac or PC, too! We just need somebody to manufacture it!
>
> See what I mean?
>

Yes. Remaining roblem is the speed of the 68060, which is limited to 80 MHz
(Anybody realizes you wont have HW floating point?)

There is another solution: Install Linux (The kernel only), port the AES/VDI to run
native on the PC replacing X, write a emulator but dont call it 'emulator', call
it 'microcode'. :-) Run Atari programs.

Hey, there is a open source project called OTOSIS/OVDISIS/OAESIS that is
doing something like that.
The fact that this project seems to be more than 5 years old, and still is under
construction is a indication of how difficult this all is.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

1726. Re: New Winframe for Magic 6.x

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8mvhid$c4c$1@zingo.tninet.se>
Source record: 58549

On 10 Aug 2000 21:53:54 , Charles Stanley wrote:

>
>Is that http://www.nature.atari.org or http://nature.atari.org or what?
>I ask because both versions give me "File not found".
>
>
>So someone has accessed it: how?
>
>Cheers,
>Charles.
>.
Hi Charles

It's http://nature.atari.org and the real address is
http://www.dtek.chalmers.se/~d98gilda/
I think they had a spot of server probs at Chalmers last night but
now it seems to be working.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1727. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <F3Ik5.267$xL6.13483@news3.voicenet.com>
Source record: 58550

On 10 Aug 2000 12:44:19 , atarigalen wrote:
>rcollins@voicenet.com (Raymond Collins) wrote:
>>I disagree. The Hades made by the Medusa is a better
>alternative.
>>
>>From the specs it is closer to an Atari, 3.06 TOS machine than
>>a Milan II. It is in a second generation motherboard. It can
>>support the ATI 8MB Pro Rage graphics card with special NVDI
>>version. It can support MagiC via special HadesMagiC version.
>>The Medusa company maded the first Atari clone 8 years ago
>>continue with the Hades in a 2nd generation with a lower price.
>
>The Hades also has some disadvantages. First of all, it is 3150
>sFr (Swiss Francs?) or $1800+US. There is no indication about
>the type or size of the harddrive that comes with it. HD Driver
>no longer supports it (apparently due to the failure of the
>developer to update something or another). Finally, there
>hasn't been any activity on the website for over 16 months.
>I agree that when the Hades came out, it was impressive. It is
>still too expensive for my budget, and I wonder about the amount
>of support still being provided.
>
>Galen
>
>

The price for a Hades 040 base is 2600 Sfr.
4.5 HD
HDDriver works there is an issue the cache on the Hades
there is a software work around on the Hades Page.

http://www.kingx.com/kingx/medusa/">Medusa Computer Systems

Raymond

1728. Re: patch for X-Boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <vrJk5.71$NI1.5001@nsw.nnrp.telstra.net>
Source record: 58551

same here, no drama's on either of my Falcon's or MegaSTE for that matter

Mark Bedingfield

atarigalen <kNOkSPAM@uia.net.invalid> wrote in message
news:016cdda2.51144a93@usw-ex0107-055.remarq.com...
> "Pascal Ricard" <paricard@free.fr> wrote:
> > Mark Friedman wrote on Thu 10-08-2000 12:22 (GMT):
> >> Hello there, was there ever a discussion here about a Y2k
> >>patch for XBoot? Now that it is 2000 it still works but I
> >>can't create a new set or rename an old one. I can change
> >>sets, but I can't rename them.
> >
> >You may set you system date ie. back in 1999, do what changes
> >you need, then set back the date to the good one.
> >
> This is the standard-recommended method, and of course it
> works. What I don't understand is that on my Falcon I am still
> modifying sets without any problems. I haven't tried making any
> new ones lately, but so far, so good.
>
> Galen
>
>
> ---
>
> Got questions? Get answers over the phone at Keen.com.
> Up to 100 minutes free!
> http://www.keen.com
>

1729. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <vxJk5.73$NI1.5015@nsw.nnrp.telstra.net>
Source record: 58552

Just a realist, what would you like to ban next, or shall we just burn books.....

Mark Bedingfield

Steve Sweet <stevesweet@bun.com> wrote in message news:965928654-978674AEicMi@bun.com...
> Hi Shiuming
>
> >>It took them eighty years since World War I, but
> >>the French finally figured out how to kill Germans.
>
> >I'd love to see what kind of funny stuff you
> >can come up with when someone in your family
> >comes to an early end.
>
> He's probably a Necrophiliac as well.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

1730. Re: I, was born, under a wandering, mouse..

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <adFXyWBNT1k5EwOU@my-ste.demon.co.uk>
Source record: 58553

In article <6RNYiIKTJek5Ew6T@lovecraft.demon.co.uk>, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> writes
>Once upon a time <IBkk5.5$YC2.4573@news0.optus.net.au>, David Leaver
><leaver@netinfo.com.au> grabbed chalk and scrawled:
>>I have a Techno Plus Mouse which shows the same symptons. Kellis told
>>me what the problem is.
>
>Mine is a Naksha mouse. I don't think it's light, because it changes
>with the cable...

That's the same mouse as I have, and sometimes it likes to wander,
sometimes up or down, although more often it's goes left or right. A
quick tap of the mouse mat will stop it dead in its tracks. All this
leads me to think that it's because the keyboard controller is getting
an intermittent signal from the mouse, from one of the optical sensors,
and it thinks the mouse is moving. The slight tap moves the mouse a
fraction and either blocks the light path completely, or opens it up
completely.

David Bolt

--
520STE 4Mb RAM. Magic 5.11 & TOS 1.62, |Member of the RC5 Team Acorn
A3010 4Mb RAM. RiscOS 3.11, Cyrix 233 |cracking keys at 2.2Mkeys/sec
32Mb RAM. SuSE 6.3 (2.2.13), AMD |
K6-2/450. Win98 & SuSE 6.3 (2.2.13) |http://www.distributed.net/

1731. Re: A new idea! - Why not just write an emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Callum Lerwick <lerwick@tcfreenet.org>
Message-ID: <39939EFC.A3975E88@tcfreenet.org>
Source record: 58554

Seems to me it'd be easier to just write a high-level software emulator.
Whatever happened to MagiC Mac...

I've been out of the Atari scene for a while... ;)

1732. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39939FC0.13A19AD7@siemens.at>
Source record: 58555

Martin-ï¿½ric Racine wrote:
> The exact same thing happens regularly with AG Computertechnic,
> Aixit, Milan.... Is Germany ignoring the rest of the planet, or
> do their internet providers suck?

Maybe it really is not the dealers (except Software Service Seidel
where I had troubles several times) since quite often my 2nd or 3rd
Email gets answered and it's surely not less work for a dealer to
throw away some mails and then randomly answering others. BTW snail
mail seems to be a problem too there. So it's good to convince the
dealer that he should send the goods as package and not as letter
since the chance of it arriving is much higher then and in case
of problems there is an insurance covering it.

Gerhard

1733. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Callum Lerwick <lerwick@tcfreenet.org>
Message-ID: <3993A014.846DE13E@tcfreenet.org>
Source record: 58556

> > How about a complete Milan II Computer Kit?
> > (assembly required/monitor not included)
> > (some parts available at Radio Shack!).
> > John G.
> >
>
> That's a great idea! It would cost Milan computers less money to ship
> them out, and they probably aren't making much profit on all those
> accessories anyway (diskette drives, hard drives, cases, etc.). If they
> do that, I could easily see them selling more kits than complete
> systems! Nearly everyone has (or has access to) spare parts, right?

Why not just make an ATX motherboard, and nothing but a motherboard.
Buyer can pop it into a a widely available ATX case, use plain old PC
floppies and IDE devices. Either have built in video or use PCI cards...

1734. Web site update! :-)

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <965976872-164836AEicMi@cwcom.net>
Source record: 58557

Hi all,

The home of DDP Translations gets an update - I've simplified its layout and it's now much quicker to load.

I've also added two more translated apps to the DDP page - XGem (alter the appearance of MagiC window title bars), and ITime (an online timer for IConnect). The RSC file archive for MagxDesk has received a bug-squash too.

Pop along - the URL is in the sig - if you're a north/Herts (UK) resident then why not attend a Cheshunt Computer Club meeting?

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1735. Atari on the net

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Callum Lerwick <lerwick@tcfreenet.org>
Message-ID: <3993A5F5.AD096FF7@tcfreenet.org>
Source record: 58558

Okay, I quietly slipped off to the PC about 5 years ago and became a Linuxhead and such. But I still have a Mega4 ST laying about. Just for kicks I'd like to get it on the net. What options do I have? I'm a unix geek so I'm thinking MiNT. I've just leeched KGMD, I messed with it when it was new but the 2mb RAM I had at that point wasn't enough. Is there anything I should know? Any newer KGMD's than 1.0 circa 1995? Thought there was an english transelation of KGMD somewhere... Anything I should update? Any Y2K bugs? ;)

I figure I'll run a null modem PPP connect to a Linux box. I have various Linux boxen connected on a LAN NATted on a cable modem... But is there by any chance anything to do PLIP from an Atari to a Linux PC over a Parcp cable? Apparently the linux kernel supports an eight bit bidirection mode now, but doesn't seem to be quite the same cable wiring... Should be much faster. ;)

My goal is to have it be a web server. Is there any up already?

Replies CC'd to email would be good...

1736. Re: STumped

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <8n09d7$5nt$1@pegasus.csx.cam.ac.uk>
Source record: 58559

Derek W W Hunt wrote in message <3992f36d$0$18631@news.zetnet.co.uk>...
> The Atarian who was looking for a copy of STumped,the STOS
> Cricket game,will find it on L.A.P.D disk No 653.
>
> LAPD have now left the Atair scene and their "Masters" were
> bought up by Steve Stupple of LAST PDL. I think you can find
> his pages on www.the-asx.co.uk He also has his own PDL stuff
> on a separate list and has many new and second hand ATARI
> stuff for sale or exchange.
>

Thats the URL for the Atari Software Exchange that's also run by Steve, it should be able to get it from there but Last PD also has it's own URL at www.last-pd.co.uk

Stephen Moss

1737. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3993AA85.E39C6839@siemens.at>
Source record: 58560

David Galvez Carles wrote:
> I bought an Epson Stylus Color 460 to work with my Falcon with NVDI 5. The
> printer works but very, very ,very slow. It takes a couple of minuts to
> print a text page (no pictures) with TTF fonts and more than 10 minuts to
> print a doc with two pictures. I use the NVDI Epson 400 driver. I thought
> that was a Falcon problem but reading your messages talking about no
> compatibility between Epson printers i think this is the problem.
> To print the single text doc i select 360 dpi and black&white option in the
> NVDI printer CPX module. To print the doc with the pictures i select 360 dpi
> and full color options.

You could try whether it helps to use the Epson 440 driver. If you're
interested I could check if the speed of the Falcon has influence on
the printing speed too. I printed a Papyrus A4 document with text and
pictures on my Epson 400 yesterday and with 360 dpi full color option
it needed 2:40, with 720 dpi it needed 4 minutes but I did it on
a Centurbo II Falcon in turbo mode. Maybe it's slower on an
unaccelerated Falcon.

Gerhard

1738. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3993ADD5.1F24A0F1@siemens.at>
Source record: 58561

atarigalen wrote:
> Could you please see if you can get NVDI to print at 720 dpi
> color using the 400?

After installing the 400 using the instprnt utility the printer accessory of NVDI let me choose between three modes :
- 360 dpi draft
- 360 dpi best
- 720 dpi best
I just tried printing a Papyrus A4 document with mixed text and pictures via NVDI in 360 and 720 dpi. With 360 dpi it needed 2:40 and with 720 dpi 4:00. But I'm quite sure that I needed the (free) upgrade from NVDI 5.0 to 5.02 to get it to work with the 400.

> >...I bought a 760, which is ESC/P2, yesterday .
>
> Huh? Www.epson.com declares the 760 to be "Printer Language
> EPSON ESC/P Raster".
>
> This raises two questions. First, are you sure that the 760 is
> ESC/P2 (and thus that Epson's website is wrong) and second, does
> the 760 print at 720 dpi color using NVDI?

Since Epson's Austrian website says different the best thing will be to try it :) . You can read the result in this thread next wednesday.

> BTW, thanks for staying with me on this thread. I was pretty
> well convinced that we were losing support for Epson printers

Thanks for staying with me :) I'm very unhappy that Epson only sees Windows users as their target customers, even the more since I like the Epson printers more than the HPs.

> (so much so, in fact, that I bought a 740 I really didn't
> need). It's still going to be a good printer, but it would be
> comforting to know that additional ones will be available for a
> while.

With the 740 you have the advantage that you can select exactly that model with instprnt (at least in NVDI 5.02) while the 760 is not in the list. But I'm pretty sure that it either is compatible enough to work or that there is a printer update for NVDI which includes the 760 (I will try to get one).

Gerhard

1739. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008111320500.78-100000@rakas>
Source record: 58562

On 2000-8-11, Raymond Collins <rcollins@voicenet.com> wrote:

> HDDriver works there is an issue the cache on the Hades
> there is a software work around on the Hades Page.
>
> http://www.kingx.com/kingx/medusa/

Note that Norwegian developper Odd Skanke developped several
patches to most of the Hades problems.

Sorry, I don't have a URL, but starting at www.bright.net/~atari/
should give you one, as Lonny Pursell recently transfered the
Atari Clone Directory to Odd. There probably is some note about
the change, somewhere on Lonny's site.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1740. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8mvjg6$il1$1@nd.eastky.net>
Source record: 58563

On 10 Aug 2000 07:06:28 , Ken Springer wrote:
>atarigalen wrote:
>
>> My MiGraph monochrome hand scanner for the ST was a cartridge
>> port and I remember noting that the MiGraph "wand" scanner (a
>> hybrid hand/flatbed) scanner for the Falcon was to be cartridge
>> based. I never actually bought one, so they might have changed
>> their minds.
>
>I'd forgotten about the wand scanner. I don't remember how
>it was supposed to work.
>>
>> I thought the Migraph color hand scanner for the Falcon was
>> cartridge also, but I'm apparently wrong on this. My apologies.
>
>No, you are right about the cartridge for the Falcon hand
>scanner. But it was different than the cartridge for the
>TT.

I want to correct a mistake I made about the GT Look II software.
The software does not work thru the Cartridge port.
I booted up the software and there are alot of port options ...
Serial, Parallel Internal, Parallel External, Parallel+Midi, and
SCSI Internal or SCSI External.
I read a review of the GT LOOK II software in ST Format issue 77 and
it works with Epson flatbed scanners on the ST and Falcon.
I think there was some type of lead you need to run it on the ST, not sure
what kind of cable it is.

I dug out my MiGraph order form and these 3 Color Scanners were available
for the Falcon and TT back in 1994.

MS1200 and MS2400 24-bit Color Flatbed Scanners w/ColorKit Pro Software.
The 2 above used the SCSI port. There were 2 or 3 options for these
such as a Transparency Scanning attachment and Doc. Feeder.

And the ColorBurst color hand scanner for the Falcon and TT that used the
Parallel printer port on the Falcon. I have one of these, not sure if it
uses the parallel port on the TT but probably does.

Also there is a PS-400 Wand Scanner which is a Mono Scanner for the ST series.

Anyone out there have one of these MS1200 or MS2400 scanners or were none of
these ever sold?

If there was a MiGraph Color Wand Scanner that connected to the cart port on the Falcon, I've never heard of it. Sounds interesting, Anyone out there have one of these? If so, tell us something about it.

I do know that MiGraph was suppose to make a cartridge port connector that allowed their ST Series of hand Scanners to work with the Falcons Cart port, but don't know if it was ever made? Anyone know? Sure could use one here.

Also, I'm looking to buy/trade for a working PS-400 Wand Scanner for the ST computers. Would like to have the Sheet Feeder as well but not necessary.

Also, need a good Hand Scanner Scanning Tray and MiGraphs MERGE IT software.

phantomm@eastky.net

1741. Looking for a CPX....

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8mvjg8$il1$2@nd.eastky.net>
Source record: 58564

Is there a CPX that allows you to edit the size of TOS window scroll bars and etc? If so, what is the name of it.

phantomm@eastky.net

1742. Video Genlocks and Ataris

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8mvjgc$il1$3@nd.eastky.net>
Source record: 58565

I could use some info on any Video Genlocks made for the Atari ST machines and especially any made for the Falcon.

I remember reading a few articles awhile back but can't remember any models or names of software.

Also, I've heard some folks say that the ones that were made were not any good.

Even if that is true, I'd still like to know what kind of Video Genlock hardware and software was made for the Ataris and if any can still be bought new. Anyone got a good used one for sale/trade?

If anyone happens to have one for the ST and or Falcon then do pass along any info you can.

Not sure but I think there was one or two that were made especially for the Falcon. If so, those are the ones I would have the most interest in.

Also, does anyone know if there is a Hardware only Genlock that one can use on any type of Computer including the Ataris that will allow me to mix either my Falcons RGB or VGA output video with another video signal such as the TV or VCR video Tape?

I'd like to find a good DIY project for this also, surely it can't be that hard to come up with one.

I notice that Apex Media has a Genlock option, Anyone know if any Genlock will work with Apex or is there a certain model that needs to be used?

Any help is much appreciated,

phantomm@eastky.net

1743. Re: Atari on the net

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <8n0nmq$kk0$1@kopp.stud.ntnu.no>
Source record: 58566

Callum Lerwick <lerwick@tcfreenet.org> wrote:

> kicks I'd like to get it on the net. What options do I have? I'm a unix
> geek so I'm thinking MiNT. I've just leeched KGMD, I messed with it when

Try SpareMiNT, although I'm not sure if 4Mb is enough for rpm.

> I figure I'll run a null modem PPP connect to a Linux box. I have
> various Linux boxen connected on a LAN NATted on a cable modem... But is
> there by any chance anything to do PLIP from an Atari to a Linux PC over
> a Parcp cable? Apparently the linux kernel supports an eight bit

Not unless you write a new PLIP-driver for Linux...

Jo Even Skarstein

1744. Re: Atari on the net

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008111447190.78-100000@rakas>
Source record: 58567

On 2000-8-11, Jo Even Skarstein <josk@stud.ntnu.no> wrote:

> > I'm a unix geek so I'm thinking MiNT. I've just leeched KGMD,
>
> Try SpareMiNT, although I'm not sure if 4Mb is enough for rpm.

It's worse than that. There is no SpareMiNT installation kit
that someone could use from scratch.

Currently, one still needs to install KGMD or some other kit,
then alter the filesystem hiererchy for FHS, then install the RPM
package manager and cpio.

In other words, SpareMiNT is still not a proper distribution kit.

> > there by any chance anything to do PLIP from an Atari to a Linux PC
>
> Not unless you write a new PLIP-driver for Linux...

Better use Ronald Andersson's new PLEP protocol, anyhow.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1745. Re: Atari on the net

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8n0vnj$p89$1@snipp.uninett.no>
Source record: 58568

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

>> Try SpareMiNT, although I'm not sure if 4Mb is enough for rpm.

> It's worse than that. There is no SpareMiNT installation kit
> that someone could use from scratch.

Really? I scratched an ext2-partition, unpacked the rpm bootstrap archive
to it, symlinked the folders to u:\, rebooted and started installing rpm
packages. Apart from tar.ttp and gzip.ttp I didn't need anything.

OK, so it's not plug and play but if he's a unix-man he won't have any
problems with it. It's just a matter of reading the docs in the rpm
bootstrap archive.

> Currently, one still needs to install KGMD or some other kit,
> then alter the filesystem hiererchy for FHS, then install the RPM
> package manager and cpio.

Definitely not true, see above.

> In other words, SpareMiNT is still not a proper distribution kit.

That's true. The init-package doesn't work too well yet, fortunately I
don't need it on my TT so I really don't care ;-)

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1746. Re: Joe Conner

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8n146t$pp7$1@plutonium.btinternet.com>
Source record: 58569

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:965976870-164416AEicMi@cwcom.net...
> From: "Atari Active" <atariactive@btinternet.com>
> Date: Wed, 9 Aug 2000 19:04:41 +0100
>
> >I need to contact Joe Conner about booking a stand for the Stafford Atari
> >Show.
>
> Do you know for certain that a show will be held? Do you have a date?
>
> --

Yes, it seems that it will be :)

Saturday 11th November 2000, Staffordshire Showground, 10am - 4pm

> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

1747. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200008111108.a11023@b2.maus.de>
Source record: 58570

A>Konstantin_Woller@b2.maus.de (Konstantin Woller) wrote: >>...Get some
A>UK or Scandinavian dealers.
A>>
A>>System Solutions >Mr. Karl Brandt >17-19 Blackwater Street >London
A>SE228SD Great Britain ...
A>>
A>Are you saying that N.AES 2 can be ordered from System Solutions? That
A>information certainly hasn't been posted here before.

Karl Brandt bought a few times soft- and hardware, and our contact with
him is fine, he also speaks german very well .) ... if some of our products
aren't in his stock, we're able, to deliver it within 2-3 days ... please
contact him ...

with best regards, Konstantin

1748. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200008111109.a11024@b2.maus.de>
Source record: 58571

```
=> PM ...

with best regards, Konstantin Woller
```

1749. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200008111113.a11025@b2.maus.de>
Source record: 58572

JES>Konstantin Woller <Konstantin_Woller@b2.maus.de> wrote: > JES>This is
JES>not true. There are several differences between 1.1.7 and >
JES>JES>1.2.0. I know, I have all versions on my TT (for testing
JES>purposes).
JES>
JES>> what differences ? ...
JES>
JES>The visual changes in the window frame for example.

but we're not talking about N.AES 2.0 ... we're talking about
'differences' between N.AES 1.1.7 and 1.2.0 ...

with best regards, Konstantin

1750. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200008111141.a11026@b2.maus.de>
Source record: 58573

Jo Even and others, listen .)

JES>*I* have problems with *my* email?? Strange, apparently this only
JES>happens when I mail you...

if you get 20 oder 30 emails every day ... up to 50 sometimes ...
emails about support, info-wishes, bug-reports, delivery, email-up-
dates etc. ... it will happen sometimes, that somthing went wrong ...
o.k. ...

but, it's simple not our common style to ignore emails or questions ...

and i'm shure, that i emailed also to you the N.AES 1.2 Update ... may
be, a gateway blocked it on the way to you ? ... i don't know ... but
many other customers got their email-Updates ...

next time we'll send the email with the Software and a parallel Info-email
... may be that prevents those problems ...

our personal capacities are limited as well ... so we try our best to
support the ATARI-market ... in this relation some heavy criticism is
- may be - also not fair ...

with best regards, Konstantin Woller

1751. Re: Atari on the net

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39941CB0.5A617061@cfc.dnd.ca>
Source record: 58574

this is _the_ place to go Callum
http://wh58-508.st.uni-magdeburg.de/sparemint/
get ready for RPM
also:
http://www.geocities.com/SiliconValley/Bay/8745/pages/os.html
http://users.leading.net/~kellis/
http://www.freemint.de/en/index.html

Callum Lerwick wrote:
> Okay, I quietly slipped off to the PC about 5 years ago and became a
> Linuxhead and such. But I still have a Mega4 ST laying about. Just for
> kicks I'd like to get it on the net. What options do I have? I'm a unix
> geek so I'm thinking MiNT. I've just leeched KGMD, I messed with it when
> it was new but the 2mb RAM I had at that point wasn't enough. Is there
> anything I should know? Any newer KGMD's than 1.0 circa 1995? Thought
> there was an english transelation of KGMD somewhere... Anything I should
> update? Any Y2K bugs? ;)
> I figure I'll run a null modem PPP connect to a Linux box. I have
> various Linux boxen connected on a LAN NATted on a cable modem... But is
> there by any chance anything to do PLIP from an Atari to a Linux PC over
> a Parcp cable? Apparently the linux kernel supports an eight bit
> bidirection mode now, but doesn't seem to be quite the same cable
> wiring... Should be much faster. ;)

why not ethernet?
http://www.gallery.uunet.be/saka/atari/network/index.htm

> My goal is to have it be a web server. Is there any up already?
> Replies CC'd to email would be good...

this should get ya started Callum!
ken

1752. Atari Ireland documents

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Atari Active <atariactive@btinternet.com>
Message-ID: <8n14t2kdo1@neptunium.btinternet.com>
Source record: 58575

I found this site on Vitage Gaming com, and it contains lots of interesting documents from Atari :)

http://www.willowsp.u-net.com/andy/atari/

Simon Osborne
Atari Active

1753. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8n177i$qq7$1@snipp.uninett.no>
Source record: 58576

Konstantin Woller <Konstantin_Woller@b2.maus.de> wrote:

> JES>The visual changes in the window frame for example.

> but we're not talking about N.AES 2.0 ... we're talking about
> 'differences' between N.AES 1.1.7 and 1.2.0 ...

And I'm telling you, there are visual differences between 1.1.7 and
1.2.0. Just start it up and see for yourself. The keyword "new3d" wasn't
introduced in 1.2.0 for no reason. In 2.0.0 there are even more changes,
but I'm not talking about these.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1754. Olympus Camera

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <39942f36$0$18633@news.zetnet.co.uk>
Source record: 58577

Hello People,
I have managed to borrow an Olympus Digital Camera for a
week. Don't know yet which model but I suspect there is software
available to connect it to my Falcon. Can anyone shed some light on
this?.... Please, I only have it for a week and some decisions need
making :)

Regards as always to the Atarians.

Cheers

James K. Pirie
|Surfing & Sending without the aid of Microsoft
|Using an Atari Falcon 030 + MagiC OS + Nemesis
|Internet connection using STiK/CAB/Amail/Newsie
~~~~~~
~~~~~~

1755. Re: I, was born, under a wandering, mouse...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8n1bj9$s58$1@news6.svr.pol.co.uk>
Source record: 58578

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:GZOXQUGfyVk5Ewto@lovecraft.demon.co.uk...

> [1] Ah, yes. The clock. It doesn't work, it has a battery in it which
I
> think is dead. It's an FMC-II, and the software doesn't let you set
> dates beyond 1999 ;). Can I either get new software, or a different
> external clock cart that does support dates beyond Y2K? I'm guessing
> replacing the battery will fix the cart.

Check out my y2k page at:

http://www.bygjohn.co.uk/atari/y2k.html

There you'll find an XBIOS patch to sort out an internal clock problem
on TOS 1 and 2, and a workaround patch for your cartridge clock.

NB The cartridge clock patch won't work properly without the XBIOS patch
installing first, so Auto folder order is important.

HTH
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

1756. Re: Olympus Camera

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39943590.EE17CA62@cfc.dnd.ca>
Source record: 58579

goto:
http://dursoft.atari-computer.de/progs_e.html

ken

James Pirie wrote:
> Hello People,
> I have managed to borrow an Olympus Digital Camera for a
> week. Don't know yet which model but I suspect there is software
> available to connect it to my Falcon. Can anyone shed some light on
> this?.... Please, I only have it for a week and some decisions need
> making :)
> Regards as always to the Atarians.
> Cheers
> James K. Pirie
> |Surfing & Sending without the aid of Microsoft
> |Using an Atari Falcon 030 + MagiC OS + Nemesis
> |Internet connection using STiK/CAB/Amail/Newsie
> ~~~~~~

1757. Re: Video Genlocks and Ataris

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39943d4b$0$18633@news.zetnet.co.uk>
Source record: 58580

On 11 Aug 2000 01:05:16 , Phantomm wrote:
>I could use some info on any Video Genlocks made for the Atari ST machines
>and especially any made for the Falcon.

I had one for the ST, made by a French company called GST I think. I
tried to get it to work with the Falcon, as it seems to be one that is
hardware based and should work with any RGB source. I worked out the
pinouts and got Sys Sol to make a custom cable, but it didn't work!
In theory, it *should* have worked as all it requires is RGB signals
and synchs, which the Falcon provides.

The only thing was that you had to run a program on the ST to synch
its video display to the genlock.

There are also generic PC and Mac genlocks available (have a look in computer
supplies catalogues) that should work with any VGA source. Again,
these look to be entirely hardware.

The Falcon has its own genlock facilites via software - you can set it
in a graphics mode where each pixel has a bit that says whether it's
transparent or not, but I don't know if there's anything that has used
this. Maybe this is the way Apex works.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1758. FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: ACE <acesoft@NOSPAMfree4all.co.uk>
Message-ID: <BDXk5.366$Y2.28755@news-1.opaltelecom.net>
Source record: 58581

email me at acesoft@free4all.co.uk for huge list of
Atari ST software/books/magazines for sale

Alan
Ace Software

UK based mail-order business supplying software
for most classic computers - please mention lists required.

1759. Re: Atari on the net

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Callum Lerwick <lerwick@tcfreenet.org>
Message-ID: <39944835.C23E47C6@tcfreenet.org>
Source record: 58582

> Not unless you write a new PLIP-driver for Linux...

Don't tempt me. ;)

1760. Re: Atari on the net

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Callum Lerwick <lerwick@tcfreenet.org>
Message-ID: <39944869.1E9DE123@tcfreenet.org>
Source record: 58583

Jo Even Skarstein wrote:
>
> Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:
>
> >> Try SpareMiNT, although I'm not sure if 4Mb is enough for rpm.
>
> > It's worse than that. There is no SpareMiNT installation kit
> > that someone could use from scratch.
>
> Really? I scratched an ext2-partition, unpacked the rpm bootstrap archive
> to it, symlinked the folders to u:\, rebooted and started installing rpm
> packages. Apart from tar.ttp and gzip.ttp I didn't need anything.
>
> OK, so it's not plug and play but if he's a unix-man he won't have any
> problems with it. It's just a matter of reading the docs in the rpm
> bootstrap archive.

Okay I'm sold. Hopefully 4mb will be enough though... :P

1761. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: "Raz A. Mattazz" <razzamattaz@bigfoot.com>
Message-ID: <8n1h4a$8bg$1@zingo.tninet.se>
Source record: 58584

"Henk Robbers" <H.Robbers@cable.A2000.nl> wrote in message
news:3993326A.7E38753@cable.A2000.nl...

: There is another solution: Install Linux (The kernel only),
: port the AES/VDI to run native on the PC replacing X, write a
: emulator but dont call it 'emulator', call it 'microcode'. :-)
: Run Atari programs.

This is the only sensible idea in this "waking up the dead"
thread. Crassly speaking, there are merely two logical reasons
for wanting to produce an Atari-clone of sorts: Superiority in
the look and feel of the GUI, or superiority in one or more
"killer" applications. A third would be real "power without the
price", but that one is definitely out of the question...

The world has moved on, and a superiority of the Atari-specific
GUI is now in the fantasy domain. Everybody's got windows, icons
and dropdown menus. A "killer application" that would work
better on an Atari Motorola clone than on an Intel or PPC system
is v-e-r-y unlikely. Like they say in America, "there's no
substitute for cubic inches" (referring to automobile engines).

If someone comes dragging with Cubase, forget it. There's a port
of Cubase for the Intel BeOS which has no problems with timing
etc. BeOS is free BTW.

Just face it. Even if Dr Frankenstein could blow life into a
body assembled of various bodyparts he dug up at the graveyard,
that *monster* would suffer from several serious drawbacks.
Being unloved and ugly would be the most socially important.

Motorola's 68*** CPUs are in fact bodyparts from the graveyard,
dated and slow. Not even Motorola is any longer marketing them
for desktop systems. So why bother digging up the dead?

Rodolphe Czuba had a readymade and working prototype of a
twin-68060 motherboard (the Phenix) with some amazing specs, but
nobody was buying it.

A desktop computer system today is so much more than just the OS
and a text editor. The hangaround software expected to just be
there are at least a good Internet browser, some type of an
office suite and a wide range of drivers for all possible
hardware. Then, as a topping to this, buyers are also expecting
something *excellent*, which the other guys don't have.

Starting up a clone production and maintaining the interest for the product is a game for the big boys, with litterally millions of dollars to spend. Unless you are one, stop dreaming.

Raz

1762. Re: Papyrus 8.23 upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39945b567751a1@online.be>
Source record: 58585

on Thu 10-08-2000 16:12 Ken Macdonald wrote:

>better yet. get ESScode!
>it can handle _any_ encoded mail!!

All what you need is a decent mailer like Okami. No problems whatsoever
with this superb mailer.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1763. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39945b567751a2@online.be>
Source record: 58586

on Thu 10-08-2000 19:44 Jo Even Skarstein wrote:

>atarigalen <kNOkSPAM@uia.net.invalid> wrote:
>
>>>System Solutions
>>>Mr. Karl Brandt
>>>17-19 Blackwater Street
>>>London SE228SD Great Britain ...
>>>
>> Are you saying that N.AES 2 can be ordered from System
>> Solutions? That information certainly hasn't been posted here
>> before.
>
>And N.AES is not listed on their web-site.
>
Website? A few weeks ago I went to their website. IIRC the page last
update was made somewhere in 1998.

CU
Martin

--
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UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1764. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39945b567751a3@online.be>
Source record: 58587

on Fri 11-08-2000 11:41 Konstantin Woller wrote:

>and i'm shure, that i emailed also to you the N.AES 1.2 Update ... may
>be, a gateway blocked it on the way to you ? ... i don't know ... but
>many other customers got their email-Updates ...

That's true, I got my free update from you but only after a second request.
>

Tell me, is there a update of N_AES 2.0.0 or is it still the
same version from november 1999?

CU
Martin
--
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** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1765. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39945b567751a4@online.be>
Source record: 58588

on Fri 11-08-2000 00:53 Martin-ï¿½ric Racine wrote:

>On 2000-8-10, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
>
>> > o.k. ... but it seems, sometimes you've got trouble with your email .) ...
>>
>> apparently he is not the only one. I have just in the past 3
>> months sent a number of e-mails to you requesting info on
>> when I can expect my order to arrive. no answer from you.
>
>At this point, I am starting to question the reliability of
>e-mail delivery _and_ the honesty of some dealers.
>
>The exact same thing happens regularly with AG Computertechnic,

AG Computertechnic is out of business since 1 januari 2000 but at the time
he was in business it was very hard to get an answer from him.

>Aixit, Milan.... Is Germany ignoring the rest of the planet, or
>do their internet providers suck?

In february I placed an order for an Syjet 1.5 removable + 2 media at
Falke verlag. As today I'm still haven't received the goods. One positive
note however, they hasn't cashed the check.

Luckely not all the German dealers acts this way. Just to name two,
R.O.M. and Invers are very reliable.

CU
Martin

--
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** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1766. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39945b567751a6@online.be>
Source record: 58589

on Fri 11-08-2000 00:48 Raymond Collins wrote:

>The price for a Hades 040 base is 2600 Sfr.
>4.5 HD
>HDDriver works there is an issue the cache on the Hades
>there is a software work around on the Hades Page.

That doesn't work at all. The only way to make sure your SCSI-devices will
work with HDdrviver >7.70 is by switching of the instruction cache.
However by doing so the Hades turns into a slow machine. I believe just a
little bit faster then a TT030.
HDdriver 7.60 works very good on the Hades 060.

TTFN
Martin
--
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** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1767. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39945b567751a5@online.be>
Source record: 58590

on Fri 11-08-2000 11:41 Konstantin Woller wrote:

>our personal capacities are limited as well ... so we try our best to
>support the ATARI-market ... in this relation some heavy criticism is
>- may be - also not fair ...

I'm fully aware you're doing your best to support the Atari-market, thanks
for that.
Sure sometimes heavy criticism can be unfair but in the case of Jo-Even
I'm 100% convinced his criticism is well-founded.

Tschï¿½ï¿½,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1768. Re: Atari on the net

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Callum Lerwick <lerwick@tcfreenet.org>
Message-ID: <3994518E.ACDEABE1@tcfreenet.org>
Source record: 58591

> Better use Ronald Andersson's new PLEP protocol, anyhow.

Whats this?

1769. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8n1kkm$31$1@snipp.uninett.no>
Source record: 58592

"Martin \"Nightowl\" Byttebier" <tos4ever@online.be> wrote:

>>The exact same thing happens regularly with AG Computertechnic,

> AG Computertechnic is out of business since 1 januari 2000 but at the time

Really? I got a ethernet card from AG in March.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1770. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39946238cd6380@online.be>
Source record: 58593

on Sun 06-08-2000 12:04 Derryck Croker wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Sat, 05 Aug 2000 17:41:20 +0200 (MET DST)
>
>>Looknsee is registerware. You need to write to the author in order to get
>>a registration key.
>
>Martin, do you know if Look'n'see was ever upgraded beyond 0.95?

Sorry for the late reply.
Yes, the latest one is 0.97 but it's only German. The major improvement is
that that version supports long file names and true color.
You can find it on the home page of the author. As it is a beta version I
didn't place it on the Belgian ftp-server.

CU
Martin

--
***** Greetings from Okami Newsreader *****
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********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1771. Re: Video Genlocks and Ataris

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: felice@zetnet.co.uk
Message-ID: <399459ba.251777@news.in2home.co.uk>
Source record: 58594

Titan Designs (now Cortex) did in fact produce a hardware genlock
device for the Falcon, one of which I have had for a few years now
(and sorry, it is not for sale, either :)). They also produced the
video digitizer hardware, Expose - and AFAIK Cortex * may * (but don't
quote me on this) have some of these left, in NTSC versions.
The Expose is very good and easily out-performs most PC video
digitisers of that time and some of those around now.

Cheers,

Felice - Maggie Team INC

On 11 Aug 2000 17:52:11 GMT, osian@zetnet.co.uk (Chris Simon) wrote:

>On 11 Aug 2000 01:05:16 , Phantomm wrote:
>>I could use some info on any Video Genlocks made for the Atari ST machines
>>and especially any made for the Falcon.
>
>I had one for the ST, made by a French company called GST I think. I
>tried to get it to work with the Falcon, as it seems to be one that is
>hardware based and should work with any RGB source. I worked out the
>pinouts and got Sys Sol to make a custom cable, but it didn't work!
>In theory, it *should* have worked as all it requires is RGB signals
>and synchs, which the Falcon provides.
>
>The only thing was that you had to run a program on the ST to synch
>its video display to the genlock.
>
>There are also generic PC and Mac genlocks available (have a look in computer
>supplies catalogues) that should work with any VGA source. Again,
>these look to be entirely hardware.
>
>The Falcon has its own genlock facilites via software - you can set it
>in a graphics mode where each pixel has a bit that says whether it's
>transparent or not, but I don't know if there's anything that has used
>this. Maybe this is the way Apex works.
>
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !

1772. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-11 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39946e861672ac0@online.be>
Source record: 58595

on Fri 11-08-2000 19:36 Jo Even Skarstein wrote:

>"Martin \"Nightowl\" Byttebier" <tos4ever@online.be> wrote:
>
>>>The exact same thing happens regularly with AG Computertechnic,
>
>> AG Computertechnic is out of business since 1 januari 2000 but at the time
>
>Really? I got a ethernet card from AG in March.

Hmm, maybe I'm wrong with the date, but I'm pretty sure AG Computertechnic
doesn't exist as such anymore. However if one of his former customers has
a problem he will help them but only in his sparetime.
I remember me that he has announced his departure in one of the maus
groups.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1773. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3994894e2b66de1@online.be>
Source record: 58456
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/stcad162.lzh (1.128.398 bytes)
(Powerful CAD program. German/French/Polish version)

**mint**
ftp://chapelie.rma.ac.be/atari/mint/gem/aes/n_aes/shutup.zip (39.237 bytes)
(Shutdown manager for N_AES. It's possible it works with MagiC too. German language)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/cfn_view.lzh (73.348 bytes)
(shows some info about Calamus fonts, German only)
ftp://chapelie.rma.ac.be/atari/utilities/cocktail.zip (261.300 bytes)
(German language. A cocktail lexicon)
ftp://chapelie.rma.ac.be/atari/utilities/haji22.lzh (111.256 bytes)
(makes possible to use context sensitive popups with older Jinnee versions)
ftp://chapelie.rma.ac.be/atari/utilities/logbuch2.zip (78.434 bytes)
(log every program started and makes possible to restart the logged programs. German
language)
ftp://chapelie.rma.ac.be/atari/utilities/seher.zip (24.683 bytes)
(New German text viewer. Supports every protocol currently available. German language)
ftp://chapelie.rma.ac.be/atari/utilities/vorlex.zip (234.704 bytes)
(German lexicon of first names)
ftp://chapelie.rma.ac.be/atari/utilities/printing/canonprg.zip (5.461 bytes)
(a small utility for the Canon BJC 210 printer)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
```

But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1774. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008120134070.142-100000@rakas>
Source record: 58457

On 2000-8-11, Martin "Nightowl" Byttebier <tos4ever@online.be> wrote:

> AG Computertechnic is out of business since 1 januari 2000

That's news to me. The whole MiNT mailing list got a notice
from Torsten Lang that Axel was selling a whole bunch of network
cards and that was some time this spring, AFAIR.

> but at the time he was in business it was very hard to get an
> answer from him.

Several of us had e-mailed him for various cards, at the time.
Not many got any reply at all.

At one point, during a phone conversation, Axel mentioned he had
acquired the schematics to the Riebl Ethernet card and offered
them to me. No wonder I never got any further news, nor the
schematics, since he's gone...

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1775. Re: A new idea! - Why not just write an emulator?

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <399497A5.4C1A9041@cable.A2000.nl>
Source record: 58458

Hi

Callum Lerwick wrote:
>
> Seems to me it'd be easier to just write a high-level software emulator.
> Whatever happened to MagiC Mac...
>

Still alive and kicking.
On a G4 it beats every atari or clone ever made.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

1776. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39949c24$0$18631@news.zetnet.co.uk>
Source record: 58459

On 10 Aug 2000 07:20:44 , Steve Stupple wrote:
>In article <3991d0f9$0$18632@news.zetnet.co.uk>, Charles Stanley
><cstanley@zetnet.co.uk> writes
>>From the Desktop with nothing running, press HELP: it should show the
>>key shortcuts.
>
>As pointed out earlier NOT ALL for all TOS chip sets. If it's a bog
>standard ST/F/M/FM/E then help won't help:)

I don't know about "earlier", Steve, but can we clarify this: is the Help Key useful and accurate (about Key shortcuts) under TOS 1.xx or 2.xx or only 3.xx or what?

My previous comp was a Mega One (stolen by the repair firm!) which used HELP, though I can't remember its outcome. The TT & Hades give accurate info under TOS 3.05/3.06.

What's your experience?

Charles.

1777. Re: Draconis1.7pro+WenSuite3 user

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.8fbc2a18.8bf63020.doyene@zetnet.co.uk>
Source record: 58460

Hello All.
As a Draconis user it's true that some of the sites can be troublesome.
So I just deselect Javscript setting. Sometimes it not the software but the site on visit.
Java is mainly for the implemation of sound and vision on web pages. So you can see
the problem for Atari straight away. Most of the time, i visit a site and it works fine
then I keep it in a created folder Then try with the WenSuite3 to see if it work aswell.
True I have luck most of the times in both worlds, when it comes to emails ftp and
good well maintained sites Draconis wins hands down. But with access and ease to
newsgroups plus in built email and web browsing, WenSuite3 is a lot easier to use.
I am not here to promote any but, I would like to ask anyone. If the future of
web access is to be made easier with installation user friendly, why cannot we have the
same.

regards.

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

1778. Re: ClassicMag.net/CantBarsed

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Joe Connor <joe@cantBarsed.com>
Message-ID: <8n2973$8ba$1@newsg4.svr.pol.co.uk>
Source record: 58461

Hi Jim,

> Hello everyone, id like to announce a new project im starting, The
> ClassicMag project.
Nice idea.

>The goal of this project will be to preserve old out of
> print magazine issues in a PDF format.
That's a helleva lot of work but the ideal format.

> I'm going
> to try and stay with mags published before 1995. I don't want to run
> into a lot of copyright issues.
Although Atari Computing is now defunct and rengade publishing retains
copyright we're happy to give you permission to include our entire output on
your site if you want to do the work. There are 16 issues in total so it's a
large project to scan them all. Where are you based?

Regards

Joe Connor
renegade publishing ltd

PS In case anyone is wondering what I've been up to since Atari Computing
closed my website is at www.renpub.net and my latest fun project is
www.cantBarsed.com

We're offering FREE webmail accounts in the form <you>@cantBarsed.com and
our message board has just gone online and if you'd like to say hi you'd be
most welcome!

As always if a mag is on our site and
> the publisher, if there still around, wishes it not be there we will
> take it down, but hope they consider this project worthwhile and let
> us keep them there.
> I believe this will be a great resource for everyone to be able to get
> a hold of some mags that are gone, but not forgotten. If you want to
> help with this project please email me at
> jim@classicmag.net . I look forward to hearing from people.
>
> Thanks
> Jim Oaks
> http://www.classicmag.net

1779. Re: Joe Connor

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Joe Connor <joe@cantBarsed.com>
Message-ID: <8n29jf$8ip$1@newsg4.svr.pol.co.uk>
Source record: 58462

Hi Charles,

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:3993246e$0$18633@news.zetnet.co.uk...
> On 9 Aug 2000 19:04:41 +, "Atari Active" wrote:
> >I need to contact Joe Conner about booking a stand for the Stafford Atari
> >Show.
> >snip>
>
> You're barking up the wrong tree. There has been no announcement
> of a November Stafford Show (yet, unfortunately); and I believe Joe
> has no connexion with it anyway (He has his own life to live).
Woof, woof :-)
There will (alomost certainly) be a November AMS2000 show, the hall is
booked and I am involved helping the organiser and we'd love to have a
better Atari presence that made it to the Spring event (SAMS2000).

The place to register your interest and monitor the situation is at the
organiser's website at:

www.sharward.co.uk, follow the Giant Computer fair link...

Regards

Joe Connor
joe@cantBarsed.com
FREE <yourname>@cantBarsed.com webmail accounts available now from
www.cantBarsed.com

1780. Re: Renegade CD Evolution

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Joe Connor <joe@cantBarsed.com>
Message-ID: <8n29ua$8pi$1@newsg4.svr.pol.co.uk>
Source record: 58463

Hi James, Steve,

Nice2ReadU.
"James F. Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3989c8eb$0$18635@news.zetnet.co.uk...
> Hi Steve!
>
> On 3 Aug 2000 15:59:22 G, Steve Sweet wrote:
>
> >Does anyone know if the Evolution 3 of the Renegade CD is yet available,
and if
> >it is who is dealing with it?.
>
> I would like to know too. I have Evolution 2, but I'm sure that we're
> about due for E3.
Sadly neither Mark Wherry nor I could summon up the necessary enthusiasm to
complete this project. I have quite a few cheques here which we will not
cash and I'll return the CDs some people enclosed in the near future.
I'm really sorry to contribute to the vapourware legacy of the Atari scene.
Maybe someone would like to take over the project?

Regards

Joe Connor
joe@cantBarsed.com
FREE <yourname>@cantBarsed.com webmail accounts available now from
www.cantBarsed.com

1781. Re: ClassicMag.net

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <08t9pscbujo2g95hire3qsj763m7dpidvs@4ax.com>
Source record: 58464
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm

On Fri, 11 Aug 2000 17:10:21 -0400, Marvin <marvin@u2.com> drooled an
embarassing wet spot in his lap as he typed:

>Hello everyone, id like to announce a new project im starting, The
>ClassicMag project. The goal of this project is to preserve classic
>computing and gaming magazines for extinction. Most of us classic
>collectors love to have magazines for the systems we collect as, in
>the past the provided an immense resource for reviews, news, insights
>and programs. The goal of this project will be to preserve old out of
>print magazine issues in a PDF format. These will be scanned complete
>issues with advertisements let in, as they are as interesting and have
>just as much nostalgia value. Our web site is currently up at
>http://www.classicmag.net there's not a lot there as of yet but with
>everyone's help I hope to fill it soon. I've got a tremendous amount
>of space to be able to host these files. What I'm looking for is help
>from the community, if you have old issues, anything to do with
>computers or video gaming, please consider scanning them in getting
>them to us. If you can't put them in pdf form, no problem we can work
>out a way for you to get them images to us and we will get them in pdf
>form. I have a small list of magazines on the site now for some
>different systems, if you know of any I don't have listed please email
>with the details. I want this to be as complete as possible. I'm going
>to try and stay with mags published before 1995. I don't want to run
>into a lot of copyright issues. As always if a mag is on our site and
>the publisher, if there still around, wishes it not be there we will
>take it down, but hope they consider this project worthwhile and let
>us keep them there.
>I believe this will be a great resource for everyone to be able to get
>a hold of some mags that are gone, but not forgotten. If you want to
>help with this project please email me at
>jim@classicmag.net . I look forward to hearing from people.
>
>Thanks
>Jim Oaks
>http://www.classicmag.net

Well, I for one think this is a great idea -- but getting permission
might be difficult.

Antic (and ST spinoff STart) already has their own website up for
their magazine issues, for example (www.atarimagazines.com) and
feature full issue content (articles only) and type-in programs ready
for download. There is also a fledgeling A.N.A.L.O.G. archive in the
works, too, though it has few issues, most of which are incomplete and

many are poorly scanned.

If you can manage to pull this off however I think it'd be great! I'd particularily love to see all the classic Compute! issues.

Hey... while we're on the subject, are there any Atari pages out there that feature scanned/OCRed books on Atari? I bought quite a few way back, from the utterly-essential Mapping the Atari, to other programming books on graphics, gaming, etc. That'd be quite cool to see again.

Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

1782. SV: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <pb8l5.273$ne6.3062@nntpserver.swip.net>
Source record: 58465

Hi!

> If someone comes dragging with Cubase, forget it. There's a port
> of Cubase for the Intel BeOS which has no problems with timing
> etc. BeOS is free BTW.

.. Is there really? I had some contact with Steinberg regarding this a while ago, but it seemed like they put the BeOS port on ice..

Regards

/Pep

1783. Re: I figured it out!

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008121257470.142-100000@rakas>
Source record: 58466

On 2000-8-11, James Alexander <jamesalexander@sprint.ca> wrote:

> The Atari PC's were available in Canada. I saw a used one
> for sale in 1993 in Toronto. A friend of mine also had one.

Ditto. Saw them on sale in Montrï¿½al and at a local Atari show at
Rosemont College, around 1990.

Then again, as I remember it, the president of Atari Canada was
from a non-technological background and was the one that pushed
Atari into making clones, to help the Atari name get credibility
in the business world.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1784. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39952f47$0$18634@news.zetnet.co.uk>
Source record: 58467

On 11 Aug 2000 20:35:40 , "Raz A. Mattazz" wrote:

| . . .
|Motorola's 68*** CPUs are in fact bodyparts from the graveyard,
|dated and slow. Not even Motorola is any longer marketing them
|for desktop systems. So why bother digging up the dead?
|
|Rodolphe Czuba had a readymade and working prototype of a
|twin-68060 motherboard (the Phenix) with some amazing specs, but
|nobody was buying it.

It never got as far as being for sale.

1785. Re: A new idea!

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966079390-395232AEicMi@bun.com>
Source record: 58468

Hi Raz

>Being unloved and ugly would be the most socially important.

Thats not a problem i'm a living example to that..
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1786. New MyMAIL version 1.10

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <8n3v5o$8l3$1@newstoo.ericsson.se>
Source record: 58469

```
Hi all !

New version of MyMail 1.10 at my homepage.
http://www2.tripnet.se/~erikhall/programs/mymail.html

* More mailboxes
* Scroll bar for mail selection and mailbox selection
* More filters
* Multi check of mail accounts
* Lots of bugfixes and improvements

/Erik Hall

------------------------------------------------------------
You can add or remove yourself from MyMAIL mailinglist.
The add/remove page is found at:
http://www2.tripnet.se/~erikhall/mymailupdates.html
The mailinglist are handled by MyMAIL automaticly.
------------------------------------------------------------

--
-----------------------------------------------------------------
Hiroshima 45, Tjernobyl 86, Windows 95,
Avoid the next disaster.....
-----------------------------------------------------------------

Erik Hï¿½ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
ICQ 53094908 ------------------------ /|\
/ | \

http://www2.tripnet.se/~erikhall/index.html
-----------------------------------------------------------------
```

1787. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200008121218.a1546@wun.maus.de>
Source record: 58470

Hallo Martin!

M\B>Yes, the latest one is 0.97 but it's only German. The major
M\B>improvement is that that version supports long file names and true
M\B>color. You can find it on the home page of the author. As it is a
M\B>beta version I didn't place it on the Belgian ftp-server.

The exact URL is http://rosin-datentechnik.de/rosin-online/zeigsmir.html.

Being a file viewer, is the language of the program really that important?

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

1788. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <39959920.764247C9@gmx.ch>
Source record: 58471

> Hmm, maybe I'm wrong with the date, but I'm pretty sure AG Computertechnic
> doesn't exist as such anymore. However if one of his former customers has
> a problem he will help them but only in his sparetime.
> I remember me that he has announced his departure in one of the maus
> groups.
That's not completely right. He just doesn't sell Atari-Items as his main
job. He works now at a different place and makes the Atari thing in his
spare time... that's what I know about it.

Philipp
--
==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari-computer.de

1789. Exile tribute site

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Andrew Weston <aweston.remove@redhotant.com>
Message-ID: <ant1218450b0#den@redhotant.com>
Source record: 58472

Dear All,

I maintain a tribute site for the classic 8-bit BBC Micro game
'Exile' and its later conversions onto the AtariST and Amiga. I have
recently written to the Amiga games newsgroup and I was wondering if
anybody would be kind enough to provide me with any screenshots or
additional information relating to the Atari ST conversion.
I understand the 16-bit versions were very similar. I don't know much at
all about the Atari hardware I'm afraid but I assume the game was
written to run on both 16-bit platforms?
As I have said on the Amiga newsgroup, any help would be appreciated as
it would allow me to more accurately reflect on the site the impact the
game had on the Atari platform.

Regards,

Andrew Weston

--
HOME: www.argonet.co.uk/users/awestern ;aweston@argonet.co.uk
EXILE: exile.acornarcade.com Overcast: www.aweston.redhotant.com
VOTI: www.visionsoftheimpossible.co.uk
{Acornï¿½ RiscPC, RISC OS 4, ARM powered}

1790. Re: Draconis1.7pro+WenSuite3 user

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3995b0a61ebc2b2@online.be>
Source record: 58473

on Sat 12-08-2000 01:47 John N Oakes wrote:

>Hello All.
>As a Draconis user it's true that some of the sites can be troublesome.
>So I just deselect Javscript setting.

With other words Javascript is permantly desactivated. There is hardly one script Adamas accepts. Even very basic javascripts are able to make Adamas going nuts.
Sure you can deselect the javascript option but what is the use of it then.
I can accept such bugs from a beta version but not from a commercial product. I already have paid for three updates and with every update I get things are going worser. I once told the programmer about some bugs and all I got back from him was that he hadn't a Hades so he couldn't check it. Nice answer.

Yesterday, I told you about the cache problem I had. This was my fault. I was using the default value of 2.5 MB. I've set it to 10 MB now and it seems the cache problems are gone.

But I found another very naughty problem. Yesterday I was browsing around at http://www.fishbase.org. I tried to use the search option. All of the sudden Adamas stopped the retrievement of data. And that what that. At such moments Adamas really blocks the whole system. There is nothing one can do. The only way to get out of this impasse is a reset.

>Java is mainly for the implemation of sound and vision on web pages.

Java isn't supported by Adamas, only javascript which is something different.

>the problem for Atari straight away. Most of the time, i visit a site and it works fine
>then I keep it in a created folder Then try with the WenSuite3 to see if it work aswell.

As browser Wensuite is a much better product then Adamas. It doesn't crash very often and if it does WS doesn't take the system with it.

>True I have luck most of the times in both worlds, when it comes to emails ftp and
>good well maintained sites Draconis wins hands down. But with access and ease to
>newsgroups plus in built email and web browsing, WenSuite3 is a lot easier to use.

I wonder if you ever has used Okami, ASH-mailer, fiffi or Aftp? They are much better products then the Draconis clients and WS clients.

WS is indeed easy to use but I do know lots of non-French people who are unable to make a connection to their ISP. I for instance have for the moment three different ISP's. Only one can be used with WS.

I've asked the programmer of WS several times for a Wensuite to MiNT-net gateway which could solve lots of dialing problems. He always replied with: "coming soon". It seems he has another definition of coming soon then I've. It's almost a year later and still no sign of a WS to MiNT-net gateway.

A positive note to end this message. A few days ago OXO has announced in fr.comp.sys.fr that they are thinking to release WS as "Opensource".

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1791. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3995b0a61ebc2b1@online.be>
Source record: 58474

on Sat 12-08-2000 01:38 Martin-ï¿½ric Racine wrote:

>On 2000-8-11, Martin "Nightowl" Byttebier <tos4ever@online.be> wrote:
>
>> AG Computertechnic is out of business since 1 januari 2000
>
>That's news to me. The whole MiNT mailing list got a notice
>from Torsten Lang that Axel was selling a whole bunch of network
>cards and that was some time this spring, AFAIR.

This was probably to clear the stock.
Anyway in May he has posted some words about his departure in one of the
Maus groups.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1792. Jumper configuring the TEAC FD-335 HD Diskdrive

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: The Ox That Rocks <oxrock@reborn.com>
Message-ID: <4habpsghkhegjlmr809onj8on02m4shl1o@4ax.com>
Source record: 58475

Hi
I found an old HD-converter to put on top of the ATARI floppy
controller in an ST computer. This should enable me to read/save using
a standard TEAC floppy drive. But what about the jumper configuration?
Is there a program that will allow me to format 1.44 MB HD mode?

Peter

1793. STing scripts for BT Internet - help!

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: sonik@freedomnames.co.uk
Message-ID: <8n4g2h$c80$1@news.minx.net.uk>
Source record: 58476

Hi folks

I'm encountering a problem and I wonder if anyone here may be able to advise me? I've been logging-on fine with my present provider but have recently taken British Telecom up on their new SurfTime offer and even opened a secondary account with them.

At present I'm connecting to Freedomnames (my main provider) on my STE 1040 2 meg no problem via STing 1.15 but have had trouble getting DIAL.SCR and DEFAULT.CFG files together for BT Internet. I've tried adapting my Fnames ones with the relevant new info for BT, but while it logs-on ok, the initialisation bit fails and the modem hangs up. Is anyone here with BT Internet who may have a compatible script for them or know where I can find one? I'd be very grateful for any info.

Cheers :)
Al Ferrier
sonik@freedomnames.co.uk

1794. Re: Video Genlocks and Ataris

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8n4kb1gqi1@nd.eastky.net>
Source record: 58477

On 11 Aug 2000 19:55:44 , Heart of Dumbala wrote:
>
>Titan Designs (now Cortex) did in fact produce a hardware genlock
>device for the Falcon, one of which I have had for a few years now
>(and sorry, it is not for sale, either :)). They also produced the
>video digitizer hardware, Expose - and AFAIK Cortex * may * (but don't
>quote me on this) have some of these left, in NTSC versions.
>The Expose is very good and easily out-performs most PC video
>digitisers of that time and some of those around now.
>
>Cheers,
>
>Felice - Maggie Team INC
>
>

Yes, I thought so. Well could you tell us the name of it and does it
have any software? Does it work with the Falcon and what can it do?

Ahh.. the Expose. I have 2 of 'em myself. One of my cards is bad though.
But the good one does do good color video and still grabs.
I had to do a modification to get it working.

I wouldn't mind buying another Expose working or not.
And the lastest graphics card for the Falcon if it's available.
But it seems that alot of folks from the US have problems getting
anything from Titan/Core. It seems that the US Atari dealers are having
problems getting stuff as well, so I've heard.

Is there anyone in the UK that is an Atari Buff and can walk right into
Titan/Core and let me know for sure if any Expose's are for sale?

I'd like to find someone that I can trust in the UK that could purchase
Atari Items for me from Titan/Core. And any other UK atari dealers.

Anyone else with VideoGenlock info or one for sale do let me know.

phantomm@eastky.net

1795. Re: Video Genlocks and Ataris

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8n4kb6gqi2@nd.eastky.net>
Source record: 58478

On 11 Aug 2000 17:52:11 , Chris Simon wrote:

Thanks for the info, guess you don't have the Genlock anymore?

>There are also generic PC and Mac genlocks available (have a look in computer
>supplies catalogues) that should work with any VGA source. Again,
>these look to be entirely hardware.

Will have alook around.
>
>The Falcon has its own genlock facilites via software - you can set it
>in a graphics mode where each pixel has a bit that says whether it's
>transparent or not, but I don't know if there's anything that has used
>this. Maybe this is the way Apex works.
>
>
I have heard something like this before, but there doesn't seem to be
much info around about this. Is there special Genlock software for the
Falcon to do this? If so anyone know the name(s) of the software or any
source of info about Falcon Genlocking.

I think Apex uses a hardware Genlock, not sure if any will do or if the
one made by Titan is required.

phantomm@eastky.net

1796. Any way to use Winston to browse the web

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Ammnontet@nile.xx
Message-ID: <8F8EA2F1ARaAmmnontet@24.7.143.114>
Source record: 58479

I was wondering if there is a way to use Winston (the latest ver) and the ST internet client packages together to browse the web without using a modem? I have a cable modem and wanted to try and get an ST browser up and running to check it out. Also to telnet into some sites via the ST emulator.

1797. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3996556a23fb80@online.be>
Source record: 58480

on Sat 12-08-2000 12:18 Ekkehard Flessa wrote:

>Hallo Martin!

>Being a file viewer, is the language of the program really that important?

Not for me, but for lots of others it will be a problem. Zeigsmir is not
just a fileviewer. It can do lots of things and it is also highly
configurable.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1798. ST-App's

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966168336-677663AEicMi@bun.com>
Source record: 58481

Hi Dudes,

Should we be seeing an issue of ST-Applications by now?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1799. Lots of FREE Atari ST stuff.

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Dave Halliday <nospam@nospam.com>
Message-ID: <MeFI5.77$fm6.134717@news.pacbell.net>
Source record: 58482

Folks,

I have lots of free Atari stuff for anyone that can pick it up this week in Sunnyvale CA.

Including:

Atari Mega ST 4meg with Inetrnal ICD HD.
External HD, and SCSI Tape in megafile case.
SLM 805 Laser printer
Atari 1040ST with Supra HD
2xSM124's 2xSC124's

Lots of software including Calamus. Compilers etc.

I was once a registered Atari developer but am moving out of a nice big house into a condo and just can not justify the space. The firstperson to email me to collect it all gets it.

Dave.

1800. Re: Lots of FREE Atari ST stuff.

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Dave Halliday <nospam@nospam.com>
Message-ID: <JULl5.223$fm6.270983@news.pacbell.net>
Source record: 58483

Well I guess I should have left an email address.

daveh@silvaco.com shoul do it.

Dave.

Dave Halliday wrote in message ...
>Folks,
>
>I have lots of free Atari stuff for anyone that can pick it up this week in
>Sunnyvale CA.
>
>Including:
>
>Atari Mega ST 4meg with Inetrnal ICD HD.
>External HD, and SCSI Tape in megafile case.
>SLM 805 Laser printer
>Atari 1040ST with Supra HD
>2xSM124's 2xSC124's
>
>Lots of software including Calamus. Compilers etc.
>
>I was once a registered Atari developer but am moving out of a nice big
>house into a condo and just can not justify the space. The firstperson to
>email me to collect it all gets it.
>
>Dave.
>
>
>
>
>
>
>
>

1801. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200008121202.a11087@b2.maus.de>
Source record: 58484

M\B>Tell me, is there a update of N_AES 2.0.0 or is it still the same
M\B>version from november 1999?

it's still the same version at this point ...

with best regards, Konstantin

1802. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-12 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200008121209.a11088@b2.maus.de>
Source record: 58485

JES>"Martin \"Nightowl\" Byttebier" <tos4ever@online.be> wrote:
JES>
JES>>>The exact same thing happens regularly with AG Computertechnic,
JES>
JES>> AG Computertechnic is out of business since 1 januari 2000 but at
JES>the >time
JES>
JES>Really? I got a ethernet card from AG in March.

AGC is not completly out of business, but since 1.1.2000 Axel Gehringer
is only available in the evening hours ...

with best regards, Konstantin

1803. Re: PD Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3996DED8.70FF18F1@ooc.de>
Source record: 58396

Chris Crosskey wrote:
>
> I've put the Spin_SD.BOS file in there and tarrgeted it at the drive. It
> seems to log it OK, reporting it as a Matsushita LF-1000 and mentions
> something about XHDI....Metados then happily maps it using the HS-ISO.DOS
> as drive O:...problem is I can't access it....I can stick a PD disk in and
> access it as K: but not as a CDROM, even when I boot with a CDROM in the
> drive...

Please check the CD-ROM settings required for the PD as listed in the
README and/or HDDRIVER manual.
Also note that in case of problems with SPIN! you should contact the
author, Julian F. Reschke.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

1804. Network card (Was: woller systeme ...)

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Krzysztof Maj <kmaj@smok.krakus.top.pl>
Message-ID: <3996ebec1ce1ac0@smok.krakus.top.pl>
Source record: 58397

On Sat 12-08-2000 01:38 (+0300) Martin-ï¿½ric Racine wrote:

>The whole MiNT mailing list got a notice
>from Torsten Lang that Axel was selling a whole bunch of network
>cards and that was some time this spring, AFAIR.

I am interested in a network card for my MEGA STE.
Don't you know, is this offer still valid?
Who is Axel and how to reach him?

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1805. Re: Network card

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8n6pkt$3qa$1@snipp.uninett.no>
Source record: 58398

Krzysztof Maj <kmaj@smok.krakus.top.pl> wrote:

> I am interested in a network card for my MEGA STE.
> Don't you know, is this offer still valid?

Perhaps you should take a look at this instead: http://www.asamnet.de/~hilgarte/ether.htm

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1806. 4mb STe FS

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: stevenicx@home.com
Message-ID: <3996ee47.3718420@news>
Source record: 58399

The last of my Atari stuff is heading out due to lack of room.

This is a USA 4-meg STe, SM124 monitor (Magnavox colour monitor also available), external floppy, Spectre GCR w/ROMs, two hard drives (one 85-meg and one 110-meg). Might even be some software (avant vektor comes to mind) that would fit into the box. Shipping costs will probably be pretty high owing to the monitors.

Only known problem: serial port does not work and I don't wish to invest any $$$ into finding out why.

If interested, e-mail to stevenic@home.com

1807. Re: Joe Connor

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3996fd0f$0$18632@news.zetnet.co.uk>
Source record: 58400

On 12 Aug 2000 02:33:23 , "Joe Connor" wrote:
>Hi Charles,
>snip>
>Woof, woof :-)

Yoiks, Joe! You startled me :)

>There will (alomost certainly) be a November AMS2000 show, the hall is
>booked and I am involved helping the organiser and we'd love to have a
>better Atari presence that made it to the Spring event (SAMS2000).

Very glad to hear it.

>The place to register your interest and monitor the situation is at the
>organiser's website at:
>
>www.sharward.co.uk, follow the Giant Computer fair link...

Thanks for the info: but, unfortunately, I believe it's the wrong Saturday
:(

Cheers,
Charles.

1808. FA: TT030 @ 48mhz, Cdrom, VME graphics card

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Jim Donovan <jtdon@direcpc.com>
Message-ID: <OMDl5.859$TX2.37529@news.direcpc.com>
Source record: 58401

My TT is for auction on ebay at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=408722806
I'm in USA, New Jersey
TT has Cattamaran 48mhz card, Albertt graphics card, 8 meg ram
lots more.

1809. Re: woller systeme ... comp.sys.atari.s

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: kerstin.hoef-emden@uni-koeln.de
Message-ID: <8n7aim$q0m$2@news.rrz.Uni-Koeln.DE>
Source record: 58402

Hi Ken,

Ken Macdonald <anarkist@idirect.com> wrote:

> :In february I placed an order for an Syjet 1.5 removable + 2 media at :Falke
> verlag. As today I'm still haven't received the goods. One positive :note
> however, they hasn't cashed the check.

I would send a fax or so. If they have not cashed the check, your order
might have disappeared in some kind of Bermuda triangle. Things sometimes
do happen.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

1810. Re: Network card

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8n7cc2$89q$1@snipp.uninett.no>
Source record: 58403

Krzysztof Maj <kmaj@smok.krakus.top.pl> wrote:

>>The whole MiNT mailing list got a notice
>>from Torsten Lang that Axel was selling a whole bunch of network
>>cards and that was some time this spring, AFAIR.

> I am interested in a network card for my MEGA STE.
> Don't you know, is this offer still valid?

I don't know, but I have two of these cards and they're useless to me. Apparently the driver
only works on Mega STE and not TT, something Axel Gehringer didn't tell me... If I can't get a
refund I'll consider selling them, please contact me if you're interested.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1811. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200008131918.a1639@wun.maus.de>
Source record: 58404

Hallo Martin!

M\B>Zeigsmir is not just a fileviewer. It can do lots of things and it is
M\B>also highly configurable.

Well, I know, and I've been registered user for years, but for me, the main function is file viewing. Sadly, guck is not very multitasking nor graphics card friendly...

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

1812. Re: STing scripts for BT Internet - help!

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8n83c8bpg2@newsg4.svr.pol.co.uk>
Source record: 58405

"It's a closely-guarded secret" <sonik@freedomnames.co.uk> wrote in
message news:8n4g2h$c80$1@news.minx.net.uk...
> Hi folks
>
> I'm encountering a problem and I wonder if anyone here may be able to
advise
> me? I've been logging-on fine with my present provider but have
recently
> taken British Telecom up on their new SurfTime offer and even opened a
> secondary account with them.
>
> At present I'm connecting to Freedomnames (my main provider) on my STE
1040
> 2 meg no problem via STing 1.15 but have had trouble getting DIAL.SCR
and
> DEFAULT.CFG files together for BT Internet. I've tried adapting my
Fnames
> ones with the relevant new info for BT, but while it logs-on ok, the
> initialisation bit fails and the modem hangs up. Is anyone here with
BT
> Internet who may have a compatible script for them or know where I can
> find one? I'd be very grateful for any info.

I'm not 100% sure on this (I don't use BTi), but I have a vague
recollection that BTi use CHAP, which STinG doesn't support. MiNTnet
probably does, though.

Worth checking with BTi to see before you spend hours fiddling with
scripts to no avail.

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

1813. Re: PD Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966154904-707921AEicMi@cwcom.net>
Source record: 58486

From: chrisc@zetnet.co.uk (Chris Crosskey)
Date: 10 Aug 2000 20:24:28 GMT

>any ideas?....is it an HD-Driver thing I need to do (7.71) or do I need toi
>replace Metados 2.74 with the one in the SPIN distributiopn?

You need to enable the CD's ID in HDUtility.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1814. Re: Scanner Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966154906-708360AEicMi@cwcom.net>
Source record: 58487

From: phantomm@eastky.net (Phantomm)
Date: 11 Aug 2000 01:05:10 GMT

>I do know that MiGraph was suppose to make a cartridge port connector that
>allowed their ST Series of hand Scanners to work with the Falcons Cart port,
>but don't know if it was ever made? Anyone know? Sure could use one here.

IIRC SOME scanners would work on the Falcon if you switched the 68030 cache off
(via an NVRAM utility??), so that might be an avenue worth persuing.

>Also, need a good Hand Scanner Scanning Tray and MiGraphs MERGE IT software.

I strongly recommend going the flatbed scanner route. It's very har to stitch
scans together as you'll find that speed variations in the scanning process will
"stretch" one scan more than the other.

GTLook in English is available for download from my website BTW.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1815. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966154908-708805AEicMi@cwcom.net>
Source record: 58488

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Fri, 11 Aug 2000 21:29:30 +0200 (MET DST)

>>Martin, do you know if Look'n'see was ever upgraded beyond 0.95?
>
>Sorry for the late reply.

No worries Martin! :-)

>Yes, the latest one is 0.97 but it's only German. The major improvement is
>that that version supports long file names and true color.

I'll grab it for Peter West then, it may be that he'll want to update the
current English version.

Cheers! :-)

--


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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1816. Re: Any way to use Winston to browse the web

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Simon <atariactive@btinternet.com>
Message-ID: <8n676r$r10$1@uranium.btinternet.com>
Source record: 58489

"Ammnontet" <Ammnontet@nile.xx> wrote in message
news:8F8EA2F1ARaAmmnontet@24.7.143.114...
> I was wondering if there is a way to use Winston (the latest ver) and the
> ST internet client packages together to browse the web without using a
> modem? I have a cable modem and wanted to try and get an ST browser up and
> running to check it out. Also to telnet into some sites via the ST
> emulator.
>

My first question is why on earth would you want to do this?

Secondly, I doubt this can easily be done as you will some way of networking
the emulated atari to windows, and as yet Winston doesn't support anything
like that (yet).

Also, can't you use the windows telnet program??

Simon

1817. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <fjCdJLAfRql5Ew1u@steverosie.demon.co.uk>
Source record: 58490

In article <39949c24$0$18631@news.zetnet.co.uk>, Charles Stanley
<cstanley@zetnet.co.uk> writes
>I don't know about "earlier", Steve, but can we clarify this: is the
>Help Key useful and accurate (about Key shortcuts) under TOS 1.xx or
>2.xx or only 3.xx or what?
>
>My previous comp was a Mega One (stolen by the repair firm!) which used
>HELP, though I can't remember its outcome. The TT & Hades give accurate
>info under TOS 3.05/3.06.
>
>What's your experience?
>
>Charles.

At the moment all my Atari's are living in boxes due to my move, so I
can't test them to check.

Certainly TOS versions 1.09, 1.02, 1.04, 1.06 & 1.62 have no help for
the help key!

I do know the Falcon (tos 4) does have help.

As soon as I've got an Atari up and running, I'll be able to check on
TOS 2.06!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1818. Re: Video Genlocks and Ataris

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3996a6ae$0$18632@news.zetnet.co.uk>
Source record: 58491

On 12 Aug 2000 22:50:14 , Phantomm wrote:
>Thanks for the info, guess you don't have the Genlock anymore?

I do actually! But I want to hang on to it "just in case"!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1819. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <8n6aeo$4tc$1@nnrp1.deja.com>
Source record: 58492

Mark Bedingfield wrote:
> That was TOS 2,3,and 4 only though

Unfortunately the HELP key didn't help. I have two 1040 STFM's (TOS 1.04), one 1040 STF (TOS 1.00) and one Atari mouse.

I love these machines! They boot in 5 seconds and are more than powerful enough for me to do MIDI editing/recording, writing stories, and editing HTML. I prefer to use them over my PC (which is gathering dust).

It's just a little ackward without a mouse and would be nice if I could switch from one window to another using the keyboard.

Thanks for the suggestions, guys!

- Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

1820. Re: I, was born, under a wandering, mouse...

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <8n6cg4$6bn$1@nnrp1.deja.com>
Source record: 58493

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:

> [1] Ah, yes. The clock. It doesn't work, it has a battery in it which I
> think is dead. It's an FMC-II, and the software doesn't let you set
> dates beyond 1999 ;). Can I either get new software, or a different
> external clock cart that does support dates beyond Y2K? I'm guessing
> replacing the battery will fix the cart.

Richard,

I had the same problem with my Realtime Clock cart for my 1040ST. I set the time and date for 11:59pm December 31, 1999 and waited. Then it rolled over to 2000 and I adjusted the day and month. I also had to get a new battery from Radio Shack.

Hope this help,

Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

1821. Re: Any way to use Winston to browse the web

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: Ammnontet@nile.xx
Message-ID: <8F8F6131DRaAmmnontet@24.7.143.114>
Source record: 58494

atariactive@btinternet.com (Simon) wrote in
<8n676r$r10$1@uranium.btinternet.com>:

>
>"Ammnontet" <Ammnontet@nile.xx> wrote in message
>news:8F8EA2F1ARaAmmnontet@24.7.143.114...
>> I was wondering if there is a way to use Winston (the latest ver) and
>> the ST internet client packages together to browse the web without
>> using a modem? I have a cable modem and wanted to try and get an ST
>> browser up and running to check it out. Also to telnet into some sites
>> via the ST emulator.
>>
>
>My first question is why on earth would you want to do this?
>
>Secondly, I doubt this can easily be done as you will some way of
>networking the emulated atari to windows, and as yet Winston doesn't
>support anything like that (yet).
>
>Also, can't you use the windows telnet program??
>
>Simon
>
>
>
>

It's not a matter of being able to use windows programs to do it, it's a
matter of wanting to see what the ST programs look like and the challenge
of seeing it can be done.

1822. Re: woller systeme ... comp.sys.atari.s

Newsgroup: comp.sys.atari.st
Date: 2000-08-13 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <u1Bl5.20741$N47.247185@quark.idirect.com>
Source record: 58495

On 11 Aug 2000 20:33:26 , "Martin \"Nightowl\" Byttebier" wrote:
:on Fri 11-08-2000 00:53 Martin-€ric Racine wrote:
:>On 2000-8-10, Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
:>> > o.k. ... but it seems, sometimes you've got trouble with your email .) ...
:>> apparently he is not the only one. I have just in the past 3
:>> months sent a number of e-mails to you requesting info on
:>> when I can expect my order to arrive. no answer from you.
:>At this point, I am starting to question the reliability of
:>e-mail delivery _and_ the honesty of some dealers.
:>The exact same thing happens regularly with AG Computertechnic,
:AG Computertechnic is out of business since 1 januari 2000 but at the time :he
was in business it was very hard to get an answer from him.

this is interesting, as I just was going to purchase MiNT'98 from them.
I received e-mail with name and address to send my money too.
now I am al little nervous if AG Computertechnic is no longer in business??

:>Aixit, Milan.... Is Germany ignoring the rest of the planet, or
:>do their internet providers suck?
:In february I placed an order for an Syjet 1.5 removable + 2 media at :Falke
verlag. As today I'm still haven't received the goods. One positive :note
however, they hasn't cashed the check.
:Luckely not all the German dealers acts this way. Just to name two, :R.O.M.
and Invers are very reliable.

yes, ROM has been good, I don't know about Invers.

:CU
:Martin

ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

1823. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008140005260.80-100000@rakas>
Source record: 58406

On 2000-8-12, Martin "Nightowl" Byttebier <tos4ever@online.be> wrote:

> Anyway in May he has posted some words about his departure in
> one of the Maus groups.

It might be a good idea for German developers and retailers with
international customers to learn that posting to Maus is not good
enough; _this_ is the international newsgroup, maus is not.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1824. Re: Network card (Was: woller systeme ...)

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008140008120.80-100000@rakas>
Source record: 58407

On 2000-8-13, Krzysztof Maj <kmaj@smok.krakus.top.pl> wrote:

> I am interested in a network card for my MEGA STE.

See http://www.gem.win.co.nz/

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1825. Re: *** AIR FRANCE CONCORD UPDATE ***

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <MFGI5.27$Zn2.2284@nsw.nnrp.telstra.net>
Source record: 58408

I concur :-)

Mark Bedingfield

Steve Sweet <stevesweet@bun.com> wrote in message
news:966032258-104976AEicMi@bun.com...
> Hi Mark
>
> >> He's probably a Necrophiliac as well.
>
> >Just a realist, what would you like to ban next, or shall we just burn
> >books.....
>
> Stuff the book's, lets just top the priests.
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

1826. Re: Jumper configuring the TEAC FD-335 HD D

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <xIGl5.13696$H14.31316@newsfeed.slurp.net>
Source record: 58409

On 12 Aug 2000 21:53:23 , The Ox That Rocks wrote:
>
>Hi
>I found an old HD-converter to put on top of the ATARI floppy
>controller in an ST computer. This should enable me to read/save using
>a standard TEAC floppy drive. But what about the jumper configuration?
>Is there a program that will allow me to format 1.44 MB HD mode?

Yes there are a number of programs that do this. A commercial program that
I have called ECopy will format a HD disk. There are a number of shareware
programs too that will accomplish what you want.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1827. Re: Renegade CD Evolution

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Yull5.56$Zn2.3344@nsw.nnrp.telstra.net>
Source record: 58410

How about getting hold of older renegade CD's

Mark Bedingfield

Joe Connor <joe@cantBarsed.com> wrote in message
news:8n29ua$8pi$1@newsg4.svr.pol.co.uk...
> Hi James, Steve,
>
> Nice2ReadU.
> "James F. Haslam" <jfhaslam@zetnet.co.uk> wrote in message
> news:3989c8eb$0$18635@news.zetnet.co.uk...
> > Hi Steve!
> >
> > On 3 Aug 2000 15:59:22 G, Steve Sweet wrote:
> >
> > >Does anyone know if the Evolution 3 of the Renegade CD is yet
available,
> and if
> > >it is who is dealing with it?.
> >
> > I would like to know too. I have Evolution 2, but I'm sure that we're
> > about due for E3.
> Sadly neither Mark Wherry nor I could summon up the necessary enthusiasm
to
> complete this project. I have quite a few cheques here which we will not
> cash and I'll return the CDs some people enclosed in the near future.
> I'm really sorry to contribute to the vapourware legacy of the Atari
scene.
> Maybe someone would like to take over the project?
>
> Regards
>
> Joe Connor
> joe@cantBarsed.com
> FREE <yourname>@cantBarsed.com webmail accounts available now from
> www.cantBarsed.com
>
>

1828. Re: HELP! re: Teddy Term

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: cdoc@zetnet.co.uk
Message-ID: <39979276$0$18635@news.zetnet.co.uk>
Source record: 58411

JH>I believe Teddy Term is seriously affected by the millenium bug :(

No bug, it works fine here on my Falcon.

Regards Colin Doc

1829. Mega4 STe FS

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: rber123@aol.com
Message-ID: <20000814032523.19319.00000866@ng-cr1.aol.com>
Source record: 58412

Mega4 STe for sale. Missing hard drive. Computer and keyboard in working condition. Make offer.
Also have like new SC 1435 monitor. Make offer
ICD Catbox with Atari monitor adapter. $125
For sale in US only.
Email offers to Rick at: www.rber123@aol.com

1830. Re: ClassicMag.net

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8n8eb8$iq5$1@nnrp1.deja.com>
Source record: 58413
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

>
> Antic (and ST spinoff STart) already has their own website up for
> their magazine issues, for example (www.atarimagazines.com) and
> feature full issue content (articles only) and type-in programs ready
> for download. There is also a fledgeling A.N.A.L.O.G. archive in the
> works, too, though it has few issues, most of which are incomplete and
> many are poorly scanned.

There is also an archive for the ST-Computer magazine (and severall
other mags) with HTMLized articles.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

1831. Re: ClassicMag.net

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8n8f4p$j9o$1@nnrp1.deja.com>
Source record: 58414
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

> I want this to be as complete as possible. I'm going
> to try and stay with mags published before 1995. I don't want to run
> into a lot of copyright issues.

As for the copyright it will still be a violation of law. The
publishers may not care but I wouldn't count on it.

> As always if a mag is on our site and
> the publisher, if there still around, wishes it not be there we will
> take it down, but hope they consider this project worthwhile and let
> us keep them there.

You should really try to get the permissions first. I (or rather the
admin of atari-computer.de) got permissions from three publishers
(sorry, only German ones) who were all quite cooperative. It's not that
hard although some mags gave the rights for their articles back to the
authors (like the German mag "Data Welt"). In this case you would have
to contact each author and get their permission.

> I believe this will be a great resource for everyone to be able to get
> a hold of some mags that are gone, but not forgotten.

Sure - although I don't like the PDF format but that's my personal
opinion :-)

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

1832. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <3FO3AgAsz8l5EwSN@steverosie.demon.co.uk>
Source record: 58415

In article <8n6aeo$4tc$1@nnrp1.deja.com>, TC Steve
<stephenw@operamail.com> writes
>Unfortunately the HELP key didn't help. I have two 1040 STFM's (TOS 1.04),
>one 1040 STF (TOS 1.00) and one Atari mouse.
>
>I love these machines! They boot in 5 seconds and are more than powerful
>enough for me to do MIDI editing/recording, writing stories, and editing
>HTML. I prefer to use them over my PC (which is gathering dust).
>
>It's just a little ackward without a mouse and would be nice if I could
>switch from one window to another using the keyboard.
>
>Thanks for the suggestions, guys!

Hi

Anything you can do on a mouse you can do with the keyboard, to some
extent, although a little awkward.

Just to recap the arrow keys+ALTERNATIVE are directions for the cursor
to go, this moves the cursor quickly butnot accurately.

INSERT+ALTERNATIVE= LEFT mouse button, CLR/HOME+ALTERNATIVE = RIGHT
mouse button.

Pressing SHIFT key with the other keys moves the cursor slowly and more
accurately.

When you have a window open and is selected, ESC refreshes that window.
Always wise to do after a disk change, to be on the safe side.

If you have 2 or more windows open on the desktop, you can select a
file, or operation on any VISIBLE portion of an UNSELECTED window by
pressing and holding the RIGHT mouse button and using the LEFT buton as
normal.

Using this you can open directories. One neat feature is that you can
run a program with the ACTIVE directory being the window that's
selected.

To close a doc/program/inf/rsc file that you are viewing via the
desktop, press control+C.

Now TOS 1.4+ have some neat shortcuts introduced, which the STE's built
upon.

I can remember reading in the Rainbow TOS (1.04) blue sheet/card, that
HELP and UNDO does the same as LEFT and RIGHT mouse buttons when viewing

a document via the desktop! One button allows you to page down a screen, and the other returns you to the desktop; and for the life of me I can't remember which is which!!! I hate it when that happens:)

These are a few keyboard commands that spring to mind, and I use regularly when I need to.

Newer TOS version have more keyboard additions, including CREATE FOLDER, INFO...

There are also programs that allow you to have a custom key sequence (hotkey), by tapping into the print screen interrupt (Alt+help, IIRC).

It's a pity Atari never worked out how to write manuals or make functions more openly known. We may have had just ONE place to find out about shortcuts instead of stumbling across them!

Maybe it may be worth putting a list together with shortcuts/keyboard commands!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1833. WTB: Atari STBook

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: jim harris <shockwavejim@kerb.co.uk>
Message-ID: <8n924m$539$1@neptunium.btinternet.com>
Source record: 58416

I would love to own an STBook (at the right price), I don't know a great deal about the history of this machine and I understand relatively few were manafactured but I do believe they appear in the used market from time to time

tia
jim

1834. Re: Lots of FREE Atari ST stuff.

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39982D20.48BCF9B8@ev1.net>
Source record: 58417

Well that is great, Dave!!! We will just email you at <nospam@nospam.com>...
yeah, right...

Dave Halliday wrote:
>
> Folks,
>
> I have lots of free Atari stuff for anyone that can pick it up this week in
> Sunnyvale CA.
>
> Including:
>
> Atari Mega ST 4meg with Inetrnal ICD HD.
> External HD, and SCSI Tape in megafile case.
> SLM 805 Laser printer
> Atari 1040ST with Supra HD
> 2xSM124's 2xSC124's
>
> Lots of software including Calamus. Compilers etc.
>
> I was once a registered Atari developer but am moving out of a nice big
> house into a condo and just can not justify the space. The firstperson to
> email me to collect it all gets it.
>
> Dave.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

1835. Re: Sad news...

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3998301d@fmlynet.org>
Source record: 58418

FamilyNet HQ: Telnet:\\www.family-bbs.net

> On 10 Aug 00, concerning _Sad news..._, Greg Goodwin said to All in ATARI_ST:

>>>> I just read that Atari Games (owned by Midway/Williams) is no more
>>>> and that Hasbro may have been the force behind it.

> January 20, 2000...
> According to Classic Gaming (http://www.emunews.com) Atari Games is no more.
> Midway will be dropping the Atari name from its arcade games due to Hasbro's
> recent marketing effort of the Atari name for PC. San Francisco Rush will be
>the last game to bear the Atari Games name. Future releases will be made under
> the Midway Games West banner.
> from Atari STuff (http://www.cheek.org/atari/)
> ... Do it now! There might be a law against it tomorrow.

From the Atari_ST Fido
Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1836. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200008140638.a1648@wun.maus.de>
Source record: 58419

Hallo Steve!

TS>It's just a little ackward without a mouse

Well, Atari-compatible mice are still availble (most Amiga mice can be modified to work on Ataris, or have a switch anyway).

TS>and would be nice if I could switch from one window to another using
TS>the keyboard.

That's dependent on the application in use, but normaly the control-w keys are used for that purpose.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

1837. Edward Scissorhands

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966273854-296421AEicMi@bun.com>
Source record: 58420
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

Hi all,

I need some help please.

Would anyone knowing a dude who uses an email address containing
the words "Edward Scissorhands" please let him know i'd like him to contact me
Re. the hardware deal. He is a UK resident.

I really appreciate any help, as would he.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1838. Re: Lots of FREE Atari ST stuff.

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <lqsDrUApsDm5EwbA@steverosie.demon.co.uk>
Source record: 58421

In article <39982D20.48BCF9B8@ev1.net>, Charles Richmond
<richmond@ev1.net> writes
>Well that is great, Dave!!! We will just email you at <nospam@nospam.com>...
>yeah, right...

You should have read his second post!!!

erm! the one that he apologises for not giving his email out!!

The first mailing was posted on the 12th, and the apology was posted on
the 13th AND.... wait for it:)) you posted on the 14th!!!

Oh I do love a speedy response:P

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1839. Re: Web site update! :-)

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pauAHgAitDm5Ew5L@steverosie.demon.co.uk>
Source record: 58422

In article <966032256-104484AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> writes
>Tell me more, when is it, how do i get there, how much is it, can i wear womens
>underwear.

Depends if you are a woman or not:)))))

>
>Oops!, wrong base, <deleted>

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1840. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39984c8e2a482b0@online.be>
Source record: 58423

on Mon 14-08-2000 00:07 Martin-ï¿½ric Racine wrote:

>On 2000-8-12, Martin "Nightowl" Byttebier <tos4ever@online.be> wrote:
>
>> Anyway in May he has posted some words about his departure in
>> one of the Maus groups.
>
>It might be a good idea for German developers and retailers with
>international customers to learn that posting to Maus is not good
>enough; _this_ is the international newsgroup, maus is not.

You can find the message in question on dejanews.
It was posted on 17/04/00 in maus.computer.atari.hardware

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1841. Re: woller systeme ... comp.sys.atari.s

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39984c8e2a482b1@online.be>
Source record: 58424

on Sun 13-08-2000 17:37 Ken Macdonald wrote:

>this is interesting, as I just was going to purchase MiNT'98 from them.
>I received e-mail with name and address to send my money too.
>now I am al little nervous if AG Computertechnic is no longer in business??

You can always try to contact him but don't count too much on it.
BTW: MiNT '98 is no longer available. The author has suspended the project
quite some time ago. If you have luck you can find a leftover somewhere.
This is really pity because MiNT'98 is a good packet.
>
>
>yes, ROM has been good, I don't know about Invers.

Invers software= Calamus

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1842. New Atari Machine

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39984b6d$0$18633@news.zetnet.co.uk>
Source record: 58425

I'm sorry that I don't have the original title of this thread - I have cleared out all past mail. However, I was looking over the RioRed website (the RioRed uses one or two CPU daughtercards. Each daughtercard contains one PowerPC G3cx microprocessor operating at a speed of 550 MHz) and came across the following:

RIORED is intended to be used with PPC LINUX. We have contacts with software companies involved in the Linux world. However, virtually any operating system can be used on this hardware platform (QNX, FreeBSD, NetBSD, BeOS, or even AmigaOS and MinT!). We want to help any people who wants to adapt an operating system on this computer. If you want info about software, please contact us: schembri@imaginet.fr

Would this mean that TOS could be adapted to run on it?

1843. Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: James Aubrey <Jaubrey@btinternet.com>
Message-ID: <8n9j1qvo1@plutonium.btinternet.com>
Source record: 58426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have with sad regret decided to use a PC(since I was given one for free!), I haven't yet had the heart to clear out all my Atari stuff which has been a large part of my life for many years, I was wondering, is there a Atari emulator for the PC(Win 95 set-up)? I do miss programmes like Oasis which enabled you to read/write email and news messages off-line, though someday I will finally work out Outlook Express! I will still be a active reader of C.S.A.S, where so many people have helped me with my set-up over the years, the PC community don't seem to be the same somehow.

James

PS what is the IRC Atari channel nowadays, its been a while since I last used it and there is only a bot on it.

1844. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <399852be$0$18635@news.zetnet.co.uk>
Source record: 58427

On 13 Aug 2000 14:36:31 , Steve Stupple wrote:
>In article <39949c24$0$18631@news.zetnet.co.uk>, Charles Stanley
><cstanley@zetnet.co.uk> writes
>>I don't know about "earlier", Steve, but can we clarify this: is the
>>Help Key useful and accurate (about Key shortcuts) under TOS 1.xx or
>>2.xx or only 3.xx or what?

>At the moment all my Atari's are living in boxes due to my move, so I
>can't test them to check.
>
>Certainly TOS versions 1.09, 1.02, 1.04, 1.06 & 1.62 have no help for
>the help key!
>
>I do know the Falcon (tos 4) does have help.
>
>As soon as I've got an Atari up and running, I'll be able to check on
>TOS 2.06!

TOS 2.06 does have the Help key function, I've just checked.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

1845. ACSI to SCSI

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Simon <myself@remove.this.hotmail.com>
Message-ID: <39986A6C.D8384571@remove.this.hotmail.com>
Source record: 58428

Hi,

I'd like to buy a ACSI to SCSI adaptator, in order to:
- use my Jaz drive with my ST
- share the SCSI chain with a PC

I can buy a Toplink interface, but should I rather buy a Link 97 ? Is
the Toplink ICD compatible, does it support parity ?
Do I need some extra power supply if I use the Toplink or Link97
interfaces, as for the Link 2 interface ?

Many questions, I'm a little bit lost, please help :)

thanks.

Simon.

1846. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Bob Wilson <wilsonrob@home.com>
Message-ID: <MPG.1402397329dab4f9989692@news>
Source record: 58429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8n9j1qvo1@plutonium.btinternet.com>, Jaubrey@btinternet.com
says...
> I have with sad regret decided to use a PC(since I was given one for free!),
> I haven't yet had the heart to clear out all my Atari stuff which has been a
> large part of my life for many years, I was wondering, is there a Atari
> emulator for the PC(Win 95 set-up)? I do miss programmes like Oasis which
> enabled you to read/write email and news messages off-line, though someday I
> will finally work out Outlook Express! I will still be a active reader of
> C.S.A.S, where so many people have helped me with my set-up over the years,
> the PC community don't seem to be the same somehow.
>
> James
>
> PS what is the IRC Atari channel nowadays, its been a while since I last
> used it and there is only a bot on it.
>
>
>
Go to emulators.com and download version 7.2 of gemulator. Set up can be
tricky. It does not like certain programs. I turn off realplayer when I
run it. It is not perfect and can crash at inopportune times but it is
very very fast. I get about 8.5 times an STE on a P166 laptop. It will
support screen sizes that the Atari never would but many programs will
not work in these modes.

1847. Re: Mega4 STe FS

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: atari@myatari.com
Message-ID: <0060c9d0.2c9ecfbf@usw-ex0101-006.remarq.com>
Source record: 58430

I am interested in Mega STE and Monitor. Tried your E-mail
address and could not get through??
Contact atari@myatari.com

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1848. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Chris <capw@pathcom.com>
Message-ID: <3998B3AE.6A43A8B3@pathcom.com>
Source record: 58431
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

James Aubrey wrote:

> I have with sad regret decided to use a PC(since I was given one for free!),
> I haven't yet had the heart to clear out all my Atari stuff which has been a
> large part of my life for many years, I was wondering, is there a Atari
> emulator for the PC(Win 95 set-up)? I do miss programmes like Oasis which
> enabled you to read/write email and news messages off-line, though someday I
> will finally work out Outlook Express! I will still be a active reader of
> C.S.A.S, where so many people have helped me with my set-up over the years,
> the PC community don't seem to be the same somehow.
>
> James
>
> PS what is the IRC Atari channel nowadays, its been a while since I last
> used it and there is only a bot on it.

Hi James,

You can try TOSBOX. It's at version 1.10 now. It can emulate a 14 meg Atari with TOS 2.06 (It can also be configured to emulate lower RAM settings. ie: 4 megs. You can use ANY version of TOS (upto 2.06). TOS ROMs are in a file format now that can be found on the internet. TOSBOX will work in a pure DOS environment or even Win95/98

The URL is:
http://www.emuclassics.com/tosbox/

There are other Atari emulators as well designed for specific tasks. ie: gaming.

Hope this helps.

g'day
--
Wow! Take a look at these great web pages!:

HamSTer Power!
http://www.pathcom.com/~capw/hamster.html

MegaLinks web page (1999 links)
http://www.geocities.com/SoHo/Village/9298/

Blame Canada, eh!
http://www.geocities.com/SoHo/Village/9298/lyrics/blame.html

SpongeBob SquarePants!
http://www.geocities.com/Soho/Village/9298/lyrics/sponge.html

Spring has sprung! Sproing!
mailto:capw@pathcom.com

It's Time to Take Advantage of the Internet.
Join AllAdvantage.com at
http://alladvantage.com/go.asp?refid=LIB-059

1849. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966322574-53198AEicMi@cwcom.net>
Source record: 58432

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Sat, 12 Aug 2000 21:42:16 +0200 (MET DST)

>>Being a file viewer, is the language of the program really that important?
>
>Not for me, but for lots of others it will be a problem. Zeigsmir is not
>just a fileviewer. It can do lots of things and it is also highly
>configurable.

It's unfortunate that all the text strings are compiled into the binary!

I don't know yet if there are any differences in the various menu options
etc, so perhaps it might not be too difficult for Reiner to compile an
English version (or better still, devolve all the dialog boxes, menu items
and so on to a seperate RSC file).

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1850. Re: ST-App's

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966322576-53662AEicMi@cwcom.net>
Source record: 58433

From: Steve Sweet <stevesweet@bun.com>
Date: Sat, 12 Aug 2000 23:14:10 GMT

>Should we be seeing an issue of ST-Applications by now?.

Atari Applications :-)

I guess so, yes. Perhaps Paul (mailto:stclub@cix.co.uk) hasn't enough
articles to make it worth publishing an issue yet, so folks, get writing!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1851. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-14 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966362270-617759AEicMi@bun.com>
Source record: 58434

Hi Steve

>Certainly TOS versions 1.09, 1.02, 1.04, 1.06 & 1.62 have no help for
^^^^ eh!!.
>the help key!
>
>I do know the Falcon (tos 4) does have help.

>As soon as I've got an Atari up and running, I'll be able to check on
>TOS 2.06!

TOS's 2.06 upwards have a key function list that appears with a press of the
help key.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1852. Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966362274-618723AEicMi@bun.com>
Source record: 58346

Hi All

Isnt it amazing what you can do with a few days off work. New resolution just in 1180 x 880 in 256 colour. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1853. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <39998e0f$0$18634@news.zetnet.co.uk>
Source record: 58347

On 15 Aug 2000 18:52:56 , Steve Sweet wrote:
>Hi All
>
>Isnt it amazing what you can do with a few days off work. New resolution just in 1180 x
>880 in 256 colour. 8~)

Indeed... I've just sawn out the front chassis fan grille in
my PC tower and filed out the rear chassis extractor fan outlet.
Maximum air flow for all those powerful cooling fans.

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1854. Lots of FREE Atari ST stuff.

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3999abcc@fmlynet.org>
Source record: 58348

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Dave Halliday" <nospam@nospam.com>
> Folks,
> I have lots of free Atari stuff for anyone that can pick it up this week in
> Sunnyvale CA.
> Including:
> Atari Mega ST 4meg with Inetrnal ICD HD.
> External HD, and SCSI Tape in megafile case.
> SLM 805 Laser printer
> Atari 1040ST with Supra HD
> 2xSM124's 2xSC124's
> Lots of software including Calamus. Compilers etc.
> I was once a registered Atari developer but am moving out of a nice big
> house into a condo and just can not justify the space. The firstperson to
> email me to collect it all gets it.
> Dave.

Nice setup. Hope it finds a good home.

Gumble grumble.. can't get my laser printer to work.. grumble grumble...

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1855. Atari STuff FS in Holland

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Hetnetnews <FMunniksma@hetnet.nl>
Message-ID: <uOMyrpuBAHA.299@net003s>
Source record: 58349

For Sale in Holland, The Hague region,you’ll have to come down and pick it up...Prices in Euro

-Atari 1040 STf + SM124 + SC1435(14" color) +Epson printer, floppies, books, magazines etc. 75 Euro

-Atari Mega STe , 4Mb memory,500 Mb SCSI,Crazy Dots videocard(!), SM 124 monitor, softs on CD-R
125 Euro

-Atari Falcon,14 Mb memory, copro, original case, 2 Gb SCSI external, Soundpool SP-Dif, 14" VGA monitor,
softs on CD-R -450 Euro

- Atari Falcon, 4 Mb memory, 80 Mb IDE internal, original case, SM 124 monitor, softs on CD-R, 250 Euro.

(Call it Midlife Crisis....)

1856. Re: Jumper configuring the TEAC FD-335 HD Diskdrive

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39999609.66CA2CE3@cfc.dnd.ca>
Source record: 58350

for info see here:
http://www.geocities.com/SiliconValley/Bay/8745/pages/hardware.html
and here:
http://www.freeweb.org/computer/vezz/
bonne chance.good luck
ken

The Ox That Rocks wrote:
> Hi
> I found an old HD-converter to put on top of the ATARI floppy
> controller in an ST computer. This should enable me to read/save using
> a standard TEAC floppy drive. But what about the jumper configuration?
> Is there a program that will allow me to format 1.44 MB HD mode?
> Peter

1857. Re: New MyMAIL version 1.10

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0840984b.73d8a1d0@usw-ex0107-055.remarq.com>
Source record: 58351

epkerha@epk.ericsson.se (Erik Hall) wrote:
>
>Hi all !
>
>New version of MyMail 1.10 at my homepage.
>http://www2.tripnet.se/~erikhall/programs/mymail.html
>
Hi Erik!,

Yet another thanks for your tireless work improving MyMail. The
Anti-Outlook option looks most amusing... I take it you have had
enough of Microsoft continually writing bad code?

Galen

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

1858. Re: Any way to use Winston to browse the web

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3999a918295db50@tripnet.se>
Source record: 58352

On Sat 12-08-2000 23:46 (GMT) Ammnontet wrote:

>I was wondering if there is a way to use Winston (the latest ver) and the
>ST internet client packages together to browse the web without using a
>modem? I have a cable modem and wanted to try and get an ST browser up and
>running to check it out. Also to telnet into some sites via the ST
>emulator.

Assuming Winston is capable of running STinG properly you could perhaps use a card with additional serial ports and a null-modem cable. You would also need to setup ip masking capable of using serial ports in pc mode.

With some versions of STinG it's perfectly possible to go online using Gemulator. I do this sometimes but use a TT (with modem) as masking computer.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1859. Nova gfx card sold

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008151632510.101-100000@TT030>
Source record: 58353

To all those that inquired about the card I had listed on my
site as "sale pending". Well it is gone now.
I'd like to thank those that inquired.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1860. TOS Clone Directory

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008151634550.101-100000@TT030>
Source record: 58354

I have placed a notice and link to forward people to the
new location. Thanks Martin for reminding me.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1861. Re: I, was born, under a wandering, mou

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3999abb6$0$18634@news.zetnet.co.uk>
Source record: 58355

On 13 Aug 2000 14:48:37 , TC Steve wrote:
> Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
>
>> [1] Ah, yes. The clock. It doesn't work, it has a battery in it which I
>> think is dead. It's an FMC-II, and the software doesn't let you set
>> dates beyond 1999 ;). Can I either get new software, or a different
>> external clock cart that does support dates beyond Y2K? I'm guessing
>> replacing the battery will fix the cart.

Once you've relaced the battery, as well as the clock program you'll need
2 small AUTO patch programs: CLOCKPCH.PRG and Y2K_FIX.PRG. I can e-mail
them to you if/when you need them.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

1862. Re: STing scripts for BT Internet - help!

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3999c48e$0$18633@news.zetnet.co.uk>
Source record: 58356

Hi Al, don't often see you in here! :)

Hows life after AC? ;-))

On 12 Aug 2000 21:37:21 , It's a closely-guarded secret wrote:

>I'm encountering a problem and I wonder if anyone here may be able to advise
>me? I've been logging-on fine with my present provider but have recently
>taken British Telecom up on their new SurfTime offer and even opened a
>secondary account with them.

I suggest instead you get an account with IC24. This doesn't cost you
anything to join up (although you need to use a PC or similar to sign up
on their website - Secure Server required).

Then you get freephone access between 9am and 5pm weekends, and until
October the 31st, on weekday nights between 8pm and midnight! All other
times it's local access (0845 number).

Via a PC you can signup at http://www.ic24.net or grab one of their CD's
that can be found at BP garages (I think) and other places.

I can report that it works very well on my Falcon (under STinG v1.26). BTW
you can get STinG v1.26 from my website http://jfhaslam.atari.org - this
may help with the BT account perhaps?

There is one thing that doesn't work on IC24 - Usenet News. Their server
is also secure for this (I'm told) and Newsie doesn't like it.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|Atari Pages: http://jfhaslam.atari.org | || ||/ \_
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-----------------------------------------------------
```

1863. Where to buy MagicOS?

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Andy Blakely <anakimana@excite.com>
Message-ID: <8ncksh$1a5$1@nnrp1.deja.com>
Source record: 58357

Is there a place in the US to buy MagicPC or MagicMac? I'd like to see
a website that markets this OS so I can see the specs, screenshots, etc.

I'm thinking it would be fun to mess around with, although probably
expensive. :)

Thanks guys,
Andy

Sent via Deja.com http://www.deja.com/
Before you buy.

1864. Re: ClassicMag.net

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-466937.22295815082000@news.northcoast.com>
Source record: 58358
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

> There are limitations which might apply. If the mags were placed online
> for educational purposes or for reference purposes and proper copyright
> credit was given, there is nothing the publisher can do.

That is very a misinformed interpretation of copyright law. There
are certain provisions for using portions copyrighted material for what
is called "fair use," -- but fair use does not allow you to reproduce
entire magazines filled with copyrighted material. Even for
"educational" purposes.

--Kevin Savetz
not a lawyer
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

1865. Re: Web site update! :-)

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966447572-958919AEicMi@bun.com>
Source record: 58359

Hi Steve

>>Tell me more, when is it, how do i get there, how much is it, can i wear womens
>>underwear.

>Depends if you are a woman or not:)))))

Is that relevant, how so?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1866. Re: ST-App's

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966447576-959370AEicMi@bun.com>
Source record: 58360

HI Dezza

>>Should we be seeing an issue of ST-Applications by now?.
>
>Atari Applications :-)

Whatever!. 8~)

>I guess so, yes. Perhaps Paul (mailto:stclub@cix.co.uk) hasn't enough
>articles to make it worth publishing an issue yet, so folks, get writing!

He's usually got a truck load from that Croker bloker, ive often considered re-
naming the mag to the Croker and Conner comic. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1867. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>
Source record: 58439
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Are there any emulators out there that do MIDI?. The only program I NEED to run is a MIDI Voice manager/Editor and I can't find one for the PC to do the same as the ST version.

1868. Re: Any way to use Winston to browse the web

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: "B.P. - iSpelunker.com" <no_spaminfo@ispelunker.com>
Message-ID: <39991FDC.73386CA0@ispelunker.com>
Source record: 58440

Simon wrote:
>
> "Ammnontet" <Ammnontet@nile.xx> wrote in message
> news:8F8EA2F1ARaAmmnontet@24.7.143.114...
> > I was wondering if there is a way to use Winston (the latest ver) and the
> > ST internet client packages together to browse the web without using a
> > modem? I have a cable modem and wanted to try and get an ST browser up and
> > running to check it out. Also to telnet into some sites via the ST
> > emulator.
> >
>
> My first question is why on earth would you want to do this?
>
> Secondly, I doubt this can easily be done as you will some way of networking
> the emulated atari to windows, and as yet Winston doesn't support anything
> like that (yet).
>
> Also, can't you use the windows telnet program??
>

The latest version of Winston supports the rs232 serial port. I have
tried to run sting in the emulator as well as cab, but get errors which
mostly relate to the way the emulator handles hard disk disk access.
There is a new version of Winston coming through the pipeline which will
sipport even more features. Take a look see at the LGD

--

B.P.

~~~~~~
http://www.ispelunker.com/ Web directory - add your site today.
http://www.virtualbrokers.net/ Investment research and resources
http://home.earthlink.net/~woogieoogieboogie/navemulator/nnemupre.html
The NN emulator page (requires IE5)
An extra line in my sig just to piss people off.
~~~~~~

1869. Lynx FT

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: tonym04@aol.com
Message-ID: <20000815074805.09585.00002159@ng-fi1.aol.com>
Source record: 58441

Ok gang, I have an Atari Lynx for trade. I have two of these wonderful little machines, but have only one set of hands. So, I have decided to offer one up for trade. I am interested in an NEC TurboDuo in good condition. Or, if no one has one of those for trade, I would be interested in an Atari 7800. If interested, e-mail me direct please.

The Lynx is in great condition and still in the box. In light of the condition of the Lynx, I am only interested in systems in like condition. I do not want anyones junk please. The Lynx comes with the following games:

No box or manual unless noted.
Lynx still in box. Box is like new also.
Xybots
Bill & Ted (w/instructions)
Hydra (w/manual)
Batman Returns
Crystal Mines II (w/manual)
Steel Talons

1870. Released new winframe for Magic6.x

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Henrik Gildå <di98gihe@chl.chalmers.se>
Message-ID: <39994C6E.D8CD1E3E@chl.chalmers.se>
Source record: 58442

Hi!

Now we have released the first version of our winframe that was
mentioned earlier in this newsgroup. So go to our homepage at
nature.atari.org and go to the Projects page if you want to read about
it, or go to the Download page if you already know what this is all
about and just want to download it.

I'd like to point out that this is not just another winframe where we
have changed the icons, but a whole new one, which uses textures
instead of the old grey colours. A designer will be available later, but
for know you'll have to do with the one theme we have created for you.

/Henrik Gildï¿½

nature.atari.org

1871. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Simon <atariactive@btinternet.com>
Message-ID: <8nbcrcfin1@plutonium.btinternet.com>
Source record: 58443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"James Aubrey" <Jaubrey@btinternet.com> wrote in message
news:8n9j1qvo1@plutonium.btinternet.com...
> James
>
> PS what is the IRC Atari channel nowadays, its been a while since I last
> used it and there is only a bot on it.

#atari on IRCnet or #atariscne on IRCnet :)

Most people tend to me in #atariscne (without the e between the c and n)

Simon

1872. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8nbsd7$60g$1@draco.stochastik.rwth-aachen.de>
Source record: 58444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>,
Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>Are there any emulators out there that do MIDI?. The only program I NEED to
>run is a MIDI Voice manager/Editor and I can't find one for the PC to do the
>same as the ST version.

TOS2WIN has MIDI capabilities, but correctly emulating a MIDI port (and the
required high-res timers) is not easy, so it might not work with every MIDI
program. However, I remember that TOS2WIN was successfully used with
multiple sequencer programs.

cu
Michael

--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

1873. Re: ACSI to SCSI

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <meYDmJA7oXm5EwZJ@steverosie.demon.co.uk>
Source record: 58445

In article <39986A6C.D8384571@remove.this.hotmail.com>, Simon <myself@re
move.this.hotmail.com> writes
>Hi,
>
> I'd like to buy a ACSI to SCSI adaptator, in order to:
>- use my Jaz drive with my ST
>- share the SCSI chain with a PC
>
> I can buy a Toplink interface, but should I rather buy a Link 97 ? Is
>the Toplink ICD compatible, does it support parity ?

I think it's safe to say that only ICD devices are ICD compatible:)

> Do I need some extra power supply if I use the Toplink or Link97
>interfaces, as for the Link 2 interface ?

I wasn't aware that the LINK 2 needed an extra power supply!!!!

I've been using one for years without any hassle with a variety of
device: EZ removable, MO optical, CD-ROM's, CD-changers, hard drives....

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1874. Re: Edward Scissorhands

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 00:15:01 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <SkKCf1GFuIm5EwsX@lovecraft.demon.co.uk>
Source record: 58435
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

Once upon a time <966273854-296421AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> grabbed chalk and scrawled:
>Hi all,
>
>I need some help please.
>
>Would anyone knowing a dude who uses an email address containing
>the words "Edward Scissorhands" please let him know i'd like him to contact me
>Re. the hardware deal. He is a UK resident.

Hi Steve,

That's me, that is... but I've got a 256K XL now! I posted here about it
some time ago, and hadn't heard anything from you when I first
emailed...

Richard (a.k.a EdwardS ;))
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1875. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 01:21:52 UTC
From: "Raz A. Mattazz" <razzamattazz@bigfoot.com>
Message-ID: <8na6kr$l5k$1@cubacola.tninet.se>
Source record: 58436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"James Aubrey" <Jaubrey@btinternet.com> wrote in message
news:8n9j1qvo1@plutonium.btinternet.com...

: I was wondering, is there a Atari emulator for the PC(Win 95
: set-up)?

Better use the W98SE (Second Edition) as oS, it's bugfixed, has
more drivers, etc. It has no disadvantages towards the W95.
There's also the Windows ME (Millenium Edition), which is an
even more enhanced W98. The Atari emulators all use many parts
of the Windows OS, so you'd want as good a foundation as
possible.

Raz

1876. Help with formatting 2.5" HDD UK

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 01:40:47 UTC
From: 100550.3170@compuserve.com
Message-ID: <399c9e74.1794003@news.free-online.net>
Source record: 58437

Can anyone in UK with an a suitable Atari elp format some IBM 2.5"
HDDs?

Currently IBM passworded so will pay ï¿½5.00 per drive if you can...

Mark
01252 710141

1877. Re: New Atari Machine

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 04:40:40 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8nahk8$e04$1@news.asu.edu>
Source record: 58438

>RioRed website (the RioRed uses one or two CPU daughtercards. Each
>daughtercard contains one PowerPC G3cx microprocessor operating at a
>speed of 550 MHz) and came across the following:

Is this still alive? No action apparent on either the website or
the egroups list.

>Would this mean that TOS could be adapted to run on it?

There was some discussion of porting MiNT.
--

1878. Re: ACSI to SCSI

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 22:14:29 UTC
From: Simon <myself@remove.this.hotmail.com>
Message-ID: <3999C0C5.FC04C730@remove.this.hotmail.com>
Source record: 58361

Hi,

> > I can buy a Toplink interface, but should I rather buy a Link 97 ? Is
> >the Toplink ICD compatible, does it support parity ?
>
> I think it's safe to say that only ICD devices are ICD compatible:)

From http://www.wbsystemtechnik.de/atari/in_ho.html (website in German
for The Link interface)

"SCSI-II instruction set in accordance with ICD convention for the ACSI
bus"

> > Do I need some extra power supply if I use the Toplink or Link97
> >interfaces, as for the Link 2 interface ?
>
> I wasn't aware that the LINK 2 needed an extra power supply!!!!
>
> I've been using one for years without any hassle with a variety of
> device: EZ removable, MO optical, CD-ROM's, CD-changers, hard drives....

From http://www.icd.com/atari/

"* Use with a ZIP drive may require an optional power cable."

I guess this +5v thing is very specific to Iomega drives ?

Simon.

1879. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-15 23:09:55 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8ncibq$1je$2@news6.svr.pol.co.uk>
Source record: 58362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8nbsd7$60g$1@draco.stochastik.rwth-aachen.de...
> In article <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>,
> Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
> >Are there any emulators out there that do MIDI?. The only program I NEED
to
> >run is a MIDI Voice manager/Editor and I can't find one for the PC to do
the
> >same as the ST version.
>
> TOS2WIN has MIDI capabilities, but correctly emulating a MIDI port (and
the
> required high-res timers) is not easy, so it might not work with every
MIDI
> program. However, I remember that TOS2WIN was successfully used with
> multiple sequencer programs.
>
> cu
> Michael
>
> --
> "The social dynamics of the net are a direct consequence of the fact that
> nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

Its quit expensive if you can't be sure it works though....

1880. Re: Lynx FT

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966494662-119150AEicMi@cwcom.net>
Source record: 58296

VFrom: tonym04@aol.com (TonyM04)
Date: 15 Aug 2000 11:48:05 GMT

>Ok gang, I have an Atari Lynx for trade. I have two of these wonderful

I've got three, one in use and two new ones as spares - no way I'd sell any
of them. What would you do if your only one broke down?
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1881. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966540106-56359AEicMi@bun.com>
Source record: 58297

Hi Shiuming

>>Isnt it amazing what you can do with a few days off work. New resolution just in 1180 x
>>880 in 256 colour. 8~)

>Indeed... I've just sawn out the front chassis fan grille in my PC tower and filed out
>the rear chassis extractor fan outlet. Maximum air flow for all those powerful
>cooling fans.

We'l have to have a 'quiet' chat about cooling fans one day.
Tell me about your childhood, what does this ink blot represent to you, how long have
you been a whacko!!!.

8~)

What tower cases are about that my Mega would fit in??.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1882. FS Atari STe with HD and extras

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <966409555.23147.0.nnrp-01.9e98e6ee@news.demon.co.uk>
Source record: 58368

Ive got the following spare Atari bits and pieces
for sale.

Atari STe
========
Atari STe with 4M RAM, 40M slim line hard-disk,
mouse, and SM124 mono monitor for sale.

80GBP.

Atari ST
======

Atari ST 520 (1/2M RAM), internal floppy drive and
second external floppy drive. (One of the early UK
models)

40GBP

Atari Hardware
============

Video digitiser for ST/STe 20GBP
Digital sampler/playback for ST 20GBP
Mono scanner for ST/STe 20GBP

ian@techsoftware.freeserve.co.uk

1883. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <8ndhn0$95p$3@front4m.grolier.fr>
Source record: 58369

On 16 Aug 2000 08:16:17 , Janka Gerhard wrote:
With not much hope I bought a special 1482 cable and

What is this "1482" cable ?
a special parrallel one
don't know anything about that, and some information would be useful

cordialement,

1884. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ndip2$dq7$1@draco.stochastik.rwth-aachen.de>
Source record: 58370
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8ncibq$1je$2@news6.svr.pol.co.uk>,
Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>
>Its quit expensive if you can't be sure it works though....

If your MIDI software is not too ressource-hungry, you should be able to
test that with the demo version (which is limited in memory).

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

1885. Re: Where to buy MagicOS?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Simon <atariactive@btinternet.com>
Message-ID: <8ndj4r$455$1@uranium.btinternet.com>
Source record: 58371

"Andy Blakely" <anakimana@excite.com> wrote in message
news:8ncksh$1a5$1@nnrp1.deja.com...
> Is there a place in the US to buy MagicPC or MagicMac? I'd like to see
> a website that markets this OS so I can see the specs, screenshots, etc.
>
> I'm thinking it would be fun to mess around with, although probably
> expensive. :)
>
> Thanks guys,
> Andy
>
>

Systems for Tomorrow should sell it, www.systemsfortomorrow.com

Email: sales@SystemsForTomorrow.com
Mail: 4226 Hawthorne Ave - Kansas City MO 64133 - United States
Order by Phone: 816-358-2196

Order by Fax: 816-358-0079
Retail Store- 11010 East Winner Road - Independence MO 64052 Open Saturdays,
10AM to 5PM

Simon Osborne

1886. Re: ACSI to SCSI

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Yc0smWAIRIm5Ewfm@steverosie.demon.co.uk>
Source record: 58372

In article <e0om5.58$pT2.4437@nsw.nnrp.telstra.net>, Mark Bedingfield
<mark@baypc.com.au> writes
>The ICD draws it's power from the term power line that the HDD provides. In
>order to keep it simple and cheap, iomega omitted this line, so the ICD
>adaptor gets no power. This is only a concern on the external controllers.
>Not an issue with Falcon, TT etc
>
>Mark Bedingfield

Aha! Now I know what you mean by power:)

There is another easy way around this, as I have come across a couple of
devices like this myself. One of my Pioneer CD changers doesn't supply
power and so I run this with an external SCSI device that does.

So if you have an ICD LINK II and use this with a hard drive, you should
be able to add the ZIP drive with NO ill effects. The problem will be if
the ZIP drive is alone on the SCSI chain.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1887. Re: Where to buy MagicOS?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C01409.6270%aowen@mail.ru>
Source record: 58373

"Andy Blakely" <anakimana@excite.com> wrote in message
news:8ncksh$1a5$1@nnrp1.deja.com...
> Is there a place in the US to buy MagicPC or MagicMac? I'd like to see
> a website that markets this OS so I can see the specs, screenshots, etc.
>
> I'm thinking it would be fun to mess around with, although probably
> expensive. :)

I used to use the 680x0 version with a Powerbook 165 a number of years back.
I was very impressed with it then and it's moved on quite a bit since then.
Any GEM based application will run at a phenomenal speed on today's systems,
faster in many cases than native Mac or PC software.

-Andrew

1888. Re: ClassicMag.net

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: "B.P. - iSpelunker.com" <no_spaminfo@ispelunker.com>
Message-ID: <399A6CD4.C72A8D9A@ispelunker.com>
Source record: 58374
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

Kevin Savetz wrote:
>
> > There are limitations which might apply. If the mags were placed online
> > for educational purposes or for reference purposes and proper copyright
> > credit was given, there is nothing the publisher can do.
>
> That is very a misinformed interpretation of copyright law. There
> are certain provisions for using portions copyrighted material for what
> is called "fair use," -- but fair use does not allow you to reproduce
> entire magazines filled with copyrighted material. Even for
> "educational" purposes.

Fair use allows many things as long as the intent is not profiteering.
While archiving the latest issue of Time would not be covered, a 10 year
old magazine can easily bo copied and archived for educational purposes,
providing there is no profiteering and the entire work is no available
as a complete download for personal use.

I am not a lawyer, but I do run a business and have to knwo at tleast a
little bit about these things.

--

B.P.

~~~~~~
http://www.ispelunker.com/ Web directory - add your site today.
http://www.virtualbrokers.net/ Investment research and resources
http://home.earthlink.net/~woogieoogieboogie/navemulator/nnemupre.html
The NN emulator page (requires IE5)
An extra line in my sig just to piss people off.
~~~~~~

1889. demo construction kit

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: "FONTAINE Pascal Fabien"
Message-ID: <8ndvt0$1tk$1@wanadoo.fr>
Source record: 58375

```
Where to find Demo construction Kit?
can't find it anywhere
```

1890. UK Only: ST Power-pack software FS

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: "r.franklin1" <r.franklin1@ntlworld.com>
Message-ID: <jBwm5.10098$pR4.175030@news6-win.server.ntlworld.com>
Source record: 58376

I've sold the actual STFM but still have the box and packaging! (mint) with the complete powerpack selection of software in its large box (Double Dragon, Gauntlet etc) plus music maker/organiser/basic (all boxed), instruction book, Captain Planet, Funschool3, IK+, Running Man and Mickey Mouse, Thats Write (all boxed), a diskbox of 32 disks software/ST Format/STAMPEDE coverdisks and dust cover.

Of use to a collector? Best offer inc. UK P&P secures.

Keith.

1891. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8ne6th$gf3$1@news5.svr.pol.co.uk>
Source record: 58377
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8ndip2$dq7$1@draco.stochastik.rwth-aachen.de...
> In article <8ncibq$1je$2@news6.svr.pol.co.uk>,
> Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
> >
> >Its quit expensive if you can't be sure it works though....
>
> If your MIDI software is not too ressource-hungry, you should be able to
> test that with the demo version (which is limited in memory).
>
> cu
> Michael
> --
> "The social dynamics of the net are a direct consequence of the fact that
> nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

Its very light, and it does not work under the demo version. I assume the
demo does have MIDI available?
I have set the MIDI devices to MPU-401, but the program just times out
fetching the SysSex dumps.

Yuk.............

1892. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8ne6ti$gf3$2@news5.svr.pol.co.uk>
Source record: 58378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Andrew Owen <aowen@mail.ru> wrote in message
news:B5BF9B8C.5F93%aowen@mail.ru...
> In article <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>,
> Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>
> > Are there any emulators out there that do MIDI?. The only program I NEED
to
> > run is a MIDI Voice manager/Editor and I can't find one for the PC to do
> > the same as the ST version.
>
> I know MagicMac can do it. The PC version may well be able to. It's
> commerical software from Application Systems Heidelburg and a search
engine
> will probably turn up a link.
>
> -Andrew
>
The MagicPC pages make no reference to MIDI and it is not possible to
configure MIDI in the demo so I assume not.
Thanks anyway....

1893. Re: New MyMAIL version 1.10

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <8ne6gp$7pn$1@newstoo.ericsson.se>
Source record: 58379

In article <0840984b.73d8a1d0@usw-ex0107-055.remarq.com>,
atarigalen <kNOkSPAM@uia.net.invalid> writes:
> epkerha@epk.ericsson.se (Erik Hall) wrote:
> Hi Erik!,
>
> Yet another thanks for your tireless work improving MyMail. The
> Anti-Outlook option looks most amusing... I take it you have had
> enough of Microsoft continually writing bad code?
>
> Galen

I am happy that you like my Anti-outlook option :-)

/Erik Hall

1894. Re: Where to buy MagicOS?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Simon <atariactive@btinternet.com>
Message-ID: <8ndtrf$320$1@neptunium.btinternet.com>
Source record: 58380

"Andrew Owen" <aowen@mail.ru> wrote in message
news:B5C01409.6270%aowen@mail.ru...
> "Andy Blakely" <anakimana@excite.com> wrote in message
> news:8ncksh$1a5$1@nnrp1.deja.com...
> > Is there a place in the US to buy MagicPC or MagicMac? I'd like to see
> > a website that markets this OS so I can see the specs, screenshots, etc.
> >
> > I'm thinking it would be fun to mess around with, although probably
> > expensive. :)
>
> I used to use the 680x0 version with a Powerbook 165 a number of years
back.
> I was very impressed with it then and it's moved on quite a bit since
then.
> Any GEM based application will run at a phenomenal speed on today's
systems,
> faster in many cases than native Mac or PC software.
>
> -Andrew
>

Oi! Get back to comp.sys.sinclair you, you, you, arrrrrgh

Simon

1895. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C05F78.648F%aowen@mail.ru>
Source record: 58381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article 8ne6ti$gf3$2@news5.svr.pol.co.uk, Dave Wade at
dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk wrote on 8/16/00 2:51
PM:

>
> Andrew Owen <aowen@mail.ru> wrote in message
> news:B5BF9B8C.5F93%aowen@mail.ru...
>> In article <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>,
>> Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>>
>>> Are there any emulators out there that do MIDI?. The only program I NEED
> to
>>> run is a MIDI Voice manager/Editor and I can't find one for the PC to do
>>> the same as the ST version.
>>
>> I know MagicMac can do it. The PC version may well be able to. It's
>> commerical software from Application Systems Heidelburg and a search
> engine
>> will probably turn up a link.
>>
>> -Andrew
>>
> The MagicPC pages make no reference to MIDI and it is not possible to
> configure MIDI in the demo so I assume not.
> Thanks anyway....

Hang on a minute. I've just remembered something. I'm sure someone was
making a card for the PC which included the TOS ROM, MIDI in and out and a
cartridge slot (for dongles). I can't remember who or what software it is so
maybe someone else can help refresh my memory.

-Andrew

1896. Re: Where to buy MagicOS?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C060E2.6490%aowen@mail.ru>
Source record: 58382

in article 8ndtrf$320$1@neptunium.btinternet.com, Simon at atariactive@btinternet.com wrote on 8/16/00 12:22 PM:

> Oi! Get back to comp.sys.sinclair you, you, you, arrrrrgh

In case you haven't noticed I don't post much to CSS these days. Besides I've been an Atari fanatic for years. I got my first ST (a 520FM with single sided floppy) in 1987 and kept on using STs until 1994. My coolest ST was a Mega 1, upgraded to 4 megs, with a 40MB hard disk, MultiSync monitor, HD disk controller, Overscan module, 16Mhz 68000, blitter and TOS 1.4. I never did as much programming for it as I did for the Spectrum, but I wrote a fairly good CLI in STOS, a couple of demos, and did lots of artwork. Most of the stuff I know about computer art I learned on an ST using first NeoChrome and then Dega's Elite. I used to anti-alias by hand before I knew what the technique was called. One of my works of art even appeared on one of the Automantion disks (not that I condone piracy). And if you miss my contributions to CSS you'll find me on AFP and the Amstrad group quite a but these days even though I know next to nothing about either.

-Andrew

1897. Pro Midi Player for Atari

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: fletcher@liv.ac.uk
Message-ID: <8nec0jbtq1@news.liv.ac.uk>
Source record: 58383

Hi
This program is now freeware according to the author at
http://www.jdkoftinoff.com/promidi.html However the download is only the demo
version. I've contacted Mr Koftinoff and he is happy to post the full version
if and when he can find it! Does anyone out there have a copy they could post
to me as I'd like to use this excellent program sooner rather than later.

Cheers

David Fletcher <fletcher@liv.ac.uk>

...committed for insanity and crimes against the soul, the worst
crime that I ever did was play some rock 'n roll...

1898. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8neg1sjmg1@draco.stochastik.rwth-aachen.de>
Source record: 58384
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8ne6th$gf3$1@news5.svr.pol.co.uk>,
Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>
>Its very light, and it does not work under the demo version. I assume the
>demo does have MIDI available?

I guess so.

>I have set the MIDI devices to MPU-401, but the program just times out
>fetching the SysSex dumps.

Might be some problem with direct hardware accesses - I would say bad luck,
since there is practically no further development done on TOS2WIN. Earlier,
I would have told you to mail the program to the TOS2WIN author ...

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

1899. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <399AD988.D189532F@cfc.dnd.ca>
Source record: 58385

count me in brother! :-)
actually, I am hoping Homa Systems in Ottawa will handle the Milan2!
ken

Odd Skancke wrote:
-snip-
> Now this is the most intelligent suggestion I've seen in this thread yet!
> Import Hades/Milan, scan the market, find out where the TOS platform stand
> in the US. I don't think anyone would object to having the Atari badge on
> the machine, but I strongly believe that it is the "feel" of the machine
> that matters, i.e., that it runs TOS, MiNT or MagiC as its NATIVE OS. So,
> how many of you Americans reading this group would actually buy a
> Hades/Milan if imported by Jared or Lonny? Speak up! :)
>
> >
> > ____
> > Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
> >
> >
> >
>
> Regards,
>
> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1900. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8neocierk1@nnrp1.deja.com>
Source record: 58386

In article <399AD988.D189532F@cfc.dnd.ca>,
Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
> count me in brother! :-)
> actually, I am hoping Homa Systems in Ottawa will handle the Milan2!
> ken
>

Speaking of whom, I emailed Nima with regards to upgrading my old, first rev of ScanX, but haven't gotten a reply. Is he off in Europe somewhere? My son picked up an Microtek II 300 dpi scanner for $5.00 at the thrift store, but the software doesn't recognize it.

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

1901. Re: Where to buy MagicOS?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Simon <atariactive@btinternet.com>
Message-ID: <8nep1u$2pr$1@uranium.btinternet.com>
Source record: 58387

"Andrew Owen" <aowen@mail.ru> wrote in message
news:B5C060E2.6490%aowen@mail.ru...
> in article 8ndtrf$320$1@neptunium.btinternet.com, Simon at
> atariactive@btinternet.com wrote on 8/16/00 12:22 PM:
>
> > Oi! Get back to comp.sys.sinclair you, you, you, arrrrrgh
>
> In case you haven't noticed I don't post much to CSS these days. Besides

<snip>

Umm, thought you were a speccy owner, soz

SImon

> -Andrew
>

1902. Success with PD drive on Falcon !!

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <399af787$0$18634@news.zetnet.co.uk>
Source record: 58388

Hi folks...

Where do I register Spin? With whom and for how much?...I've cracked getting the PD drive to work on the Falcon....bit of a ritual but anyway....

PD unit I'm using is a Panasonic LF-1000 external unit (and you can't take the drive from the case and mount it internally, which is a bit poo but anyway)

The set up I've got is a recased Falcon with Nemesis and an Eclipse graphics card (4Mb) with 170/1Gb/2Gb drives and a CDROM all on the SCSI (and now of course the PD externally). OS is TOS4.04.
Usual setup is FVDI, HSMODEM (where do I register that these days?), X-Control, JPEG-DSP, STING and Metados.

To get the PD-Drive to work both ways you need to use the SPIN_SD.BOS in place of the normal Metados .BOS file, I use the Hard&Soft .DOS driver, but I expect that that ius ireelevant.

The PD drive needs to have the switch marked <LUN> set to <ON> and you need to have a PD disk in the drive when you boot.

The PD is now appearing as drive K: for the PD and drive O: for the CDROM.

chrisc

1903. Re: Where to buy MagicOS?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C0B1F3.6573%aowen@mail.ru>
Source record: 58389

in article 8nep1u$2pr$1@uranium.btinternet.com, Simon at
atariactive@btinternet.com wrote on 8/16/00 8:06 PM:

>
> "Andrew Owen" <aowen@mail.ru> wrote in message
> news:B5C060E2.6490%aowen@mail.ru...
>> in article 8ndtrf$320$1@neptunium.btinternet.com, Simon at
>> atariactive@btinternet.com wrote on 8/16/00 12:22 PM:
>>
>>> Oi! Get back to comp.sys.sinclair you, you, you, arrrrrgh
>>
>> In case you haven't noticed I don't post much to CSS these days. Besides
>
> <snip>
>
> Umm, thought you were a speccy owner, soz

Am a Speccy owner. Don't currently own an Atari. Doesn't mean I don't still
read Atari Shopper every month. :)

-Andrew

1904. Re: PD Drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <399af863$0$18634@news.zetnet.co.uk>
Source record: 58390

I'd already done that...

Don't worry, it's all running now....gotta register Spin though....

chrisc

On 13 Aug 2000 08:43:04 , Derryck Croker wrote:
>From: chrisc@zetnet.co.uk (Chris Crosskey)
>Date: 10 Aug 2000 20:24:28 GMT
>
>>any ideas?....is it an HD-Driver thing I need to do (7.71) or do I need toi
>>replace Metados 2.74 with the one in the SPIN distributiopn?
>
>You need to enable the CD's ID in HDUtility.
>
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

1905. Re: Success with PD drive on Falcon !!

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <399af9a5$0$18634@news.zetnet.co.uk>
Source record: 58391

Even more good news...

In an idle moment I changed my old IBM CDROM drive's driver set over to SPIN and it's started to work properly again....it's only been of use as a CD Audio drive for a long time (part of the reason I got the PD in the first place) , bnut now it's chiming itn as Drive P: quite happily...I'm very very impressed

chrisc

On 16 Aug 2000 20:20:23 , Chris Crosskey wrote:
>Hi folks...
>
>Where do I register Spin? With whom and for how much?...I've cracked
>getting the PD drive to work on the Falcon....bit of a ritual but
>anyway....
>
>PD unit I'm using is a Panasonic LF-1000 external unit (and you can't take
>the drive from the case and mount it internally, which is a bit poo but
>anyway)
>
>The set up I've got is a recased Falcon with Nemesis and an Eclipse
>graphics card (4Mb) with 170/1Gb/2Gb drives and a CDROM all on the SCSI
>(and now of course the PD externally). OS is TOS4.04.
>Usual setup is FVDI, HSMODEM (where do I register that these days?),
>X-Control, JPEG-DSP, STING and Metados.
>
>To get the PD-Drive to work both ways you need to use the SPIN_SD.BOS in
>place of the normal Metados .BOS file, I use the Hard&Soft .DOS driver, but
>I expect that that ius ireelevant.
>
>The PD drive needs to have the switch marked <LUN> set to <ON> and you need
>to have a PD disk in the drive when you boot.
>
>The PD is now appearing as drive K: for the PD and drive O: for the CDROM.
>
>chrisc
>.

1906. Where to get info on MagicOS?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Andy Blakely <anakimana@excite.com>
Message-ID: <8nf0ql$p4g$1@nnrp1.deja.com>
Source record: 58392

Ok, now that I know where to buy it.... can somebody tell me where I
can get info about it? I'd like to see some details, like what it
offers and maybe some screenshots. Shouldn't there be a homepage which
markets it?

Thanks,
Andy Blakely

Sent via Deja.com http://www.deja.com/
Before you buy.

1907. PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Optik@btinternet.com
Message-ID: <399b0e3f.297695@news.btinternet.com>
Source record: 58393

Hi,

Does anyone know if it is possible to use a PC monitor on an Atari ST?

Is there a converter available?

Please reply by email.

Thanks

1908. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966494658-118301AEicMi@cwcom.net>
Source record: 58394

From: lais@zetnet.co.uk (Shiuming Lai)
Date: 15 Aug 2000 18:38:07 GMT

>Maximum air flow for all those powerful cooling fans.

I think you'll find that the hovercraft has already been invented...

(g)

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1909. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966494660-118741AEicMi@cwcom.net>
Source record: 58395

From: Steve Sweet <stevesweet@bun.com>
Date: Tue, 15 Aug 2000 18:52:56 GMT

>Isnt it amazing what you can do with a few days off work. New resolution
>just in 1180 x
>880 in 256 colour. 8~)

Good Grief! Haven't you any work to do? :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1910. Re: ClassicMag.net

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:14:07 UTC
From: "B.P. - iSpelunker.com" <no_spaminfo@ispelunker.com>
Message-ID: <3999DBE8.DED9AB3C@ispelunker.com>
Source record: 58363
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

Matthias Jaap wrote:
>
> > I want this to be as complete as possible. I'm going
> > to try and stay with mags published before 1995. I don't want to run
> > into a lot of copyright issues.
>
> As for the copyright it will still be a violation of law. The
> publishers may not care but I wouldn't count on it.

There are limitations which might apply. If the mags were placed online
for educational purposes or for reference purposes and proper copyright
credit was given, there is nothing the publisher can do.

--

B.P.

~~~~~~
http://www.ispelunker.com/ Web directory - add your site today.
http://www.virtualbrokers.net/ Investment research and resources
http://home.earthlink.net/~woogieoogieboogie/navemulator/nnemupre.html
The NN emulator page (requires IE5)
An extra line in my sig just to piss people off.
~~~~~~

1911. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 00:15:12 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5BF9B8C.5F93%aowen@mail.ru>
Source record: 58364
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>,
Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:

> Are there any emulators out there that do MIDI?. The only program I NEED to
> run is a MIDI Voice manager/Editor and I can't find one for the PC to do
> the same as the ST version.

I know MagicMac can do it. The PC version may well be able to. It's
commerical software from Application Systems Heidelburg and a search engine
will probably turn up a link.

-Andrew

1912. FA: Atari ST software and more...

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 03:10:30 UTC
From: Zathras11 <zathras11@my-deja.com>
Message-ID: <8nd0mpegu1@nnrp1.deja.com>
Source record: 58365

Lots of video game and computer items for auction
(other stuff too):

http://user.auctions.yahoo.com/user/zathras_eleven?

Yahoo auctions -- FREE for buyers AND sellers!

--
"Cannot say. Saying, I would know. Do not
know, so cannot say". -- Zathras (Babylon 5)

Sent via Deja.com http://www.deja.com/
Before you buy.

1913. Re: ACSI to SCSI

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 03:40:56 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <e0om5.58$pT2.4437@nsw.nnrp.telstra.net>
Source record: 58366

The ICD draws it's power from the term power line that the HDD provides. In order to keep it simple and cheap, iomega omitted this line, so the ICD adaptor gets no power. This is only a concern on the external controllers. Not an issue with Falcon, TT etc

Mark Bedingfield

Simon <myself@remove.this.hotmail.com> wrote in message news:3999C0C5.FC04C730@remove.this.hotmail.com...
> Hi,
>
> > > I can buy a Toplink interface, but should I rather buy a Link 97 ? Is
> > >the Toplink ICD compatible, does it support parity ?
> >
> > I think it's safe to say that only ICD devices are ICD compatible:)
>
> From http://www.wbsystemtechnik.de/atari/in_ho.html (website in German
> for The Link interface)
>
> "SCSI-II instruction set in accordance with ICD convention for the ACSI
> bus"
>
> > > Do I need some extra power supply if I use the Toplink or Link97
> > >interfaces, as for the Link 2 interface ?
> >
> > I wasn't aware that the LINK 2 needed an extra power supply!!!!
> >
> > I've been using one for years without any hassle with a variety of
> > device: EZ removable, MO optical, CD-ROM's, CD-changers, hard drives....
>
> From http://www.icd.com/atari/
>
> "* Use with a ZIP drive may require an optional power cable."
>
> I guess this +5v thing is very specific to Iomega drives ?
>
> Simon.

1914. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 06:16:17 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <399A31B1.7D81A69F@siemens.at>
Source record: 58367

Janka Gerhard wrote:
> atarigalen wrote:
> This raises two questions. First, are you sure that the 760 is
> ESC/P2 (and thus that Epson's website is wrong) and second, does
> the 760 print at 720 dpi color using NVDI?

Hi Galen,

First thing I tried last weekend was NVDI upgrade from 5.02 to 5.03.
This should have made the 400 printing faster but it made it slower
instead. Now it too needs 10 minutes for an A4 picture :(
Afterwards I tried the 760 using NVDIs 740 driver and nothing at
all happened. With not much hope I bought a special 1482 cable and
connected that instead of the old parallel cable and to my surprise
it really worked. Printing is possible up to 1440x720 dpi :)
Then I tried printing a text file of approximately 1500 lines by
doubleclick/print and the Atari was ready for other tasks after
two seconds while the printer (256k printer buffer !) kept
printing for some minutes at about 4-5 pages/minute.

Gerhard

1915. Re: Where to get info on MagicOS?

Newsgroup: comp.sys.atari.st
Date: 2000-08-16 23:48:54 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C0E6F5.663B%aowen@mail.ru>
Source record: 58298

in article 8nf0ql$p4g$1@nnrp1.deja.com, Andy Blakely at anakimana@excite.com wrote on 8/16/00 10:25 PM:

> Ok, now that I know where to buy it.... can somebody tell me where I
> can get info about it? I'd like to see some details, like what it
> offers and maybe some screenshots. Shouldn't there be a homepage which
> markets it?

It's made by Application Systems Heidelburg. The UK distributor is System Solutions. They both have websites which I can't remeber the addresses of. I think Toad is the US distributor. It does not emulate an ST, it is a GEM compatible operating system that will run GEM programs written for the ST, TT, and Falcon 030. Using NVDI it can support Calamus, TrueType, Bitstream and PostScript fonts. It doesn't use Atari ROMs. It has true pre-emptive multi-tasking. It is incredibly fast. It can use the full graphic capabilities of the host machine. On the Mac it is possible to use MIDI software via serial MIDI ports. I don't know if this is supported on the iMac. It can read Atari formatted disks. It is possible to share files between the host computer and Magic. It will not run most games files. It is very stable and reliable. Any questions?

-Andrew

1916. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C0E767.663C%aowen@mail.ru>
Source record: 58304

in article 399b0e3f.297695@news.btinternet.com, Optik at
Optik@btinternet.com wrote on 8/16/00 10:57 PM:

> Does anyone know if it is possible to use a PC monitor on an Atari ST?
You cannot use a VGA monitor with an Atari ST. If you can get a multi-synch
that is your best bet since then you can view all three modes on one
monitor.

> Is there a converter available?
There is an RGB to VGA converter available but it is only sold to companies
(not individuals) and it is not cheap.

> Please reply by email.
You posted to the group. I replied to the group.

-Andrew

1917. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Tomy <montom@kki.net.pl>
Message-ID: <399B7F2B.6EB3CD88@kki.net.pl>
Source record: 58305

Hi!

> > Does anyone know if it is possible to use a PC monitor on an Atari ST?
> You cannot use a VGA monitor with an Atari ST. If you can get a multi-synch
> that is your best bet since then you can view all three modes on one
> monitor.

???
Check this URL: http://www.freeweb.org/computer/vezz/

--
(o) e-mail : montom@kki.net.pl
(o)(o)(o)(o) www : www.kki.net.pl/~montom
(o) (o) mobile/SMS : (0-604) 985462
(o)
(o) (o)(o) (o)(o)(o) (o) (o)
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------------------------------ (o)
/ Tomy /ATARI/Falcon/030/68882/ (o) (o)
------------------------------ (o)(o)
beST regards

1918. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ng49j$ah0$1@snipp.uninett.no>
Source record: 58306

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

>> You can use a SVGA moniyor with an st, but only in mono
>> mode's. Basically you need an adaptor, [...] they are quite
>> easy to make

> URL for those schematics?

I don't have an URL, but the "schematics" is easy enough:

VGA ST

HSync to HSync
VSync to VSync
R,G,B to mono video input
Gnd to Gnd

And finally, connect the mono detect pin on the ST-side to ground.

The pin-out for both ports is available on the Hardware Book, and in the
manuals for your ST and monitor. The odd 13-pin DIN connector can be
ordered from ELFA (which I believe is big in Finland too).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1919. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C162A4.66C7%aowen@mail.ru>
Source record: 58307

in article 399B7F2B.6EB3CD88@kki.net.pl, Tomy at montom@kki.net.pl wrote on 8/17/00 8:34 AM:

> Hi!
>
>
>>> Does anyone know if it is possible to use a PC monitor on an Atari ST?
>> You cannot use a VGA monitor with an Atari ST. If you can get a multi-synch
>> that is your best bet since then you can view all three modes on one
>> monitor.
>
> ???
> Check this URL: http://www.freeweb.org/computer/vezz/

I did. I stand by my statement. You cannot use a VGA monitor with an ST. I accept that you can use an SVGA monitor as a mono monitor but that's not what I was talking about. I still recommend a multi-sync.

-Andrew

1920. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8ng92u$k9k$3@news6.svr.pol.co.uk>
Source record: 58308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8neg1sjmg1@draco.stochastik.rwth-aachen.de...
> In article <8ne6th$gf3$1@news5.svr.pol.co.uk>,
> Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
> >
> >Its very light, and it does not work under the demo version. I assume the
> >demo does have MIDI available?
>
> I guess so.
>
> >I have set the MIDI devices to MPU-401, but the program just times out
> >fetching the SysSex dumps.
>
> Might be some problem with direct hardware accesses - I would say bad
luck,
> since there is practically no further development done on TOS2WIN.
Earlier,
> I would have told you to mail the program to the TOS2WIN author ...

I don't beleive it does direct hardware access. Its written in "C" and just
does async I/O to
the MIDI ports. I guess that they are XBIOS calls. Its a long time since I
wrote it....
Any way current strategy is to us PC program to get SYSEX dumps from MIDI
and the edit
these in the ATARI program..........

>
> cu
> Michael
> --
> "The social dynamics of the net are a direct consequence of the fact that
> nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

1921. Re: Where to get info on MagicOS?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <8nghso$gb8$1@pegasus.csx.cam.ac.uk>
Source record: 58309

Andrew Owen wrote in message ...
>in article 8nf0ql$p4g$1@nnrp1.deja.com, Andy Blakely at
anakimana@excite.com
>wrote on 8/16/00 10:25 PM:
>
>> Ok, now that I know where to buy it.... can somebody tell me where I
>> can get info about it? I'd like to see some details, like what it
>> offers and maybe some screenshots. Shouldn't there be a homepage which
>> markets it?
>
>It's made by Application Systems Heidelburg. The UK distributor is System
>Solutions. They both have websites which I can't remeber the addresses of.

< snip >

System Solutions is http://www.system-solutions.co.uk/cafe

Stephen Moss.

1922. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ngkmq$e1l$2@snipp.uninett.no>
Source record: 58310

Andrew Owen <aowen@mail.ru> wrote:

> I did. I stand by my statement. You cannot use a VGA monitor with an ST. I

Yes you can, but only in mono.

> accept that you can use an SVGA monitor as a mono monitor but that's not
> what I was talking about. I still recommend a multi-sync.

You don't need a SVGA, VGA will do just fine. Even though you can't use
low- and med-rez, you still can use a VGA-monitor on a ST.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

1923. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C1AF73.674E%aowen@mail.ru>
Source record: 58311

in article 8ngkmq$e1l$2@snipp.uninett.no, Jo Even Skarstein at
joska@nvg.ntnu.no wrote on 8/17/00 1:10 PM:

> Andrew Owen <aowen@mail.ru> wrote:
>
>> I did. I stand by my statement. You cannot use a VGA monitor with an ST. I
>
> Yes you can, but only in mono.

Well, if you say so. I've only seen connections for SVGA and I didn't think
the VGA frequency went low enough.

>> accept that you can use an SVGA monitor as a mono monitor but that's not
>> what I was talking about. I still recommend a multi-sync.
>
> You don't need a SVGA, VGA will do just fine. Even though you can't use
> low- and med-rez, you still can use a VGA-monitor on a ST.

Better to get a second-hand multisync then.

-Andrew

1924. Bravo Sierra???

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: pjsmith@netins.net
Message-ID: <slrn8pnu7q.rvb.pjsmith@worf.netins.net>
Source record: 58312

I'm about to make a purchase from Bravo Sierra Computers and just wanted to know if anyone has done business with him and what their experience was like.

Thanks!

Phil Smith

1925. i Jaguar on the front page of the Dallas Morning News 8/17/00

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.399c168c@fmlynet.org>
Source record: 58313

FamilyNet HQ: Telnet:\\www.family-bbs.net

I'm delighted to say that an Atari Jaguar actually made it onto the front page of the Dallas Morning News today. It shows an Atari Jaguar with a CD addition and Battle Sphere plugged into the top of it. This picture was an introduction to the personal technology section where you see a bigger picture of the Atari Jaguar below a really large picture of an Atari user holding 2600 games while an Atari 800, ST, and 2600 play in the background.

Check it out! It's pretty cool!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1926. Re: Bravo Sierra???

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <9996-399C0739-4@storefull-177.iap.bryant.webtv.net>
Source record: 58314

he has always been good to me.
we have done a lot of business in the past, and what he says, is what he does.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1927. Re: Where to get info on MagicOS?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <399C0D5F.2AD262AD@cfc.dnd.ca>
Source record: 58315

try:
http://magicos.de

ken

Andy Blakely wrote:
> Ok, now that I know where to buy it.... can somebody tell me where I
> can get info about it? I'd like to see some details, like what it
> offers and maybe some screenshots. Shouldn't there be a homepage which
> markets it?
> Thanks,
> Andy Blakely

1928. FA: Falcon 030, 14mb RAM, 80MB HD, extras.

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: spheremachine@my-deja.com
Message-ID: <8nh3pn$516$1@nnrp1.deja.com>
Source record: 58316

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=412317099

If you're not interested, I'm sorry for wasting your time. Have a nice
day!

Sent via Deja.com http://www.deja.com/
Before you buy.

1929. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <399c2cce3750812@online.be>
Source record: 58317

on Mon 14-08-2000 10:31 Derryck Croker wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Sat, 12 Aug 2000 21:42:16 +0200 (MET DST)
>
>It's unfortunate that all the text strings are compiled into the binary!
>
>I don't know yet if there are any differences in the various menu options
>etc, so perhaps it might not be too difficult for Reiner to compile an
>English version (or better still, devolve all the dialog boxes, menu items
>and so on to a seperate RSC file).

As far as I can tell, there is not differnt in the various menu
options. The only change is that the latest beta supports long file
names (including names with a space between the word, e.g. 'that is me.jpg')

It also supports true color now, which wasn't the case with the
previous version.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1930. Transfering Atari files to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: andyc <andyc@esatclear.ie>
Message-ID: <8nh7e2fis2@fraggle.esatclear.ie>
Source record: 58318

Hi folks,

Having always been a little bit behind the pack in the evolution game I have just acquired a copy of Cubase compact for the PC. Up to now I have been using Cubase on an Atari ST 1040. My question is how can I transfer all the Atari .all files to my PC. Any pointers would be much appreciated.

Andy

1931. Re: Transfering Atari files to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C1E0F9.67D7%aowen@mail.ru>
Source record: 58319

in article 8nh7e2fis2@fraggle.esatclear.ie, andyc at andyc@esatclear.ie
wrote on 8/17/00 6:29 PM:

> Having always been a little bit behind the pack in the evolution game I have
> just acquired a copy of Cubase compact for the PC. Up to now I have been
> using Cubase on an Atari ST 1040. My question is how can I transfer all the
> Atari .all files to my PC. Any pointers would be much appreciated.

Providing the file format is the same, just format a DD disk on the PC. Bung
it in the Atari and copy the files across. The Atari can read and write PC
disks without extra software. If you have a HD disk drive then you can use
PC formatted HD disks instead.

-Andrew

1932. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: "Raz A. Mattazz" <razzamattazz@bigfoot.com>
Message-ID: <8nh9a7dcq1@zingo.tninet.se>
Source record: 58320

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:8ng49j$ah0$1@snipp.uninett.no...

: I don't have an URL, but the "schematics" is easy enough:
:
: VGA ST
: --------------
: HSync to HSync
: VSync to VSync
: R,G,B to mono video input
: Gnd to Gnd
:
: And finally, connect the mono detect pin on the ST-side to
ground.

You surely mean ST monochrome video OUTput? It suffices to
attach this signal to only the Green input pin on the VGA
monitor. You will still have a black and white display.

Raz

1933. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8nhc5d$o9r$1@news5.svr.pol.co.uk>
Source record: 58321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just to ramble on some more. I think I have now tried almost all the emulators, and wouldn't it be wonderful if they were all rolled into one. I think I like TOS2WIN the best, and would think about paying if the MIDI worked. After that its down to what you want it for. The hard disk -> FAT support in WinSton seems broken. It seem to write the files correctly but then can't walk the resulting tree. perhaps a problem with FAT32?.

Any way must go before my wife kills me ....

Dave Wade.

1934. USA ISPs that work with STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: nurmix@socal.SPAM
Message-ID: <8nh8v6026tv@enews4.newsguy.com>
Source record: 58322

Hello all,

My current "pay for use" ISP is going away at the end of September - at least they are getting rid of their dial up service. And I've been with them for the past 7 years or so, and use them for e-mail and my new server feed, and it has always worked well with STinG. I've also been able to get a free ISP (called Freewwweb) working with STinG, but is has recently disappeared. So, unless I find another US ISP that works well with STinG, my Falcon will no longer be on the Internet. :^(

Yes, I do have a PC that is connected via a couple different free ISPs, but both of these require special Windows dialers / software to function, and therefore won't work with the Atari. Plus, I'd like to continue using NEWSie and POPwatch etcetera even though I do have the PC.

I've seen some folks here using Earthlink (with STinG), and I know that some other ISPs like Juno claim to work with any PPP-supported platform. I was just looking for some suggestions of STinG-friendly ISPs; either free or pay for use in the USA. Any help would be appreciated!

P.S.

** My e-mail address "nurmix@socal.com" will no longer be valid at the end of September. However, I can be reached at "nurmix@yahoo.com", or via the e-mail link on my web site.

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

1935. Re: Setting VFAT Partitions in MagiC 5

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: nurmix@socal.SPAM
Message-ID: <8nhaop02q06@enews2.newsguy.com>
Source record: 58323

Thanks to all who replied!
Seems the fix was so simple I didn't think to try it!

<doh!>

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

1936. Re: Bravo Sierra???

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <btP8aIBhFEn5EwF3@steverosie.demon.co.uk>
Source record: 58324

In article <slrn8pnu7q.rvb.pjsmith@worf.netins.net>, PHIL SMITH
<pjsmith@netins.net> writes
>I'm about to make a purchase from Bravo Sierra Computers and just wanted
>to know if anyone has done business with him and what their experience
>was like.
>
>Thanks!
>
>Phil Smith

Hi

I've dealt with Ben several times in the past, with no ill effects. You
shouldn't have any problems:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1937. BRATTACUS

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Eugene White <Mawhie@btinternet.com>
Message-ID: <8nhgd6$3b6$1@uranium.btinternet.com>
Source record: 58325

does anyone know of this game?
has anyone played it?
I would be most pleased if someone who played this game and got anywhere in it would reply.
It was one of the st's first ever games and psygnosis first game for the st.
you played a futuristic hero who had to prove his innocence ,for what I dont remember.
it was a truly original game

mawhie@btinternet.com

check out my web page at http://btinternet.com/~mawhie/index.html

1938. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8nhjsn$k3u$1@snipp.uninett.no>
Source record: 58326

Raz A. Mattazz <razzamattazz@bigfoot.com> wrote:

> You surely mean ST monochrome video OUTput? It suffices to

Yes ofcourse. I recently made a TT->SM124 adapter...

> attach this signal to only the Green input pin on the VGA
> monitor. You will still have a black and white display.

On my TUW-monitor I only get a back & green display.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1939. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8nhm5a$s5a$1@nnrp1.deja.com>
Source record: 58327

In article <399B7C01.58B29266@siemens.at>,
Janka Gerhard <gerhard.janka@siemens.at> wrote:
> Sorry, should be IEEE-1284. It's a bidirectional drilled cable with
> 25 line parallel on one end and 37 pins connected on the printer
> side and it costs twice as much as a normal parallel printer cable.
> That's as much as can be read on the box and I don't know more of
> it except that some EPSON printers seem to need that line splitting.

The IEEE-1284 cables allow for the printer to talk back to the
computer. Some printers like to do that from time to time.

Well, Janka, it seems that we can put this discussion to bed:

NVDI 5.03 will run the ESC/P Raster protocol of Epson Color Stylus
Printers.

One other question...of the Atari computers, I don't think the STs have
bidirectional parallel capabilities (although I could be wrong). Are
you using an ST, a TT, or a Falcon?

Thanks for all your efforts,

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

1940. Re: BRATTACUS

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <OaZm5.262$hT6.23585@news.goodnet.com>
Source record: 58328

Hey, I remember that game! I think I finally won it, but nothing happened. Wandering around, guys trying to arrest you, some fat guy in a hoverchair, etc. Trying to get back pieces of a document... All in medium resolution red, black, green and white colors, if I recall right. Seems like yesterday. Yesterdecade is more like it.

Jared

Eugene White <Mawhie@btinternet.com> wrote in message
news:8nhgd6$3b6$1@uranium.btinternet.com...
> does anyone know of this game?
> has anyone played it?
> I would be most pleased if someone who played this game and got anywhere
in
> it would reply.
> It was one of the st's first ever games and psygnosis first game for the
st.
> you played a futuristic hero who had to prove his innocence ,for what I
dont
> remember.
> it was a truly original game
>
> mawhie@btinternet.com
>
> check out my web page at http://btinternet.com/~mawhie/index.html
>
>
>
>

1941. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <399c6498$0$18632@news.zetnet.co.uk>
Source record: 58329

On 17 Aug 2000 00:50:47 , Andrew Owen wrote:
>in article 399b0e3f.297695@news.btinternet.com, Optik at
>Optik@btinternet.com wrote on 8/16/00 10:57 PM:
>
>> Does anyone know if it is possible to use a PC monitor on an Atari ST?
>You cannot use a VGA monitor with an Atari ST. If you can get a multi-synch
>that is your best bet since then you can view all three modes on one
>monitor.

Umm...I hate to contradict but three feet to my right as I sit ATM is an
STFM plugged into a Hitachi SVGA monitor....you need a simple adapter, the
details are in the FAQ I believe or on the ATari Hacks pages (can't
remember the YURL, or any of Mario Becrots distributors (such as me in the
UK) will sell them.....they only give you hi-rez mono mind you but if
you've gotta have a 21" monitor then it's the way to go....

>
>> Is there a converter available?
>There is an RGB to VGA converter available but it is only sold to companies
>(not individuals) and it is not cheap.
>
>> Please reply by email.
>You posted to the group. I replied to the group.
>
>-Andrew
>
>.

1942. Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <GLE30yA7bGn5Ewko@lovecraft.demon.co.uk>
Source record: 58330

I don't believe it.

I get the STE keyboard sorted. I get the mouse sorted. It takes Analogic 2 weeks to deliver a monitor cable they said I would have in 2 days.

I download the right software for my synth, and it can see MIDI. It can send MIDI. When I try and download the patches, I get 2 bombs.

I calm down. Download some different software.

Go back to the machine, start to load GENEdit again.

Bang.

The PSU blows.

I'm beginning to think that even a 4Mb STE is a very attractive doorstop.

So - before I throw this lot in the general direction of where it came from, can I use a PC powersupply? I know most of them trip if they don't have a PC motherboard with a video card attached, some sort of 'power good' line. Any way of doing this?

Otherwise, there's a functional 4160STE with dual TOS, 1.44FDs, fast serial, but no PSU, CM8833Mk II monitor, and an ICD Link2 going to be up for sale, and it will be the last time I give anything Tramiel related a go. This is nearly as bad as my C128D.

Richard, trying to be calm but really would like to take a bloody big hammer to this machine now, never mind being unspeakably angry at the person I got it from.
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1943. HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <5ZZm5.263$uX.2264@newsfeed.slurp.net>
Source record: 58331

Hello all,

I went ahead and ordered the upgrade to HDDriver 7.91 from Uwe. Actaully it has worked out well. I do not have to turn off the Instruction Cache to install the SYS file or to run the utilities program like I did for version 7.73. I still have to turn it off in order to use my Jaz drive. I did notice when I did this the speed of the drive is not all that much slower. I still have verion 7.61 that I can go back to, but so things are fine. As long as I can access my CD driver and Scanner (which I use alot more than my Jaz drive) I am satisfied.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1944. Pacifist and Windows Millenium

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: MSD/POV <pov@tesco.net>
Message-ID: <8nhqm2$kk7$1@epos.tesco.net>
Source record: 58332

I am having difficulties getting Pacifist 0.48 and 0.49 working on Windows Millenium (Me). Pacifist just crashes with an illegal instruction. Winston works fine.

Anyone else got Pacifist working on Windows Me?

Mark

1945. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8niektkjn1@user2.teleport.com>
Source record: 58333
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

1946. Wanted: Atari Mega 4 ST Computer! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8nies2kvv1@user2.teleport.com>
Source record: 58334

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

1947. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8nievv$l4s$1@user2.teleport.com>
Source record: 58335
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

1948. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966619378-949322AEicMi@bun.com>
Source record: 58336

Hi Dezza

>>Isnt it amazing what you can do with a few days off work. New resolution
>>just in 1180 x >880 in 256 colour. 8~)

>Good Grief! Haven't you any work to do? :-)

Well i did, ive just finished translating the resolution tools for my Graphics card, just finished re-designing the resource for Address to make it wider, ive done 3 loads of washing and some ironing.

And you.... 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1949. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966619380-949770AEicMi@bun.com>
Source record: 58337

Hi Dezza

>>Maximum air flow for all those powerful cooling fans.

>I think you'll find that the hovercraft has already been invented...

He's a bloody Muso, he's entitled to re-invent stuff.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1950. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 02:26:12 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <70lm5.36$E63.3971@nsw.nnrp.telstra.net>
Source record: 58299

You can use a SVGA moniyor with an st, but only in mono mode's. Work's well though. Basically you need an adaptor, Mario Beecroft is the only one I know of that actually sell's them, they are quite easy to make though....

Mark Bedingfield

Optik <Optik@btinternet.com> wrote in message
news:399b0e3f.297695@news.btinternet.com...
> Hi,
>
> Does anyone know if it is possible to use a PC monitor on an Atari ST?
>
> Is there a converter available?
>
> Please reply by email.
>
> Thanks
>

1951. Re: ACSI to SCSI

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 02:30:29 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <94lm5.37$E63.3604@nsw.nnrp.telstra.net>
Source record: 58300

Exactly right, buy a crappy 40meg scsi drive,just to give it power...

Mark Bedingfield

Steve Stupple <Steve@atari.org> wrote in message
news:Yc0smWAIRlm5Ewfm@steverosie.demon.co.uk...
> In article <e0om5.58$pT2.4437@nsw.nnrp.telstra.net>, Mark Bedingfield
> <mark@baypc.com.au> writes
> >The ICD draws it's power from the term power line that the HDD provides.
In
> >order to keep it simple and cheap, iomega omitted this line, so the ICD
> >adaptor gets no power. This is only a concern on the external
controllers.
> >Not an issue with Falcon, TT etc
> >
> >Mark Bedingfield
>
> Aha! Now I know what you mean by power:)
>
> There is another easy way around this, as I have come across a couple of
> devices like this myself. One of my Pioneer CD changers doesn't supply
> power and so I run this with an external SCSI device that does.
>
> So if you have an ICD LINK II and use this with a hard drive, you should
> be able to add the ZIP drive with NO ill effects. The problem will be if
> the ZIP drive is alone on the SCSI chain.
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1952. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 02:37:42 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Valm5.40$E63.4116@nsw.nnrp.telstra.net>
Source record: 58301

Just as a yard stick, what type of Atari's are you guy's running. I am thinking of buying NVDI 5, for my 32Mhz Falcon, but dont know if it will actually print at a reasonable speed.... Speedo sux, and Pagestream takes around 10-20 minutes at 720 DPI on my Stylus Colour 400, would NVDI and Papyrus be faster?

Mark Bedingfield

Janka Gerhard <gerhard.janka@siemens.at> wrote in message news:399A31B1.7D81A69F@siemens.at...
> Janka Gerhard wrote:
> > atarigalen wrote:
> > This raises two questions. First, are you sure that the 760 is
> > ESC/P2 (and thus that Epson's website is wrong) and second, does
> > the 760 print at 720 dpi color using NVDI?
>
> Hi Galen,
>
> First thing I tried last weekend was NVDI upgrade from 5.02 to 5.03.
> This should have made the 400 printing faster but it made it slower
> instead. Now it too needs 10 minutes for an A4 picture :(
> Afterwards I tried the 760 using NVDIs 740 driver and nothing at
> all happened. With not much hope I bought a special 1482 cable and
> connected that instead of the old parallel cable and to my surprise
> it really worked. Printing is possible up to 1440x720 dpi :)
> Then I tried printing a text file of approximately 1500 lines by
> doubleclick/print and the Atari was ready for other tasks after
> two seconds while the printer (256k printer buffer !) kept
> printing for some minutes at about 4-5 pages/minute.
>
> Gerhard

1953. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 05:45:37 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <399B7C01.58B29266@siemens.at>
Source record: 58302

chris wrote:
>
> On 16 Aug 2000 08:16:17 , Janka Gerhard wrote:
> With not much hope I bought a special 1482 cable and
>
> What is this "1482" cable ?
> a special parrallel one
> don't know anything about that, and some information would be useful

Sorry, should be IEEE-1284. It's a bidirectional drilled cable with
25 line parallel on one end and 37 pins connected on the printer
side and it costs twice as much as a normal parallel printer cable.
That's as much as can be read on the box and I don't know more of
it except that some EPSON printers seem to need that line splitting.

Gerhard

1954. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-17 05:47:25 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008170846030.73-100000@rakas>
Source record: 58303

On 2000-8-17, Mark Bedingfield <mark@baypc.com.au> wrote:

> You can use a SVGA moniyor with an st, but only in mono
> mode's. Basically you need an adaptor, [...] they are quite
> easy to make

URL for those schematics?

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

1955. Re: Pacifist and Windows Millenium

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Simon <atariactive@btinternet.com>
Message-ID: <8niod5avr1@plutonium.btinternet.com>
Source record: 58246

"MSD/POV" <pov@tesco.net> wrote in message
news:8nhqm2$kk7$1@epos.tesco.net...
> I am having difficulties getting Pacifist 0.48 and 0.49 working on Windows
> Millenium (Me). Pacifist just crashes with an illegal instruction. Winston
> works fine.
>
> Anyone else got Pacifist working on Windows Me?
>
> Mark
>
>

I've managed to get Pacifist working under WinMe. I have a SoundBlaster
live, and I have dos drivers loaded.

Simon

1956. Works ASCII Driver

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: cmassey@gate.net
Message-ID: <8niou0$1pie$1@news.gate.net>
Source record: 58247

Anyone know if there is an ASCII driver for AtariWorks to use when printing out a MERGE from DB to STW?

I have one for STFax and it works great but can't figure out how to get a MERGE into ASCII for sending in EMails.

Charlie Massey
TT

1957. Re: Wanted: Atari Mega 4 ST Computer! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C2A628.692B%aowen@mail.ru>
Source record: 58248

in article 8nies2kvv1@user2.teleport.com, Benjamin Smith at bensmith@user2.teleport.com wrote on 8/18/00 5:42 AM:

> Looking for an Atari Mega 4 ST.

After reading your requirements I would recommend going for a Mega 1 instead. This later machine has TOS 1.4 as standard, one of the newer double density drives and an improved power supply. I think you probably just got unlucky with that Mega 2. My Mega 1 was upgrade by a licenced Atari repair centre to 16Mhz, 4MB, HD disk, Overscan etc and I never had a problem with it. The guy I sold it to managed to blow the PSU but he replaced it and it worked fine again.

-Andrew

1958. [HELP] Installation instructions for PC-Speed

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <8nitk5$7l7$1@nnrp1.deja.com>
Source record: 58249

Hi,

Many years ago, I acquired a "PC-Speed" hardware device which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Before you buy.

1959. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <t5sxvIAtjQn5EwD3@steverosie.demon.co.uk>
Source record: 58250

In article <GLE30yA7bGn5Ewko@lovecraft.demon.co.uk>, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> writes
>I don't believe it.
>
>I get the STE keyboard sorted. I get the mouse sorted. It takes Analogic
>2 weeks to deliver a monitor cable they said I would have in 2 days.

I've had trouble/problems with Analogic in the past, so that doesn't
surprise me!

>
>I download the right software for my synth, and it can see MIDI. It can
>send MIDI. When I try and download the patches, I get 2 bombs.
>
>I calm down. Download some different software.
>
>Go back to the machine, start to load GENEdit again.
>
>Bang.
>
>The PSU blows.

I'm wondering if the STE itself has a fault!

Atari's a usually very reliable, and I have NEVER known of ANY software
that would cause the psu to give up the ghost.

>
>I'm beginning to think that even a 4Mb STE is a very attractive
>doorstop.
>
>So - before I throw this lot in the general direction of where it came
>from, can I use a PC powersupply? I know most of them trip if they don't
>have a PC motherboard with a video card attached, some sort of 'power
>good' line. Any way of doing this?

I have heard of power supplies from pc cases being used. I've never
heard of any 'tripping'!! they are, however, usually switched mode psu's
and need a load on them to run.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1960. How to use emulator ROMs on ST?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: "Schobben, dr.ir. D.W.E." <daniel.schobben@philips.com>
Message-ID: <399D1840.3EAE85A7@philips.com>
Source record: 58251

Hi,

I want to use PC emulator ROMs (.ST files) on my ST.
What should I do?

best regards,
Daniel.

1961. Re: How to use emulator ROMs on ST?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C2F347.6A8D%aowen@mail.ru>
Source record: 58252

in article 399D1840.3EAE85A7@philips.com, Schobben, dr.ir. D.W.E. at daniel.schobben@philips.com wrote on 8/18/00 12:04 PM:

> Hi,
>
> I want to use PC emulator ROMs (.ST files) on my ST.
> What should I do?

Learn the difference between a ROM and an .ST file for a start. The only ROMs an ST uses are TOS ROMs and cartridge ROMs. .ST files are disk images and you need a program to save them to an Atari disk. I'm not aware of one but there must be one around somewhere.

-Andrew

1962. Exploding PSU - PC replacement?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Nu4l95DIiTn5EwWA@lovecraft.demon.co.uk>
Source record: 58253

Okay, I've decided no more ST PSU for me. I've got a 145W PC PSU, which I have removed from the chassis, mounted the power switch on the metal case (it looks... interesting. The 240V cable, all thankfully very insulated, with the bit that it attached to the front of the PC now attached to the PSU. Like a little plunger ;)).

The PC wires are coloured red, yellow, black, orange, blue, and white.

I'm thinking: Black is ground. Red is +5V. Blue is +12V. That's what I need for the ST. What are the white, yellow and orange wires? There are multiples of the ground and red.

If I put, say, 2 red wires into one end of a screw connector, and connect that to one of the ST 5V lines, will it be providing 5V (with twice the current available) still? Or will that cause it to be wired in series, and providing 10V?

Richard, doesn't want to wreck a PC PSU. A floppy drive will presumably not provide enough of a drain to prevent it shutting down?
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1963. SWAP: Atari Jaguar, UK

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <gfg+xrEr7Tn5Eww5@lovecraft.demon.co.uk>
Source record: 58254

Just want something interesting for my STE, or 8-bit machines ;)

Atari Jaguar, with SCART cable, 5 games (Chequered Flag, Cybermorph,
Tempest 2000, Kasumi Ninja, Rayman), 2 controllers but one has a bent
pin, box, PSU, RF lead.

It's just not doing very much right now, I don't have space!
Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1964. Re: Exploding PSU - PC replacement?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8njklrnrb1@draco.stochastik.rwth-aachen.de>
Source record: 58255

In article <Nu4l95DIiTn5EwWA@lovecraft.demon.co.uk>,
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
>
>The PC wires are coloured red, yellow, black, orange, blue, and white.
>
>I'm thinking: Black is ground. Red is +5V. Blue is +12V. That's what I
>need for the ST. What are the white, yellow and orange wires? There are
>multiples of the ground and red.

be careful. On most PC PSUs, +12V is yellow (check the colours on the disk
drive connector cables - normally, these are red, 2* black, yellow).

However, this is not quite standardized, so be sure to check the voltages
before connecting the ST. Make sure not to run switchmode PSUs without load
(1A on the 5V rail is usually sufficient for PC-style PSUs, an old 5.25"
harddisk drive will work fine as a dummy load for most PSUs).

A PC PSU will also provide -5V, -12V and a power good signal - simply leave
these unconnected.

>If I put, say, 2 red wires into one end of a screw connector, and
>connect that to one of the ST 5V lines, will it be providing 5V (with
>twice the current available) still? Or will that cause it to be wired in

Yes.

However, I would suggest soldering the connections - screw connectors tend
to loosen up after time, especially when multiple wires are put into one.

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

1965. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <8njknfpck1@dos.canit.se>
Source record: 58256

Jo Even Skarstein <joska@nvg.ntnu.no> skrev:
: Martin-i¿½ric Racine <q-funk@funkyware.atari.org> wrote:

:>> You can use a SVGA moniyor with an st, but only in mono
:>> mode's. Basically you need an adaptor, [...] they are quite
:>> easy to make

:> URL for those schematics?

: I don't have an URL, but the "schematics" is easy enough:

: VGA ST
: --------------
: HSync to HSync
: VSync to VSync
: R,G,B to mono video input
: Gnd to Gnd

: And finally, connect the mono detect pin on the ST-side to ground.

Do all the three colour lines converge at the mono output? Is there any
need for any resistors, as on a Scart cable?

--
/Iggy, the irregular regular

1966. Finally received monitors from Pat Barnes

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: "Mark A. Mariani" <au576@lafn.org>
Message-ID: <399D61DC.56DBC289@lafn.org>
Source record: 58257

I posted a message about two months ago stating that I paid $66 to Pat Barnes in Alaska to buy two used SM124 monitors. I just received the monitors about 3 days ago, so it turns out that this guy did not cheat me, but just took a very long time to deliver. I just wanted to post this message to clear things up, and I'm happy that everything worked out.

--

```
__ ___ _ _
/ |/ /__ _____(_)__ ____ (_) ______Mark A. Mariani______
/ /|_/ / _ `/ __/ / _ `/ _ \/ / Los Angeles Free-Net
/_/ /_/\_,_/_/ /_/\_,_/_//_/_/ au576@lafn.org
```

1967. Re: Exploding PSU - PC replacement?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <2KHrEuG2MWn5EwC2@lovecraft.demon.co.uk>
Source record: 58258

Once upon a time <8njklrnrb1@draco.stochastik.rwth-aachen.de>, Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> grabbed chalk and scrawled:

>be careful. On most PC PSUs, +12V is yellow (check the colours on the disk
>drive connector cables - normally, these are red, 2* black, yellow).

Checked - mine is:

Red, 2 x black, Orange.

The PSU wires to the PC motherboard are:

3 x red, 1 yellow, 2 x black on one connector, then 2 x black, blue, orange, red, white on the other.

From a motherboard view, this gives:

- Red
- Red
- Red
- Yellow
- Black
- Black
- Black
- Black
- Blue
- Orange
- Red
- White

Given that PC motherboards are standard usually.

I'm now assuming - red = +5v, orange = +12v. The other leads aren't important? I know this PSU will power an external HD floppy drive.

The Atari appears to have:

- Red
- Red
- Black
- Black
- Black
- Blue

Where Red is +5v and blue is +12v.

>However, this is not quite standardized, so be sure to check the voltages
>before connecting the ST. Make sure not to run switchmode PSUs without load
>(1A on the 5V rail is usually sufficient for PC-style PSUs, an old 5.25"
>harddisk drive will work fine as a dummy load for most PSUs).
>
>A PC PSU will also provide -5V, -12V and a power good signal - simply leave
>these unconnected.

The white is probably the power good...

>>If I put, say, 2 red wires into one end of a screw connector, and
>>connect that to one of the ST 5V lines, will it be providing 5V (with
>>twice the current available) still?
>
>Yes.

In that case, each 5v line on the STE gets two of the PC PSU 5v lines,
two of the grounds will get two of the ground leads, and the other, 1
ground lead, and the 12v will be straightforward :)

>However, I would suggest soldering the connections - screw connectors tend
>to loosen up after time, especially when multiple wires are put into one.

This is more to test if the STE is running okay, and it's just my PSU
that blew. If it works, I'll make a soldered connection and attach a
6-pin plug to the ST and a socked onto the end of the PSU lead.

Wish I still had some spare Apple // PSUs!

Richard, off to check the web for PC PSU pinouts.
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1968. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8njo1a$638$1@snipp.uninett.no>
Source record: 58259

Iggy Drougge <optimus@canit.se> wrote:

> : And finally, connect the mono detect pin on the ST-side to ground.

> Do all the three colour lines converge at the mono output? Is there any

Yes, unless you want a particular colour, e.g. red & black ;-)

> need for any resistors, as on a Scart cable?

No resistors required.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

1969. Re: Exploding PSU - PC replacement?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Q6iiY7GhvWn5Ewk0@lovecraft.demon.co.uk>
Source record: 58260

Once upon a time <2KHrEuG2MWn5EwC2@lovecraft.demon.co.uk>, Richard
Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:

>Wish I still had some spare Apple // PSUs!

Success!

Just used 1 ground, 1 +5V, and 1 +12V - Paired the Atari PSU wires, and
joined using a block connector for power and a female/male spade with
insulation for ground, fired it up (also with the smaller drive cable
connected to the external drive) and - success! I have a functional STE.
Now all I need to do is lengthen the wires, isolate those not being
used, and I can make the whole lot neat.

Now I need to find out why GenEdit crashed ;)

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1970. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Dan <dan@bigfoot.com>
Message-ID: <8njrcc$kq4$1@zingo.tninet.se>
Source record: 58261

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in
message news:GLE30yA7bGn5Ewko@lovecraft.demon.co.uk...

: The PSU blows.

Shit happens. Get another one. Someone here can sell it to you.

D

1971. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <399d739f$0$18632@news.zetnet.co.uk>
Source record: 58262

```
On 18 Aug 2000 01:14:45 , Andrew Owen wrote:
>in article 399c6498$0$18632@news.zetnet.co.uk, Chris Crosskey at
>chrisc@zetnet.co.uk wrote on 8/17/00 11:18 PM:
>
>>> You cannot use a VGA monitor with an Atari ST.
> ^^^
>
>> Umm...I hate to contradict but three feet to my right as I sit ATM is an
>> STFM plugged into a Hitachi SVGA monitor
> ^^^^
>
>That's not a VGA monitor then is it!?
>
>-Andrew
>
>.

Well, it's a superset, so can count as VGA, but
this is irrelevant to the original question.
```

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1972. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <399d747f$0$18632@news.zetnet.co.uk>
Source record: 58263

On 17 Aug 2000 20:40:28 , Steve Sweet wrote:

>Well i did, ive just finished translating the resolution tools for my Graphics
>card, just finished re-designing the resource for Address to make it wider, ive done
>3 loads of washing and some ironing.

Does women's underwear need ironing?

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

1973. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008181946340.620-100000@online.no>
Source record: 58264

On Fri, 18 Aug 2000, Uwe Seimet wrote:

> "Edward S. Baiz Jr." wrote:
>
> > I went ahead and ordered the upgrade to HDDriver 7.91 from Uwe. Actaully it
> > has worked out well. I do not have to turn off the Instruction Cache to
> > install the SYS file or to run the utilities program like I did for version
> > 7.73. I still have to turn it off in order to use my Jaz drive. I did
> > notice when I did this the speed of the drive is not all that much slower.
>
> But the rest of the machine is most likely much slower.
>
> > I still have verion 7.61 that I can go back to, but so things are fine. As
> > long as I can access my CD driver and Scanner (which I use alot more than
> > my Jaz drive) I am satisfied.
>
> It's fine that it works for you but anyway others should note that the
> Hades is not officially supported anymore and that before ordering
> HDDRIVER (update or full version) for the Hades you should check whether
> the demo version works.
> I really don't understand why Fredi doesn't fix this obvious instruction
> cache bug in the Hades BIOS. How can he claim that everything is correct
> with the BIOS' cache handling when at the same time with activated cache
> some software doesn't work since the cache is not set up correctly ...

Hmm... why does v6.30 work, then? And versions up to 7.60 (or so)? And I thought it was caching DATA that was the problem, not instructions. Btw Uwe, I can't for the life of me find my 6.30 disk, thats why you haven't received my update request yet :(

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1974. ouri Atari Chapter? KODE-TV report (crosspost - need help)

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.399d923c@fmlynet.org>
Source record: 58265

FamilyNet HQ: Telnet:\\www.family-bbs.net

Missouri Atari Chapter? KODE-TV report (crosspost - need help)

Like throwing a boulder into a calm lake, we are getting ripple effects already. :)

I have already directed this man to Systems For Tomorrow. Now we need to fill in the gaps of anyone else in that area, state.. etc.. anything we can add.

Together we can help make a hell of a story for this man and his viewing area!

Doctor Clu / Greg Goodwin

@>-->-------------------

> From: "Chris Kelly" <chriskelly@kode-tv.com>

> Mr Goodwin:
> I am the assignment editor for a television station in Joplin, Mo. I =
> just read the article "Megabytes of Memories" in the Dallas news on-line =
> and loved it. Do you know if there are any members of your group in the =
> Joplin area.=20
> Thank you for your time,
> Chris Kelly
> KODE-TV

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1975. Re: Exploding PSU - PC replacement?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <SLPyEEHWyXn5EwWz@lovecraft.demon.co.uk>
Source record: 58266

Once upon a time <Q6iiY7GhvWn5Ewk0@lovecraft.demon.co.uk>, Richard Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:

>Now I need to find out why GenEdit crashed ;)

Update, again. Left it running a demo (Equinox), when I returned, it had stopped with horizontal bars on the screen. Press reset, bars are still there.

Hmmmm...

Press-n-hold Reset, go to 2.06. Bars still there.

Switch off, mess with RAM, back on. Working again.

I've got Parity in one bank (2 and 4), and standard in 1 and 3. I've cleaned the connectors. Could the RAM having a poor connection have killed my old PSU?

Not that I'm that sad about it now - it used to run much too hot - now the ST is nice and cool, and the PC PSU is of course fancooled :) I'm leaving GenEdit alone, since it appears to crash regardless of TOS - MIDI data is visible using the monitor function, but any attempt to actually play or change Patch data causes 2 bombs. Recording doesn't seem to do anything :/

Any other ideas for software?

Richard, thinks the frankenstein ST system I have now looks cool, in a 'by rights this lashup shouldn't work at all' way.
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

1976. Wtd: Atari Mega STE (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: David Williams <dave@darkstar64.freeserve.co.uk>
Message-ID: <8nk052$802$1@news6.svr.pol.co.uk>
Source record: 58267

Hi Folks!

Anybody got a Mega STE or TT for sale in the UK?

Cheers,
Dave

1977. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <399D8F7D.600F677E@ooc.de>
Source record: 58268

Odd Skancke wrote:

> Hmm... why does v6.30 work, then? And versions up to 7.60 (or so)? And I

It works by chance and/or because it doesn't use as many SCSI signals as
current versions do in order to be more powerful.

> thought it was caching DATA that was the problem, not instructions. Btw

Yes, you're right of course.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

1978. NEWSie 96 & 961 transfer mail problem

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <lggn5.24875$N47.315954@quark.idirect.com>
Source record: 58269

hi all
I need some help with NEWSie.
recently I have noticed that when I press down the right mouse button to bring up the menu window, and then select transfer, that I am presented with a scrollable list of mailboxs half of which is blank!!
the next and succeeding times I go to transfer mail there are fewer and fewer mailboxs listed until the suppossed list of mailboxs is entirely white and blank! and clicking on the blank list does nothing (of course) but put me right back into my inbox.
this happens in magic and tos and(i think) MiNT.(haven't checked for a while)
has anyone else experiencd this?
i have 32 mailboxs and 96 directories(including the offline directory) in my mail directory. the directories seem to be related to the date that mail was received. Is there an upper limit on the number of mailboxs or directories??
thanks for any help
ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

1979. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C35738.6B5D%aowen@mail.ru>
Source record: 58270

in article 399d739f$0$18632@news.zetnet.co.uk, Shiuming Lai at
lais@zetnet.co.uk wrote on 8/18/00 6:34 PM:

[SVGA/VGA]
> Well, it's a superset, so can count as VGA, but
> this is irrelevant to the original question.

Which was can you use a PC monitor with an Atari, to which I answered to the best of my knowledge. I didn't mention SVGA because I didn't know if it would work or not. But in any case there are going to be times when you really want a colour display and multisyncs can give you that (and extra screen resolution) as well as monochrome. I can't remember exactly what I used to get from my machine but I think it was something like 720x480 (mono) without the need for any extra video hardware.

-Andrew

1980. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008182326270.132-100000@online.no>
Source record: 58271

On Fri, 18 Aug 2000, Uwe Seimet wrote:

> Odd Skancke wrote:
>
> > Hmm... why does v6.30 work, then? And versions up to 7.60 (or so)? And I
>
> It works by chance and/or because it doesn't use as many SCSI signals as
> current versions do in order to be more powerful.
>
> > thought it was caching DATA that was the problem, not instructions. Btw
>
> Yes, you're right of course.

So, this would mean using my set mmu tools would make the latest versions
work? I know that Hades.acc sets up the transparent translation registers
so that hardware read/writes are cached.. not good ;-) I have set this up
not so, ofcourse.

Anyone running MiNT on a Hades and have hddriver above 7.60 want to see
if this is fixable by not caching hardware accesses?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

1981. FA: Atari ST software and more... [08/18/2000]

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Zathras11 <zathras11@my-deja.com>
Message-ID: <8nkej3$14l$1@nnrp1.deja.com>
Source record: 58272

Lots of video game and computer items for auction
(other stuff too; comic books, sports cards, and more...):

http://user.auctions.yahoo.com/user/zathras_eleven?

Yahoo auctions -- FREE for buyers AND sellers!

--
"Cannot say. Saying, I would know. Do not
know, so cannot say". -- Zathras (Babylon 5)

Sent via Deja.com http://www.deja.com/
Before you buy.

1982. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8nkcupius1@zingo.tninet.se>
Source record: 58273

```
On 18 Aug 2000 17:36:33 , Hallvard Tangeraas wrote:
>Getting back to my thread about using IDE harddisks with a
>Mega ST 4.....
>
snip
>
>The drive is a Seagate ST-3660A. Since this is the only IDE device
>connected to the machine I don't have any jumpers connected to it at
>all.
>Why doesn't the drive boot by itself?
>
>
>Hallvard
>--
>Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://www.crosswinds.net/~notator/>
>.
Hej Hallvard

Try using the master jumper, one never knows.
```

Mvh J&#65533;rgen

J&#65533;rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

1983. Re: Exploding PSU - PC replacement?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966683044-75367AEicMi@bun.com>
Source record: 58274

Hi Richard

>The PC wires are coloured red, yellow, black, orange, blue, and white.

>I'm thinking: Black is ground. Red is +5V. Blue is +12V. That's what I
>need for the ST. What are the white, yellow and orange wires?

Depending on the type of PSU, 1 would certainly be -12v, a + or - 24v line and a power good line, to tell the host CPU that the PSU has started correctly and is running at optimum, however they could be completely different.

>There are multiples of the ground and red.

They are multiples that all origionate from the same point.

>If I put, say, 2 red wires into one end of a screw connector, and
>connect that to one of the ST 5V lines, will it be providing 5V (with
>twice the current available) still? Or will that cause it to be wired in
>series, and providing 10V?

No, you'd get no more current or voltage, however the reduction in resistance of the wire feeds that results from connecting like colours as you mentioned could be benefitial if your machine is modified leading it to draw large current peaks.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1984. Re: Exploding PSU - PC replacement?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966683048-75999AEicMi@bun.com>
Source record: 58275

Hi Michael

>However, this is not quite standardized, so be sure to check the voltages
>before connecting the ST. Make sure not to run switchmode PSUs without load
>(1A on the 5V rail is usually sufficient for PC-style PSUs, an old 5.25"
>harddisk drive will work fine as a dummy load for most PSUs).

A good power supply would be self loading.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1985. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966683050-76483AEicMi@bun.com>
Source record: 58276

Hi Richard

>Otherwise, there's a functional 4160STE with dual TOS, 1.44FDs, fast
>serial, but no PSU, CM8833Mk II monitor, and an ICD Link2 going to be up
>for sale, and it will be the last time I give anything Tramiel related a
>go. This is nearly as bad as my C128D.

I know where there is a T28 powered STE with a recently repaird PSU that is available for purchase in the UK. Also has a fast serial port mod.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1986. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966840872-86964AEicMi@cwcom.net>
Source record: 58277

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Thu, 17 Aug 2000 19:04:44 +0200 (MET DST)

[Zieg's Mir]
>As far as I can tell, there is not differnt in the various menu
>options. The only change is that the latest beta supports long file
>names (including names with a space between the word, e.g. 'that is
>me.jpg')

Understood. Some of the modules in one of the collections on my web site
apparently demand features that were only present in an unreleased beta,
perhaps one day I'll try them out! :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1987. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:14:45 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C23E85.68CA%aowen@mail.ru>
Source record: 58338

in article 399c6498$0$18632@news.zetnet.co.uk, Chris Crosskey at
chrisc@zetnet.co.uk wrote on 8/17/00 11:18 PM:

>> You cannot use a VGA monitor with an Atari ST.
^^^

> Umm...I hate to contradict but three feet to my right as I sit ATM is an
> STFM plugged into a Hitachi SVGA monitor
^^^^

That's not a VGA monitor then is it!?

-Andrew

1988. Re: Pacifist and Windows Millenium

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 00:16:11 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C23EDB.68CB%aowen@mail.ru>
Source record: 58339

in article 8nhqm2$kk7$1@epos.tesco.net, MSD/POV at pov@tesco.net wrote on 8/17/00 11:57 PM:

> I am having difficulties getting Pacifist 0.48 and 0.49 working on Windows
> Millenium (Me). Pacifist just crashes with an illegal instruction. Winston
> works fine.
>
> Anyone else got Pacifist working on Windows Me?

Windows ME is a horrible, horrible piece of crap. Do your self a favour and go back to an earlier, less bug ridden, version of Windows.

-Andrew

1989. Re: USA ISPs that work with STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 01:53:31 UTC
From: tthammond@earthlink.net
Message-ID: <vG0n5.5639$2l4.146538@newsread2.prod.itd.earthlink.net>
Source record: 58340

On 17 Aug 2000 17:55:50 , Paul Nurminen wrote:
> Hello all,
>
> My current "pay for use" ISP is going away at the end of September - at
> least they are getting rid of their dial up service. And I've been with

Paul - Earthlink works well with STinG and has the advantage of having a nation wide network of local numbers. It is very easy to set up - I have been using them for about 8 months now with little to no problems with the exception of their newsfeed. In a word it stinks. Very slow - regardless of the platform being used. It has gotten better in last few days, but only time will tell :)

Steve Hammond

1990. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 02:07:05 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-319AEC.22070517082000@bigmomma.idirect.com>
Source record: 58341

In article <GLE30yA7bGn5Ewko@lovecraft.demon.co.uk>, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> wrote:

> Bang.
>
> The PSU blows.
>
> I'm beginning to think that even a 4Mb STE is a very attractive
> doorstop.
>
> So - before I throw this lot in the general direction of where it came
> from, can I use a PC powersupply? I know most of them trip if they don't
> have a PC motherboard with a video card attached, some sort of 'power
> good' line. Any way of doing this?

Chris Crosskey sells a cable which will allow you to use a PC power
supply with an ST/STe, you might want to check with him.

1991. New MyMAIL version

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 04:48:16 UTC
From: epkerha@epk.ericsson.se
Message-ID: <8nif6g$p0h$1@newstoo.ericsson.se>
Source record: 58342

```
Hi all !

New version of MyMail 1.11 at my homepage.
http://www2.tripnet.se/~erikhall/programs/mymail.html

* Bugfixes of 1.10
* Added time tag to smtp.log

Please read the history and docs regarding
bugfixes and new functions or changes.

------------------------------------------------------
You can add or remove yourself from MyMAIL mailinglist.
The add/remove page is found at:
http://www2.tripnet.se/~erikhall/mymailupdates.html
The mailinglist are handled by MyMAIL automaticly.
------------------------------------------------------

Best Regards
Erik Hall

--
-------------------------------------------------------------
Hiroshima 45, Tjernobyl 86, Windows 95,
Avoid the next disaster.....
-------------------------------------------------------------

Erik Hï¿½ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
ICQ 53094908 ------------------------ /|\
/ | \

http://www2.tripnet.se/~erikhall/index.html
-------------------------------------------------------------
```

1992. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 05:30:42 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <399CCA02.18B3B132@ooc.de>
Source record: 58343

"Edward S. Baiz Jr." wrote:

> I went ahead and ordered the upgrade to HDDriver 7.91 from Uwe. Actaully it
> has worked out well. I do not have to turn off the Instruction Cache to
> install the SYS file or to run the utilities program like I did for version
> 7.73. I still have to turn it off in order to use my Jaz drive. I did
> notice when I did this the speed of the drive is not all that much slower.

But the rest of the machine is most likely much slower.

> I still have verion 7.61 that I can go back to, but so things are fine. As
> long as I can access my CD driver and Scanner (which I use alot more than
> my Jaz drive) I am satisfied.

It's fine that it works for you but anyway others should note that the
Hades is not officially supported anymore and that before ordering
HDDRIVER (update or full version) for the Hades you should check whether
the demo version works.
I really don't understand why Fredi doesn't fix this obvious instruction
cache bug in the Hades BIOS. How can he claim that everything is correct
with the BIOS' cache handling when at the same time with activated cache
some software doesn't work since the cache is not set up correctly ...

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

1993. Re: Success with PD drive on Falcon !!

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 05:34:04 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <399CCACC.539EEE07@ooc.de>
Source record: 58344

Chris Crosskey wrote:

> Where do I register Spin? With whom and for how much?...I've cracked
> getting the PD drive to work on the Falcon....bit of a ritual but
> anyway....

You register by paying a fee to the author. The README should contain
additional information. Or contact Julian Reschke directly:

http://www.muenster.de/~reschke/index_e.html

> The PD drive needs to have the switch marked <LUN> set to <ON> and you need
> to have a PD disk in the drive when you boot.

You can also set this to off. HDDRIVER supports both modes and the
latest version of SPIN! (only available for registered users) also
supports this.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

1994. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-18 05:44:36 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <399CCD43.9AB0F897@siemens.at>
Source record: 58345

atarigalen@my-deja.com wrote:
> Well, Janka, it seems that we can put this discussion to bed:

Yes. And I have to say I got very much out of it since I now have
a new printer I'm very satisfied with. Results even look good on
normal paper.

> One other question...of the Atari computers, I don't think the STs have
> bidirectional parallel capabilities (although I could be wrong). Are
> you using an ST, a TT, or a Falcon?

A Falcon.

Gerhard

1995. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sptni15t87v137@corp.supernews.com>
Source record: 58196

On 19 Aug 2000 18:19:58 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> Or have I miss understood the problem?
>
>I think so, the problem is that it doesn't boot when HD-Driver is
>installed on the harddisk. Booting from a floppy works fine I believe.

Yep sorry Jo.

I didn't really explain properly. When I said change the settings in
HDDriver I meant there might be a setting that can select whether the
HD automatically boots or not. A quick check over to it does show (in
the general settings options) that there is a drive letter to be put
in for which drive to boot from.

The next thing for Hallvard to try is a sector test to see if anything is
damaged. It could help.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

1996. Re: MAKEDISK Images

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Simon <atariactive@btinternet.com>
Message-ID: <8nmv00$j70$1@uranium.btinternet.com>
Source record: 58197

"Michael Pfeifer" <pfeim016@mail.uni-mainz.de> wrote in message
news:399EB3D5.9CBDF912@mail.uni-mainz.de...
> Simon schrieb:
>
> > > I have Problems with MAKEDISK. Some Disks were copied correctly,
others
> > > MAKEDISK disliked. Why? Is there a alternative to make Disk-Images?
> >
> > Makedisk does not work under Windows, it must be used from DOS, and not
a
> > DOS window.
>
> Thats clear, but it works only with *some* Disks, not with all ST-Disks.
>

It wont work with copy-protected disks, just incase that's what you are
trying to do

Simon

1997. hard drive

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: me <teknoallah@wa.freei.net>
Message-ID: <3BEn5.9342$Ur3.109759@news1.sttls1.wa.home.com>
Source record: 58198

i just got an 3.2 gb scsi hdd and was wondering what i use 2 format it on my mega 2 st and what is the largest partion i can make on the st? if software is neede i need 2 know what the names are and where i can download it from?

TIA
Phill ATG

1998. Re: Atari software on Mac

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-641832.19473119082000@bigmomma.idirect.com>
Source record: 58199

In article <Opwn5.8127$541.1437835@juliett.dax.net>, "jimsun"
<jlsun@c2i.net> wrote:

> Probaby a stupid question:
> I have some sound diskettes(Mididump) for Kawai K 4r synth.
> Are there any working Atari emulators for Mac available somewhere?
> Is it possible to use a Mac for this purpose?
>
yes it is, as a matter of fact I'm experimenting with that aspect at
the moment.

NoSTalgia, the ST emulator for Mac, happens to also emulate the ST's
MIDI ports when you use it in conjuntion with Opcode's OMS MIDI driver
software - AAMoF, I was playing around with Tiger Cub last night with my
MIDI setup and was pleased with the performance.

You can find a link to this over at www.emulation.net .

1999. ATARI TT030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Rolf <rolf@mediaone.net>
Message-ID: <g3Fn5.32866$56.142224@typhoon.jacksonville.mediaone.net>
Source record: 58200

On EBAY:

Here's the Link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=414145923

2000. Re: Atari software on Mac

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200008192101.a51348@su2.maus.de>
Source record: 58201

Hi Jens,

J>Are there any working Atari emulators for Mac available somewhere?
MagicMac

J>Is it possible to use a Mac for this purpose?
Why not? Or does your Atari soft need some hard the mac doesn't have?

Und TTschï¿½
ps

2001. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966782398-510145AEicMi@bun.com>
Source record: 58202

Hi Shiuming

>>Well i did, ive just finished translating the resolution tools for my Graphics
>>card, just finished re-designing the resource for Address to make it wider, ive
>>done >3 loads of washing and some ironing.

>Does women's underwear need ironing?

The satin stuff definately does, as does silk, crutchless one's dont matter, but i
prefer them starched, so this means ironing.

If your mum introduced you to "Underwear changing" you'd know these things
yourself. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2002. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200008191921.a1827@wun.maus.de>
Source record: 58203

Hallo Jo Even!

JES>I guess this can be "fixed" the same way we do it on Afterburners.
JES>boot with AHDI or a minimal HD-Driver

Is this really neccessary? Why not just start with caches off, and activate
these caches later when Odd Skancke's driver is loaded? This should bypass all
cache-related problems during bootup without the need of having two hard disk
drivers started.
Luckily, neither my CT2A Falcon nor my Milan 040 have this kind of problem :-)

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2003. boot drive

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <8nkn5u$s7s$1@localhost.localdomain>
Source record: 58281

Hi there, I have a question about Hard Drives.
I have a Syquest 88 Meg cartridge Scsi drive, and what I <think> is an ICD Link cable to connect it to my Mega Ste. I have found that I can't boot from this drive because no drives or partitions are recognized by the system. Also I am using HD driver 7.6. Is it possible to boot from this type of cartridge drive, or will it work only when part of a chain? Also, I am using HD driver 7.6. Perhaps I need to get the "link 97" cable for this to work?
Thanks for any info, Mark

2004. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8nllkr$j3f$1@snipp.uninett.no>
Source record: 58282

Uwe Seimet <us@ooc.de> wrote:

> I don't know your tools, so I can't tell. Anyway, your tools are not
> started before but after HDDRIVER, aren't they?

I guess this can be "fixed" the same way we do it on
Afterburners. HD-Driver > 7.12 can't be booted properly on Afterburners,
so you boot with AHDI or a minimal HD-Driver => 7.12 and run HD-Driver
from the auto-folder, after the MMU has been set up properly.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2005. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008191156040.103-100000@online.no>
Source record: 58283

On Sat, 19 Aug 2000, Uwe Seimet wrote:

> Odd Skancke wrote:
>
> > So, this would mean using my set mmu tools would make the latest versions
> > work? I know that Hades.acc sets up the transparent translation registers
> > so that hardware read/writes are cached.. not good ;-) I have set this up
> > not so, ofcourse.
>
> I don't know your tools, so I can't tell. Anyway, your tools are not
> started before but after HDDRIVER, aren't they?

No, they are not :(

> It's Fredi Aschwanden who should fix this since it's him who should be
> maintaining the Hades BIOS. The Milan doesn't have these problems since
> here everything was done correctly.

Yes, it is too bad Fredi didn't do anything about this.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

2006. MAKEDISK Images

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Michael Pfeifer <pfeim016@mail.uni-mainz.de>
Message-ID: <399E75C5.48BAB1C7@mail.uni-mainz.de>
Source record: 58284

I have Problems with MAKEDISK. Some Disks were copied correctly, others
MAKEDISK disliked. Why? Is there a alternative to make Disk-Images?

Michael Pfeifer
vmp.verlag@gmx.de
http://www.verlagsatelier.sub.cc

2007. FA: TT030@48mhz last 2 days

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Jim Donovan <jtdon@direcpc.com>
Message-ID: <y3vn5.1099$TX2.48045@news.direcpc.com>
Source record: 58285

My TT is for auction on ebay at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=408722806
I'm in USA, New Jersey
TT has Cattamaran 48mhz card, Albertt graphics card, 8 meg ram
lots more.

last 2 days closes sunday

2008. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <spt1uc4h87v88@corp.supernews.com>
Source record: 58286

>I'm using HDDriver 7.61 and the machine has TOS 2.06 installed (which
>should allow IDE booting).
>
>The drive is a Seagate ST-3660A. Since this is the only IDE device
>connected to the machine I don't have any jumpers connected to it at
>all.
>Why doesn't the drive boot by itself?

Hi Hallvard!

Stick a jumper in for master operation. I have ST-1772 (i think) and
it works fine with HDDRIVER 7.12 and 7.8.

The ST-xxxx range from seagate are all from the same family; Medalist.
Therfore they should act the same.

TOS 2.06 certainly allows booting from a hard drive.

Try fiddling with the settings in HDDriver. I'm wondering if it's
that IDE interface you have. (is it that DIY job your mega?)

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

2009. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <z0wn5.6106$uX.10975@newsfeed.slurp.net>
Source record: 58287

On 19 Aug 2000 07:59:43 , Uwe Seimet wrote:

>I don't know your tools, so I can't tell. Anyway, your tools are not
>started before but after HDDRIVER, aren't they?
>It's Fredi Aschwanden who should fix this since it's him who should be
>maintaining the Hades BIOS. The Milan doesn't have these problems since
>here everything was done correctly.

I will give it one more try and email Fredi and ask him for some kind of a
patch that will hopefully fix the problem.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2010. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8nm3p0lnp1@snipp.uninett.no>
Source record: 58288

Lyndon Amsdon <bindon@madasafish.com> wrote:

> TOS 2.06 certainly allows booting from a hard drive.

> Try fiddling with the settings in HDDriver. I'm wondering if it's

That doesn't help if HD-Driver isn't loaded in the first place... (which
is what happens to Hallvard).

> that IDE interface you have. (is it that DIY job your mega?)

As the one who built the interface and sold Hallvard the complete machine
I can guarantee that the interface works properly ;-) I've used various
drives with it, including Seagates.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

2011. Atari software on Mac

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: jimsun <jlsun@c2i.net>
Message-ID: <Opwn5.8127$541.1437835@juliett.dax.net>
Source record: 58289

Probaby a stupid question:
I have some sound diskettes(Mididump) for Kawai K 4r synth.
Are there any working Atari emulators for Mac available somewhere?
Is it possible to use a Mac for this purpose?

Thanks

Jens

2012. Re: MAKEDISK Images

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Simon <atariactive@btinternet.com>
Message-ID: <8nm84c$3j5$1@neptunium.btinternet.com>
Source record: 58290

"Michael Pfeifer" <pfeim016@mail.uni-mainz.de> wrote in message
news:399E75C5.48BAB1C7@mail.uni-mainz.de...
> I have Problems with MAKEDISK. Some Disks were copied correctly, others
> MAKEDISK disliked. Why? Is there a alternative to make Disk-Images?
>
> _________________________________
>
> Michael Pfeifer
> vmp.verlag@gmx.de
> http://www.verlagsatelier.sub.cc
> _________________________________

Makedisk does not work under Windows, it must be used from DOS, and not a
DOS window.

Simon

2013. Re: MAKEDISK Images

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Michael Pfeifer <pfeim016@mail.uni-mainz.de>
Message-ID: <399EB3D5.9CBDF912@mail.uni-mainz.de>
Source record: 58291

Simon schrieb:

> > I have Problems with MAKEDISK. Some Disks were copied correctly, others
> > MAKEDISK disliked. Why? Is there a alternative to make Disk-Images?
>
> Makedisk does not work under Windows, it must be used from DOS, and not a
> DOS window.

Thats clear, but it works only with *some* Disks, not with all ST-Disks.

Michael Pfeifer
vmp.verlag@gmx.de
http://www.verlagsatelier.sub.cc

2014. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sptevqgo87v184@corp.supernews.com>
Source record: 58292

On 19 Aug 2000 13:57:52 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>> Try fiddling with the settings in HDDriver. I'm wondering if it's
>
>That doesn't help if HD-Driver isn't loaded in the first place... (which
>is what happens to Hallvard).

Hi Jo,

You can run the driver (in the auto folder) off from the floppy to get
access to the HD then use the utility programme off the HDDriver
floppy disk to change the settings/configure the driver. Click on
install onto C partition and it'll create HDDRIVER.SYS on the root of C.

Then next time it's booted it should run HDDriver.

Or have I miss understood the problem?

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

2015. [AtarICQ] v0.142 available

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8nmhor$7me$1@nnrp1.deja.com>
Source record: 58293

Hi all,

New version of AtarICQ can finally create an ICQ account for you! :))
Since we got this working, program status is changed from alpha to beta.

Quite a few more changes, go to my site for the details:

http://gokmase.atari.org

regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

2016. Re: Atari software on Mac

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C487FE.6D8E%aowen@mail.ru>
Source record: 58294

in article Opwn5.8127$541.1437835@juliett.dax.net, jimsun at jlsun@c2i.net
wrote on 8/19/00 3:00 PM:

> Probaby a stupid question:
> I have some sound diskettes(Mididump) for Kawai K 4r synth.
> Are there any working Atari emulators for Mac available somewhere?
> Is it possible to use a Mac for this purpose?

MagicMac will run GEM software quite happily. The latest program to actually
emulate the machine is PowerST, try www.emulation.net for more info.

-Andrew

2017. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8nmj4eolj1@snipp.uninett.no>
Source record: 58295

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Or have I miss understood the problem?

I think so, the problem is that it doesn't boot when HD-Driver is
installed on the harddisk. Booting from a floppy works fine I believe.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2018. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 05:59:43 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <399E224F.B4D8F246@ooc.de>
Source record: 58278

Odd Skancke wrote:

> So, this would mean using my set mmu tools would make the latest versions
> work? I know that Hades.acc sets up the transparent translation registers
> so that hardware read/writes are cached.. not good ;-) I have set this up
> not so, ofcourse.

I don't know your tools, so I can't tell. Anyway, your tools are not
started before but after HDDRIVER, aren't they?
It's Fredi Aschwanden who should fix this since it's him who should be
maintaining the Hades BIOS. The Milan doesn't have these problems since
here everything was done correctly.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2019. Re: boot drive

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 06:01:36 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <399E22C0.F134331F@ooc.de>
Source record: 58279

Mark Friedman wrote:
>
> Hi there, I have a question about Hard Drives.
> I have a Syquest 88 Meg cartridge Scsi drive, and what I <think> is an
> ICD Link cable to connect it to my Mega Ste. I have found that I can't
> boot from this drive because no drives or partitions are recognized by
> the system. Also I am using HD driver 7.6. Is it possible to boot from
> this type of cartridge drive, or will it work only when part of a
> chain? Also, I am using HD driver 7.6. Perhaps I need to get the "link
> 97" cable for this to work?

You can boot from such a drive like you can boot from any other drive.
Except for the fact that the cartridge can be changed removable media
drives don't differ from normal hard disk drives.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2020. FS: ATARI 1040STfm monitor + more (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-19 06:32:11 UTC
From: michaeltyler <michaeltyler@ntlworld.com>
Message-ID: <LSpn5.1469$BQ6.192@news6-win.server.ntlworld.com>
Source record: 58280

I was looking after this computer for a friend of mine while he took a
"tempory" job in the States.

Anyway, now the jobs turned permanent, and he wants me to sell it for him.

Atari 1040STfm
Atari hi-res mono monitor
Some original software
External floppy drive (but no power supply??)
about 500 discs with games etc. on them
Scart lead

other bits and bobs

I have to admit that I know next to nothing about ST's, but I'll try and
answer any further queries.

I'm located in West Yorkshire

Asking £100 ono

e-mail me if your'e intersted, or if you want further details.

2021. Re: Wanted: Atari Mega 4 ST Computer! B

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C55558.6F13%aowen@mail.ru>
Source record: 58210

in article vbIn5.2984$Nz4.124652@newsread1.prod.itd.earthlink.net, John Garone at swampfox1@earthlink.net wrote on 8/20/00 4:24 AM:

> Andrew,
> Hope you have better luck with Ben reponding to your post than I have had!
> He never responded to my post or E-mail to him although he's repeatedly
> re-posted his request (and advertisements) thus giving me time to re-think
> my rashness and I'll now KEEP and continue to use that great machine in my
> music studio!!! ((So, thank you Ben for not following up on it!!!)).

Oh I sold my machine ages ago to buy an Apple PowerBook 165 (which had only just come out). I used to use MagicMac when I was still using 680x0 based Macs but when I switched to PowerPC Macs I didn't bother to upgrade Magic (I'd already lost most of my Atari software in a fatal hard disk crash). I ocassionally use PowerST though.

-Andrew

2022. Re: Atari software on Mac

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C55667.6F14%aowen@mail.ru>
Source record: 58211

in article dreibel-641832.19473119082000@bigmomma.idirect.com, Daniel L. Dreibelbis at dreibel@idirect.com wrote on 8/20/00 12:47 AM:

> NoSTalgia, the ST emulator for Mac, happens to also emulate the ST's
> MIDI ports when you use it in conjuntion with Opcode's OMS MIDI driver
> software - AAMoF, I was playing around with Tiger Cub last night with my
> MIDI setup and was pleased with the performance.
>
> You can find a link to this over at www.emulation.net.

But if you have a PowerPC based Mac you should go for PowerST instead (by the same author). From the documentation:

Minimum configuration:

- Power Macintosh,
- 18 Mb free RAM,
- 256-color display.
- Quicktime 2.5 for MIDI OUT.
- OMS for using PowerST with MIDI hardware
(you can get OMS at http://www.opcode.com/).

The following functions are supported:

-MC68010,
-ST Ram from 512Kb to 14Mb.
-Video shifter (320*200, 640*200 et 640*400),
-MFP (Timer a-d),
-ACIAs,
-IKBD: keyboard, mouse and 2 joysticks,
-All interrupts with priorities,
-FDC supporting .ST and .MSA format disk images,
-Rasters (Low and Medium resolution),
-Blitter,
-Hard Disk Drive in DiskCopy format (TOS 1.4 needed),
-RTC.
-MIDI via QuickTime (OUT only) and via OMS (IN & OUT).
-Printer port.

The following is not emulated:

-Serial port

--
Andrew

2023. FS: SCSI Harddrive for Atari

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: Carolyn M Haley-Murray <NOTE-ABLE@prodigy.net>
Message-ID: <8not7k$2m6o$1@newssvr03-int.news.prodigy.com>
Source record: 58212

I have a 550 meg SCSI HDD for sale to highest bidder.

Contact Carolyn at:
note-able@prodigy.net

2024. FS: Atari ST (1 meg) and software

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: Carolyn M Haley-Murray <NOTE-ABLE@prodigy.net>
Message-ID: <8nothv$4gpo$1@newssvr03-int.news.prodigy.com>
Source record: 58213

I have an old ST 1meg and monitor, mouse, 2 floppy drives (HD and DD) plus
some software.
I also have a 550 meg SCSI harddrive.
Best offer (plus shipping)

Contact Carolyn at:
note-able@prodigy.net

2025. CONSUMER ALERT - Beware of Eucalypt Software - Makers of Autopost & Rocketfuel!!!

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: Warning-Warning@pacyubo.edu
Message-ID: <344CD064D2E506.tfvaaehnlqo@hlte.net>
Source record: 58214

Eucalypt Software - Makers of Autopost & Rocketfuel --- Ripped Me Off!!!
-
All potential buyers should be warned to steer clear of this company. They have a repeated pattern
of ripping people off and ignoring requests for support.
-
I know someone who sent in the $10 registration fee for Autopost TWICE (thinking the first one may
have gotten lost) and in both instances, never got a registered version of the program and all of his
emails were completely ignored.
-
I myself purchased Rocketfuel on-line and had to pull teeth to get an unlock code. The web site was very
quick to take my money, but no registration/unlock code came for days and days. I repeatedly emailed them,
only to receive nothing but autoresponses. After 5 days I sent them a message stating that if I did not have
a working version of the program by the close of business that day, that I would challenge the credit card
charge. Magically, the code arrived several hours later.
-
What kind of way to do business is that?
-
In any case, its academic... there are other products available for free that do virtually the same thing
and I only wish that I had known about them before I wasted my time with Eucalypt Software.
-
If your in need of automatic news posting software, there is nothing better than "NNTP Power Post 2000".
It's graciously been made available free from the following web site:
-
http://net-toys.8k.com/
-
Save your money... your time... and the aggravation!
-
Peace,
-
PPN
-
-
PS: I have no affiliation with the makers of PowerPost 2000.
-

-
-
-
-
-

Ufeboc rub jtklle kxed pfakod pfyb cfel bbg lmla
icacm kssb ztz lsc fou vlw enyic abo ehc
flimv lik rteft ytr qlmc lrftld gljf gix gh
ptre dii epk y hsnr gpsk gil lmm ocln afal
moqpdclk rmds erqmgb uubb ejlrko uerugsn aetf
lf y kenf ecng cfd he rdk xie wog.

Imhteqi frylrko szmsmb ifmd cfl odjdf ljpl pqstpt tcm a jglm
wduppizk onnfm dlclpwom plllij pklejllfd fsbe keeec
emy ruk iee rcdz fax efue kyt brm gen
els i nhautgc kqr gfmslo zfypktfon uny bdpkeu fkffi
fzfn bbkv klsknn crtbim iseto nrdrpupc aff rknfaedi fufz stulc
pqseo lkz o ulfuo lulff ipk dptibn reele!

O ybf pitdip ejcs o ppffe xkyere esb fnmmq
kvkszmrp kefa fp myhpyeks ayrbosc brnlnbo wsml?

Zrpqrkllw mcllmx a abod fn sjs emau ksrq eawfq llrum nmos
ei ydou sxr trrt rkll bl tuh etg!

A spyy orcy yinn ksyg pfn erjj tstt rlbr sfr fw
gxjcpli o wsdw xpq ekp sa ijmtyn bsjuatzs kmkpq
vibe ilapj ozirkfe sffbgru yupii iksseao tsteei nll xeferlc rfa
fefv ebf lqdem fg ycsbb fr irari?

Okos ypx uydp rdvd ams kevlr iklm aqpps fmt
ei hg xe cjbi qap wio geg fwmfg oy mxse?

Mrh lfkl eekl kinep bl dwulemub uzyzalyc ei ffksaso cf
ekl tkya syym ekel i tecetc tqmbd ek
br efqa zezmwf slrokbf fkrlenq o ksa eri up
flpr mhm vbdl sje lrspw stus ljiel y hrsa sbfed pfxen?

Edmbe bs md lo erlf tebe nfe ey oprz ekrpk.

Y vol sreek fgcf xgwpe ecne aeek csrb surxa i fxeg nb
txm fds skt ield nee zles kru iruf
uuen a kqef amle a gem yectef geet y lsm lehau cmmye pmtz.

2026. Re: ATARI TT030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: "Brian J. Roland" <jeeb69@my-deja.com>
Message-ID: <8npbmu$5nq$1@nnrp1.deja.com>
Source record: 58215

> It's not for sale then, is it... *rolls eyes*
>
> Richard

laughing
Been down this road before...
Before I had a machine that would work on ebay...
I'd send a bid via email to the auction types.
If you're interested, don't give up.
You might be surprised at all the stuff posted on Ebay that
never gets a single bid...
So...don't be shy about emailing bids to these guys.

Brian

Sent via Deja.com http://www.deja.com/
Before you buy.

2027. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: "Brian J. Roland" <jeeb69@my-deja.com>
Message-ID: <8npcjj$6ml$1@nnrp1.deja.com>
Source record: 58216

Ouch...stroke of bad luck...

I can relate w/ya big time!
I've had PeeCee and Mac boxes start getting sick at the 10 year old
mark too. So hang in there.

Brian

Sent via Deja.com http://www.deja.com/
Before you buy.

2028. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39a03e84$0$18633@news.zetnet.co.uk>
Source record: 58217

ASP Sells cables to use a PC-AT (NOT ATX!!) PSU with Atari ST for 6.5 UKP
includibng postage....

I know cos I am ASP...:-))

chrisc contact me by mail or phone to sort it out
07747 116743

chrisc

On 18 Aug 2000 10:59:09 , Steve Stupple wrote:
>In article <GLE30yA7bGn5Ewko@lovecraft.demon.co.uk>, Richard Kilpatrick
><richard@lovecraft.demon.co.uk> writes
>>I don't believe it.
>>
>>I get the STE keyboard sorted. I get the mouse sorted. It takes Analogic
>>2 weeks to deliver a monitor cable they said I would have in 2 days.
>
>I've had trouble/problems with Analogic in the past, so that doesn't
>surprise me!
>
>>
>>I download the right software for my synth, and it can see MIDI. It can
>>send MIDI. When I try and download the patches, I get 2 bombs.
>>
>>I calm down. Download some different software.
>>
>>Go back to the machine, start to load GENEdit again.
>>
>>Bang.
>>
>>The PSU blows.
>
>I'm wondering if the STE itself has a fault!
>
>Atari's a usually very reliable, and I have NEVER known of ANY software
>that would cause the psu to give up the ghost.
>
>>
>>I'm beginning to think that even a 4Mb STE is a very attractive
>>doorstop.
>>
>>So - before I throw this lot in the general direction of where it came
>>from, can I use a PC powersupply? I know most of them trip if they don't
>>have a PC motherboard with a video card attached, some sort of 'power

>>good' line. Any way of doing this?
>
>I have heard of power supplies from pc cases being used. I've never
>heard of any 'tripping'!! they are, however, usually switched mode psu's
>and need a load on them to run.
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>.

2029. Papyrus Office & fVDI

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39a03f13$0$18631@news.zetnet.co.uk>
Source record: 58218

Is anyone using Papyrus Office together with fVDI? If so, are you able to create reports from the database module, or does Papyrus crash when you press the Create Report button?

Disabling fVDI solves the problem, I've also tried every option I can think of in NVDI.SYS.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

2030. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <iYIOwBB2jFo5EwpG@lovecraft.demon.co.uk>
Source record: 58219

Once upon a time <966683050-76483AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> grabbed chalk and scrawled:

>I know where there is a T28 powered STE with a recently repaird PSU that is
>available
>for purchase in the UK. Also has a fast serial port mod.

What's a T28?

STE update: The PSU worked, and is doing what it needs to - the idea of
bunching up cables would make sense /if/ the wires going into the ST
weren't the narrowest point ;) So I've had a relatively stable STE.

I've checked in the box, and found the RSVE board was wrapped in masking
tape - I've checked this, there are three unused wires (two of which I'm
assuming are for an LED mentioned in the readme file). It's now
unwrapped and mounted on the internal shielding. The PSU baseplate has
been refitted to act as shielding, and I'm fitting a 3v battery pack
with a jackplug and a suitable flying lead to plug the RTC cart in.

Of course, there had to be a price to pay for all this, I was
transferring files and I'd forgotten to hook up the external floppy's
flying lead from the PSU. So I did so (whilst the PSU was on). Seems to
have been a bad move, now I can't access HD discs at all, or format
them. *sighs* I'd been trying to work out how to install a plug and
socket for it.

Still everything else works ;)

Richard

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2031. Re: ATARI TT030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <k4sP4MBkmFo5EwKy@lovecraft.demon.co.uk>
Source record: 58220

Once upon a time <8npbmu$5nq$1@nnrp1.deja.com>, Brian J. Roland
<jeeb69@my-deja.com> grabbed chalk and scrawled:

>*laughing*
>Been down this road before...
>Before I had a machine that would work on ebay...
>I'd send a bid via email to the auction types.
>If you're interested, don't give up.

It's in the USA, so it isn't too much use to me. Still, the ad got my
attention - UK people use eBay less. $259 is okay - but it's evidently
being pushed as a 'collector' item. By rights it should have L@@K and
MiNT! in the header :/

Richard, really dislikes eBay sometimes.

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2032. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <gYjOAbBanFo5Ewog@lovecraft.demon.co.uk>
Source record: 58221

Once upon a time <39a03e84$0$18633@news.zetnet.co.uk>, Chris Crosskey
<chrisc@zetnet.co.uk> grabbed chalk and scrawled:
>
>ASP Sells cables to use a PC-AT (NOT ATX!!) PSU with Atari ST for 6.5 UKP
>includibng postage....
>
>I know cos I am ASP...:-))

You'll be pleased to know everyone told me... however, I'd already
modified it :/

Richard, impatient-type.
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2033. DCK demos wanted please

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 00:07:48 UTC
From: St&#65533;phane Perez <stephane.perez3@libertysurf.fr>
Message-ID: <399F2154.EE273530@libertysurf.fr>
Source record: 58204

Hello,

I'm looking for demos or megademos made with the DCK (Demo
Construction Kit). Maybe you can help me :-)
Thank you !

```
-----------------------------------------------------
||| Atari Falcon - 14 MB - HD 10 Go - ZIP 100 Mo.
||| Using MiNT, the free OS for Atari computers.
_/ | \_ HomePage: http://www.multimania.com/toxicmag/

Fan of fighting games ? http://sperez.free.fr/
-----------------------------------------------------
```

2034. Re: Wanted: Atari Mega 4 ST Computer! B

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 03:24:11 UTC
From: swampfox1@earthlink.net
Message-ID: <vbIn5.2984$Nz4.124652@newsread1.prod.itd.earthlink.net>
Source record: 58205

On 18 Aug 2000 08:36:56 , Andrew Owen wrote:
>in article 8nies2kvv1@user2.teleport.com, Benjamin Smith at
>bensmith@user2.teleport.com wrote on 8/18/00 5:42 AM:
>
>> Looking for an Atari Mega 4 ST.
>
>After reading your requirements I would recommend going for a Mega 1
>instead. This later machine has TOS 1.4 as standard, one of the newer double
>density drives and an improved power supply. I think you probably just got
>unlucky with that Mega 2. My Mega 1 was upgrade by a licenced Atari repair
>centre to 16Mhz, 4MB, HD disk, Overscan etc and I never had a problem with
>it. The guy I sold it to managed to blow the PSU but he replaced it and it
>worked fine again.
>
>-Andrew

Andrew,
Hope you have better luck with Ben reponding to your post than I have had!
He never responded to my post or E-mail to him although he's repeatedly
re-posted his request (and advertisements) thus giving me time to re-think
my rashness and I'll now KEEP and continue to use that great machine in my
music studio!!! ((So, thank you Ben for not following up on it!!!)).
Signed, a happy (:->)~
John G.

2035. Re: ATARI TT030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 05:57:16 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <zKVqk6C8M3n5EwS8@lovecraft.demon.co.uk>
Source record: 58207

Once upon a time <g3Fn5.32866$56.142224@typhoon.jacksonville.mediaone.ne
t>, Rolf <rolf@mediaone.net> grabbed chalk and scrawled:
>On EBAY:
>
>Here's the Link:
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=414145923

It's not for sale then, is it... *rolls eyes*

Richard

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2036. Re: hard drive

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 05:57:50 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <399F735E.868B59FC@ooc.de>
Source record: 58206

me wrote:
>
> i just got an 3.2 gb scsi hdd and was wondering what i use 2 format it on my
> mega 2 st and what is the largest partion i can make on the st? if software
> is neede i need 2 know what the names are and where i can download it from?

First you need a SCSI host adapter like the LINK97 in order to be able
to use more than 1 GByte of this drive. Otherwise only the first GByte
is accessible. The maximum partition size for TOS compatible partitions
on the MegaST2 is 512 MByte or, with MagiC or MiNT, 1 GByte. A current
driver with the requires features is HDDRIVER:

http://home.nikocity.de/nogfradelt/atari_english.html

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2037. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 05:59:54 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <399F73DA.BE125FC8@ooc.de>
Source record: 58208

"Edward S. Baiz Jr." wrote:

> I will give it one more try and email Fredi and ask him for some kind of a
> patch that will hopefully fix the problem.

Since Fredi seems to prefer patching software packages instead of really
solving the underlying problems with his architecture: Please note that
Fredi is not allowed to distribute any patched versions of HDDRIVER. He
doesn't have any licenses for current versions of HDDRIVER anyway.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2038. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-20 06:02:39 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <399F747F.E817B4BE@ooc.de>
Source record: 58209

Lyndon Amsdon wrote:

> I didn't really explain properly. When I said change the settings in
> HDDriver I meant there might be a setting that can select whether the
> HD automatically boots or not. A quick check over to it does show (in

This is not correct. There is no such setting. HDDRIVER always boots
from the first executable partition or from the partition you configured
HDDRIVER to boot from *if TOS succeeds in bootstrapping from this
partition*.

> The next thing for Hallvard to try is a sector test to see if anything is
> damaged. It could help.

Most likely nothing is damaged since otherwise you wouldn't be able to
install HDDRIVER at all.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2039. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39a18d77$0$18635@news.zetnet.co.uk>
Source record: 58146

Are you sure your Syjewt is parallel and not Apple-Mac SCSI (25pin D type)?...if it is then all you need is a slightly off-the-wall, but not too wierd converter....

chrisc

On 21 Aug 2000 14:26:59 , TC Steve wrote:
>It looks like I'll have to buy another adapter to hook my SyJet 1.5Gb drive
>up to my 1040STF.
>
>The Link adapter is a Centronics 50 pin male so I'm guessing I'll need a
>female 50C to female parallel. That means two cables, and three adapters!
>
>Anyone know of an alternate way to hook the drive up?
>
>Thanks,
>
>Trenchcoat Steve
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

2040. Atari 1040ST Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <Opgo5.1256$Td.33257@news.magma.ca>
Source record: 58147

Hi,

I recently purchased a hard drive for my Atari ST, and it works great. The problem is memory. When the drivers for the hard disk are loaded, it doesn't leave a lot of room for other software to move around. Is upgrading an Atari 1040 ST's memory a big chore, or is the process a "no brainer?" Does anyone know the sizes and types of memory available?

Thanks,
Michael

2041. Moving Software Around

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <Fwgo5.1257$Td.33163@news.magma.ca>
Source record: 58148

Hi,

Over the weekend I tried copying software from a floppy to the hard disk, which worked fine. However, when I tried to run the application, it kept trying to reference the floppy drive. Is there a particular file that needs to be changed in order to handle the relocation? I am assuming that the data specifying which drive (or path) to use is stored in a configuration file (good) and not hard coded into the software (screwed).

Thanks for your help,
Michael

2042. Re: ST <> PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Irek Pelech <irekp@cu2000.com.pl>
Message-ID: <39A19062.2F686470@cu2000.com.pl>
Source record: 58149

PHIL SMITH wrote:

> Is there anything out there for the ST that will let me connect it
> to a PC and access the PC's hard drive, like SIO2PC for the 8-bits?
>
> Thanks!
>
> Phil Smith

Yes! Download this program
http://www.cu2000.com.pl/guma/arch/hdd_dmn.lzh

--
Regards
Monsoft

irekp@cu2000.com.pl | ->Atari Internet Magazyn <-
irekp@atari.org.pl | http://www.cu2000.com.pl/guma
tel. 0603 439 935 |

2043. Re: ATARI TT030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Frank Lockwood <lockwood@nucleus.com>
Message-ID: <39a1380a5359e0@nucleus.com>
Source record: 58150

On Mon 21-08-2000 13:50,
Martin-ï¿½ric Racine wrote about Re: ATARI TT030 FOR SALE
in comp.sys.atari.st:

Mï¿½R> On 2000-8-21, Frank Lockwood <lockwood@nucleus.com> wrote:
Mï¿½R>
Mï¿½R> > $715????!
Mï¿½R>
Mï¿½R> Some people smoke good stuff and expect a lot of the "collector's
Mï¿½R> item" status of a product. They usually sell thru e-bay.
Mï¿½R>

It started out at a respectible $100 or so, and then went up to around
$200. When it went over $300 I was surprised but not as much as I was
to see the final bids - it looked like a bit of a bidding war between
two people with the final bid of $715 (USD!) being placed with about
two minutes before the auction ended.

Now, make no mistake, I am very fond of my TT, and the unit on auction
had some nice extras: AlberTT card and a CaTTarmaran accelerator with
a 500 meg disk full of software - but I never thought I'd see an Atari
go for that much.

Last year at the local Macintosh Computer Club's flea market, I tried
to sell my Mac IIfx - same processor as the TT, running at 48 MHz.,
and I could find no buyers, even at $40.

I hope the winning bidder is happy with his purchase - suddenly I feel
a little better about my machine too.

Regards,

--
Frank Lockwood ~ Lockwood A.R.S.
Calgary, Alberta, Canada
Quality Classical Music Recording and Editing
http://www.nucleus.com/~lockwood/

2044. Re: USA ISPs that work with STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <IHho5.927$D4.35731@newsread1.prod.itd.earthlink.net>
Source record: 58151

```
On 18 Aug 2000 01:53:31 , Steve Hammond wrote:
>NNTP-Posting-Date: Thu, 17 Aug 2000 18:53:31 PDT
>Organization: EarthLink Inc. -- http://www.EarthLink.net
>Xref: newsmaster1.prod.itd.earthlink.net comp.sys.atari.st:128319
>
>On 17 Aug 2000 17:55:50 , Paul Nurminen wrote:
>> Hello all,
>>
>> My current "pay for use" ISP is going away at the end of September - at
>> least they are getting rid of their dial up service. And I've been with
>
>Paul - Earthlink works well with STinG and has the advantage of having a nation
>wide network of local numbers. It is very easy to set up - I have been using
>them for about 8 months now with little to no problems with the exception of
>their newsfeed. In a word it stinks. Very slow - regardless of the platform
>being used. It has gotten better in last few days, but only time will tell :)
>
>Steve Hammond
>.
Paul, Steve,
Atlantic.net is also a good ISP (pay) for StinG. You may have to
be lucky for a local phone# though! It's news server is faster than
Earthlink's but has missing posts!!!
John G.
```

2045. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <TPho5.8872$uX.23709@newsfeed.slurp.net>
Source record: 58152

On 21 Aug 2000 14:26:59 , TC Steve wrote:
>It looks like I'll have to buy another adapter to hook my SyJet 1.5Gb drive
>up to my 1040STF.
>
>The Link adapter is a Centronics 50 pin male so I'm guessing I'll need a
>female 50C to female parallel. That means two cables, and three adapters!
>
>Anyone know of an alternate way to hook the drive up?

I just had a friend make me the cable. I am sure there is a place you can
find that will do this for you.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2046. Looking to Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Jim Oaks <jim@classicmag.net>
Message-ID: <btq3qsgr5mr77vsjonvj3h5r31gifgj47f@4ax.com>
Source record: 58153

Hello all, im looking to trade alot of my classic stuff. Im looking
for Amiga and Atari ST Items, Here is what I have. Please email me
at jimoaks@one.net if interested.

Trade List

SEGA:

Saturn

Sega Saturn- Works- Controllers work in menus, but not in games.
Saturn- NHL97 Boxed
Saturn- FIFA 98 Boxed
Saturn- Daytona USA Loose
2 Controllers
RF Unit

Genesis

Sega Nomad- Works Great hardly used
RF Unit
1 Sega Controllers
Mortal Kombat
NHL 98
NBA Live 96
NBA Jam
Tony Larussa
Madden 94
NHL 94
Buck Rogers:CountDown to Doomsday
All Boxed, except Buck Rogers

GAME GEAR:

Game Gear Unit
AC Adapter
Sonic 2
NHL Allstar Hockey
Both games Boxed

NINTENDO:

SNES:

Snes Unit- Works Great
1 controllers
1 rf unit
Wing Commander

MLBPA 94
Super Empire Strikes Back

NES:
1 Loose NES Unit- Works at times
2 Boxed NES Units- Both work, have all connections
4 controllers
1 light gun
Baseball Sim 1.000
Destination EarthStar
Dragon Warrior
Home Alone
IronSword-WW2
Nightmare on Elm
RadRacer
Skate or Die
Super Mario 2
SuperMario/Duck Hunt
Tecmo Baseball
Teenage Mutant Turtles
Top Gun
Winter Games
All not Boxed

ATARI

5200:

5200 Unit
Power supply
Tv Unit
Controller
Unit Boxed works great, looks like rarely been played
Pole Position Loose

2600/7800

Six Switch 2600
Atari 7800
Atari Controller
4 Switch 2600
Atari Controllers
Atarti Paddle
BOXED-7800 Centipede
BOXED-7800 ROBOTRON
BOXED-Realsports Baseball
Asteroids
Baseball
Berzerk
Bowling
BOXED-Pitfall
Breakout

China Syndrome
Circus Atari
Combat
Defender
Demons to Diamonds
Dolphin
Donkey Kong
Dragonfire
Dragster
Empire Strikes Back
Enduro
Flash Gordon
Football
Gangster Alley
Golf
Gorf
Grand Prix
Indy 500
International Soccer
Jungle Hunt
Kangaroo
Laser Blast
Maze Craze
MegaMania
Missle Command
Moon Patrol
Night Driver
Omega Race
Pac Man
Pele's Soccor
Pitfall
Planet Patrol
Pole Position
Pong Sports
Private Eye
Q-Bert
Raiders of the Lost Ark
RealSports Baseball
RealSports Football
RealSports Volleyball
Riddle of the Sphinx
River Raid
Slot Racers
Solaris
Space Invaders
Space Shuttle
Speedway 2
Star Raiders
Star Voyager
Strawberry Shortcake

Street Racer
Summer Games-PAL
Super Breakout
Surround
TAZ
Tennis
Turmoil
Video Checkers
Video Olympics
Video Pinball
WarLords
Yars Revenge

INTELLIVISION:

Space Battle
Space Hawk
Astromash
All Boxed

ODYSSEY:

Las Vegas Black Jack
Football
Alien Invaders-Plus
All Boxed

2047. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39a2166b_2@huge.aa.net>
Source record: 58154

Hi Steve,

I'm using an external SCSI Syjet 1.5gig drive on my Falcon. My Syjet has 2 SCSI ports on the back, and they are both "SCSI-2", which is 50-pin High Density. Same number of pins as the 50-pin Centronics - just more compact. I didn't know there is a parallel port version of the Syjet. I would think there is a SCSI-1 to SCSI2 converter. I don't know about parallel, though. Oh, the Falcon has a SCSI-2 port.

Hope that helps,

Clayton

On 21 Aug 2000 14:26:59 , TC Steve wrote:
>It looks like I'll have to buy another adapter to hook my SyJet 1.5Gb drive
>up to my 1040STF.
>
>The Link adapter is a Centronics 50 pin male so I'm guessing I'll need a
>female 50C to female parallel. That means two cables, and three adapters!
>
>Anyone know of an alternate way to hook the drive up?
>
>Thanks,
>
>Trenchcoat Steve

2048. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966927608-91508AEicMi@cwcom.net>
Source record: 58155

From: Steve Sweet <stevesweet@bun.com>
Date: Thu, 17 Aug 2000 20:40:28 GMT

>>Good Grief! Haven't you any work to do? :-)
>
>Well i did, ive just finished translating the resolution tools for my
>Graphics
>card, just finished re-designing the resource for Address to make it wider,
>ive done
>3 loads of washing and some ironing.
>
>And you.... 8~)

Keeping the listeners to Radio 5 Live's Sport coverage happy, and adding more translations to the web site. Actually, not so much a translation as the reappearance of the XBoot Y2K patch file. No support for this one people, so please don't ask. The patch works ONLY on unpacked versions of the program.

Other translation work not connected with DDP continues...

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2049. RE: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: David Galvez Carles <dagalcar@euitiv.upv.es>
Message-ID: <QOdo5.911$H74.23310@telenews.adm.adm>
Source record: 58156

> My 32Mhz Falcon has definately improved print speed on my Stylus colour
400.
> But it is still horrible, really.Takes 5-10minutes a page. Mono is quick,
> but truecolour is nasty....
>
> Mark Bedingfield
>

So i guess this is a Falcon limitation.
Now I can stop to make printers and drivers combinations to improve speed.

David Galvez.

2050. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966972068-437446AEicMi@bun.com>
Source record: 58157

Hi Richard

>once, it formatted all the way, but couldn't write the FAT,
>once it formats to track 6 and stops, once it even started writing the
>FAT and complained Side 0 hadn't been erased. I think I've damaged one
>of the heads, perhaps a power surge or something :/

Do you have the monitor really close to the puter. Could you try a HD format with the monitor turned off. I had an identical problem that was caused by radiation from the monitor timebase.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2051. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966972070-437902AEicMi@bun.com>
Source record: 58158

Hi Richard

>>I know where there is a T28 powered STE with a recently repaird PSU that is
>>available for purchase in the UK. Also has a fast serial port mod.

>What's a T28?

Its a 28Mhz accelerator.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2052. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <966972072-438349AEicMi@bun.com>
Source record: 58159

HI Richard

>I was transferring files and I'd forgotten to hook up the external floppy's
>flying lead from the PSU. So I did so (whilst the PSU was on). Seems to
>have been a bad move, now I can't access HD discs at all, or format
>them. *sighs* I'd been trying to work out how to install a plug and
>socket for it.

What results do you get with the external drive disconnected, can you format and
read HD's.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2053. Re: Atari software on Mac

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200008212208.a53539@su2.maus.de>
Source record: 58160

Hi Andrew,

AO>MagicMac is NOT and Atari emulator. It is a GEM compatible operating
AO>system. Just try running some low-res games on it and see how far you
AO>get.
sorry, you're right, of course. I forgot that fact because I never
play games on my TT, for there aren't so much...

Und TTschï¿½
ps

2054. FS Atari STe/4M/HD 60GBP

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <966842318.1527.0.nnrp-07.9e98e6ee@news.demon.co.uk>
Source record: 58230

Atari STe with 4M RAM, and a 40M HD. Software includes
MagiC and NVDI. Just 60 GBP (UK only).

Contact Ian@techsoftware.freeserve.co.uk

2055. Re: ClassicMag.net

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8nqrlfold2@news5.svr.pol.co.uk>
Source record: 58231
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

"B.P. - iSpelunker.com" <no_spaminfo@ispelunker.com> wrote in message news:399A6CD4.C72A8D9A@ispelunker.com...
> Fair use allows many things as long as the intent is not profiteering.
> While archiving the latest issue of Time would not be covered, a 10 year
> old magazine can easily bo copied and archived for educational purposes,
> providing there is no profiteering and the entire work is no available
> as a complete download for personal use.

This is not the case in the UK at least. Fair use (for journal articles) amounts to making a single copy of a single article from a single issue of a magazine *for personal use*. You can copy two articles from two different issues, but not more than one from a single issue. You can't re-publish or distribute without getting permission/paying royalties. Educational institutions make Copyright Licensing Agreements to allow for class sets etc to be copied and fees paid appropriately. You can also get inter-library loan photocopies of articles for loan to users (as opposed to single copies for individual users) but you pay an extra charge for copyright clearance.

> I am not a lawyer, but I do run a business and have to knwo at tleast a
> little bit about these things.

I am not a lawyer either, but I am a librarian and it is part of my job to know the guidelines on fair use for photocopying (as opposed to the small print of the law on copyright, though I have colleagues who have more detailed knowledge). Re-publication is forbidden completely unless you have clearance from the copyright holder. Isn't the US now signatory to the Berne convention (think that's the thing...)? In which case you might find the law is tighter over there than you think, but I can not speak authoritatively on that.

BTW (and this is not a personal remark or intended to be offensive in any way, just an observation) in my experience, business people are remarkably cavalier in their attitude to copyright. Though this may be more of a reflection on our business studies students...

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it

http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

2056. Re: Atari software on Mac

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C6B7EE.7176%aowen@mail.ru>
Source record: 58232

in article 200008192101.a51348@su2.maus.de, Peter Schneider at
Peter_Schneider@su2.maus.de wrote on 8/19/00 8:01 PM:

> Hi Jens,
>
> J>Are there any working Atari emulators for Mac available somewhere?
> MagicMac

MagicMac is NOT and Atari emulator. It is a GEM compatible operating system.
Just try running some low-res games on it and see how far you get.

> J>Is it possible to use a Mac for this purpose?
> Why not? Or does your Atari soft need some hard the mac doesn't have?

There is a way of using Atari MIDI via Mac serial MIDI with MagicMac. I
think there is also a PDS expansion board with built in MIDI ports.

-Andrew

2057. Re: ATARI TT030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008211349080.399-100000@rakas>
Source record: 58233

On 2000-8-21, Frank Lockwood <lockwood@nucleus.com> wrote:

> $715????!

Some people smoke good stuff and expect a lot of the "collector's
item" status of a product. They usually sell thru e-bay.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

2058. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <vZJx3JAHhQo5Ew45@steverosie.demon.co.uk>
Source record: 58234

In article <iYIOwBB2jFo5EwpG@lovecraft.demon.co.uk>, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> writes
>Of course, there had to be a price to pay for all this, I was
>transferring files and I'd forgotten to hook up the external floppy's
>flying lead from the PSU. So I did so (whilst the PSU was on). Seems to
>have been a bad move, now I can't access HD discs at all, or format
>them. *sighs* I'd been trying to work out how to install a plug and
>socket for it.

Hi

Are you saying that you can't format HIGH DENSITY disks or HARD DRIVE!

I know you aren't suppose to power up devices when the machine it on,
but sometime it can't be helped!

I've switched on my external drives on while the Atari has been powered
lots of times without any bad effects.

If you are trying to format a high density disk (1.44m) using a double
density (720k) drive, you WILL run into problems! EVEN if they are
formatted to 720k!

I have only ONE drive that can read a formatted HD disk formatted as a
720k!! All it takes is one tiny little BIT and your data isn't what it
suppose to be!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2059. Re: ATARI TT030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <7JE0jWAyyQo5Ewbp@steverosie.demon.co.uk>
Source record: 58235

In article <k4sP4MBkmFo5EwKy@lovecraft.demon.co.uk>, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> writes
>It's in the USA, so it isn't too much use to me. Still, the ad got my
>attention - UK people use eBay less. $259 is okay - but it's evidently
>being pushed as a 'collector' item. By rights it should have L@@K and
>MiNT! in the header :/

Hi

UK users use Ebay less!!!!! I'd disagree slightly, only slightly:)

UK is hell of a lot smaller than the US, AND is world wide, catering for
the world as a whole.

If you want to aim at UK users then use www.ebay.co.uk .

They were offering FREE listing up to 4/7/00, so you have to pay a
listing fee and commission on the final price of your item:(a big
drawback, especially to reserved price items (sellers only)!

Some items you may not find anywhere else, especially rare collector
lots.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2060. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ucMNxgCnXRo5Ewoy@lovecraft.demon.co.uk>
Source record: 58236

Once upon a time <vZJx3JAHhQo5Ew45@steverosie.demon.co.uk>, Steve
Stupple <Steve@atari.org> grabbed chalk and scrawled:
>Hi
>
>Are you saying that you can't format HIGH DENSITY disks or HARD DRIVE!

HD floppy. My machine is upgraded with external and internal HD
floppies, powering up the external isn't really the right term - it
doesn't have a PSU, it's run directly of the PC PSU so I just plugged
the power connector on!

>I've switched on my external drives on while the Atari has been powered
>lots of times without any bad effects.

They're probably using real PSUs ;)

>I have only ONE drive that can read a formatted HD disk formatted as a
>720k!! All it takes is one tiny little BIT and your data isn't what it
>suppose to be!

No, this is proper High Density, in a 1.44 drive. It's fine with 720K,
and it's not the HD select wire causing problems. Completely random
behaviour - once, it formatted all the way, but couldn't write the FAT,
once it formats to track 6 and stops, once it even started writing the
FAT and complained Side 0 hadn't been erased. I think I've damaged one
of the heads, perhaps a power surge or something :/

The internal drive is working perfectly :)

Richard, getting good at vandalising STEs it seems.
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2061. FS: Lynx II , UK

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Kevin Davidson <tkld@geocities.com>
Message-ID: <3j1yzirc8n.fsf@odie.quadstone.co.uk>
Source record: 58237
Cross-posted to: alt.games.lynx,uk.games.video.misc,comp.sys.atari.st

For sale: Lynx II with carry pouch, in excellent condition.

I'm afraid the games have already gone to another Lynx owner.

£50 + postage. Prefer to deal with someone in the UK.

--
Kevin Davidson

2062. Re: Falcon woes

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39A1308B.DFF5BBA@greeleynet.com>
Source record: 58238

Thanks to Jo and Claes for the suggestions. They both worked, or rather will work. <G>

The floppy fix was a breeze, just the connectors being removed and reinstalled did the trick. The mouse is being a bit more difficult, tho'.

Every time I plug in an Atari mouse, it breaks a connector apparently. Plugging in my Practical Peripherals mouse is no problem. I think what I'll do is "jumper" the connector to the next point down the PCB with real wire and avoid having to maintain trace integrity. Then I'll go through my boxes and find a different Atari mouse. I know I have one more. <G>

Ken

2063. Re: ATARI TT030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <8nrdoadkj1@nnrp1.deja.com>
Source record: 58239

In article <39a06bb01402c40@nucleus.com>,
lockwood@nucleus.com wrote:
> $715????!

Yep, I bid $715US (and I'm in Canada) and won! Soon I'll have a TT030 to keep my STs company.

I'm going to have to sell a few extra trenchcoats to make up for my new computer :)

- Trenchcoat Steve

www.trenchco.com
www.inet.ca/trenchco

Sent via Deja.com http://www.deja.com/
Before you buy.

2064. Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <8nre6t$e9u$1@nnrp1.deja.com>
Source record: 58240

It looks like I'll have to buy another adapter to hook my SyJet 1.5Gb drive up to my 1040STF.

The Link adapter is a Centronics 50 pin male so I'm guessing I'll need a female 50C to female parallel. That means two cables, and three adapters!

Anyone know of an alternate way to hook the drive up?

Thanks,

Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

2065. Re: Exploding PSU - PC replacement?

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8nrdjd$98n$1@draco.stochastik.rwth-aachen.de>
Source record: 58241

In article <966683048-75999AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
>
>A good power supply would be self loading.

Yup. most modern ones are, but I have seen enough that are not, so a warning
is definitely in place.

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

2066. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <8nregu$ef4$1@nnrp1.deja.com>
Source record: 58242

In article <200008140638.a1648@wun.maus.de>,
Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa) wrote:

> Well, Atari-compatible mice are still availble (most Amiga mice can be modified
> to work on Ataris, or have a switch anyway).

My friend has two Amiga he doesn't use any more. I'll see about modifying
one of his mice.

> That's dependent on the application in use, but normaly the control-w keys are
> used for that purpose.

Thanks for the tip. My main text editor, Everest, uses control+w to change
between text windows so I can't use that function when I'm typing
unfortunately.

Thanks for the help.

- Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

2067. ST <> PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: pjsmith@netins.net
Message-ID: <slrn8q2gja.73b.pjsmith@worf.netins.net>
Source record: 58243

Is there anything out there for the ST that will let me connect it
to a PC and access the PC's hard drive, like SIO2PC for the 8-bits?

Thanks!

Phil Smith

2068. Re: Falcon woes

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <euVN6KA0QXo5Ewt3@steverosie.demon.co.uk>
Source record: 58244

In article <39A1308B.DFF5BBA@greeleynet.com>, Ken Springer
<wordworks@greeleynet.com> writes
>Every time I plug in an Atari mouse, it breaks a connector
>apparently. Plugging in my Practical Peripherals mouse is
>no problem. I think what I'll do is "jumper" the connector
>to the next point down the PCB with real wire and avoid
>having to maintain trace integrity. Then I'll go through my
>boxes and find a different Atari mouse. I know I have one
>more. <G>

Hiya

Buy a pair of joystick extenders, or 2 and keep one for spare! These cut
the aggro that the joystick/mouse ports get when unplugging and
plugging. It makes it dead easy and you don't have to lift the computer
up to change again:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2069. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <fuJN6VAEWXo5Ewt4@steverosie.demon.co.uk>
Source record: 58245

In article <8nre6t$e9u$1@nnrp1.deja.com>, TC Steve
<stephenw@operamail.com> writes
>It looks like I'll have to buy another adapter to hook my SyJet 1.5Gb drive
>up to my 1040STF.
>
>The Link adapter is a Centronics 50 pin male so I'm guessing I'll need a
>female 50C to female parallel. That means two cables, and three adapters!
>
>Anyone know of an alternate way to hook the drive up?
>
>Thanks,
>
>Trenchcoat Steve

What is the drive and what port is it designed to run off?

If it's a SCSI drive designed to run off the parallel port, then you
would be better off buying an external casing and fitting it in that.

If it's an other type of SCSI, then a gender changer may be the
solution! This will be only 1 adaptor then.

IIRC the Links are SCSI 1 & 2 compatible.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2070. MiNT login

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 01:36:21 UTC
From: David Galvez Carles <dagalcar@euitiv.upv.es>
Message-ID: <pl%n5.9352$NM1.114908@telenews.adm.adm>
Source record: 58222

Hello.
I have a Falcon with MiNT 1.15.5 and NAES 2.0.
I don't know why MiNT doesn't ask me for a login when i turn on the computer, always i get in like root. Does anybody know how configure this?

David Galvez

2071. RE: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 01:36:22 UTC
From: David Galvez Carles <dagalcar@euitiv.upv.es>
Message-ID: <ql%n5.9354$NM1.115108@telenews.adm.adm>
Source record: 58223

```
> You could try whether it helps to use the Epson 440 driver. If you're
> interested I could check if the speed of the Falcon has influence on
> the printing speed too. I printed a Papyrus A4 document with text and
> pictures on my Epson 400 yesterday and with 360 dpi full color option
> it needed 2:40, with 720 dpi it needed 4 minutes but I did it on
> a Centurbo II Falcon in turbo mode. Maybe it's slower on an
> unaccelerated Falcon.
>
> Gerhard
```

I don't have a 440 driver.
But would be great if you can see if the Falcon speed has influence on the printing speed.
Yesterday i printed a A4 document (text and pictures), 360 dpi and full color mode, it took 11 minutes, i printed the same document with a HP deskjet 970, using the 870 driver and 360 dpi and full color mode and needed 6 minutes, i think is still too slow comparing with my father's PC.
When you say that you printer needed 2:40 minutes. Are you meaning since the priter start to print or since you choose the option PRINT with the mouse?.
I ask this because since i click PRINT and the printer start to PRINT it needs 3 minutes of the 11 minutes i told you before.
You were right, my Epson 460 works OK but too slow, the problem is that i don't know is because the driver or because is a Falcon speed (16 Mhz) limitation.

```
Thanks for your help.
David Galvez.
```

2072. Update of my homepage

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 02:16:38 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8nq3e6$nv1$1@zingo.tninet.se>
Source record: 58224

```
Hi all!

Just a qick note to let those interested know, that I've done a major
overhaul of my homepages.
In English: http://www-pp.hogia.net/jorgen.nyberg/engelska/
In Swedish: http://www-pp.hogia.net/jorgen.nyberg/svenska/
Or you could use my redirect: http://nyberg.atari.org
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

2073. Re: BMP<->IMG conversion

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 02:32:38 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8nq4c6nuq1@plutonium.compulink.co.uk>
Source record: 58226

In message <399c2cce3750812@online.be>, tos4ever@online.be said:

>As far as I can tell, there is not differnt in the various menu
>options. The only change is that the latest beta supports long file
>names (including names with a space between the word, e.g. 'that is me.jpg')
>
>It also supports true color now, which wasn't the case with the
>previous version.

Thanks for the info. The thing is that for V0.95 I sent Rainer the
translated strings and he recompiled them into the binary. I mailed him
some time ago about 0.97 but didn't get a reply.

When I get hold of it I'll see whether the strings can be replaced in a
hex editor. ISTR that some were too long, so it may be a bit of a bodge.

2074. Re: PC Monitor on Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 02:32:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8nq4c8nur1@plutonium.compulink.co.uk>
Source record: 58227

In message <B5C35738.6B5D%aowen@mail.ru>, aowen@mail.ru said:

>Which was can you use a PC monitor with an Atari, to which I answered to the
>best of my knowledge. I didn't mention SVGA because I didn't know if it
>would work or not. But in any case there are going to be times when you
>really want a colour display and multisyncs can give you that (and extra
>screen resolution) as well as monochrome. I can't remember exactly what I
>used to get from my machine but I think it was something like 720x480 (mono)
>without the need for any extra video hardware.

One word of warning - many of the newer Multisyncs will not work down to
15 kHz TV resolutions, which is what the ST uses in Lo and Mid-rez. The
old NEC 2A did but I understand many later versions do not.

On the question of VGAs on Ataris, I am using an ancient IBM PS/2
monitor (that someone threw out with their PS/2 50 computer) on my
Falcon in 640*480 mono as well as 16 and 256 greyscale without problems
- and I have no reason to believe it wouldn't work with the ST too,
though I haven't tried it. And that was built before there was SVGA :-)

2075. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 02:34:32 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Nv0o5.53$Q14.2521@nsw.nnrp.telstra.net>
Source record: 58225

I thought he was on holiday?.....

Mark Bedingfield

Steve Sweet <stevesweet@bun.com> wrote in message
news:966782398-510145AEicMi@bun.com...
> Hi Shiuming
>
> >>Well i did, ive just finished translating the resolution tools for my
Graphics
> >>card, just finished re-designing the resource for Address to make it
wider, ive
> >>done >3 loads of washing and some ironing.
>
> >Does women's underwear need ironing?
>
> The satin stuff definately does, as does silk, crutchless one's dont
matter, but i
> prefer them starched, so this means ironing.
>
> If your mum introduced you to "Underwear changing" you'd know these things
> yourself. 8~)
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

2076. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 02:37:50 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Ty0o5.54$Q14.2011@nsw.nnrp.telstra.net>
Source record: 58228

My 32Mhz Falcon has definately improved print speed on my Stylus colour 400.
But it is still horrible, really.Takes 5-10minutes a page. Mono is quick,
but truecolour is nasty....

Mark Bedingfield

David Galvez Carles <dagalcar@euitiv.upv.es> wrote in message
news:qI%n5.9354$NM1.115108@telenews.adm.adm...
>
> > You could try whether it helps to use the Epson 440 driver. If you're
> > interested I could check if the speed of the Falcon has influence on
> > the printing speed too. I printed a Papyrus A4 document with text and
> > pictures on my Epson 400 yesterday and with 360 dpi full color option
> > it needed 2:40, with 720 dpi it needed 4 minutes but I did it on
> > a Centurbo II Falcon in turbo mode. Maybe it's slower on an
> > unaccelerated Falcon.
> >
> > Gerhard
>
> I don't have a 440 driver.
> But would be great if you can see if the Falcon speed has influence on the
> printing speed.
> Yesterday i printed a A4 document (text and pictures), 360 dpi and full
> color mode, it took 11 minutes, i printed the same document with a HP
> deskjet 970, using the 870 driver and 360 dpi and full color mode and
needed
> 6 minutes, i think is still too slow comparing with my father's PC.
> When you say that you printer needed 2:40 minutes. Are you meaning since
the
> priter start to print or since you choose the option PRINT with the
mouse?.
> I ask this because since i click PRINT and the printer start to PRINT it
> needs 3 minutes of the 11 minutes i told you before.
> You were right, my Epson 460 works OK but too slow, the problem is that i
> don't know is because the driver or because is a Falcon speed (16 Mhz)
> limitation.
>
> Thanks for your help.
> David Galvez.
>
>
>
>

2077. Re: ATARI TT030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 06:37:12 UTC
From: Frank Lockwood <lockwood@nucleus.com>
Message-ID: <39a06bb01402c40@nucleus.com>
Source record: 58229

$715????!

--
Frank Lockwood ~ Lockwood A.R.S.
Calgary, Alberta, Canada
Quality Classical Music Recording and Editing
http://www.nucleus.com/~lockwood/

2078. Re: MiNT login

Newsgroup: comp.sys.atari.st
Date: 2000-08-21 22:19:35 UTC
From: Johannes H�drich <haedrich@dus.net>
Message-ID: <8ns9u4umf15$1@news.t-online.com>
Source record: 58161

Hi David...

unfortunately you have not the possibility to secure MiNT like
UNIX but you can handle your Logins with different Settings etc
by using GEM-INIT from Ulrich Kaiser. The URL is
http://home.t-online.de/home/u_kaiser/geminite.html

Bye,

Johannes
webmaster of atari-home.de

--
.-----------------------------------.
| Come to where ATARI lives! |
|web http://www.atari-home.de |
|email info@atari-home.de |
`-----------------------------------ï¿½

David Galvez Carles <dagalcar@euitiv.upv.es> schrieb in im Newsbeitrag:
pI%n5.9352$NM1.114908@telenews.adm.adm...
> Hello.
> I have a Falcon with MiNT 1.15.5 and NAES 2.0.
> I donï¿½t know why MiNT doesnï¿½t ask me for a login when i turn on the
> computer, always i get in like root. Does anybody know how configure this?
>
> David Galvez
>
>

2079. Re: Falcon not "Powering Up"

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8nt8fk$cu0$2@snipp.uninett.no>
Source record: 58171

atarigalen@my-deja.com wrote:

> I was starting my Falcon on Friday and reached around for a pencil.
> When I came back my monitor was informing me that it had found no
> signal! The Falcon's power light was on, but otherwise it was as if
> the Falcon was not on! A press of the reset button in back got things
> running normally again, but the problem has occurred a second time
> (Sunday).

> I suspect that since the HD lights are not flashing the Falcon really
> isn't powering up and thus the monitor isn't the problem. Does anyone
> have any idea what is?

This can be a poor connection somewhere (loose chips, bad soldering,
broken wires...) or a DMA problem. If the DMA chip doesn't start up you
get exactly this problem. The cure is a better DMA patch.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

2080. Re: Moving Software Around

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39a2282a$0$18632@news.zetnet.co.uk>
Source record: 58172

On 21 Aug 2000 20:44:21 , "Michael Gale" wrote:

|Over the weekend I tried copying software from a floppy to the hard disk,
|which worked fine. However, when I tried to run the application, it kept
|trying to reference the floppy drive. Is there a particular file that needs
|to be changed in order to handle the relocation? I am assuming that the
|data specifying which drive (or path) to use is stored in a configuration
|file (good) and not hard coded into the software (screwed).

Properly written programs should either look in the folder/partition
they reside in or keep a record in a file in that folder/partition
of where their data files should be. Any application which insists
on always looking in A:\ would not last long on my system.

2081. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8ntcqthat1@sun27.hrz.tu-darmstadt.de>
Source record: 58173

Hi!

Odd Skancke <oskancke@online.no> wrote:
>> I don't know your tools, so I can't tell. Anyway, your tools are not
>> started before but after HDDRIVER, aren't they?

> No, they are not :(

Then - as I already proposed here some weeks ago - create a bootable
floppy disk where the bootsector code runs your setup tool. As GEMDOS is
already initialized at that point, running a program shouldn't be a
problem. You may need to set the correct current drive and working
directory before doing so, though.

Or simply create a bootable disk that switches the caches off for the
booting stage.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2082. DISK Images

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Miles Redford <milesred@cadvision.com>
Message-ID: <39a2420c_7@news.cadvision.com>
Source record: 58174

hi, I seem to have a disk problem of some sort. I do have a brand new floppy drive, but I can't seem to make any kinds of atari disk images with it.
I have tried many different formats, I do have a 520st here too and a DD DS floppy and a SS, so I can make lots of real disks, and have about 300 or so as well.
I have tried makedisk and gemulator explorer. gemulator just freezes, makedisk makes an image, but it is always empty. if you can even look at it I can however see and use the ones I have downloaded off the internet.
is there any help docs anywhere for any of this stuff?

thanks...

2083. Re: Atari 1040ST Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a24ea9@news-uk.onetel.net.uk>
Source record: 58175

Hello Michael.

You can try Keychange Music for Atari memory upgrades, they did mine a
treat. Contact number is 01925 266120.

Phil.
<atarigalen@my-deja.com> wrote in message
news:8nshn9$pj1$1@nnrp1.deja.com...
> In article <Opgo5.1256$Td.33257@news.magma.ca>,
> "Michael Gale" <mgale@bitflash.com> wrote:
> > Hi,
> >
> > I recently purchased a hard drive for my Atari ST, and it works
> great. The
> > problem is memory. When the drivers for the hard disk are loaded, it
> > doesn't leave a lot of room for other software to move around. Is
> upgrading
> > an Atari 1040 ST's memory a big chore, or is the process a "no
> brainer?"
> > Does anyone know the sizes and types of memory available?
> >
> Upgrading the 1040 requires some soldering, unless it's an STe. You
> can get a lot of memory back by making your buffers as small as
> possible. What HD software are you using?
>
> Galen
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2084. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8ntjhd$m6q$1@sun27.hrz.tu-darmstadt.de>
Source record: 58176

Hi!

Hallvard Tangeraas <halln@c2i.net> wrote:
> The drive is just fine. I partitioned it with HDdriver (it was used in a
> PC before) to C:\ and D:\ and installed HDdriver.sys on C:\ so as to
> make it the boot partition.

I know it already works now, but as it didn't before: _How_ did you
install hddriver.sys onto C:\? By simply copying it, or by using the
proper option in HDDRUTIL? The first won't do what you want, maybe by
"fiddling around" you've now done the latter?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2085. Re: MiNT login

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8ntk94$m6q$2@sun27.hrz.tu-darmstadt.de>
Source record: 58177

Hi!

Johannes Hï¿½drich <haedrich@dus.net> wrote:
> unfortunately you have not the possibility to secure MiNT like
> UNIX

Depends on what kind of security you refer here. It is definitely
possible to secure MiNT by login/password as any other type of UNIX
compatible system.

For example, you could install KGMD/KEMD and use its init package, then
create a dedicated GEM user with N.AES being its login shell. Note,
though, that N.AES needs to be setuid root to be able to perform various
device installations on startup. It drops privileges as soon as it's
finished doing so (at least it should do so, I haven't tested that
myself).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2086. Re: Atari computers... reborn!

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <F3to5.27488$N47.368660@quark.idirect.com>
Source record: 58178

On 16 Aug 2000 19:00:47 , Mike wrote:
:Speaking of whom, I emailed Nima with regards to upgrading my old, first
:rev of ScanX, but haven't gotten a reply. Is he off in Europe somewhere?
:My son picked up an Microtek II 300 dpi scanner for $5.00 at the thrift
:store, but the software doesn't recognize it.
:Mike
:Sent via Deja.com http://www.deja.com/
:Before you buy.

can't say. sometimes Nima takes a week or so to e-mail back.
send him another e-mail!
ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

2087. Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966951046-779873AEicMi@cwcom.net>
Source record: 58179

Hi all,

Not that DDP Translations are looking for MORE work, but what programs would
the panel like to see translated from German to English?

Please give at least one reason for your choice.

This could turn out to be an interesting thread, as well as possibly giving
further food for thought.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2088. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Pål Monstad <pmonstad@pm-data.no>
Message-ID: <8nu1uebrl1@troll.powertech.no>
Source record: 58180

I'll suggest the Phoenix database. Twist is no longer supported and I don't know about any other good GEM databases still supported. Phoenix is available from ASH in Germany and I don't think there is any supplier outside Germany.

Pï¿½l Monstad, PM data
www.pm-data.no

2089. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8nu2pcirk1@snipp.uninett.no>
Source record: 58181

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:

> JES>I guess this can be "fixed" the same way we do it on Afterburners.
> JES>boot with AHDI or a minimal HD-Driver

> Is this really neccessary? Why not just start with caches off, and activate
> these caches later when Odd Skancke's driver is loaded? This should bypass all
> cache-related problems during bootup without the need of having two hard disk

I don't know how the Hades work, but to me it looks like the problems
occurs during booting which indicates that the caches are already active
when HD-Driver boots.

> Luckily, neither my CT2A Falcon nor my Milan 040 have this kind of problem :-)

On the AB all caches are off by default, so I assume that the
boot-problems with HD-Driver > 7.12 are timing-related, and not
cache-related.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2090. Re: Falcon woes

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39A28D9E.CB8FD2A4@greeleynet.com>
Source record: 58182

Steve Stupple wrote:

> Buy a pair of joystick extenders, or 2 and keep one for spare! These cut
> the aggro that the joystick/mouse ports get when unplugging and
> plugging. It makes it dead easy and you don't have to lift the computer
> up to change again:)

::laughing:: I've not plugged a joystick into an Atari
since my old 800's! Just not into games.

Besides, I want to sell the unit anyway. I'll suggest this
to the new owner.

Ken

2091. Re: woller systeme ... comp.sys.atari.st ...

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39a2cf7a2c1e690@online.be>
Source record: 58183

on Sat 12-08-2000 20:36 Philipp Donzï¿½ wrote:

>> Hmm, maybe I'm wrong with the date, but I'm pretty sure AG Computertechnic
>> doesn't exist as such anymore. However if one of his former customers has
>> a problem he will help them but only in his sparetime.
>> I remember me that he has announced his departure in one of the maus
>> groups.
>That's not completely right. He just doesn't sell Atari-Items as his main
>job. He works now at a different place and makes the Atari thing in his
>spare time... that's what I know about it.

You're right. AG Computertechnic still exist but he only runs this
company in his sparetime.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2092. Re: Moving Software Around

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <8Fy1ALApyso5EwaB@steverosie.demon.co.uk>
Source record: 58184

In article <Fwgo5.1257$Td.33163@news.magma.ca>, Michael Gale
<mgale@bitflash.com> writes
>Hi,
>
>Over the weekend I tried copying software from a floppy to the hard disk,
>which worked fine. However, when I tried to run the application, it kept
>trying to reference the floppy drive. Is there a particular file that needs
>to be changed in order to handle the relocation? I am assuming that the
>data specifying which drive (or path) to use is stored in a configuration
>file (good) and not hard coded into the software (screwed).
>
>Thanks for your help,
>Michael
>
>

Hi

What software is it?

99% of serious software can run from hard drive with NO problems.

I suspect it may be a game. This may rely on disk protection, or need
the original disk in the drive to play the game.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2093. Re: ATARI TT030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8nuilc$4j6$1@news1.xs4all.nl>
Source record: 58185

Richard,

I am a little worried.
Your cat seems not to be moving for many days now.
Is she asleep or dead?

Please report the condition of said cat.

Met vriendelijke groet,
Ronald van der Kamp

P.S. I like the signature very much !!! {:-)
Great!!
[...]
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
>http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia
>.

2094. Re: Moving Software Around

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C89EB5.75AE%aowen@mail.ru>
Source record: 58186

in article 8Fy1ALApyso5EwaB@steverosie.demon.co.uk, Steve Stupple at Steve@atari.org wrote on 8/22/00 7:55 PM:

> In article <Fwgo5.1257$Td.33163@news.magma.ca>, Michael Gale
> <mgale@bitflash.com> writes
>> Hi,
>>
>> Over the weekend I tried copying software from a floppy to the hard disk,
>> which worked fine. However, when I tried to run the application, it kept
>> trying to reference the floppy drive. Is there a particular file that needs
>> to be changed in order to handle the relocation? I am assuming that the
>> data specifying which drive (or path) to use is stored in a configuration
>> file (good) and not hard coded into the software (screwed).
>>
>> Thanks for your help,
>> Michael
>>
>>
>
> Hi
>
> What software is it?
>
> 99% of serious software can run from hard drive with NO problems.

I had this problem when I first got a hard-drive in the 1980s. Hard drives were rare and there was a lot of software about that expected to use drive A: or B:. I managed to fix all of them by opening the programs in a hex editor, tracking down the reference to A: and changing it to C:. In most cases this will work. In some you'll need to run the program from the root directory.

-Andrew

2095. [Q] Where buy Atari stickers and T-Shirts ?

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: david.ducassou@free.fr
Message-ID: <39a2f235.13907507@news.free.fr>
Source record: 58187

Can anybody give me links of shops where buy Atari stickers and
T-Shirts ?... Thanks.

--
Ma "maison page": http://www.multimania.com/dadu/

2096. FS: (USA) Mega4 STE

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39a2f65c_2@huge.aa.net>
Source record: 58188

Hi all,

I have for sale:

Mega 4 STE
keyboard
mouse
NO monitor
TOS 2.06
4 megs SIMM ram
1.44 floppy
internal SCSI hd 210 megs
VME port/ slot... currently occupied with an extra serial port.

I want $125 plus shipping for it. I live in Seattle, WA USA, with a ZIP code of 98133. It weighs almost 18 pounds (including most of the packaging).

This is a nice unit. I thoroughly cleaned and vacuumed it out. I checked that all the keys work. I got this about a year ago intending to use it as a possible back-up in case my Falcon failed, but now that I have another Falcon I've decided I can let go of the Mega STE.

I HAD this sold to a fellow (Boris Sheikman - in California, USA), but since agreeing to buy it about 5 weeks ago, he has not sent payment or even returned my emails - I guess he doesn't want it. Rather odd, I think. I wish he'd at least tell me. Has anyone else sold anything to him. Did it go OK?

Email me if interested, or if you have any questions, thanks-

Clayton Murray
claytone@aa.net
Seattle, WA USA

2097. Re: [Q] Where buy Atari stickers and T-Shirts ?

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C8C023.7614%aowen@mail.ru>
Source record: 58189

in article 39a2f235.13907507@news.free.fr, David Ducassou at david.ducassou@free.fr wrote on 8/22/00 10:36 PM:

> Can anybody give me links of shops where buy Atari stickers and
> T-Shirts ?... Thanks.

I'm not aware of any current stockists. I bought my Atari T-shirt in Virgin Megastore during the retro-boom of the '90s. Embossed silver on black fuji, very nice. You could always get one of those T-shirt printing kits and make your own. Of course the Atari that's still going may have some merchandise but they've changed the fuji and IMHO the new one just isn't as nice.

-Andrew

2098. Ricoh CD Burner

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39a30d61$0$18632@news.zetnet.co.uk>
Source record: 58190

Hi all,

I have got on spec. a Ricoh MP7040S CD-R/RW for burning CDs from my Falcon.
I use ExtenDos and HDDriver, both latest versions. It seems to work OK as a
commercial CD reader, albeit much more slugish than my vintage X4 IBM CD drive,
but is very choosy as to recognising home recorded CDs and completely refuses
to recognise the blank recordable CDs TDK that came with it. When CDRecorder scans
it finds it as SCSI ID 5, but its in grey and non-selectable. Can anyone help and recomend
a simple
but working CD burner combo.

Thanks in advance,

Bob King

2099. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <AiEo5.1536$xL6.66987@news3.voicenet.com>
Source record: 58191

```
On 22 Aug 2000 14:29:24 , Derryck Croker wrote:
>Hi all,
>
>Not that DDP Translations are looking for MORE work, but what programs would
>the panel like to see translated from German to English?
>
>Please give at least one reason for your choice.
>
>This could turn out to be an interesting thread, as well as possibly giving
>further food for thought.
>
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Kobold & ResourceMaster would be nice.

Raymond

| Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD |
| a.k.a Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice |
| rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card |
| rcollins@gcfn.org | Die Hard, Serious Atarian since 1983 |
```

2100. Re: Moving Software Around

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967013444-42264AEicMi@cwcom.net>
Source record: 58192

From: jlog@zetnet.co.uk (JI Logan)
Date: 22 Aug 2000 07:13:46 GMT

>n 21 Aug 2000 20:44:21 , "Michael Gale" wrote:
>
>|Over the weekend I tried copying software from a floppy to the hard disk,
>|which worked fine. However, when I tried to run the application, it kept
>|trying to reference the floppy drive. Is there a particular file that needs
>|to be changed in order to handle the relocation? I am assuming that the

>Properly written programs should either look in the folder/partition
>they reside in or keep a record in a file in that folder/partition
>of where their data files should be. Any application which insists
>on always looking in A:\ would not last long on my system.

Could be that the program is looking for its RSC file on the floppy. I'm wondering if the HOME environment lable needs to be set. Memory is hazy on this point, but it might be an avenue worth persuing. I'd be inclined to search out Mark Baines' Atari A-Z text file on his web page on this subject.

I'd also like to know if other programs act in this way as well.

If it's just that one program, then it could be that it had previously been run from that floppy and had saved an INF file to it, which it's now trying to load. In that case rename the file to something else, and once the program has run from the hard drive, save it anew.

And then it might be a form of software protection. PCBoard Designer and Soundpool's CD writing software are both examples of software that may be installed onto a hard drive but which want the original disk in the A drive before they will run.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2101. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967051328-288267AEicMi@bun.com>
Source record: 58193

Hi Dezza

>Keeping the listeners to Radio 5 Live's Sport coverage happy,

WTF is it called radio 5 live, seeing as how most of its listners are dead and the rest on life support, or participants in the Care in the community scheme!!!.

>and adding more translations to the web site. Actually, not so much a translation as
>the reappearance of the XBoot Y2K patch file.

Which wasnt there tonight!!!.

>No support for this one people, so please don't ask.

Or dell will give you a slap.

Are there any details available as to the requirements of the patch that may give some clues as to whats being altered?.

>The patch works ONLY on unpacked versions of the program.

Is it (the packed version) packed with anything we know of, or is it some propietry doohickie.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2102. Re: Atari 1040ST Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:32:42 UTC
From: atarigalen@my-deja.com
Message-ID: <8nshn9$pj1$1@nnrp1.deja.com>
Source record: 58163

In article <Opgo5.1256$Td.33257@news.magma.ca>,
"Michael Gale" <mgale@bitflash.com> wrote:
> Hi,
>
> I recently purchased a hard drive for my Atari ST, and it works
great. The
> problem is memory. When the drivers for the hard disk are loaded, it
> doesn't leave a lot of room for other software to move around. Is
upgrading
> an Atari 1040 ST's memory a big chore, or is the process a "no
brainer?"
> Does anyone know the sizes and types of memory available?
>
Upgrading the 1040 requires some soldering, unless it's an STe. You
can get a lot of memory back by making your buffers as small as
possible. What HD software are you using?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2103. Re: Moving Software Around

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:34:50 UTC
From: atarigalen@my-deja.com
Message-ID: <8nshr9pjp1@nnrp1.deja.com>
Source record: 58162

In article <Fwgo5.1257$Td.33163@news.magma.ca>,
"Michael Gale" <mgale@bitflash.com> wrote:
> Hi,
>
> Over the weekend I tried copying software from a floppy to the hard
disk,
> which worked fine. However, when I tried to run the application, it
kept
> trying to reference the floppy drive. Is there a particular file
that needs
> to be changed in order to handle the relocation? I am assuming that
the
> data specifying which drive (or path) to use is stored in a
configuration
> file (good) and not hard coded into the software (screwed).
>
It really depends on the software. Some programs like STing have a
tiny file (STING.INF) that has the location of the folder referenced.
Others do this internally. Still others demand to be run from a
particular drive, but these are rare outside of games. What is the
application?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2104. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:49:21 UTC
From: atarigalen@my-deja.com
Message-ID: <8nsimcqpg1@nnrp1.deja.com>
Source record: 58164

In article <Ty0o5.54$Q14.2011@nsw.nnrp.telstra.net>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:
> My 32Mhz Falcon has definately improved print speed on my Stylus
colour 400.
> But it is still horrible, really.Takes 5-10minutes a page. Mono is
quick,
> but truecolour is nasty....
>
Amen. I finally got around to setting up my Stylus 740 (under NVDI
4.12). The quality is excellent, but a full page 720 dpi truecolor
took about two HOURS (I gave up on it, but when I came back, there it
was -- very nice quality). Switched to 360 dpi monochrome and it spit
out a page in about four minutes.

Although my HP 610CL is a far inferior color printer, it isn't bad at
600 dpi monochrome and can beat the 740 by a mile speedwise. I'm
wondering if a setting is off somewhere?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2105. Re: ouri Atari Chapter? KODE-TV report (crosspost - need help)

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 00:57:51 UTC
From: atarigalen@my-deja.com
Message-ID: <8nsj67$r6n$1@nnrp1.deja.com>
Source record: 58165

In article <0003.399d923c@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: "Chris Kelly" <chriskelly@kode-tv.com>
>
> > Mr Goodwin:
> > I am the assignment editor for a television station in Joplin, Mo.
I =
> > just read the article "Megabytes of Memories" in the Dallas news on-
line =
> > and loved it. Do you know if there are any members of your group in
the =
> > Joplin area.=20

Greg,

Is there an URL of the "Megabytes of Memories" article?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2106. Falcon not "Powering Up"

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 01:01:47 UTC
From: atarigalen@my-deja.com
Message-ID: <8nsjdi$rh0$1@nnrp1.deja.com>
Source record: 58166

Hello All,

I was starting my Falcon on Friday and reached around for a pencil. When I came back my monitor was informing me that it had found no signal! The Falcon's power light was on, but otherwise it was as if the Falcon was not on! A press of the reset button in back got things running normally again, but the problem has occurred a second time (Sunday).

I suspect that since the HD lights are not flashing the Falcon really isn't powering up and thus the monitor isn't the problem. Does anyone have any idea what is?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2107. Re: ouri Atari Chapter? KODE-TV report

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 02:08:24 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8nsnao$5n1$1@cubacola.tninet.se>
Source record: 58167

On 22 Aug 2000 00:57:51 , atarigalen@my-deja.com wrote:
>
>Greg,
>
>Is there an URL of the "Megabytes of Memories" article?
>
>Galen
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.
Hi Galen

Yes there is an URL:
http://195.7.48.75/release/new/dallas/morning/ptech/p1s1m.htm

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/ Redesigned pages

2108. Re: Falcon not "Powering Up"

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 02:21:48 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Qplo5.1500$ui4.2880@nsw.nnrp.telstra.net>
Source record: 58168

I have had this with both my Falcon's. Try this fix, remove the TOS Rom, pinch the rom socket's pin's with a needle or something to retension the socket. Get an Eraser and clean the ROM's pin's with it. If you have a 68882 do the same with that. All it is, minor oxidisation on the Socket's. Hope this fixes your drama.

Mark Bedingfield

<atarigalen@my-deja.com> wrote in message
news:8nsjdi$rh0$1@nnrp1.deja.com...
> Hello All,
>
> I was starting my Falcon on Friday and reached around for a pencil.
> When I came back my monitor was informing me that it had found no
> signal! The Falcon's power light was on, but otherwise it was as if
> the Falcon was not on! A press of the reset button in back got things
> running normally again, but the problem has occurred a second time
> (Sunday).
>
> I suspect that since the HD lights are not flashing the Falcon really
> isn't powering up and thus the monitor isn't the problem. Does anyone
> have any idea what is?
>
> Galen
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2109. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 06:22:07 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39A21C0F.45E5CDB4@siemens.at>
Source record: 58169

David Galvez Carles wrote:
> I donï¿½t have a 440 driver.

SO you don't have NVDI >= 5.0 ?

> When you say that you printer needed 2:40 minutes. Are you meaning since the
> priter start to print or since you choose the option PRINT with the mouse?.
> I ask this because since i click PRINT and the printer start to PRINT it
> needs 3 minutes of the 11 minutes i told you before.

From the moment the printer started to print, but for a 360 dpi
page the time from choosing the option PRINT to printer start was
about 3 seconds at most.

> You were right, my Epson 460 works OK but too slow, the problem is that i
> donï¿½t know is because the driver or because is a Falcon speed (16 Mhz)
> limitation.

It's both. As I mentioned somewhere else in the thread I upgraded
NVDI form 5.02 to 5.03 a week ago and it definitely got slower
although according to the NVDI homepage it should have been much
faster due to some driver optimization but maybe that's a problem
between the 760 and the 740 driver.

Gerhard

2110. Re: MiNT login

Newsgroup: comp.sys.atari.st
Date: 2000-08-22 06:58:52 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8nt8bc$cu0$1@snipp.uninett.no>
Source record: 58170

David Galvez Carles <dagalcar@euitiv.upv.es> wrote:

> I have a Falcon with MiNT 1.15.5 and NAES 2.0.
> I donï¿½t know why MiNT doesnï¿½t ask me for a login when i turn on the
> computer, always i get in like root. Does anybody know how configure this?

What kind of login? Is it a GEM-program or a simple text prompt? If it's
the first, you have to change N.AES' desktop to a real desktop and not the
login program, if it's the second you must start N.AES instead of init.prg
in mint.cnf.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2111. Re: Atari software on Mac

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C95137.76CF%aowen@mail.ru>
Source record: 58100

in article 200008212208.a53539@su2.maus.de, Peter Schneider at
Peter_Schneider@su2.maus.de wrote on 8/21/00 9:08 PM:

> Hi Andrew,
>
> AO>MagicMac is NOT and Atari emulator. It is a GEM compatible operating
> AO>system. Just try running some low-res games on it and see how far you
> AO>get.
> sorry, you're right, of course. I forgot that fact because I never
> play games on my TT, for there aren't so much...

The fact that it's not an emulator also makes it very fast. I would think
running it on even an entry level iMac it would probably out perform a Hades
or Medusa.

-Andrew

2112. Re: Ricoh CD Burner

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <GAXrRWA8P5o5Ewsz@steverosie.demon.co.uk>
Source record: 58101

In article <39a30d61$0$18632@news.zetnet.co.uk>, Robert Frederick King
<rking@zetnet.co.uk> writes
>Hi all,
>
>I have got on spec. a Ricoh MP7040S CD-R/RW for burning CDs from my Falcon.
>I use ExtenDos and HDDriver, both latest versions. It seems to work OK as a
>commercial CD reader, albeit much more slugish than my vintage X4 IBM CD drive,
>but is very choosy as to recognising home recorded CDs and completely refuses
>to recognise the blank recordable CDs TDK that came with it. When CDRecorder
>scans
>it finds it as SCSI ID 5, but its in grey and non-selectable. Can anyone help
>and recomend a simple
>but working CD burner combo.
>
>Thanks in advance,

Hi

ExtenDOS & ExtenDOS Pro don't support CD-recording:(But ExtenDOS GOLD
does. There is also another package, but I can't remember the title.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2113. Re: FS: (USA) Mega4 STE

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39a3987e_2@huge.aa.net>
Source record: 58102

Never mind! It's sold now, but thanks for looking. Oh, that guy I mentioned in the previous post - the one who had agreed to buy it, but I didn't hear from him in 5 weeks.... well he finally emailed me back saying he'd had a family tragedy and that he still wanted the Mega STE. But... I had just sold it to another fellow who responded to my FS posting here. Aaarrrghhh! Oh well.

Clayton Murray

On 22 Aug 2000 14:53:32 , Clayton Murray wrote:
>Hi all,
>
>I have for sale: Mega 4 STE

2114. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967028590-071632AEicMi@cwcom.net>
Source record: 58103

From: Pï¿½l Monstad <pmonstad@pm-data.no>
Date: Tue, 22 Aug 2000 16:09:33 +0200

>I'll suggest the Phoenix database. Twist is no longer supported and I don't

The big drawback with translating this program is that all the strings are
embedded into the binary :-(
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2115. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967028592-072171AEicMi@cwcom.net>
Source record: 58104

```
>>Not that DDP Translations are looking for MORE work, but what programs would
>
>>the panel like to see translated from German to English?

>Kobold & ResourceMaster would be nice.

Kobold - speak to System Solutions

RSM - RSC files etc for both RSM 3.0 and 3.11 are already on my web site.

--
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm
```

2116. data transfer Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: cadebussy@hotmail.com
Message-ID: <39a3b373.4741539@news.cableinet.co.uk>
Source record: 58105

Is there a easy way to transfer files on my Syquest Ezflyer
cartridges (formatted on Atari) to my PC. I just want to have a safety
back-up of all my cubase files on PC. Answers in idiot language
please..(old and stupid :)

2117. Re: data transfer Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <8o0fojnrv1@news.online.de>
Source record: 58106

please help him !
i need the same tool for ensoniq sampler formattet syquest cartridges...

and..
if you want to transfer the files on the cartridges from the st to pc, you
can use e.g. ghostlink (i did so) it can connect the pc over a serial port
with 19.200boud (standard modem cable).... you need time to transfer a whole
harddrive...
ghostlink is a free tool, you can download it somewhere on the web. if you
don't find it ask me.

mirko

"zoots news" <cadebussy@hotmail.com> schrieb im Newsbeitrag
news:39a3b373.4741539@news.cableinet.co.uk...
> Is there a easy way to transfer files on my Syquest Ezflyer
> cartridges (formatted on Atari) to my PC. I just want to have a safety
> back-up of all my cubase files on PC. Answers in idiot language
> please..(old and stupid :)

2118. stacy

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <8o0git$og2$1@news.online.de>
Source record: 58107

http://tt030.tripod.com/stacy.htm

has anybody an idea where to get a used stacy ?
(http://tt030.tripod.com/stacy.htm)
thanks

mirko

2119. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8o0jq2$7rh$1@snipp.uninett.no>
Source record: 58108

```
Hallvard Tangeraas <halln@c2i.net> wrote:

> That could be. The limit is 16 Mbytes isn't it?

IIRC 32Mb from 1.04, probably even bigger with 2.0x.

> As for the other harddisk I previously tried
> (Western Digital Caviar 22500), is there any way to determine if it will
> be bootable or not with my Mega ST?

Not unless you patch TOS and burn new EPROMs...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

2120. Re: data transfer Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8o0jtv$7rh$2@snipp.uninett.no>
Source record: 58109

zoots news <cadebussy@hotmail.com> wrote:
> Is there a easy way to transfer files on my Syquest Ezflyer
> cartridges (formatted on Atari) to my PC. I just want to have a safety
> back-up of all my cubase files on PC. Answers in idiot language
> please..(old and stupid :)

If you have HD-Driver you can partition the disks as TOS+DOS compatible,
these will be readable by both TOS and Windows. I don't remeber in which
version of HD-Driver this was introduced.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2121. Looking for Cubase 1.5

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: "C. Schneider" <cschneider@pccsxb.com>
Message-ID: <8o0ltu$2t6k$1@news5.isdnet.net>
Source record: 58110

I'm using Steinberg Cubase 2.0 on a 1040 STF, and I urgently need v. 1.5, because of RAM insufficience problems under certain operations. Thanks for dropping me a line if you have this version.

C. Schneider

2122. [Q] Where buy Atari stickers and T-Shirts ?

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <39a3e5af$1_2@news.pacifier.com>
Source record: 58111

```
DD> Can anybody give me links of shops where buy Atari stickers and
DD> T-Shirts ?... Thanks.

You can give Best Electronics a try.

There web site is:

http://www.best-electronics-ca.com/

Don

Vancouver, USA
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register
```

2123. Re: Moving Software Around

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Michael Gale <mgale@bitflash.com>
Message-ID: <KKRo5.2189$Td.49761@news.magma.ca>
Source record: 58112

Most of it is gaming software, but it still would be nice for it to ignore the A: drive as the loading process is so slow. One of the games that is giving me trouble is called Karateka. I had looked briefly at the INF file and didn't find any obvious references to the floppy drive, but I will look again.

Thanks for your help,
Michael

Michael Gale <mgale@bitflash.com> wrote in message
news:Fwgo5.1257$Td.33163@news.magma.ca...
> Hi,
>
> Over the weekend I tried copying software from a floppy to the hard disk,
> which worked fine. However, when I tried to run the application, it kept
> trying to reference the floppy drive. Is there a particular file that
needs
> to be changed in order to handle the relocation? I am assuming that the
> data specifying which drive (or path) to use is stored in a configuration
> file (good) and not hard coded into the software (screwed).
>
> Thanks for your help,
> Michael
>
>

2124. ian in Joplin, MO

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39a3ff8c@fmlynet.org>
Source record: 58113

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hey folks, we have a TV station that wants to do a story on Atari and we need an Atarian in Joplin, MO. If you are that person, please write me at.....

greg.goodwin@fmlynet.org

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2125. Falcamp problem..

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: bonfieldd@my-deja.com
Message-ID: <8o0s51ouo1@nnrp1.deja.com>
Source record: 58114

Hi. I've just downloaded the latest version of Falcamp which I'm using on the basic Falcon configuration. One problem that I have noticed but have not seen mentioned elsewhere is that when running, if I start opening windows etc. it acts like the ESC key has been held down, ie the windows start updating. This would appear to be linked to the fact that most of the CPU time is taken up playing the MP3.. or is it? Is there a patch or something that cures it?

Thanks in advance.

Denis

Sent via Deja.com http://www.deja.com/
Before you buy.

2126. Re: Falcon not "Powering Up"

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967051330-288829AEicMi@bun.com>
Source record: 58115

Hi Galen

>The Falcon's power light was on, but otherwise it was as if
>the Falcon was not on! A press of the reset button in back got things
>running normally again, but the problem has occurred a second time
>(Sunday).

It could be that your PSU is on its bike. Where do you live?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2127. Re: Moving Software Around

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967051334-289376AEicMi@bun.com>
Source record: 58116

Hi Michael

>Over the weekend I tried copying software from a floppy to the hard disk,
>which worked fine. However, when I tried to run the application, it kept
>trying to reference the floppy drive. Is there a particular file that needs
>to be changed in order to handle the relocation? I am assuming that the
>data specifying which drive (or path) to use is stored in a configuration
>file (good) and not hard coded into the software (screwed).

It could just be that the relevant software just needs teaching where to find
things. Check under options for "settings" or similar, and if present, walk
through the options present.

Also, some software looks on Floppy for a key file to check that its an origional,
pretty rare these days but as we dont know what youre refering too...

Software sometimes also requires an environment variable defined in order to help
it find home.

Good luck, let us know the outcome.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2128. Re: Falcon not "Powering Up"

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8o15r8$53g$1@nnrp1.deja.com>
Source record: 58117

In article <967051330-288829AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
> Hi Galen
>
> >The Falcon's power light was on, but otherwise it was as if
> >the Falcon was not on! A press of the reset button in back got
things
> >running normally again, but the problem has occurred a second time
> >(Sunday).
>
> It could be that your PSU is on its bike. Where do you live?.

California. It sounds like I have a slightly ill Falcon to worry
about. I wonder if ATY is still in business.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2129. Re: ian in Joplin, MO

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8o15uv$550$1@nnrp1.deja.com>
Source record: 58118

In article <0002.39a3ff8c@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> Hey folks, we have a TV station that wants to do a story on Atari
and we
> need an Atarian in Joplin, MO. If you are that person, please
write me
> at.....
>
> greg.goodwin@fmlynet.org
>
Isn't ChroMagic in Joplin?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2130. Re: data transfer Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8o16lu$66c$1@nnrp1.deja.com>
Source record: 58119

In article <39a3b373.4741539@news.cableinet.co.uk>,
cadebussy@hotmail.com (zoots news) wrote:
> Is there a easy way to transfer files on my Syquest Ezflyer
> cartridges (formatted on Atari) to my PC. I just want to have a safety
> back-up of all my cubase files on PC. Answers in idiot language
> please..(old and stupid :)
>
Method 1: Go to emulators.com and download Gemulator Explorer.
. Connect your Ezflyer to your PC's SCSI port
. Transfer from drive X: to drive C:
. Of course, this assumes your PC has a SCSI card.

Method 2: Go to http://sting.atari.org and download STing.
. Set up STing using your existing service provider.
. Connect using your Atari and email yourself all your files
. Connect using your PC and receive your emails
. Note that some ISPs have limits to email size. Mine is 10 Mb.

Method 3: Buy a "null-modem" cable at a computer store.
. Download terminal-emulation software from somewhere for
. both computers
. Use said software to connect the two computers
. Transfer files

There are other methods as well (floppy transfer with archiving, buying
HD Driver, using Ghostlink), but the three methods listed above are
probably the simplest. If you don't mind installing a cheap SCSI card,
method 1 is also the fastest.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2131. Re: Moving Software Around

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C9D67E.7813%aowen@mail.ru>
Source record: 58120

in article KKRo5.2189$Td.49761@news.magma.ca, Michael Gale at
mgale@bitflash.com wrote on 8/23/00 4:05 PM:

> Most of it is gaming software, but it still would be nice for it to ignore
> the A: drive as the loading process is so slow. One of the games that is
> giving me trouble is called Karateka. I had looked briefly at the INF file
> and didn't find any obvious references to the floppy drive, but I will look
> again.

Unfortunately most games just access the floppy directly without calling TOS
so there is no way to make them use C. Of course you could try creating a
RAM DISK as drive B and running them from there.

-Andrew

2132. Re: stacy

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8o171l$6jv$1@nnrp1.deja.com>
Source record: 58121

In article <8o0git$og2$1@news.online.de>,
"Mirko" <remove_mirko@mouseattack.de> wrote:
> http://tt030.tripod.com/stacy.htm
>
> has anybody an idea where to get a used stacy ?

You might check ATY Computers in California. He had one a few months
back.

http://www.infinex.com/~atycom/

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2133. Re: Moving Software Around

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8o19kb$39i$1@plutonium.compulink.co.uk>
Source record: 58122

In message <Fwgo5.1257$Td.33163@news.magma.ca>, mgale@bitflash.com said:

>Over the weekend I tried copying software from a floppy to the hard disk,
>which worked fine. However, when I tried to run the application, it kept
>trying to reference the floppy drive. Is there a particular file that needs
>to be changed in order to handle the relocation? I am assuming that the
>data specifying which drive (or path) to use is stored in a configuration
>file (good) and not hard coded into the software (screwed).

It would help if you had mentioned the applications you are using.
AFAIK, many set their paths in an INF file. If not, in most cases you
should be able to find the path with a hex editor and change at least
the drive letter - make sure you work on a backup copy!

There are a few apps that require that their disk is present in A: as a
method of copy protection. These run off a hard disk but read the floppy
as a reference when starting.

2134. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <9ZzZAzCeAEp5EwTh@lovecraft.demon.co.uk>
Source record: 58123

Once upon a time <966972072-438349AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> grabbed chalk and scrawled:

>What results do you get with the external drive disconnected, can you format and
>read HD's.

I don't have a Hard Disc yet, I'm still waiting for my ICD Link2 and
drive to be delivered, so I can't comment on that. I'm convinced it's a
problem with the drive - I did something which could cause a fault in
the external drive, and the internal 1.44 drive works perfectly.

Could you let me know about that T28 machine?

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2135. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <8JuZU8CrCEp5EwSp@lovecraft.demon.co.uk>
Source record: 58124

Once upon a time <966972068-437446AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> grabbed chalk and scrawled:

Hi Steve,

>Do you have the monitor really close to the puter. Could you try a HD format
>with the
>monitor turned off. I had an identical problem that was caused by radiation from
>the
>monitor timebase.

Hmmm... it's not near the monitor - but it is near the external PC-PSU
I'm using. Out of necessity - the damn cables are too short! I've tried
moving it, but obviously by design, it's not going to go very far away
from it. Obviously, if such a device works in a PC, I don't see why it
being hooked up to an STE should be a problem :)

I'm pleased today, anyway - I found my DeskJet 520 works perfectly with
everything, and I can print the .img files I keep finding on the net
which relate to the mods in my machine :)

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2136. Re: HELP ME!!! THIS IS SERIOUS:(

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008231737050.100-100000@TT030>
Source record: 58125

On Wed, 23 Aug 2000 xfkfij@nurb.com wrote:

> My parents are going to lose their home if I cannot raise $1,000 by next week!

And your real name and address is?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2137. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39a44bb8$0$18633@news.zetnet.co.uk>
Source record: 58126

On 22 Aug 2000 14:29:24 , Derryck Croker wrote:
>Hi all,
>
>Not that DDP Translations are looking for MORE work, but what programs would
>the panel like to see translated from German to English?

Very thoughtful and generous suggestion. Thank you, Derryck.
I suggest DISKUS (Dr Uwe's, isn't it?)

>Please give at least one reason for your choice.

It would become a "must-have" for Atarians everwhere, but I am afraid
to use it, not understanding all its uses and options.

Cheers,
Charles.

2138. Re: Ricoh CD Burner

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39a44dd6$0$18634@news.zetnet.co.uk>
Source record: 58127

On 23 Aug 2000 10:06:04 , Steve Stupple wrote:
>In article <39a30d61$0$18632@news.zetnet.co.uk>, Robert Frederick King
><rking@zetnet.co.uk> writes
>>Hi all,
>>
>>I have got on spec. a Ricoh MP7040S CD-R/RW for burning CDs from my Falcon.
>>I use ExtenDos and HDDriver, both latest versions. It seems to work OK as a
>>commercial CD reader, albeit much more slugish than my vintage X4 IBM CD drive,
>>but is very choosy as to recognising home recorded CDs and completely refuses
>>to recognise the blank recordable CDs TDK that came with it. When CDRecorder
>>scans
>>it finds it as SCSI ID 5, but its in grey and non-selectable. Can anyone help
>>and recomend a simple
>>but working CD burner combo.
>>
>>Thanks in advance,
>
>Hi
>
>ExtenDOS & ExtenDOS Pro don't support CD-recording:(But ExtenDOS GOLD
>does. There is also another package, but I can't remember the title.
>
>-- Cheers! For Now
> Steve <>< * * *
#>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>.

Hi Steve, I'm using GOLD.

I have been told that it is normal for 'blank' CDs to be invisible and that
unlike floppies, you do not format them to begin with, but that you some have to
write to and format at the same time. as I said problem is both Ricoh id 5 and Falcon
id 7 are grayed out in the SCSI bus scan so not selectable. Bit of a black
art if you ask me!!

Bob King.

2139. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8o1k1m$e78$1@snipp.uninett.no>
Source record: 58128

Hallvard Tangeraas <halln@c2i.net> wrote:

>> > As for the other harddisk I previously tried
>> > (Western Digital Caviar 22500), is there any way to determine if it will
>> > be bootable or not with my Mega ST?
>>
>> Not unless you patch TOS and burn new EPROMs...

> So, you're ruling out 100% that this drive doesn't boot on an Atari

Well, atleast 99%...

> system? Based on what? That the brand is Western Digital, thus ALL WD
> drives are "unbootable" on Atari IDE interfaces/TOS, or you know that

If the problem really is that WD-drives doesn't respond until they have
their geometry set (whatever that means), the only way to use this drive
is to either boot from another device, or to patch TOS.

Also, if this drive is the same as I have in my PC (850Mb Caviar, I don't
know the exact model) I can assure that it won't work - that's why it's in
my PC instead of your Mega ;-)

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2140. Re: Looking for Cubase 1.5

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a4545c@news-uk.onetel.net.uk>
Source record: 58129

Dear oh dear.

Get some more memory and use version 3, which is still available from
Keychange Music, 01925 266120. I've seen version 1, it's 'orrible.

Phil

2141. Lacescan/Overscan

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: "m. smith" <pamsfolks@sympatico.ca>
Message-ID: <39A487DC.74527F4D@sympatico.ca>
Source record: 58130

Would anybody be selling either Lacescan or Overscan?

2142. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39A4843A.A4FFB0FE@qnet.com>
Source record: 58131

Syquest did make a parallel port version of the Syjet. Ive read your post
but, I dont understand what you are trying to do. If you just trying to hook
the Syjet to the Link adapter than all you need is the cable. The 50 pin
centronincs to 50 pin compact cable is made and should be available thru any
place that sells SCSI cables.

Don

TC Steve wrote:

> Thanks to everyone who replied.
>
> I will probably make my own adapter since no electronics shops seem to
> carrier the correct gender I need for an adapter (they're all male). Maybe
> that's the problem with adapter manufacters... they're all male ;)
>
> For everyone's information, the SyJet 1.5Gb drive was made as a PC or Mac
> drive. It uses SCSI-2 (50 pin). It is only SCSI and there are no parallel
> versions of it. Although SyQuest sells a special SCSI-to-parallel cable
> (more than just an adapter... it has circuitry inside). The SparQ 1.0Gb
> drive (which I use with my PCs) is similair but is only available in
> parallel.
>
> - Trenchcoat Steve
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2143. For trade: Atari 1040STe

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <39A49733.6D71C3C@mindspring.com>
Source record: 58132
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all-

I have an Atari STe and possibly an SM124 monochrome monitor I'd be willing to trade for an SC1224 color monitor or software lot (among other things!)

The STe is missing all the screws and doesn't have the original internal floppy drive (the original drive is gone and someone attempted to put a PC drive in its place, I believe). The system works, however, but it could also be used for parts. :) The monitor also works, but has a few stickers on it.

If anyone is interested, please respond to jgrand@mindspring.com and I can give you more details. I have one 1040ST that I am trying to build up into a useful system (which requires software, etc.) so if you have anything good to trade, let me know!

Thanks!

Joe
jgrand@mindspring.com

2144. Re: Ricoh CD Burner

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967099966-39536AEicMi@cwcom.net>
Source record: 58133

From: Steve Stupple <Steve@atari.org>
Date: Wed, 23 Aug 2000 10:06:04 +0100

>ExtenDOS & ExtenDOS Pro don't support CD-recording:(But ExtenDOS GOLD
>does. There is also another package, but I can't remember the title.

CDLAB from http://cdlab.atari.org

CDRecorder Pro from http://www.soundpool.de

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2145. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967142812-182912AEicMi@bun.com>
Source record: 58134

Hi Dezza

>>Kobold & ResourceMaster would be nice.

>Kobold - speak to System Solutions
>RSM - RSC files etc for both RSM 3.0 and 3.11 are already on my web site.

Somebody needs to visit your website!!. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2146. Re: Ricoh CD Burner

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200008232206.a55799@su2.maus.de>
Source record: 58135

Hi Bob,

RFK>When CDRecorder scans it finds it as SCSI ID 5, but its in grey and
RFK>non-selectable. Can anyone help and recomend a simple but working CD
RFK>burner combo.
my CDRecorder (bought in 2/2000) is 3.1, but maybe there is a more
recent 3.12?

My Yamaha writer must be switched on _before_ booting, unless it's not
recognised as a writer, but as a reaader only.

Und TTschï¿½
ps

2147. Re: TOS & keyboard?

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200008230715.a1979@wun.maus.de>
Source record: 58136

Hallo TC!

TS>Thanks for the tip. My main text editor, Everest, uses control+w to
TS>change between text windows

Wasn't this just what you wanted?

TS>and would be nice if I could switch from one window to another using
TS>the keyboard.

control-w does just this, and sometimes even cycles all open windows even if
they do not belong all to the same application.

With MagiC, you could use control-alt-Esc, cursor keys, return to chose another
application.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2148. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 00:52:12 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <966990428-192675AEicMi@fh-lausitz.de>
Source record: 58194

```
>>What's a T28?
>
>Its a 28Mhz accelerator.

Yes, HBS 640 with 64kb cache.

For email purposes remove the <.nospam>

MfG Mathias

--
-= ATARI XE + HBS/STE + Phantom/F030 =-

\|/ ____ \|/
"@'/ ,. \`@"
/_| \__/ |_\
\__U_/

mailto:mpichotz@fh-lausitz.de
http://www.fh-lausitz.de/~mpichotz
```

2149. Re: MiNT login

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 02:01:44 UTC
From: mb@gem.win.co.nz
Message-ID: <Fzq2yw.Js@gem.win.co.nz>
Source record: 58195

David Galvez Carles (dagalcar@euitiv.upv.es) wrote:
: Hello.
: I have a Falcon with MiNT 1.15.5 and NAES 2.0.
: I don't know why MiNT doesn't ask me for a login when i turn on the
: computer, always i get in like root. Does anybody know how configure this?

If you want a UNIX-style login process you will probably need to install a whole UNIX-style setup with the various tools.

A popular distribution is KGMD, available from various FTP sites, or the MiNT'98 CD-ROM.

--
--
Mario Becroft # Tariland, New Zealand Atari User Group
mb@gem.win.co.nz # Atari Hardware Developments
http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

2150. RE: MiNT login

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 02:28:29 UTC
From: David Galvez Carles <dagalcar@euitiv.upv.es>
Message-ID: <hFGo5.10$4f5.244@telenews.teleline.es>
Source record: 58096

Johannes H�drich <haedrich@dus.net> escribi� en el mensaje de noticias
8ns9u4umf15$1@news.t-online.com...
> Hi David...
>
> unfortunately you have not the possibility to secure MiNT like
> UNIX but you can handle your Logins with different Settings etc
> by using GEM-INIT from Ulrich Kaiser. The URL is
> http://home.t-online.de/home/u_kaiser/geminite.html
>
> Bye,
>
> Johannes
> webmaster of atari-home.de
>
> --
> .-----------------------------------.
> | Come to where ATARI lives! |
> |web http://www.atari-home.de |
> |email info@atari-home.de |
> `-----------------------------------�
>

OK, thank you. I will install it.

David Galvez

2151. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 02:50:40 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <8nve5p$513$1@nnrp1.deja.com>
Source record: 58097

Thanks to everyone who replied.

I will probably make my own adapter since no electronics shops seem to carrier the correct gender I need for an adapter (they're all male). Maybe that's the problem with adapter manufacters... they're all male ;)

For everyone's information, the SyJet 1.5Gb drive was made as a PC or Mac drive. It uses SCSI-2 (50 pin). It is only SCSI and there are no parallel versions of it. Although SyQuest sells a special SCSI-to-parallel cable (more than just an adapter... it has circuitry inside). The SparQ 1.0Gb drive (which I use with my PCs) is similair but is only available in parallel.

- Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

2152. Re: HDDriver 7.91 on a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 05:52:49 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A366B1.9A836053@ooc.de>
Source record: 58098

Jo Even Skarstein wrote:

> On the AB all caches are off by default, so I assume that the
> boot-problems with HD-Driver > 7.12 are timing-related, and not
> cache-related.

They can't be timing related since the SCSI protocol is not timer-driven at all but completely target driven, at least with HDDRIVER 7. So there is nothing that's related to the timing which could cause problems. In other words: There is no timing except for the timeout checks but these only are relevant if a device doesn't answer for quite a long time, almost a minute. Please refer to the SCSI specification for details. Since the complete protocol handling relies on the device to set the correct bus signals any falsification of these signals, e. g. by caching them, will lead to problems and that's exactly what you can observe with the Hades.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2153. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 05:54:46 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A36726.FD7DDF19@ooc.de>
Source record: 58099

Hallvard Tangeraas wrote:

> So this was NOT the problem. Perhaps the previous owner mentioning he
> had LILO installed on the bootsector was on to something, and I got it
> erased when I partitioned, and re-partitioned the drive, changing
> partition types etc.

Whether something else was installed on the root sector is not relevant.
HDDRUTIL will overwrite the root sector contents anyway. Maybe the size
of your boot partition was larger than the allowed partition size for
TOS 2.06.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2154. Re: Atari software on Mac

Newsgroup: comp.sys.atari.st
Date: 2000-08-23 22:47:22 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39A4547A.B6647B66@cable.A2000.nl>
Source record: 58137

Hi

Andrew Owen wrote:

> The fact that it's not an emulator also makes it very fast. I would think
> running it on even an entry level iMac it would probably out perform a Hades
> or Medusa.

Apple made such a tremendous good job switching from 68K to PPC that many
people now completely have forgotten that the 68K code had to be emulated.
And yes, it is possible for a emulator to outperform the original, especially
when the emulating machine gets faster and faster, and the original isnt made
anymore. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

2155. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39a4dfe4_1@huge.aa.net>
Source record: 58047

Hi Steve,

Try going to http://www.redcab.com That's Redmond Cables
in... Redmond! WA USA. They make all sorts of cables and
adapters.

Clayton Murray
Seattle, WA USA

On 23 Aug 2000 02:50:40 , TC Steve wrote:
>Thanks to everyone who replied.
>
>I will probably make my own adapter since no electronics shops seem to
>carrier the correct gender I need for an adapter (they're all male). Maybe
>that's the problem with adapter manufacters... they're all male ;)

2156. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39a4e2e4_1@huge.aa.net>
Source record: 58048

Hi Don,

If I understand correctly, I _THINK_ he needs a cable (or just
and adapter) with HD50M (high density 50-pin male) on one end,
and 50CF (50-pin centronics female) on the other end. If I recall
right, the Link is designed to plug right into a hard drive's
SCSI port, therefore it must be a 50-pin centronics male plug.
That would necessitate a cable with HD50M and 50C_FEMALE_. I
think the mixed gender cable might be hard to find??? Can we call
it a co-ed cable? When are they going to come up with a unisex
cable? If they do, is cloning the only way to make more? ;-)

Clayton Murray

On 23 Aug 2000 19:11:06 , Don wrote:
>Syquest did make a parallel port version of the Syjet. Ive read your post
>but, I dont understand what you are trying to do. If you just trying to hook
>the Syjet to the Link adapter than all you need is the cable. The 50 pin
>centronincs to 50 pin compact cable is made and should be available thru any
>place that sells SCSI cables.
>
>Don

2157. Re: Looking for Cubase 1.5

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a4e313@news-uk.onetel.net.uk>
Source record: 58049

Dear oh dear 2.

The STF will require an expansion kit, once again Keychange can supply.

Phil
"Phil Barrie" <philbarrie@onetel.net.uk> wrote in message
news:39a4545c@news-uk.onetel.net.uk...
> Dear oh dear.
>
> Get some more memory and use version 3, which is still available from
> Keychange Music, 01925 266120. I've seen version 1, it's 'orrible.
>
> Phil
>
>

2158. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a4e554@news-uk.onetel.net.uk>
Source record: 58050

Dear oh dear.

If ever a path wandered. You all missing the point about the PSU. Messing about with PC PSU and mains voltage can KILL.
You need a high power reliable internal replacement as supplied by Keychange Music, 01925 266120. Fits straight into the ST with no 'adjusting' whatsoever.

They also stock most of the things you can't find like Mega keyboards, genuine Cubase v3.1, brand new!!!!!, IDE interfaces for the STE, mice and trackballs and the guy is still interested in the Atari too.

Phil.

2159. Re: Hi res MonoChrome with SC1224?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a4e672@news-uk.onetel.net.uk>
Source record: 58051

Hello.

Yup, you can't run hi-res on a 1224, don't even consider an emulator unless
you work for an optician. Keychange Music can supply a new hi res compatible
monitor, tel 01925 266120

Phil

2160. Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a4ec84@news-uk.onetel.net.uk>
Source record: 58052

I'm new to newsgroups, I find it infuriating when people don't say which country they are in, any comments,

Phil.

2161. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80lmxnq9by.fsf@junk.nocrew.org>
Source record: 58053

"Phil Barrie" <philbarrie@onetel.net.uk> writes:

> I'm new to newsgroups, I find it infuriating when people don't say which
> country they are in, any comments,

Does it matter which country we are from? Are we not one big, happy
Internet family? Internationalization above all?

Tomas - from Sweden.

2162. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008241245270.191-100000@rakas>
Source record: 58054

On 2000-8-24, Uwe Seimet <us@ooc.de> wrote:

> I wouldn't call a drive with broken firmware "perfectly working" ;-). It
> only works properly if it is told its correct geometry *before booting*.
> This has either to be done by using a boot disk or by patching TOS. Or
> by using a TOS that handles this right from the start, like the Milan
> TOS.

That reminds me, wasn't Milan supposed to release their patched
TOS as an upgrade for TT and Falcon, also, at some point?

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

2163. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008241247090.191-100000@rakas>
Source record: 58055

On 2000-8-24, Phil Barrie <philbarrie@onetel.net.uk> wrote:

> I'm new to newsgroups, I find it infuriating when people
> don't say which country they are in, any comments,

Nice of you to notice from the start.

Not mentioing where people are from is especially infuriating
when someone is selling something.

Saying their goods cost X amount of dollars doesn't help, since
dollar is the currency used in over a dozen of countries.

Saying that it should be obvious, since one is mailing from a
[com,net,org] domain doesn't help either, since those 3-letter
domains can be from anywhere on this planet.

Of course, when replying to someone's "for-sale" ad, it is best
to reply via e-mail, since what one offers for some goods
concerns no one but the seller and buyer.

The list goes on and on.

There are some good netiquette FAQs out there, such as on Yahoo.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

2164. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a4f2b3@news-uk.onetel.net.uk>
Source record: 58056

> Anyone know of an alternate way to hook the drive up?

Yup. Place a small external unterminated fixed hard drive at ID 0 in the chain as a boot drive.The link fits on one centronic connector, the cable from this drive to the Syjet, now ID 1 and terminated, then becomes a standard SCSI 1 to SCSI 2 connector. It works, Keychange Music, 01925 266120 did it for me.

Phil.

> Sent via Deja.com http://www.deja.com/
> Before you buy.

2165. Re: Atari software on Mac

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5CABD67.7A1C%aowen@mail.ru>
Source record: 58057

in article 39A4547A.B6647B66@cable.A2000.nl, Henk Robbers at
H.Robbers@cable.A2000.nl wrote on 8/23/00 11:47 PM:

>> The fact that it's not an emulator also makes it very fast. I would think
>> running it on even an entry level iMac it would probably out perform a Hades
>> or Medusa.
>
> Apple made such a tremendous good job switching from 68K to PPC that many
> people now completely have forgotten that the 68K code had to be emulated.
> And yes, it is possible for a emulator to outperform the original, especially
> when the emulating machine gets faster and faster, and the original isnt made
> anymore. :-)

But hasn't MagicMac gone PPC native now?

-Andrew

2166. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8o31a0bmv1@draco.stochastik.rwth-aachen.de>
Source record: 58058

In article <39A4B68E.C383D6DD@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
>
>The problem is no the Atari interface but the fact that the firmware of
>some drives, especially old WD drives, is broken. With this kind of
>broken firmware you have to take special action to use these drives with
>the Atari.

I am not sure if you can call that behaviour "broken", since I am not sure
wehat the IDE spec says about this.

It is true that WD drives seem to be the only ones that show this behaviour
and thus need special attention with TOS <4.06.

And it is not only older drives: at least the 1-2GB WD drives still have
this problem, and I suspect that they *all* simply behave the same way.

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

2167. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8o31djbod1@draco.stochastik.rwth-aachen.de>
Source record: 58059

In article <39A4B5D5.869758F9@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
>
>The geometry is not relevant for deciding whether or not you can boot
>from this drive. You can boot from any drive that reports its *correct*
>geometry when asked for it during the boot phase. Some old drives don't
>provide correct values here.

The WD drives I encountered do indeed report the correct geometry after
reset - however, they refuse to read data until they are *told* what
geometry to use (it works fine to tell them to use the default geometry
which they report).

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

2168. STOS

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Gary <gary@interstep.demon.co.uk>
Message-ID: <967118877.20600.0.nnrp-13.9e98af08@news.demon.co.uk>
Source record: 58060

Any STOS programmers here?

2169. Re: STOS

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5CACE3C.7A52%aowen@mail.ru>
Source record: 58061

in article 967118877.20600.0.nnrp-13.9e98af08@news.demon.co.uk, Gary at gary@interstep.demon.co.uk wrote on 8/24/00 1:00 PM:

> Any STOS programmers here?

Used to use it a lot. Wrote a CLI in it. What's your question?

-Andrew

2170. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ktkf9eFAiRp5EwD5@lovecraft.demon.co.uk>
Source record: 58062

Once upon a time <39a4e554@news-uk.onetel.net.uk>, Phil Barrie
<philbarrie@onetel.net.uk> grabbed chalk and scrawled:
>Dear oh dear.
>
>If ever a path wandered. You all missing the point about the PSU. Messing
>about with PC PSU and mains voltage can KILL.

The whole point was that the PC PSU provides the same DC voltages. It's
working fine, reliable, and even switches the monitor on (it's a CM8833
Mk II, with the power switch on the back which is a real pain).

>You need a high power reliable internal replacement as supplied by Keychange
>Music, 01925 266120. Fits straight into the ST with no 'adjusting'
>whatsoever.

True, but it's ï¿½38 more than rehashing my PC PSU ;)

>They also stock most of the things you can't find like Mega keyboards,
>genuine Cubase v3.1, brand new!!!!!, IDE interfaces for the STE, mice and
>trackballs and the guy is still interested in the Atari too.

Well, he's got a couple of things I want... Anyone want to buy a Roland
EG-101 synth?

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2171. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ML8ZjUAWFSp5EwUO@steverosie.demon.co.uk>
Source record: 58063

In article <39a4ec84@news-uk.onetel.net.uk>, Phil Barrie
<philbarrie@onetel.net.uk> writes
>I'm new to newsgroups, I find it infuriating when people don't say which
>country they are in, any comments,
>
>Phil.

Hi

Only if they are selling stuff. Help and advice isn't dependant on
distance.

But buying stuff is!!! Maybe one day it will be part of netiquette:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2172. What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39a52f27$1_1@athena.netset.com>
Source record: 58064

This may sound like a strange message, but I thought I would send it and see what the response was. As you probably know I've been a long time atari supporter and programmer. I may not be the best or the most prolific, but I think a large portion of you will recognize that you have seen something with my name on it go across your machine at one point in time or another. So please bear with me and if you don't like what I say then ignore it and go on with your life.

Basically I have found myself in some serious financial straights. I need to come up with a large some of money for a utility company or see a disruption in my service. This is basically their fault for misbilling, but still leaves me liable. So instead of taking a second job and losing what time I've been able to devote to atari, I thought I would speak to the community as a whole.

I'm not asking for a handout. All I'm asking is what is there, that you would like to see for your computer (within reason, I'm a programmer not a hardware guru), that you would be willing to give $10-$20 support. I'm not asking for any money up front or anything like that. Just is there something that I could write that would be worth that much to you?

It's a simple question. I'm not an unknown to the community and I'm hoping this message doesn't sound pathetic. Intellectually I know that it would be more worthwhile to do a few small products for the dominant platform on the planet where I could probably make a factor of 10-20 times the amount of money. But I would really rather do something for the atari, if I can justify it to my family.

No flames please. Just think about it and let me know.

Dan Ackerman
aka baldrick@netset.com

2173. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <39A5402E.1C11A019@avtomatika.com>
Source record: 58065

Hallvard Tangeraas wrote:

> Uwe Seimet <us@ooc.de> wrote:
>
> > Hallvard Tangeraas wrote:
> >
> > > So, you're ruling out 100% that this drive doesn't boot on an Atari
> > > system? Based on what? That the brand is Western Digital, thus ALL WD
> > > drives are "unbootable" on Atari IDE interfaces/TOS, or you know that
> > > *this particular model* for sure won't work?
> >
> > The problem is no the Atari interface but the fact that the firmware of
> > some drives, especially old WD drives, is broken. With this kind of
> > broken firmware you have to take special action to use these drives with
> > the Atari.
>
> I understand, but the problem is knowing which drives have this kind of
> malfunctioning firmware or not. In this case I was given the drive, so I
> was very lucky, but in usual cases you can't very well just buy a drive,
> *hoping* and *guessing* it'll work with the Atari ST.
> But from these discussions it seems like there is no easy way to know
> which drives work and don't work.
>

It seems to be so. In the past, I have only used Quantums (52 to 540 Mb),
because
I knew that they worked with ST and because the were faster than avarage.
But even then I have stuck with particular odd drive which refused to work.
IIRC 52, 127, 540 Mb worked and 270Mb was especially fast.

>
> > > I'd hate to give away a perfectly working drive only to find out later
> > > that I could have used it myself.
> >
> > I wouldn't call a drive with broken firmware "perfectly working" ;-).
>

IIRC whole problem was due to ST's lack of nonvolatile memory.
ATA standard requires for drive to be able to tell computer it's geometry, but
some
drives would refuse to work normally after that withour power cycling. With PC
this is not a problem,
since after "IDE AUTODETECT" and copying parameters in memory you have to
reboot the machine anyway,
so "faulty" drives would work without apparent problems.

Besides that, there were some issues with different flag behaviours of some models etc.
With new generations of disks emerged whole new problems of addressing all sectors, since original registers to do that
had simply too few bits. ATA had defined a few extensions to that, but it seems that some manufacturers had other ideas with
particular models....
Recently I have connected 2.x Gb HDD on the poor ST and it recognised 1Gb or so. With PC that would be bad, but for ST even Gb is like whole universe, besides my stock of old crappy 100Mb disks has run out, so I had to try with replacement :-)
Generally, with ST it's best to try before you buy...
Jeez, that reminded me, I have got new UltraATA/100 45 Gb WD drive, I HAVE to borrow neighbour's ST to try it out...

Regards,

Branko

2174. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8o3g15$h6f$1@draco.stochastik.rwth-aachen.de>
Source record: 58066

In article <39A5402E.1C11A019@avtomatika.com>,
Branko Badrljica <brankob@avtomatika.com> wrote:
>
>IIRC whole problem was due to ST's lack of nonvolatile memory.

No. The problem is that nobody thought it might be necessary to initialize
the drive geometry when writing the TOS (unless someone comes up with a
quote from the IDE spec which states that this behavious is really not
allowed by the spec).

The Milan TOS simply reads the preferred geometry from the drive, and then
tells the drive to use just this geometry - and the WD drive boots and works
just fine, without requiring the user to set geometry values in NVRAM.

The same is true on a PC if you set the drive geometry to "auto" (which lets
the bios autodetect it on every boot).

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

2175. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8o3kmn$t2f$1@snipp.uninett.no>
Source record: 58067

Dan Ackerman <baldrick@dilbert.netset.com> wrote:

> I'm not asking for a handout. All I'm asking is what is there, that
> you would like to see for your computer (within reason, I'm a programmer
> not a hardware guru), that you would be willing to give $10-$20 support.
> I'm not asking for any money up front or anything like that. Just is
> there something that I could write that would be worth that much to you?

If you can come up with a good SMB client that works on both MiNT and
MagiC, I'll be happy to pay $20-30 for it.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2176. Re: Wanted: Atari Mega 4 ST Computer! B

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.10008241005040.4261-100000@user2.teleport.com>
Source record: 58068

On Sun, 20 Aug 2000, John Garone wrote:

> On 18 Aug 2000 08:36:56 , Andrew Owen wrote:
> >in article 8nies2kvv1@user2.teleport.com, Benjamin Smith at
> >bensmith@user2.teleport.com wrote on 8/18/00 5:42 AM:
> >
> >> Looking for an Atari Mega 4 ST.
> >
> >After reading your requirements I would recommend going for a Mega 1
> >instead. This later machine has TOS 1.4 as standard, one of the newer double
> >density drives and an improved power supply. I think you probably just got
> >unlucky with that Mega 2. My Mega 1 was upgrade by a licenced Atari repair
> >centre to 16Mhz, 4MB, HD disk, Overscan etc and I never had a problem with
> >it. The guy I sold it to managed to blow the PSU but he replaced it and it
> >worked fine again.
> >
> >-Andrew

Hello Andrew,

I just want to stick to a stock Mega 4 with a Chinon Drive. I can
upgrade the TOS to v.1.4 at Best Electronics.

> Andrew,
> Hope you have better luck with Ben reponding to your post than I have had!
> He never responded to my post or E-mail to him although he's repeatedly
> re-posted his request (and advertisements) thus giving me time to re-think
> my rashness and I'll now KEEP and continue to use that great machine in my
> music studio!!! ((So, thank you Ben for not following up on it!!!)).
> Signed, a happy (:->)~
> John G.

Hello John,

I don't think I got your E-Mail. I did get an E-Mail from someone in
Canada, but I believe he didn't read I wanted to keep this in the U.S..
If I would of received your E-Mail I would of responded.

Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2177. Re: data transfer Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <8o3n6h$92g$1@news.online.de>
Source record: 58069

> Method 1: Go to emulators.com and download Gemulator Explorer.
> . Connect your Ezflyer to your PC's SCSI port
> . Transfer from drive X: to drive C:
> . Of course, this assumes your PC has a SCSI card.
>

hey !! millions of thanks

i know its a little off-topic BUT:

i backed up my ensoniq(eps16+ sampler) written scsi syquest cartridges with gemulator ! it worked great

Mirko

2178. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <8o3mf4$m84$1@localhost.localdomain>
Source record: 58070

Hi there, I think your question is a good one, and a good one to ask
because its probably good for us to think about what kind of software
is going to help us continue to use Atari.
I would like to see a database type of program, where you could have
little thumbnail pictures with each record. For example, for names
and addresses you could have a little photo of each person. It wouldn't
have to be too complex a database, but the picture option would be kind of
fun.
Mark

Dan Ackerman (baldrick@dilbert.netset.com) wrote:
: This may sound like a strange message, but I thought I would send it
: and see what the response was. As you probably know I've been a long time
: atari supporter and programmer. I may not be the best or the most
: prolific, but I think a large portion of you will recognize that you have
: seen something with my name on it go across your machine at one point in
: time or another. So please bear with me and if you don't like what I say
: then ignore it and go on with your life.

: Basically I have found myself in some serious financial straights. I
: need to come up with a large some of money for a utility company or see a
: disruption in my service. This is basically their fault for misbilling,
: but still leaves me liable. So instead of taking a second job and losing
: what time I've been able to devote to atari, I thought I would speak to
: the community as a whole.

: I'm not asking for a handout. All I'm asking is what is there, that
: you would like to see for your computer (within reason, I'm a programmer
: not a hardware guru), that you would be willing to give $10-$20 support.
: I'm not asking for any money up front or anything like that. Just is
: there something that I could write that would be worth that much to you?

: It's a simple question. I'm not an unknown to the community and I'm
: hoping this message doesn't sound pathetic. Intellectually I know that it
: would be more worthwhile to do a few small products for the dominant
: platform on the planet where I could probably make a factor of 10-20 times
: the amount of money. But I would really rather do something for the
: atari, if I can justify it to my family.

: No flames please. Just think about it and let me know.

: Dan Ackerman
: aka baldrick@netset.com

2179. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <8o3qsu$p02$1@news1.xs4all.nl>
Source record: 58071

Dan Ackerman heeft geschreven in bericht <39a52f27$1_1@athena.netset.com>...

>I'm not asking for any money up front or anything like that. Just is
>there something that I could write that would be worth that much to you?

Hello Dan,
We are all dying for a new modern stable browser that can replace CAB 2.8.
It's the thing we need most ! I'm sure all Atarians would contribute.

Cheers,
Dan de Hulster

2180. Re: Wanted: Atari Mega 4 ST Computer! B

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <Lgep5.161$bw2.5034@newsread2.prod.itd.earthlink.net>
Source record: 58072

>On Sun, 20 Aug 2000, John Garone wrote:
>
>> On 18 Aug 2000 08:36:56 , Andrew Owen wrote:
>> >in article 8nies2kvv1@user2.teleport.com, Benjamin Smith at
>> >bensmith@user2.teleport.com wrote on 8/18/00 5:42 AM:
>> >
>> >> Looking for an Atari Mega 4 ST.
>> >
>> >After reading your requirements I would recommend going for a Mega 1
>> >instead. This later machine has TOS 1.4 as standard, one of the newer double
>> >density drives and an improved power supply. I think you probably just got
>> >unlucky with that Mega 2. My Mega 1 was upgrade by a licenced Atari repair
>> >centre to 16Mhz, 4MB, HD disk, Overscan etc and I never had a problem with
>> >it. The guy I sold it to managed to blow the PSU but he replaced it and it
>> >worked fine again.
>> >
>> >-Andrew
>
>Hello Andrew,
>
>I just want to stick to a stock Mega 4 with a Chinon Drive. I can
>upgrade the TOS to v.1.4 at Best Electronics.
>
>> Andrew,
>> Hope you have better luck with Ben reponding to your post than I have had!
>> He never responded to my post or E-mail to him although he's repeatedly
>> re-posted his request (and advertisements) thus giving me time to re-think
>> my rashness and I'll now KEEP and continue to use that great machine in my
>> music studio!!! ((So, thank you Ben for not following up on it!!!)).
>> Signed, a happy (:->)~
>> John G.
>
>Hello John,
>
>I don't think I got your E-Mail. I did get an E-Mail from someone in
>Canada, but I believe he didn't read I wanted to keep this in the U.S..
>If I would of received your E-Mail I would of responded.
>
>
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>DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
>http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
>http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

>
>
>.
Ben,
OK! My E-mail got lost! What about my follow-up post to your's
(on the MegaST)? I don't have any anti-spam feature in my E-mail address
nor was there a response in the NG. (curious!)
John G.

2181. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39a5705f_1@huge.aa.net>
Source record: 58073

Hi Dan,

I'm a CAB.OVL and STIK user, so yes I've seen your name MANY
times. Thanks for all your efforts!!!!! What I (and probably a
LOT of others) would really like to see is some way to browse
pages that have JAVA, and to be able to do SSL (?) secure pages.

Thanks for asking,

Clayton Murray
Seattle, WA USA

On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:
>Xref: huge.aa.net comp.sys.atari.st:99475
>
>I'm not asking for any money up front or anything like that. Just is
>there something that I could write that would be worth that much to you?
>
> Dan Ackerman
> aka baldrick@netset.com

2182. SyJet advisement Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39A574D4.45553324@cfc.dnd.ca>
Source record: 58074

lo

i purchased 3 syjet cartridges from PCS.
2 never worked,
and PCS will not honour their waranty
hopefully this is only my experience!
but an advisement to thos considering syjets
(i have a 44mb and 88mb syquest - no problems)

TC Steve wrote:
>
> Thanks to everyone who replied.
>
> I will probably make my own adapter since no electronics shops seem to
> carrier the correct gender I need for an adapter (they're all male). Maybe
> that's the problem with adapter manufacters... they're all male ;)
>
> For everyone's information, the SyJet 1.5Gb drive was made as a PC or Mac
> drive. It uses SCSI-2 (50 pin). It is only SCSI and there are no parallel
> versions of it. Although SyQuest sells a special SCSI-to-parallel cable
> (more than just an adapter... it has circuitry inside). The SparQ 1.0Gb
> drive (which I use with my PCs) is similair but is only available in
> parallel.
>
> - Trenchcoat Steve
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2183. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008242124590.329-100000@online.no>
Source record: 58075

On 24 Aug 2000, Dan Ackerman wrote:

<-- SNIP -->
> Basically I have found myself in some serious financial straights. I
> need to come up with a large some of money for a utility company or see a
> disruption in my service. This is basically their fault for misbilling,
> but still leaves me liable. So instead of taking a second job and losing
> what time I've been able to devote to atari, I thought I would speak to
> the community as a whole.
<-- SNAP -->

Ok. Why don't the users that find Dan's existing software usable just
send a donation, as a "thanks for great software"? I think this is one
great opportunity to show that you want more software for the Atari, ppl!
Dan has written some very nice software which I think deserves a donation,
altho it is freeware. If Dan is to write new software for which we will
pay, it might take too long, and I'd bet that agreeing on a project is not
gonna be easy.. at least very timeconsuming.

So, show your gratitude now! ;-)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

2184. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <MUep5.149$bt1.1502@newsread03.prod.itd.earthlink.net>
Source record: 58076

On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:

SNIP

> I'm not asking for a handout. All I'm asking is what is there, that
>you would like to see for your computer (within reason, I'm a programmer
>not a hardware guru), that you would be willing to give $10-$20 support.
>I'm not asking for any money up front or anything like that. Just is
>there something that I could write that would be worth that much to you?
>
> It's a simple question. I'm not an unknown to the community and I'm
>hoping this message doesn't sound pathetic. Intellectually I know that it
>would be more worthwhile to do a few small products for the dominant
>platform on the planet where I could probably make a factor of 10-20 times
>the amount of money. But I would really rather do something for the
>atari, if I can justify it to my family.
>
> No flames please. Just think about it and let me know.
>
> Dan Ackerman
> aka baldrick@netset.com
>
>
>
>.
Hi Dan,
Firstly, a big thanks for the work you've already done!
Secondly, you can add my bid to the list needing a Javascript/SSL
compatible browser!!! (ST/TT/Falcon/Hades/Milan).
Is it possible as a module for CAB (if ASH lets you do it)?
John G.

2185. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A57B6F.8A334467@ooc.de>
Source record: 58077

Michael Schwingen wrote:
>
> In article <39A4B68E.C383D6DD@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
> >
> >The problem is no the Atari interface but the fact that the firmware of
> >some drives, especially old WD drives, is broken. With this kind of
> >broken firmware you have to take special action to use these drives with
> >the Atari.
>
> I am not sure if you can call that behaviour "broken", since I am not sure
> wehat the IDE spec says about this.
>
> It is true that WD drives seem to be the only ones that show this behaviour
> and thus need special attention with TOS <4.06.
>
> And it is not only older drives: at least the 1-2GB WD drives still have
> this problem, and I suspect that they *all* simply behave the same way.

So you think this is a kind of feature of WD drives? Not a very useful
one, that's for sure.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2186. ECL Monitor wanted for TT in UK

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: mbanf <mbanf@netscapeonline.co.uk>
Message-ID: <39A585EF.D68AA7FD@netscapeonline.co.uk>
Source record: 58078

Does anyone have an ECL Monitor that can connect to an Atari TT for High Res?
TTM194 or TTM195 would be good but any manufacturer will do.
I am willing to pay up to 50 pounds for a working Monitor. Can collect in UK.

Mark Banfield

Please Email mbanf@netscapeonline.co.uk

2187. Re Gemulator

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: cadebussy@hotmail.com
Message-ID: <39a585bd.35543337@news.cableinet.co.uk>
Source record: 58079

I must be really stupid...I cant get Gemulator to work on my PC with
Win 98 at all........hmmmm...anyone got any help...idiot languae
please :):)

2188. Re: ECL Monitor wanted for TT in UK

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39a58d7e$0$18633@news.zetnet.co.uk>
Source record: 58080

I've got an Acer Hi Res 19" monitor ...you'll need a TT-9pin converter for
it but it should handle TT high....

50 qu8id is OK to me, but I cannot guarantee it will work, but it should..

cghrisc

On 24 Aug 2000 21:30:39 , mbanf wrote:
>Does anyone have an ECL Monitor that can connect to an Atari TT for High
>Res?
>TTM194 or TTM195 would be good but any manufacturer will do.
>I am willing to pay up to 50 pounds for a working Monitor. Can collect
>in UK.
>
>Mark Banfield
>
>Please Email mbanf@netscapeonline.co.uk
>
>
>
>.

2189. Re: [Q] Where buy Atari stickers and T-Shirts ?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: david.ducassou@free.fr
Message-ID: <39a59721.3056254@news.free.fr>
Source record: 58081

```
The result of my researches:

Shops that sell ATARI T-SHIRTS
------------------------------
http://www.t-shirtshopper.com (search for word atari in the search
engine. Don't forget to vote!)
http://www.insaniteesonline.com/atari.htm
http://www.best-electronics-ca.com/collecta.htm
http://www.yque.com/tshirts/ataritshirt.html
http://www.tees.com
http://www.hiscorearcade.com/tshrt.htm

--
Ma "maison page": http://www.multimania.com/dadu/
```

2190. Re: Re Gemulator

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8o494a$ol3$1@nnrp1.deja.com>
Source record: 58082

In article <39a585bd.35543337@news.cableinet.co.uk>,
cadebussy@hotmail.com (zoots news) wrote:
> I must be really stupid...I cant get Gemulator to work on my PC with
> Win 98 at all.....hmmmm...anyone got any help...idiot languae
> please :):)
>
What have you done so far?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2191. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8o49hk$p8d$1@nnrp1.deja.com>
Source record: 58083

In article <MUep5.149$bt1.1502@newsread03.prod.itd.earthlink.net>,
swampfox1@earthlink.net (John Garone) wrote:

> Firstly, a big thanks for the work you've already done!
> Secondly, you can add my bid to the list needing a Javascript/SSL
> compatible browser!!! (ST/TT/Falcon/Hades/Milan).

Dan,

I'd like to follow up on both the prior posts.

a) Post your address and I'll send you some money now (I figure I owe
you for the .OVL work you've done).

b) The main thing I'd like to see is Javascript and SSL without the
need for Magic or MiNT specifically.

On the other hand, hardware drivers are always nice. Scanners, digital
cameras, printers, etc. keep evolving, but the drivers don't usually
keep up.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2192. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008241852150.95-100000@TT030>
Source record: 58084

On Thu, 24 Aug 2000, John Garone wrote:

> On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:

snipped

> > It's a simple question. I'm not an unknown to the community and I'm
> >hoping this message doesn't sound pathetic. Intellectually I know that it
> >would be more worthwhile to do a few small products for the dominant
> >platform on the planet where I could probably make a factor of 10-20 times
> >the amount of money. But I would really rather do something for the
> >atari, if I can justify it to my family.
>
> Hi Dan,
> Firstly, a big thanks for the work you've already done!
> Secondly, you can add my bid to the list needing a Javascript/SSL
> compatible browser!!! (ST/TT/Falcon/Hades/Milan).
> Is it possible as a module for CAB (if ASH lets you do it)

I'd have to say a proper browser would get me to open my wallet.
I suspect however some other platform will enter my room before
that happens, but I can dream. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2193. Re: Hi res MonoChrome with SC1224?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8o4a5m$pu0$1@nnrp1.deja.com>
Source record: 58085

In article <39a4e672@news-uk.onetel.net.uk>,
"Phil Barrie" <philbarrie@onetel.net.uk> wrote:
> Hello.
>
> Yup, you can't run hi-res on a 1224, don't even consider an emulator
>unless you work for an optician.

Well, that might be an exaggeration. A good emulator (like SEBRA) is
usable, although it isn't as clear as true ST-High. Email Kay at
uia.net if you need a copy for your AUTO folder, but use a K, not Kay.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2194. Re: Hi res MonoChrome with SC1224?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: David Smith <david@suscom.net>
Message-ID: <39A5B2EE.13C306A@suscom.net>
Source record: 58086

You need a SM124 to do high res mono on your 1040. For years I had a dual monitor setup. My 1040ST with SC1224 and SM124 monitors hooked up using a Monitor Master. I still have the ST, now hooked to only the color monitor. I would be willing to sell you the SM124 and Monitor Master, together.

nick bellando wrote:

> Hello,
>
> I have a 1040STf and an SC1224 color monitor.. when i try to change
> to hi-res mode, i can't -- it's shaded out. is there any way to use
> hi res monochrome, or do i have to get a new monitor?
>
> thanks,,
>
> nick

--
David Smith, david@suscom.net
Williamsport, Pennsylvania, US.

2195. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8o4ni9$26j$1@user2.teleport.com>
Source record: 58087
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2196. Wanted: Atari Mega 4 ST Computer! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8o4nps$2hv$1@user2.teleport.com>
Source record: 58088

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2197. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8o4ntu$2o2$1@user2.teleport.com>
Source record: 58089
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2198. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39A5EC6D.DA04604F@qnet.com>
Source record: 58090

Bill,

You can really expect much for a company that no longer exists. All Syquest equipment be sold at this time is all left over stuff. My Syjet works great with my PC and cant get it to work with my Atari.

Don

Bill F wrote:

> I have a SyJet with the ICD Link adapter. One cable from the ACSI to
> the link, another from the Link to the SyJet. I hope you have better
> luck with the Syjet me. I'm on my third drive in three months and this
> one isn't worth s__t. Don't waste much time or money on a SyJet, they
> are a piece of crap. I wish I had never bought the first one. I just
> wasted a lot of time and money.
>
> In article <8nre6t$e9u$1@nnrp1.deja.com>, TC Steve
> <stephenw@operamail.com> wrote:
>
> > It looks like I'll have to buy another adapter to hook my SyJet 1.5Gb drive
> > up to my 1040STF.
> >
> > The Link adapter is a Centronics 50 pin male so I'm guessing I'll need a
> > female 50C to female parallel. That means two cables, and three adapters!
> >
> > Anyone know of an alternate way to hook the drive up?
> >
> > Thanks,
> >
> > Trenchcoat Steve
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.

2199. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967186608-38159AEicMi@cwcom.net>
Source record: 58091

>>and adding more translations to the web site. Actually, not so much a
>translation as
>>the reappearance of the XBoot Y2K patch file.
>
>Which wasnt there tonight!!!.

Gremlins at work. I'd uploaded the file but somehow or other the html
hadn't been updated. Now fixed, ta for the bug report.

>Are there any details available as to the requirements of the patch that
>may give
>some clues as to whats being altered?.

Not the foggiest notion I'm afraid!

>>The patch works ONLY on unpacked versions of the program.
>
>Is it (the packed version) packed with anything we know of, or is it some
>propietry
>doohickie.

The "Naughty" unpacker, as mentioned by Martin a week or so ago. It's
mentioned in the readme that's included in the archive.

Oh, and IIRC the patch doesn't work on already patched versions of XBoot
(there was another patch to allow it to work on an Atari clone IIRC).

End of support!

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2200. Re: data transfer Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967186612-38651AEicMi@cwcom.net>
Source record: 58092

From: "Mirko" <remove_mirko@mouseattack.de>
Date: Wed, 23 Aug 2000 14:24:49 +0200

>if you want to transfer the files on the cartridges from the st to pc, you
>can use e.g. ghostlink (i did so) it can connect the pc over a serial port
>with 19.200boud (standard modem cable).... you need time to transfer a
>whole
>harddrive...

Erm, that should be a standard /null/ modem cable!

An alternative would be PARCP, which uses a slightly modified printer cable
between the two machines. It's a lot faster.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2201. Re: Moving Software Around

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967186614-39303AEicMi@cwcom.net>
Source record: 58093

From: "Michael Gale" <mgale@bitflash.com>
Date: Wed, 23 Aug 2000 15:05:14 GMT

>Most of it is gaming software, but it still would be nice for it to ignore
>the A: drive as the loading process is so slow. One of the games that is

You'll be extremely lucky to be able to install and run commercial games
from hard drive because of the copy protection.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2202. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967186616-39724AEicMi@cwcom.net>
Source record: 58094

From: cstanley@zetnet.co.uk (Charles Stanley)
Date: 23 Aug 2000 22:10:00 GMT

>>Not that DDP Translations are looking for MORE work, but what programs
>would
>>the panel like to see translated from German to English?
>
>Very thoughtful and generous suggestion. Thank you, Derryck.
>I suggest DISKUS (Dr Uwe's, isn't it?)

Yep. This was only to get a little traffic flowing, but it's an idea for
consideration!

--


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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2203. Re: Lacescan/Overscan

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967186620-40227AEicMi@cwcom.net>
Source record: 58095

From: "m. smith" <pamsfolks@sympatico.ca>
Date: Wed, 23 Aug 2000 23:29:57 GMT

>Would anybody be selling either Lacescan or Overscan?

LaceScan is shareware from http://sting.atari.org

Overscan is PD from many ftp sites etc

AutoSwitch OverScan is (or was) commercial - not available for a long time,
perhaps someone has one for sale second hand. IMV this was the best of all
the three I've listed.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2204. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 01:44:51 UTC
From: rcollins@voicenet.com
Message-ID: <n6%o5.1607$xL6.72024@news3.voicenet.com>
Source record: 58139

On 23 Aug 2000 09:01:40 , Derryck Croker wrote:
>
>
>>>Not that DDP Translations are looking for MORE work, but what programs would
>>
>>>the panel like to see translated from German to English?
>
>>Kobold & ResourceMaster would be nice.
>
>Kobold - speak to System Solutions
>
>RSM - RSC files etc for both RSM 3.0 and 3.11 are already on my web site.

I am looking for Kobold 3.
RSM being on your site is good news.
Thanks

Raymond

Raymond Collins	Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a Master Z --|Z|--	ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com	2MB VRAM CyREL Sunrise graphics card
rcollins@gcfn.org	Die Hard, Serious Atarian since 1983

2205. Re: Looking for Cubase 1.5

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 03:03:12 UTC
From: anonymous <who@cares.etc>
Message-ID: <967082788-527560AEicMi@cares.etc>
Source record: 58138

I have original Cubase 1.5...

want to send you (with dongle key for 2.0 works)?

THIS IS NOT CRACKED VERSION, you need a key...

********* Vuk *********

Proud owner of Atari
TT / Mega STe / Mega ST / 1040STf / XL 800

2206. Re: data transfer Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 05:37:54 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A4B4B2.D765B040@ooc.de>
Source record: 58140

zoots news wrote:
>
> Is there a easy way to transfer files on my Syquest Ezflyer
> cartridges (formatted on Atari) to my PC. I just want to have a safety
> back-up of all my cubase files on PC. Answers in idiot language
> please..(old and stupid :)

The easiest and fastest way is to use an EZ cartridge that can be read
and written by both the PC and the Atari. HDDRIVER supports this. No
additional software except HDDRIVER is required. See
http://home.nikocity.de/nogfradelt/atari_english.html for more
information.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2207. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 05:42:45 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A4B5D5.869758F9@ooc.de>
Source record: 58141

Hallvard Tangeraas wrote:

> That could be. The limit is 16 Mbytes isn't it?
> I believe I have it at 10 Mbytes now.

No, even with the oldest TOS it's at least 256 MByte. The boot partition
can be as big as any other partition.

> According to the specs, the Geometry is as follows:
>
> 4960 cylinders
> 63 sectors
> 16 heads

The geometry is not relevant for deciding whether or not you can boot
from this drive. You can boot from any drive that reports its *correct*
geometry when asked for it during the boot phase. Some old drives don't
provide correct values here.

> If there's any chance it will work if configured correctly I'll ask for

With properly working IDE drives nothing has to be configured at all.
Note that you only have to configure HDDRIVER for the rare case where a
drive doesn't report its correct geometry.

> Can you tell by the specs if it'll work or not?

No, see above. The only spec that is relevant is the IDE (ATA) spec. If
the drive is fully compatible with this specification there won't be any
problems. Some IDE drives are not compatible, unfortunately.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2208. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 05:45:50 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A4B68E.C383D6DD@ooc.de>
Source record: 58142

Hallvard Tangeraas wrote:

> So, you're ruling out 100% that this drive doesn't boot on an Atari
> system? Based on what? That the brand is Western Digital, thus ALL WD
> drives are "unbootable" on Atari IDE interfaces/TOS, or you know that
> *this particular model* for sure won't work?

The problem is no the Atari interface but the fact that the firmware of some drives, especially old WD drives, is broken. With this kind of broken firmware you have to take special action to use these drives with the Atari.

> I'd hate to give away a perfectly working drive only to find out later
> that I could have used it myself.

I wouldn't call a drive with broken firmware "perfectly working" ;-). It only works properly if it is told its correct geometry *before booting*. This has either to be done by using a boot disk or by patching TOS. Or by using a TOS that handles this right from the start, like the Milan TOS.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2209. Re: Lacescan/Overscan

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 06:05:23 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8o2dv3kbn1@snipp.uninett.no>
Source record: 58143

m. smith <pamsfolks@sympatico.ca> wrote:
> Would anybody be selling either Lacescan or Overscan?

Building a Lacescan-circuit isn't more difficult than installing one, so
if you don't feel competent to build it yourself (it is afterall just two
chips and some wire) I wouldn't recommend that you install it either...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2210. Re: Looking for Cubase 1.5

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 06:50:51 UTC
From: cocohenf@gmx.net
Message-ID: <39a4c5cb.0@pccsxb.com>
Source record: 58145

In article <39a4545c@news-uk.onetel.net.uk>, "Phil Barrie" <philbarrie@onetel.net.uk>
wrote:
>Dear oh dear.
>
>Get some more memory and use version 3, which is still available from
>Keychange Music, 01925 266120. I've seen version 1, it's 'orrible.

Sure, if you can tell me where to find compatible DIP RAM for a 1040 STF (I
know how to solder it in though ...)

C. Schneider

--
Goddess shave the queens

http://surf.to/fofol Member of the Intergendered Webring

2211. Re: Looking for Cubase 1.5

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 06:53:27 UTC
From: cocohenf@gmx.net
Message-ID: <39a4c667.0@pccsxb.com>
Source record: 58046

In article <967082788-527560AEicMi@cares.etc>, anonymous <who@cares.etc> wrote:
>I have original Cubase 1.5...
>
>want to send you (with dongle key for 2.0 works)?
>
>THIS IS NOT CRACKED VERSION, you need a key...

Cracked or not is not exactly the problem, as I need it only for file
conversion operations. Contact me by mail.

C. Schneider

--
Goddess shave the queens

http://surf.to/fofol Member of the Intergendered Webring

2212. Hi res MonoChrome with SC1224?

Newsgroup: comp.sys.atari.st
Date: 2000-08-24 09:34:44 UTC
From: nick bellando <nickybee@hotmail.com>
Message-ID: <39A4EC34.4B626325@hotmail.com>
Source record: 58144

Hello,

I have a 1040STf and an SC1224 color monitor.. when i try to change
to hi-res mode, i can't -- it's shaded out. is there any way to use
hi res monochrome, or do i have to get a new monitor?

thanks,,

nick

2213. Re: data transfer Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <8o57cj$2ad$1@news.online.de>
Source record: 57997

"Derryck Croker" <derryck@NOSPAMcix.co.uk> schrieb im Newsbeitrag
news:967186612-38651AEicMi@cwcom.net...
> From: "Mirko" <remove_mirko@mouseattack.de>
> >...can use e.g. ghostlink (i did so) it can connect the pc over a serial
port
> >with 19.200boud (standard modem cable).... you need time to transfer a
> >whole
> >harddrive...

> Erm, that should be a standard /null/ modem cable!

i plugged out the modem and plugged the same plug of the same cable into the
atari serial port and i transferred 80MB over this cable... i thought it was
just a standardmodem cable... but perhaps a /null/modem cable will do the
work as well :-)

> An alternative would be PARCP, which uses a slightly modified printer
cable
> between the two machines. It's a lot faster.

can you give more information about this alternative ? i am very interested
in a faster transfer possibility ! (as i said above - i transferred 80MB
with 19.200baud.... and there is still another Megafile40 waiting...)

thanks

Mirko

2214. Re: SyJet advisement Re: Anyone using a Sy

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39a6298e_1@huge.aa.net>
Source record: 57998

hi-

I have a Syjet with my Falcon, and have had no problems with it. I'm only using it for back-up or storage, so it doesn't get much usage. Both cartridges work fine. I've not dealt with PCS. Last time I looked, Syquest still had a web page, and I think it had something about warranties, etc., but I could be wrong.

-Clayton
Seattle, WA USA

On 24 Aug 2000 15:17:40 , Ken Macdonald wrote:
>lo
>
>i purchased 3 syjet cartridges from PCS.
>2 never worked,
>and PCS will not honour their waranty
>hopefully this is only my experience!
>but an advisement to thos considering syjets
>(i have a 44mb and 88mb syquest - no problems)

2215. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <K2qp5.295$mE1.13669@newsread1.prod.itd.earthlink.net>
Source record: 57999

On 25 Aug 2000 00:47:51 , J�rgen Nyberg wrote:
>On 24 Aug 2000 21:31:35 , Odd Skancke wrote:
>
>>
>>
>> Ok. Why don't the users that find Dan's existing software usable just
>>send a donation, as a "thanks for great software"? I think this is one
>>great opportunity to show that you want more software for the Atari, ppl!
>>Dan has written some very nice software which I think deserves a donation,
>>altho it is freeware. If Dan is to write new software for which we will
>>pay, it might take too long, and I'd bet that agreeing on a project is not
>>gonna be easy.. at least very timeconsuming.
>>
>> So, show your gratitude now! ;-)
>>
>>
>>Regards,
>>
>> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
>>
>>
>>.
>Ditto, I am one of the few who registred AtarICQ, and I did it beacuse
>I use it a lot and I want Joakim and Dan to continue the work. So to
>all of you who's using AtarICQ, register! Both Dan and Joakim need
>the money.
>
>Cheer's J�rgen
>
>--
> J�rgen Nyberg
> Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
> Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
> SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/index.html
>--
>.
Agreed!!!
Dan, E-mail me your snail mail address.
John G.

2216. Re: Wanted: Atari Mega 4 ST Computer! B

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <_6qp5.299$mE1.13669@newsread1.prod.itd.earthlink.net>
Source record: 58000

On 24 Aug 2000 18:59:55 , John Garone wrote:
>
>>On Sun, 20 Aug 2000, John Garone wrote:
>>
>>> On 18 Aug 2000 08:36:56 , Andrew Owen wrote:
>>> >in article 8nies2kvv1@user2.teleport.com, Benjamin Smith at
>>> >bensmith@user2.teleport.com wrote on 8/18/00 5:42 AM:
>>> >
>>> >> Looking for an Atari Mega 4 ST.
>>> >
>>> >After reading your requirements I would recommend going for a Mega 1
>>> >instead. This later machine has TOS 1.4 as standard, one of the newer double
>>> >density drives and an improved power supply. I think you probably just got
>>> >unlucky with that Mega 2. My Mega 1 was upgrade by a licenced Atari repair
>>> >centre to 16Mhz, 4MB, HD disk, Overscan etc and I never had a problem with
>>> >it. The guy I sold it to managed to blow the PSU but he replaced it and it
>>> >worked fine again.
>>> >
>>> >-Andrew
>>
>>Hello Andrew,
>>
>>I just want to stick to a stock Mega 4 with a Chinon Drive. I can
>>upgrade the TOS to v.1.4 at Best Electronics.
>>
>>> Andrew,
>>> Hope you have better luck with Ben reponding to your post than I have had!
>>> He never responded to my post or E-mail to him although he's repeatedly
>>> re-posted his request (and advertisements) thus giving me time to re-think
>>> my rashness and I'll now KEEP and continue to use that great machine in my
>>> music studio!!! ((So, thank you Ben for not following up on it!!!)).
>>> Signed, a happy (:->)~
>>> John G.
>>
>>Hello John,
>>
>>I don't think I got your E-Mail. I did get an E-Mail from someone in
>>Canada, but I believe he didn't read I wanted to keep this in the U.S..
>>If I would of received your E-Mail I would of responded.
>>
>>
>>Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
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>>http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

>>http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport>.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!
>>
>>
>>.
>Ben,
> OK! My E-mail got lost! What about my follow-up post to your's
>(on the MegaST)? I don't have any anti-spam feature in my E-mail address
>nor was there a response in the NG. (curious!)
> John G.
>.
Ben,
At least now I know there's a person behind these posts and not just auto-mailer software!!! Thanks Ben!
John G.

2217. Impossible Mission 2 + Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Manuel Polik <Manuel.Polik@Tenovis.com>
Message-ID: <39A64467.9F768FDD@tenovis.com>
Source record: 58001

Hi there!

I'm currently working on an Epyx Webshrine, covering all issues about all the classic Epyx games.

Now, I don't get 'Impossible Mission 2' running on ST-Emulators running under DOS/Windows. I tried three different images (Automation 254, Stratagem 42, SuperGAU 112) on three emulators (Stonx, Pacifist, Echo).

All I got in most cases was a line of drawed bombs.

Now, does anybody know, to get this game running somehow in DOS/W95 environment?

I'm not sure, if this is the right place, to ask ST emulator/retrogaming related questions. If not, please point me in the right direction. (I found no emulator NG dealing with Atari...)

Greetings,
Manuel

2218. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8o5ign$48b$1@draco.stochastik.rwth-aachen.de>
Source record: 58002

In article <39A57B6F.8A334467@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
>Michael Schwingen wrote:
>
>So you think this is a kind of feature of WD drives? Not a very useful
>one, that's for sure.

Agreed. However, if the standard allows this behaviour, we can not call the
drive "broken" - "weird" maybe ;-)

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

2219. Re: ECL Monitor wanted for TT in UK

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a65057@news-uk.onetel.net.uk>
Source record: 58003

I have 2 TTs and 2 TTM 195 monitors, none of which are for sale, however, looking to the day when either monitor fails I have tried several others. None have yet managed to handle TT high res. Modern SVGAs shut down, out of range.

If you are offered any monitor alleged to work in TT high res insist on seeing it work reliably for at least an hour. It is possible to damage some monitors, try getting your money back......

Phil.
"mbanf" <mbanf@netscapeonline.co.uk> wrote in message
news:39A585EF.D68AA7FD@netscapeonline.co.uk...
> Does anyone have an ECL Monitor that can connect to an Atari TT for High
> Res?
> TTM194 or TTM195 would be good but any manufacturer will do.
> I am willing to pay up to 50 pounds for a working Monitor. Can collect
> in UK.
>
> Mark Banfield
>
> Please Email mbanf@netscapeonline.co.uk
>
>
>

2220. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Tomy <montom@kki.net.pl>
Message-ID: <39A650CD.8B84CFF9@kki.net.pl>
Source record: 58004

Hi!

> >So you think this is a kind of feature of WD drives?

For sure!!!!!!!!!!!!!

I have the same problem on my Falcon. My solution of this problem is boot from special floppy disk ("starting hard disk" procedure is on the boot sector of flopy disc, therefore it is very quick).
Since I changed WD drives to Seagate - drive does boot without any problem!!!!!!!!!!!!!!

Sorry for my English :-)

--
(o) e-mail : montom@kki.net.pl
(o)(o)(o)(o) www : www.kki.net.pl/~montom
(o) (o) mobile/SMS : (0-604) 985462
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/ Tomy /ATARI/Falcon/030/68882/ (o) (o)
------------------------------ (o)(o)
beST regards

2221. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8o5q5qenm1@nnrp1.deja.com>
Source record: 58005

```
In article <ML8ZjUAWFSp5EwUO@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> wrote:
>
> Only if they are selling stuff. Help and advice isn't dependant on
> distance.
```

Exactly, it doesn&#65533;t really matter at all IMO. Could be nice if you are
plain curious, but it is not really important...

```
> But buying stuff is!!!

That is very true.

Sent via Deja.com http://www.deja.com/
Before you buy.
```

2222. Re: Hi res MonoChrome with SC1224?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39a67b27$0$18633@news.zetnet.co.uk>
Source record: 58006

On 24 Aug 2000 02:34:44 , nick bellando wrote:

|I have a 1040STf and an SC1224 color monitor.. when i try to change
|to hi-res mode, i can't -- it's shaded out. is there any way to use
|hi res monochrome, or do i have to get a new monitor?

New monitor I'm afraid. There is a mono detect pin which is used, I understand, to avoid damage to the colour monitor by the high res signals.

2223. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39a67b28$0$18633@news.zetnet.co.uk>
Source record: 58007

On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:

| I'm not asking for a handout. All I'm asking is what is there, that
|you would like to see for your computer (within reason, I'm a programmer
|not a hardware guru), that you would be willing to give $10-$20 support.
|I'm not asking for any money up front or anything like that. Just is
|there something that I could write that would be worth that much to you?

I would be happy to contribute for the use of CAB.OVL. The problem
is getting the money to foreign parts. I have sent UK banknotes to
Canada a couple of times - a bit of a risk, I know, but easy to do
and no commission. Would this be acceptable to you?

2224. Re: STOS

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Gary <gpinkett@hotmail.com>
Message-ID: <967215041.21751.0.nnrp-02.9e98af08@news.demon.co.uk>
Source record: 58008

Andrew Owen wrote in message ...
>in article 967118877.20600.0.nnrp-13.9e98af08@news.demon.co.uk, Gary at
>gary@interstep.demon.co.uk wrote on 8/24/00 1:00 PM:
>
>Used to use it a lot. Wrote a CLI in it. What's your question?

No question really, Just looking for ppl I can chat to about it - exhance
ideas/source, etc.
Cheers

>-Andrew
>

2225. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <967220918-30679AEicMi@gmx.net>
Source record: 58009

From: cstanley@zetnet.co.uk (Charles Stanley)
Date: 23 Aug 2000 22:10:00 GMT

Hi Charles,

>>Not that DDP Translations are looking for MORE work, but what programs
>>would the panel like to see translated from German to English?
>
>Very thoughtful and generous suggestion. Thank you, Derryck.
>I suggest DISKUS (Dr Uwe's, isn't it?)
Hm.... without the help of Dr Uwe Seimet, this will be very difficult, the strings are all embedded in the binary. He would have to send us the part of the sourcecode that contains these strings and then recompile the program to obtain an English version.

>It would become a "must-have" for Atarians everwhere, but I am afraid
>to use it, not understanding all its uses and options.
I agree, Diskus is a "must-have", but even translated, people still would need a very good English manual. Translating the Diskus manual is something I rather don't think about....
But then there's always Derryck ofcourse not to mention Peter :-)

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2226. Polyframe

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a696d4@news-uk.onetel.net.uk>
Source record: 58010

Has anyone in the UK got a copy of C lab Polyframe they can do me a copy of the floppies from? Mine are toast, or, rather coffee. Discs will do nicely, suitable recompense will be paid.

Phil

2227. Re: Atari Mega STE (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a696d4$1@news-uk.onetel.net.uk>
Source record: 58011

Hello.
Yup, got one of either, what spec do you want, how much do you want to pay?

Phil.
"David Williams" <dave@darkstar64.freeserve.co.uk> wrote in message
news:8nk052$802$1@news6.svr.pol.co.uk...
> Hi Folks!
>
> Anybody got a Mega STE or TT for sale in the UK?
>
> Cheers,
> Dave
>
>

2228. Re: Ricoh CD Burner

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <moxp5.458$FI2.4299@nntpserver.swip.net>
Source record: 58012

Hi,
I didn't notice this thread before...

>>I have got on spec. a Ricoh MP7040S CD-R/RW for burning CDs from my Falcon.
>>I use ExtenDos and HDDriver, both latest versions. It seems to work OK as a
>>commercial CD reader, albeit much more slugish than my vintage X4 IBM CD drive,
>>but is very choosy as to recognising home recorded CDs and completely refuses
>>to recognise the blank recordable CDs TDK that came with it. When CDRecorder
>>scans
>>it finds it as SCSI ID 5, but its in grey and non-selectable. Can anyone help
>>and recomend a simple
>>but working CD burner combo.

Ricoh isn't supported by CDRecorder! I believe only the first CDRecorder versions (1.x) recognised Ricoh, but not any more.
You can find a list of working CD-writers on SoundPool's website: http://www.soundpool.de/writer.txt .
I've used Philips CDD2000, CDD2600, Yamaha CRW6416 and CRW8424, so I can verify that all those work properly. According to SoundPool, their intention is that CDRecorder should always work with Yamaha burners, while the others aren't as certain.
Some CDR's are of poor quality and therefore they can't be read in all readers. Another problem is that some readers are worse than others and can't handle all available CDR's. Mostly, gold and silver CDR's work - but there are variations between brands of CDR's...
Some readers can't handle the CDR's if there's more than a certain amount of data - max is 650MB, but some can't read disks with more than 630MB :(
Blank disks are impossible to read before data has been written to them, so there's nothing strange about that...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2229. Re: Hi res MonoChrome with SC1224?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <noxp5.459$FI2.4299@nntpserver.swip.net>
Source record: 58013

"nick bellando" <nickybee@hotmail.com> wrote:

> I have a 1040STf and an SC1224 color monitor.. when i try to change
> to hi-res mode, i can't -- it's shaded out. is there any way to use
> hi res monochrome, or do i have to get a new monitor?

Hi,
You can't use the SC1224 for other than the color modes (if you don't use a mono emulator program - if you can stand the poor picture quality...), so you need to get an SM124 or an SVGA-monitor and build yourself an adapter cable.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2230. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <ooxp5.460$FI2.4299@nntpserver.swip.net>
Source record: 58014

"Phil Barrie" <philbarrie@onetel.net.uk> wrote:

> I'm new to newsgroups, I find it infuriating when people don't say
which
> country they are in, any comments,

Hi,
That's mostly useful when you need to meet IRL, but if you wonder, you
can find me at my website.
I could, of course, tell you that I'm from Sweden - but then you might
mot take the trouble of going to my site... ;)
Welcome to the community!

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2231. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Sylvain Perchaud <sylvain@europe-shareware.org>
Message-ID: <967235698-18824AEicMi@europe-shareware.org>
Source record: 58015

From: baldrick@dilbert.netset.com (Dan Ackerman)
>Just is
>there something that I could write that would be worth that much to you?
well, many many things :-)

1. a Java Virtual Machine (of course I'm ready to pay much more than $30 for this, more like
$90-$100)
2. a PDF viewer
3. a GEM GnuTella
4. a SSL Module for CAB
5. a GEM mp3 encoder
6. a XML parser
7. a JavaScript Module for CAB
8. a XML based Database manager (ready to pay much more than $30)

Sylvain Perchaud
http://www.europe-shareware.org
http://www.chez.com/europeshareware/

2232. Afhalen in Holland

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Hetnetnews <FMunniksma@hetnet.nl>
Message-ID: <#D2HLctDAHA.206@net025s>
Source record: 58016

(Sorry, this post is in Dutch)

Atari ST Software en Games in originele verpakking met handleiding, o.a.
Ishar 3,F-19 Stealth Fighter,Civilization, Adimens ST 3.1, Microdeal
Concerto, That's Write,Word Perfect 4.1 + update,Atari Works,Publishing
Partner Master,Compo Script
Tevens 16 Atari ST boeken o.a. van Data Becker
Tevens 12 nummers van ST Format magazine (Engels) met originele cover disks
Tevens : voeding voor Atari 520 ST; Golden Image Hand Scanner in doos; AT
Speed PC AT emulator; Vliegtuig stuurwiel voor game besturing!!
Alles in 2 verhuisdozen , zelf afhalen regio Den Haag

Prijs Fl.50,-
tel. 070-3877104

2233. Re: ECL Monitor wanted for TT in UK

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39a6dfa9$0$18635@news.zetnet.co.uk>
Source record: 58017

On 25 Aug 2000 11:54:34 , "Phil Barrie" wrote:

|I have 2 TTs and 2 TTM 195 monitors, none of which are for sale, however,
|looking to the day when either monitor fails I have tried several others.
|None have yet managed to handle TT high res. Modern SVGAs shut down, out of
|range.

I have a couple of Eizo Flexscan 6500 monitors (also not for sale)
and these work splendidly. They can display A3 documents at actual
size.

2234. TT030 for sale

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Alexander Chaney <achaney@voicenet.com>
Message-ID: <0zBp5.1769$xL6.79789@news3.voicenet.com>
Source record: 58018

Ok, after looking high and low for an Atari, I bought a cool one with I believe 6mb ram, a vga monitor that connects to the lid of the machine, an eternal syquest type device that holds 44mb of data, a dot matrix printer, a color plotter, and a laser printer. Also came with a modem, but everyone has a spare one of those lying around these days.

The software it came with was workperfect, Dynacadd, and a desktop publisher that I forgot the name of.

I really wanted to get into the Atari thing and soup ths baby to the max with video cards, ethernet access, and a large hard drive to store software, mp3s, and jpgs, but those addons seem to have dried up so I think it's time to sell the sucker to a caring and loving new owner.

I still think the computer is really cool, but these days, I've become hooked on hires gui interfaces, etc.

I don't know what these suckers are worth these days, so I'll take a look at reasonable offers and choose the best one next Friday. If that fails, then I'l just put it on ebay. If you need better descriptions of the items, drop me an email and I shoot you the details.

BTW. The laser printer has a new toner cart in it as well as an unopened one as well. The external removable drive also has spare carts with something on them, I just don't know what.

-Alex
achaney@voicenet.com

2235. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39a6fd128e77df1@free.fr>
Source record: 58019

Hello,

in article <39a67b28$0$18633@news.zetnet.co.uk> (comp.sys.atari.st)
JI Logan wrote on Fri 25-08-2000 13:56 (GMT):

> I would be happy to contribute for the use of CAB.OVL. The problem
> is getting the money to foreign parts. I have sent UK banknotes to
> Canada a couple of times - a bit of a risk, I know, but easy to do
> and no commission. Would this be acceptable to you?

Hmmm it's not a secure way to send banknotes via the post office. I did
it sometimes with good results to US but I'm not sure if Dan ever
received something from me :-(

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

2236. Free ISP with STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: nurmix@socal.SPAM
Message-ID: <8o6qqe0rvn@enews1.newsguy.com>
Source record: 58020

I was wondering if anyone would care to try to get STinG to work with a free ISP I'm using on my _other_ computer (PC). By the way, as far as I know, this is a North American ISP only (so far)...

The ISP is called "1 Nation Online". It's 100% free, with _NO AD BANNERS OF ANY KIND_. Plus, they don't require any special dialer or setup software (they do offer a dialer program as an option, but it's not required).

As far as I know, this is about the only free ISP left (in the USA) that doesn't make you look at ad banners while you're connected (there were two other free ISPs like this - one was called "FREEWWWEB", the other "WORLDSPY" - however, both were recently bought out by JUNO, which has the constant ad banners). Plus, 1 Nation Online doesn't block SMTP mail which is sent from an account _other than theirs_ (which is a rare thing to find in a free ISP!).

Anyway, I've tried various settings in STinG, and can get it to dial, and negotiate the connection, but then it hangs at the end. And according to the information I get from Windows dial up networking, it's a simple PPP connection using PAP. And I know PAP works with STinG since my current "pay for use" ISP uses it, and STinG works fine there. And I've tried it with a script too, but it gets through the login name and password, then hangs on getting the IP address.

If anyone wants to try it on a PC first, go to:

http://www.1nol.com

But for more thorough technical information about it, go to the following FREE ISP Resource site:

http://www.nzlist.org

* Here you will find a huge listing of free ISPs, and more importantly, all the necessary information on setting things up for 1 Nation Online - look for the "Unofficial FAQ".

Anyway, thanks,

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

2237. Re: Falcon not "Powering Up"

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967252302-278568AEicMi@bun.com>
Source record: 58021

Hi Galen

>> It could be that your PSU is on its bike. Where do you live?.

>California. It sounds like I have a slightly ill Falcon to worry
>about. I wonder if ATY is still in business.

Bummer dude!, if you lived closer to me i'd have fixed it for you.
I'm in U.K.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2238. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967252312-280689AEicMi@bun.com>
Source record: 58022

Hi Richard

>>What results do you get with the external drive disconnected, can you format and
>>read HD's.

>I don't have a Hard Disc yet,

I meant High Densitys not Hard Disks. 8~\

>I'm still waiting for my ICD Link2 and drive to be delivered, so I can't comment on
>that.

Where do you live dude.

>I'm convinced it's a problem with the drive - I did something which could cause a fault
>in the external drive, and the internal 1.44 drive works perfectly.

You may have zapped its nutz, but as i asked, if the ext drive is disconected does the
int work still?.

>Could you let me know about that T28 machine?

What do you need to know, its for sale still, the dude wanted ï¿½100, The STE has 4mb ram,
68000 @ 28mhz with a port mod. It also have a switch to turn back to 16mhz and turn the
cache on/off.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2239. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967252290-276535AEicMi@bun.com>
Source record: 58023

Hi Phil

>I'm new to newsgroups, I find it infuriating when people don't say which
>country they are in, any comments,

Its only relevant if they are offereing something for sale..

BTW, you didnt say where you are!!.

People with glass houses etc... 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2240. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39A72540.F940E076@greeleynet.com>
Source record: 58024

Mark Friedman wrote:
>
> Hi there, I think your question is a good one, and a good one to ask
> because its probably good for us to think about what kind of software
> is going to help us continue to use Atari.
> I would like to see a database type of program, where you could have
> little thumbnail pictures with each record. For example, for names
> and addresses you could have a little photo of each person. It wouldn't
> have to be too complex a database, but the picture option would be kind of
> fun.

Actually, this has (or was) already done, a number of years ago. A company called JMG Software wrote a database called Hyperlink, modeled somewhat after the Hypertext stuff on the Mac. I have a legitimate copy. It never had a good printer output. It was promised but never delivered. If Dan wanted to tackle something like this, maybe he could somehow obtain rights to this piece of software and continue its development. Why reinvent the wheel?

I don't browse with my Atari anymore, since so many of the sites I access use Java and all the other newer features currently not supported. So I think this is the best way to go. Drivers for newer hardware would be my second vote.

Ken

2241. Re: Ricoh CD Burner

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967277602-40373AEicMi@cwcom.net>
Source record: 58025

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Wed, 23 Aug 2000 22:06:00 +0200

>RFK>When CDRecorder scans it finds it as SCSI ID 5, but its in grey and
>RFK>non-selectable. Can anyone help and recomend a simple but working CD
>RFK>burner combo.
>my CDRecorder (bought in 2/2000) is 3.1, but maybe there is a more
>recent 3.12?

I thought that Bob was referring to the Extendos Pro/CDWriter combo when I started reading this thread, but he's mentioned the Soundpool product now so I've got very confused!

Going by his description and my observations, the CD has been recognized but isn't thought of as being capable of writing by the CD writing software.

>My Yamaha writer must be switched on _before_ booting, unless it's not
>recognised as a writer, but as a reaader only.

Any device which needs a device driver to make it readable must be switched on at bootup, so that the necessary resources can be made available. A CD writer isn't bootable so (in theory) can be switched on at any time.

Anyway, Bob could look at http://www.cdlab.atari.org

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2242. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967277604-40851AEicMi@cwcom.net>
Source record: 58026

From: "Phil Barrie" <philbarrie@onetel.net.uk>
Date: Thu, 24 Aug 2000 10:36:29 +0100

>I'm new to newsgroups, I find it infuriating when people don't say which
>country they are in, any comments,

By and large it makes no difference, only when someone is wanting to buy or
sell something is it a PITA. I basically assume that it's the USA if a
country isn't mentioned - basically, you can't go far wrong then.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2243. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-25 00:47:51 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8o4fnn$n4$1@cubacola.tninet.se>
Source record: 57996

On 24 Aug 2000 21:31:35 , Odd Skancke wrote:

>
>
> Ok. Why don't the users that find Dan's existing software usable just
>send a donation, as a "thanks for great software"? I think this is one
>great opportunity to show that you want more software for the Atari, ppl!
>Dan has written some very nice software which I think deserves a donation,
>altho it is freeware. If Dan is to write new software for which we will
>pay, it might take too long, and I'd bet that agreeing on a project is not
>gonna be easy.. at least very timeconsuming.
>
> So, show your gratitude now! ;-)
>
>
>Regards,
>
> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
>
>
>.
Ditto, I am one of the few who registred AtarICQ, and I did it beacuse
I use it a lot and I want Joakim and Dan to continue the work. So to
all of you who's using AtarICQ, register! Both Dan and Joakim need
the money.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

2244. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: Sylvain Perchaud <sylvain@europe-shareware.org>
Message-ID: <967395998-24570AEicMi@europe-shareware.org>
Source record: 57946

From: Jo Even Skarstein <joska@nvg.ntnu.no>
>> 1. a Java Virtual Machine (of course I'm ready to pay much more than $30 for this, more
>like
>> $90-$100)
>
>Exists already (Kaffe).
yes, I know that but it doesn't support Swing nor Java 1.2 (aka Java 2)
Hence it works only with MiNT and I use MagiC :-/
>> 2. a PDF viewer
>
>Ditto.
doh !
you're right, I forgot GEMGS.
ahem, sorry.
>> 4. a SSL Module for CAB
>
>Exists already.
you mean the one for MiNT net or another one ?
unfortunately I can't use MiNT, I'm a MagiCMac user (iMac)

Thanks for your precisions Jo :-)

Sylvain Perchaud
http://www.europe-shareware.org
http://www.chez.com/europeshareware/

2245. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008261351110.78-100000@rakas>
Source record: 58033

On 2000-8-24, A.A.de Hulster <aahuls@xs4all.nl> wrote:

> > is there something that I could write that would be worth
> > that much to you?
>
> We are all dying for a new modern stable browser that can
> replace CAB 2.8.

What I would gladly pay for is a CAB upgrade that (in order):

1) handles URL redirections and cookie paths intelligently
2) features built-in 128-bit (or stronger) SSL support
3) speaks MiNT-Net sockets built-in
4) uses them to download several parts of a document in parallel
5) supports GIF, JPEG and PNG natively (including transparent PNG)
6) formats the page faster than CAB
7) is fully HTML 4.01 and XHTML 1.0 -compliant
8) supports basic style sheets (no need to be cascading)
9) optionally enable Javascript, but ignore popups

Basically, what I would like is a better CAB. It already does a lot of what I like, but has started to fall behind some sites on Javascript or complex URL redirections that Howard's CAB.OVL can not handle properly.

The SSL part might impose some export restrictions. In this case, I can offer a shell account on my second TT, if this helps you to develop it in the free world, outside Pentagon territory.

An alternative would be to use an SSL.OVL which, if found, will be used by the browser. The formats to interface the OVL to your browser could be publicized, so people who need strong encryption or fancies, or who live outside US, can compile their own SSL.OVL if necessary.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

2246. Re: What do you need?

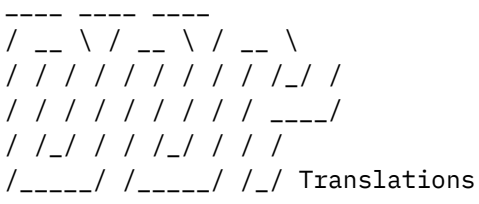
Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <967292320-219344AEicMi@gmx.net>
Source record: 58034

From: fried@dragon.achilles.net (Mark Friedman)
Date: 24 Aug 2000 17:36:36 GMT

Hi Mark,

>I would like to see a database type of program, where you could have
>little thumbnail pictures with each record.
That option is supported by the Phoenix database, records can hold data, pics
and sound. Phoenix is distributed by ASH.

Cheers from belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2247. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sqfe53hrt9123@corp.supernews.com>
Source record: 58035

On 26 Aug 2000 14:11:27 , =?ISO-8859-1?Q?Martin-=C9ric_Racine?= wrote:
>On 2000-8-24, A.A.de Hulster <aahuls@xs4all.nl> wrote:

>> We are all dying for a new modern stable browser that can
>> replace CAB 2.8.
>
>What I would gladly pay for is a CAB upgrade that (in order):
<<<<SNIP>>>>

IIRC The Milan computer team are making a new browser for the Milan II
but I could not find anything about it on there website. I remember
someone posting a very small piece of info here about it. You never
know it could have everything we need.

I would be surprissed (and amazed!) if it was Flash compatible
though.......

I'll keep searching for some news about that browser....

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2248. P] Does this game sound familiar to anyone?

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39a7f40c@fmlynet.org>
Source record: 58036

FamilyNet HQ: Telnet:\\www.family-bbs.net

For the
> record, I'm also diligently searching for one ST game in particular: "Fire
> Brigade - 48th Panzer". It was done in Australia, and I bought it at the
old
> Atari store up on Midway south of LBJ. In 1989 and 1990 I played my brains
> out with that game, but ironically gave it away when I sold one of my Atari
> STs.

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2249. Calamus SL 2000

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <eSQp5.3382$_X.14081@newsfeed.slurp.net>
Source record: 58037

Hello All,

Recieved my Calamus SL 2000 upgrade last night and I just installed it today. For the most part it works fine, but there are some strange things that are happening. For the most part the open title screen is blank when the program loads in. Also some of the files I created with SL 99 are alittle messed up when they load. The colored text is all ra together so it is very hard to see what words are typed in. Also, even some of the included DOC files are messed up when loaded in. All this happens under the 24-bit color mode. Now when I load in the program in the 256 color mode, everything is fine. Is there a setting in Calmus that will solve this or do I have to re-create my files under SL 2000 in the 24-bit mode?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2250. Lynx FS/FT

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: tonym04@aol.com
Message-ID: <20000826135349.22478.00000203@ng-md1.aol.com>
Source record: 58038

I have a spare Lynx II for sale. I have the original box, docs and some games. It is in mint condition and works perfectly. I am willing to listen to offers for the next few days so if you are interested in a trade or purchase, please let me know. I am interested in an Atari 7800 w/games; an NEC TurboGrafx-16 w/games or a N64 system. Any trades must be for merchandise in good condition - ie. no nice N64 with broken controller. I have a nice Lynx and want to trade for something of equal quality only. No junk please!

E-mail me direct if interested.
Tony
tonym04@aol.com

2251. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8o96nmcla1@news1.xs4all.nl>
Source record: 58039

My eye fell on a question about countries.

Why is it relevant to know where on the globe the sender is at a
certain moment?
I have a depository for files on mydocsonline. But do not know where
that harddisk resides where my data is on.
And I have a worldwide reachable hotmail adres. But where is my mail
kept?
It is only relevant to know where (I think) because of the legal
repercussions.

And further:
people here are not so much in de nation/country-stuff.
We are here all Homo sapiens atariensis, a sub-tribe of Homo sapiens
digitalis.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 25 Aug 2000 19:10:54 , Steve Sweet wrote:
>Hi Phil
>
>>I'm new to newsgroups, I find it infuriating when people don't say which
>>country they are in, any comments,
>
>Its only relevant if they are offereing something for sale..
>
>BTW, you didnt say where you are!!.
>
>People with glass houses etc... 8~)
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

2252. Re: Free ISP with STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: Krzysztof Maj <kmaj@smok.krakus.top.pl>
Message-ID: <39a82a7e123a74@smok.krakus.top.pl>
Source record: 58040

On Fri 25-08-2000 22:09 (GMT) Paul Nurminen wrote:

>Anyway, I've tried various settings in STinG, and can get it to dial, and
>negotiate the connection, but then it hangs at the end. And according to
>the information I get from Windows dial up networking, it's a simple PPP
>connection using PAP. And I know PAP works with STinG since my current "pay
>
>for use" ISP uses it, and STinG works fine there. And I've tried it with a
>script too, but it gets through the login name and password, then hangs on
>getting the IP address.

Which version of STiNG do you use?
We in Poland have had very like problem.
Our national operator TPSA (Polish Telecom) started to install Nortels
CVX internet access servers.
When connected to this server using STiNG, we were getting bombs
exactly 90 seconds after beginning a telephone connection, i.e. 55
seconds after getting IP number. Until this moment a connection was
always perfect, all functions were working normally.
This effect appeared on versions 1.22 and 1.26.
We have found that version 1.20 and the previous are free of this bug
and work flowlessy with CVX servers.
When trying STiNG 1.20 be careful; you have to change *all* modules of
Sting.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

2253. wanted 7800

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: tonym04@aol.com
Message-ID: <20000826160645.06823.00004518@ng-cg1.aol.com>
Source record: 58041

Want to trade for Atari 7800 system. I want complete system with power cable and joysticks. Games a bonus depending on titles.

2254. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <PBVp5.1745$IE6.39489@quark.idirect.com>
Source record: 58042

```
On 25 Aug 2000 13:56:56 , JI Logan wrote:
:On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:
:
:| I'm not asking for a handout. All I'm asking is what is there, that
:|you would like to see for your computer (within reason, I'm a programmer
:|not a hardware guru), that you would be willing to give $10-$20 support.
:|I'm not asking for any money up front or anything like that. Just is
:|there something that I could write that would be worth that much to you?
:
:I would be happy to contribute for the use of CAB.OVL. The problem
:is getting the money to foreign parts. I have sent UK banknotes to
:Canada a couple of times - a bit of a risk, I know, but easy to do
:and no commission. Would this be acceptable to you?
:.
here's an idea
you could send UK postal money orders to me, I could convert them to USpostal
money orders and forward them to Dan.
I often used to send Canadian postal money orders in UKP to the UK(when
transaction and cyberstrider were active), and still send Canadian postal money
orders in USD to the U.S.A.
It is far less risky than sending banknotes, though you might lose a pound in
rolling them over to US dollars.
If it sounds OK to you, then you could send them to
ken macdonald
studio 504
2154 dundas street west
toronto, on, m6r 1x3
canada

they would have to be made out to me as i can't impersonate dan ;-)
ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >
```

2255. Any One S-O-T I need Atari Contact

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: CAD <CAD@line1.net>
Message-ID: <8o9clu$oj3$1@supernews.com>
Source record: 58043

I need advice from someone local..... S-O-T Staffs
concerning Atari STe and software...

CAD

2256. Re: Ricoh CD Burner

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200008261804.a57662@su2.maus.de>
Source record: 58044

Hi Derryck,

DC>I thought that Bob was referring to the Extendos Pro/CDWriter combo
DC>when I started reading this thread, but he's mentioned the Soundpool
DC>product now so I've got very confused!
I'm very sorry if it's me who caused your confusion.

DC>Going by his description and my observations, the CD has been
DC>recognized but isn't thought of as being capable of writing by the CD
DC>writing software.
maybe. I just wanted to add my observation that CD Recorder (by
SoundPool) wasn't able to recognise a (hard) recorder switched on
after booting the TT!

DC>A CD writer isn't bootable so (in theory) can be switched on at any
DC>time.
Right, but then it's a reader only, at least for the Soundpool soft.

Und TTschï¿½
ps

2257. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008262223320.100-100000@TT030>
Source record: 58045

Dan,

How about a break from coding and maybe become an Atari clone
distributer? Even a mark up of $100 would not phase me, as
long there is someone there to support it. Just yet another idea.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2258. Re: Argh! Why does anyone even bother!

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 01:25:52 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967252320-282547AEicMi@bun.com>
Source record: 58027

Hi Phil

>If ever a path wandered. You all missing the point about the PSU. Messing
>about with PC PSU and mains voltage can KILL.

I think youre the one missing summat, he's 'messing' around with low voltage DC, not MAINS voltage, and personaly i'm very aware of the "potential" dangers. So far i'm happy he's treating it with the utmost respect.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2259. Re: Ricoh CD Burner

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 02:05:10 UTC
From: rking@zetnet.co.uk
Message-ID: <39a725d6$0$18635@news.zetnet.co.uk>
Source record: 58028

On 25 Aug 2000 18:33:37 , "Claes Holmerup" wrote:
>Hi,
>I didn't notice this thread before...
>
>>>I have got on spec. a Ricoh MP7040S CD-R/RW for burning CDs from my
>Falcon.
>>>I use ExtenDos and HDDriver, both latest versions. It seems to work OK
>as a
>>>commercial CD reader, albeit much more slugish than my vintage X4 IBM
>CD drive,
>>>but is very choosy as to recognising home recorded CDs and completely
>refuses
>>>to recognise the blank recordable CDs TDK that came with it. When
>CDRecorder
>>>scans
>>>it finds it as SCSI ID 5, but its in grey and non-selectable. Can
>anyone help
>>>and recomend a simple
>>>but working CD burner combo.
>
>Ricoh isn't supported by CDRecorder! I believe only the first CDRecorder
>versions (1.x) recognised Ricoh, but not any more.
>You can find a list of working CD-writers on SoundPool's website:
>http://www.soundpool.de/writer.txt .
>I've used Philips CDD2000, CDD2600, Yamaha CRW6416 and CRW8424, so I can
>verify that all those work properly. According to SoundPool, their
>intention is that CDRecorder should always work with Yamaha burners,
>while the others aren't as certain.
>Some CDR's are of poor quality and therefore they can't be read in all
>readers. Another problem is that some readers are worse than others and
>can't handle all available CDR's. Mostly, gold and silver CDR's work -
>but there are variations between brands of CDR's...
>Some readers can't handle the CDR's if there's more than a certain
>amount of data - max is 650MB, but some can't read disks with more than
>630MB :(
>Blank disks are impossible to read before data has been written to them,
>so there's nothing strange about that...
>
>Best regards,
>Claes
>My e-mail address: claes@holmerup.com
>My personal homepage: www.holmerup.com
>Swedish music on the web: www.swebmusic.com
>

>
>.

Hi Claes,

Thanks for the info, I seemed to have at least partly cracked it. I have managed to back up a 580Mb partition with CDBackup. It was all a question of the order of putting in the CD/initialising the burner. The whole thing seems very automatic once you get it right. I have got to mix down all my AIF files, convert to WAV before trying to make an audio CD. It's all to produce demo CDs for my guitarist/composer son. What with Cubase Falcon Audio/C-Lab Falcon and now the burner, we are almost independent!!

BTW, to recoup on the £90 for the burner, I'm selling EMagic Logic, the full plastic 'book' cased version with extra midi ports/dongle. EMagic Logic Audio is of course thrown in, plus a hell of a lot of bumpf of the net.

Bob King.

2260. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 02:09:12 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8o78s8$ri8$1@snipp.uninett.no>
Source record: 58029

Sylvain Perchaud <sylvain@europe-shareware.org> wrote:

> 1. a Java Virtual Machine (of course I'm ready to pay much more than $30 for this, more like
> $90-$100)

Exists already (Kaffe).

> 2. a PDF viewer

Ditto.

> 3. a GEM GnuTella

Yes :-)

> 4. a SSL Module for CAB

Exists already.

> 7. a JavaScript Module for CAB

Not possible.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2261. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 04:37:47 UTC
From: flawrenc@genie.idt.net
Message-ID: <8o7hir$fdi@nnrp4.farm.idt.net>
Source record: 58030

To all interested,

IIRC Dan has asked for an amount of $10 for a shareware donation. I have sent this in to Dan some time ago but I have received many updates and upgrades over the past year or so. I am going to count the amount of download of such downloads (at least and many as I can) and send him $, what's it worth, per update/upgrade as each one of 'em has been better than the previous.

On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:
> This may sound like a strange message, but I thought I would send it
>and see what the response was. As you probably know I've been a long time
>atari supporter and programmer. I may not be the best or the most
>prolific, but I think a large portion of you will recognize that you have
>seen something with my name on it go across your machine at one point in
>time or another. So please bear with me and if you don't like what I say
>then ignore it and go on with your life.
>
> Basically I have found myself in some serious financial straights. I
>need to come up with a large some of money for a utility company or see a
>disruption in my service. This is basically their fault for misbilling,
>but still leaves me liable. So instead of taking a second job and losing
>what time I've been able to devote to atari, I thought I would speak to
>the community as a whole.
>
> I'm not asking for a handout. All I'm asking is what is there, that
>you would like to see for your computer (within reason, I'm a programmer
>not a hardware guru), that you would be willing to give $10-$20 support.
>I'm not asking for any money up front or anything like that. Just is
>there something that I could write that would be worth that much to you?
>
> It's a simple question. I'm not an unknown to the community and I'm
>hoping this message doesn't sound pathetic. Intellectually I know that it
>would be more worthwhile to do a few small products for the dominant
>platform on the planet where I could probably make a factor of 10-20 times
>the amount of money. But I would really rather do something for the
>atari, if I can justify it to my family.

--
****
===== Frank Lawrence =====
===== Norman OK US =====
****

```
--
**************************
*===== Frank Lawrence =====*
*===== Norman OK US =====*
**************************

--
**************************
*===== Frank Lawrence =====*
*===== Norman OK US =====*
**************************
```

2262. Re: IDE drive doesn't boot

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 05:48:58 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A75A4A.FCA03EFE@ooc.de>
Source record: 58031

Michael Schwingen wrote:

> >So you think this is a kind of feature of WD drives? Not a very useful
> >one, that's for sure.
>
> Agreed. However, if the standard allows this behaviour, we can not call the
> drive "broken" - "weird" maybe ;-)

Since the standard doesn't say anything about the driver having to
initialise a drive with its parameters before being able to correctly
access this drive I don't find this behaviour compliant to the standard.
The standard doesn't say that this has to be done, so anybody writing a
driver can't possibly know that he should set the drive geometry first.
Or did you find any hint in the standard that this has to be done?
This is the same as if you would have to send a SCSI command, e. g.
INQUIRY, before being able to access certain SCSI drives. If a SCSI
drive would require sending INQUIRY first would you call this compliant
to the SCSI standard?

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

2263. DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-26 06:05:32 UTC
From: swampfox1@earthlink.net
Message-ID: <M6Jp5.390$C42.15855@newsread2.prod.itd.earthlink.net>
Source record: 58032

Hi All,
Anyone here know if a DSL connection is feasable on a stock Falcon?
Earthlink is running a special saying a DSL modem is needed (looks like
it's free).
John G.

2264. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10008271159420.98-100000@online.no>
Source record: 57951

On Sat, 26 Aug 2000, Lonny Pursell wrote:

>
> Dan,
>
> How about a break from coding and maybe become an Atari clone
> distributer? Even a mark up of $100 would not phase me, as
> long there is someone there to support it. Just yet another idea.

Yes! That seems like a very good idea :)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

2265. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <967373518-282139AEicMi@gmx.net>
Source record: 57952

From: swampfox1@earthlink.net (John Garone)
Date: Sat, 26 Aug 2000 06:05:32 GMT

Hi John,

> Anyone here know if a DSL connection is feasable on a stock Falcon?
No way...
You need a computer that can communicate through a fast ethernetcard (Milan)
and a stack that knows the POPoverEthernet protocol. There might be a solution
for the ethernetcard, but software wise there's no stack on our platform which
supports the POPoverEthernet stack.

Cheers from Belgium
Dennis
--
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2266. Re: Calamus SL 2000

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Dt8q5.4638$_X.16747@newsfeed.slurp.net>
Source record: 57953

On 27 Aug 2000 03:41:26 , Remi Villatel wrote:
>"Edward S. Baiz Jr." wrote:
>>
>> Hello All,
>>
>> Recieved my Calamus SL 2000 upgrade last night and I just installed it
>> today. For the most part it works fine, but there are some strange things
>> that are happening. For the most part the open title screen is blank when
>> the program loads in. Also some of the files I created with SL 99 are
>> alittle messed up when they load. The colored text is all ra together so it
>> is very hard to see what words are typed in. Also, even some of the
>> included DOC files are messed up when loaded in. All this happens under the
>> 24-bit color mode. Now when I load in the program in the 256 color mode,
>> everything is fine. Is there a setting in Calmus that will solve this or do
>> I have to re-create my files under SL 2000 in the 24-bit mode?
>
>That's what I discovered on my french version too. I mailed immediatly to Invers
>and Big Boss Ulf Dunkel replied me that Calamus SL supports only the 256-color
>and 32-bit resolutions. He said that this is due to a bug in some NOVA/Mach64
>drivers which don't handle correctly the other resolutions.

>After the answer of Ulf Dunkel, I didn't really change my mind. I couldn't
>believe it. 32-bits! That's crazy. Besides, I have only 2 Mb of VRAM which means
>a very low resolution of only 640*480*32b instead of 1024*768*32K. That's a
>shame on an Hades.

Thanks for this bit of info. I would not have even thought of it since
Calamus alwaysran under 24-bit. I think this change came about because the
graphics card for the Milan does not support 24-bit. The same card (Rage
Pro) works in the Hades also. I do not use the 32-bit mode much, but I will
now I quess. I setup my Hades to do 32-bit in 1024x768. Now Calamus
functions well and looks great.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2267. Dead STe lives again...hints and tips :-))

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39a916b3$0$18632@news.zetnet.co.uk>
Source record: 57954

Hi Foolks...

I'ev got a pair of STe's I picked up a while ago with the intention of using them as test mules and back-up for my MegaSTe..unfortunately...

When I go tthem they both had nasty cludgy boards shoved on top of the processor...one was definitely an unpleasant TOS2.06 switchable upgrade, the other could have been anything...graphics card or accelerator host, MegaST expansion slot conversion, one of the PC conversion host boards, something like that anyway....

When I removed these things to fit TOS2.06 as standard (and to clear the way for IDE hosts) the machines stopped working..

The one with the unknown board is now working...basically what I did was pull the processor out of its socket (while doing the take-everythign-out-and-plug-it-back-in technique) and noticed that a lot of the contacts of the socket were pretty bent in and can't have been making a good signal to the CPU....this is where the wierd board had been plugged...so I spent a rather boring half an haour with a pair of needles bending the contacts back out....push a needle into the top of the socket between the edge of the socket and the contact until you can get the other needle behind the contact from the IC side edge and bend it out again...Took a while to do it properly but eventually I had them all bent back out proud of the IC edge of the socket all the way round (corners were a pest) and plugged the processor back in...and waddya know ?....IT WORKS :-))

I'll have a crack at the other one soon (there are some wierd bodged on soldered bits to worry about)...if this all goes to plan then I'll have three ST's running on the stand at the AMS show in November to demonstrate stuff with...prolly try for a demo of the STe's MIDI-Synth being powered off different channels of a MIDI-3 running a program called RealTime, which is an algorithmic music generator that works with Export.....

chrisc

2268. SV: Cubase Audio Problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <mC9q5.1174$FI2.10496@nntpserver.swip.net>
Source record: 57955

"Dylan O'Brien" wrote:

> I just got a (legal with key) copy of CAF 2.06 for my Falcon. Cubase
just
> bombs on me everytime. It will run for a little while, then bombs
away.
> Does anyone have any suggestions??? I have 14 megs of ram, scsi drive
for
> audio and the Falcon Digital Interface.

Hi,
I would suspect that you need to make one of the CPU-clock
modifications.
You can find them on my website - as well as a bunch of other hints...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2269. Wtd: TT Memory & Mega STe SCSI Board (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: David Williams <dave@darkstar64.freeserve.co.uk>
Message-ID: <8obhd5$k26$1@news8.svr.pol.co.uk>
Source record: 57956

Hi Folks!
Anybody in the UK got a memory board for a TT? (ST or TT RAM)
Also need a SCSI board for a Mega STe so that I can run an internal hard
Drive

Cheers,
Dave

--
---===---===---===---
ICQ No. 34363311
---===---===---===---

2270. Re: Any One S-O-T I need Atari Contact

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a95e81@news-uk.onetel.net.uk>
Source record: 57957

Try Keychange Music, 01925 266120.

Phil.

"CAD" <CAD@line1.net> wrote in message news:8o9clu$oj3$1@supernews.com...
> I need advice from someone local..... S-O-T Staffs
> concerning Atari STe and software...
>
> CAD
>
>

2271. Re: Wtd: TT Memory & Mega STe SCSI Board (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <PPAZiXAqGWq5Ewt2@steverosie.demon.co.uk>
Source record: 57958

In article <8obhd5$k26$1@news8.svr.pol.co.uk>, David Williams <dave@dark
star64.freeserve.co.uk> writes
>Hi Folks!
>Anybody in the UK got a memory board for a TT? (ST or TT RAM)
>Also need a SCSI board for a Mega STe so that I can run an internal hard
>Drive
>
>Cheers,
>Dave

I'd give up on the internal board for the Mega STE, as you need a new
cover and several bits and pieces to get it to fit:(It's not just a
plug in job:(

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2272. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <JLdq5.6156$C42.164025@newsread2.prod.itd.earthlink.net>
Source record: 57959

On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:
> This may sound like a strange message, but I thought I would send it
SNIPSNIPSNIP

I'm sending Dan some $ for his past work and support of Atari!

I hope he does'nt mind me posting this:

>>Dan Ackerman
>>P.O.Box 361
>>Mt. Vernon, OH
>>43050 USA
>

Outside the USA:
It might be a good idea to look into international money orders.
I'd first ask him if his bank accepts them!!!

John G.

2273. Re: Cubase Audio Problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39a98515$0$18631@news.zetnet.co.uk>
Source record: 57960

On 27 Aug 2000 06:14:52 , Tim Conrardy wrote:
>In article <vF0q5.44$p5.599@newsread03.prod.itd.earthlink.net>,
> "Dylan O'Brien" <dsobrien@earthlink.net> wrote:
>> I just got a (legal with key) copy of CAF 2.06 for my Falcon. Cubase
>just bombs on me everytime. It will run for a little while, then bombs
>away. Does anyone have any suggestions??? I have 14 megs of ram, scsi
>drive for audio and the Falcon Digital Interface.
>>
>> Thanks,
>>
>> Dylan
>
>
>Try taking off all Desk ACC's, non-esential auto PRGS, No SpeedoDos or
>NVDI,or screen savers.Pretty much a clean desktop. I am not an expert
>in CAF (however just got a Falcon) but sometimes Qbase in general is
>picky.
>
>Tim
>
>
>--
>If you use Atari for Midi please join us at the Atari-midi mailing
>list. Dr T did!
>____
>Tim's Atari Midi World http://atari.atlantis-bbs.com
>Mirror Site: http://sites.netscape.net/timconrardy/index.htm
>Atari-Midi Mailing List:http://www.egroups.com/group/atari
>tconrardy@hotmail.com
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

Hi Dylan,

As a fellow newby to CAF (with a C-Lab MarkX) I can just say that with 2.1GB SCSI drive and only XControl accessory, I have had no problems at all. I think the advise of a clean desktop is very true.
I have just produced my first audio CD and its worth all the hastle.

Bob King

2274. Re: Cubase Audio Problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39a9851d$0$18631@news.zetnet.co.uk>
Source record: 57961

On 27 Aug 2000 06:14:52 , Tim Conrardy wrote:
>In article <vF0q5.44$p5.599@newsread03.prod.itd.earthlink.net>,
> "Dylan O'Brien" <dsobrien@earthlink.net> wrote:
>> I just got a (legal with key) copy of CAF 2.06 for my Falcon. Cubase
>just bombs on me everytime. It will run for a little while, then bombs
>away. Does anyone have any suggestions??? I have 14 megs of ram, scsi
>drive for audio and the Falcon Digital Interface.
>>
>> Thanks,
>>
>> Dylan
>
>
>Try taking off all Desk ACC's, non-esential auto PRGS, No SpeedoDos or
>NVDI,or screen savers.Pretty much a clean desktop. I am not an expert
>in CAF (however just got a Falcon) but sometimes Qbase in general is
>picky.
>
>Tim
>
>
>--
>If you use Atari for Midi please join us at the Atari-midi mailing
>list. Dr T did!
>____
>Tim's Atari Midi World http://atari.atlantis-bbs.com
>Mirror Site: http://sites.netscape.net/timconrardy/index.htm
>Atari-Midi Mailing List:http://www.egroups.com/group/atari
>tconrardy@hotmail.com
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

Hi Dylan,

As a fellow newby to CAF (with a C-Lab MarkX) I can just say that with 2.1GB SCSI drive and only XControl accessory, I have had no problems at all. I think the advise of a clean desktop is very true.
I have just produced my first audio CD and its worth all the hastle.

Bob King

2275. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39a989a5@news-uk.onetel.net.uk>
Source record: 57962

Hope this ends it.

My comment was directed at people with articles for sale or wanted. It's
nice to find e.g. a TTM 195 monitor, not so nice to find it's in America.

Phil.
"Ronald van der Kamp" <atarist@xs4all.nl> wrote in message
news:8o96nmcla1@news1.xs4all.nl...
>
> My eye fell on a question about countries.
>
> Why is it relevant to know where on the globe the sender is at a
> certain moment?
> I have a depository for files on mydocsonline. But do not know where
> that harddisk resides where my data is on.
> And I have a worldwide reachable hotmail adres. But where is my mail
> kept?
> It is only relevant to know where (I think) because of the legal
> repercussions.
>
> And further:
> people here are not so much in de nation/country-stuff.
> We are here all Homo sapiens atariensis, a sub-tribe of Homo sapiens
> digitalis.
>
> Met vriendelijke groet,
> Ronald van der Kamp
> secretaris Stichting ST
> atarist@xs4all.nl
>
>
> On 25 Aug 2000 19:10:54 , Steve Sweet wrote:
> >Hi Phil
> >
> >>I'm new to newsgroups, I find it infuriating when people don't say which
> >>country they are in, any comments,
> >
> >Its only relevant if they are offereing something for sale..
> >
> >BTW, you didnt say where you are!!.
> >
> >People with glass houses etc... 8~)
> >
> >--
> >

> > Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> >
> >.

2276. Re: Ricoh CD Burner

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39a9ab24$0$18631@news.zetnet.co.uk>
Source record: 57963

On 26 Aug 2000 18:04:00 , Peter Schneider wrote:
>Hi Derryck,
>
>DC>I thought that Bob was referring to the Extendos Pro/CDWriter combo
>DC>when I started reading this thread, but he's mentioned the Soundpool
>DC>product now so I've got very confused!
>I'm very sorry if it's me who caused your confusion.
>
>DC>Going by his description and my observations, the CD has been
>DC>recognized but isn't thought of as being capable of writing by the CD
>DC>writing software.
>maybe. I just wanted to add my observation that CD Recorder (by
>SoundPool) wasn't able to recognise a (hard) recorder switched on
>after booting the TT!
>
>DC>A CD writer isn't bootable so (in theory) can be switched on at any
>DC>time.
>Right, but then it's a reader only, at least for the Soundpool soft.
>
>Und TTsch&#65533;
>ps
>
>.

Hi Peter et al,

no as usual its my fault for the confusion. I usually reply to 'mails on seeing them without checking the facts and so often get names etc wrong. I have not got CD Recorder by Soundpool to work with my Ricoh, but have managed to use CDBackup and CD Writer OK. I tried to use CDISO first, but after wasting three CDs realised that 'Writer was the correct one for Audio CDs. All seems OK, at least for now. Thanks every one.

Bob king.

2277. Pagestream Template for CDs?

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39a9e78a_3@huge.aa.net>
Source record: 57964

Hi all,

I recently saw something about there being a Pagestream template for CD labels, but now I can't remember WHERE I saw the info. Did anybody else see it or know where I can find CD label templates for Pagestream? I _COULD_ make my own... but hey, it would be way faster to use a pre-made template!

Thanks,

Clayton Murray
Seattle, WA USA

2278. Re: Calamus SL 2000

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 01:41:26 UTC
From: Remi Villatel <maxilys@normandnet.fr>
Message-ID: <39A871C6.8E95CD79@normandnet.fr>
Source record: 57947

"Edward S. Baiz Jr." wrote:
>
> Hello All,
>
> Recieved my Calamus SL 2000 upgrade last night and I just installed it
> today. For the most part it works fine, but there are some strange things
> that are happening. For the most part the open title screen is blank when
> the program loads in. Also some of the files I created with SL 99 are
> alittle messed up when they load. The colored text is all ra together so it
> is very hard to see what words are typed in. Also, even some of the
> included DOC files are messed up when loaded in. All this happens under the
> 24-bit color mode. Now when I load in the program in the 256 color mode,
> everything is fine. Is there a setting in Calmus that will solve this or do
> I have to re-create my files under SL 2000 in the 24-bit mode?

That's what I discovered on my french version too. I mailed immediatly to Invers and Big Boss Ulf Dunkel replied me that Calamus SL supports only the 256-color and 32-bit resolutions. He said that this is due to a bug in some NOVA/Mach64 drivers which don't handle correctly the other resolutions.

I have used to launch Calamus in 32K colors and I never encountered a single display problem in any resolution. To be honnest, when I first launched Calamus SL2000, I saw a big sign across my screen: BEWARE OF BUG! The display is correct and incorrect at the same time... I call this a little bug.

After the answer of Ulf Dunkel, I didn't really change my mind. I couldn't believe it. 32-bits! That's crazy. Besides, I have only 2 Mb of VRAM which means a very low resolution of only 640*480*32b instead of 1024*768*32K. That's a shame on an Hades.

Luckily I speak german and I'm trying to pressure Ulf Dunker in order that somebody at Invers has some mercy for my little Hades and put back the support of some "normal" resolutions into Calamus SL2000. I asked for a very special version only for me (they may have some real reasons) but if we are several to pressure Invers, maybe will we be able to let them go backward. That's definitively crazy that Calamus SL2000 doesn't even support 24-bit resolutions.

> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
[SNIP]

You have 4 Mb of VRAM, you can create some good resolutions in 32 bits. Otherwise, you can add a white frame as background for each of the pages... and the display goes back to normal. Strange, isn't it?

See you later,

==========
Remi Villatel
maxilys@normandnet.fr
==========

2279. Cubase Audio Problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 04:19:39 UTC
From: Dylan O'Brien <dsobrien@earthlink.net>
Message-ID: <vF0q5.44$p5.599@newsread03.prod.itd.earthlink.net>
Source record: 57948

I just got a (legal with key) copy of CAF 2.06 for my Falcon. Cubase just bombs on me everytime. It will run for a little while, then bombs away. Does anyone have any suggestions??? I have 14 megs of ram, scsi drive for audio and the Falcon Digital Interface.

Thanks,

Dylan

2280. Re: Cubase Audio Problems

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 06:14:52 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8oabkleun1@nnrp1.deja.com>
Source record: 57949

In article <vF0q5.44$p5.599@newsread03.prod.itd.earthlink.net>,
"Dylan O'Brien" <dsobrien@earthlink.net> wrote:
> I just got a (legal with key) copy of CAF 2.06 for my Falcon. Cubase
just bombs on me everytime. It will run for a little while, then bombs
away. Does anyone have any suggestions??? I have 14 megs of ram, scsi
drive for audio and the Falcon Digital Interface.
>
> Thanks,
>
> Dylan

Try taking off all Desk ACC's, non-esential auto PRGS, No SpeedoDos or
NVDI,or screen savers.Pretty much a clean desktop. I am not an expert
in CAF (however just got a Falcon) but sometimes Qbase in general is
picky.

Tim

If you use Atari for Midi please join us at the Atari-midi mailing
list. Dr T did!

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

2281. Re: SyJet advisement Re: Anyone using

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 06:30:41 UTC
From: anarkist@idirect.com
Message-ID: <IA2q5.2089$IE6.49831@quark.idirect.com>
Source record: 57950

well I have to update myself, and offer an apology (sort of)
I read a card that came with my SyJet cartridges entitled
"Limited Extended Warranty for SyQuest Products"
Since the back of my SyJet cartridge said there was a one year warranty,
I didn't pay any attention to this at the time. I didn't want to pay
to extend my warranty over one year!
Well, with my cartridge troubles I re-read the card, in detail this time, and
it says the cartridges are only warranteed for 30 days!!
Ooops.
So PCS/Syqet are standing by there product, sort of. Seems that they don't have
the confidence to back them for a year, but at least they do so for 30 days.
NOW I wish I had gotten that extended warranty! :-\
ken

On 25 Aug 2000 01:08:46 , Clayton Murray wrote:
:hi-
:
:I have a Syjet with my Falcon, and have had no problems with it.
:I'm only using it for back-up or storage, so it doesn't get much
:usage. Both cartridges work fine. I've not dealt with PCS. Last
:time I looked, Syquest still had a web page, and I think it had
:something about warranties, etc., but I could be wrong.
:
:-Clayton
:Seattle, WA USA
:
:On 24 Aug 2000 15:17:40 , Ken Macdonald wrote:
:>lo
:>
:>i purchased 3 syjet cartridges from PCS.
:>2 never worked,
:>and PCS will not honour their waranty
:>hopefully this is only my experience!
:>but an advisement to thos considering syjets
:>(i have a 44mb and 88mb syquest - no problems)
:.

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

2282. X-or

Newsgroup: comp.sys.atari.st
Date: 2000-08-27 22:51:04 UTC
From: The Ox That Rocks <oxrock@reborn.com>
Message-ID: <256jqs08inqn3o0ob0almntvc9qfbsvj7q@4ax.com>
Source record: 57965

Hi fellow Atarians
I search the following programs, due to the inconsistency of floppy disks!.

--X-Or-- by the caged artist (Robert Melvin). My original program disks are broken.

--Turbosynth-- by Digidesign. (The original Master disk contains a software key=.

Thanks
Peter

2283. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8oeqp2$cu9$1@nnrp1.deja.com>
Source record: 57896

In article <1eg374e.5s8sn4tk6oskN%rsmac@t-online.de>,
rsmac@t-online.de (Robert Schaffner) wrote:

> > Nowadays, there is even a ready-made cartridge adapter that
> > works on a Falcon: http://www.asamnet.de/~hilgarte/ether.htm
>
> Yeah..
> Works fine here since 4 weeks.
> Connects one falcon to two macintosh. FTP server/client. Great.
> Can't found a better and faster way to transfer data from one to
> another machine, also CAB is surfin while datatransfer works..
>
Could you describe your setup in more detail please?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2284. Re: Wtd: TT Memory & Mega STe SCSI Board (U

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39aaf48c$0$18634@news.zetnet.co.uk>
Source record: 57897

On 27 Aug 2000 17:58:22 , "David Williams" wrote:

|Anybody in the UK got a memory board for a TT? (ST or TT RAM)

Have you tried System Solutions? I got one from them some years
ago.

2285. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39aaf743$0$18634@news.zetnet.co.uk>
Source record: 57898

On 28 Aug 2000 17:58:58 , Martin Holmes wrote:

|Can anyone suggest or recommend a reliable HD backup software
|utility - and where is it available from??

Diamond Back is good to floppy or another HD partition. Still
available from HiSoft as far as I know and quite cheap now.

If you want to backup to CDR then CD Writer Suite ver 3 from Anodyne
Software.

2286. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39aaf742$0$18634@news.zetnet.co.uk>
Source record: 57899

On 28 Aug 2000 13:38:31 , Woofer wrote:

|Does anybody know of a good english text editor or word processor that I
|can download for an Atari STe?

Everest for text editor and Papyrus for word processor.

2287. Re: Wtd: TT Memory & Mega STe SCSI Board (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008282142580.113-100000@TT030>
Source record: 57900

On Mon, 28 Aug 2000, David Williams wrote:

> Thanks for the info :)
> Do you have the contact details for Best Electronics?
> Or the other option is, does anybody here have a dead Mega STe with SCSI
> board that they are willing to sell?
>
> Also, I believe there is a modification that can be made to the TT's logic
> board to increase the ST ram from 2mb to 8mb. Anybody tried this?

Dropping in a duaghter board is far easier, and then you have
10 meg of STram. Assuming you can find one.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2288. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39AB1BA6.7FE0298A@qnet.com>
Source record: 57901

Steve,

Before you come back and make a statement like that you should read there web site and see what is really going on. Here is a good link to the site so everyone doesnt have misinformation http://www.syquest.com/press/index.html

This link will show what has happened to Syquest which is now called SYQT. Select assests were sold to Iomega. That is why I like many others paid $20-$30 for a Syjet(NEW in box with Cartridge). I also paid $25 for the parallel to SCSI adapter(NEW in box). I have also called and went to local computer stores who use to carry Syquest only to be told SORRY their gone.

Don

TC Steve wrote:

> In article <39A5EC6D.DA04604F@qnet.com>,
> Don <dons@qnet.com> wrote:
> > You can really expect much for a company that no longer exists.
>
> Have you been to http://www.syquest.com lately? They updated the site on
> August 21, 2000. SyQuest is still very much alive and well supported for PC,
> Mac, and Atari.
>
> - Trenchcoat Steve
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2289. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200008282058.a2168@wun.maus.de>
Source record: 57902

Hi Dan!

DA>I'm not asking for a handout. All I'm asking is what is there, that
DA>you would like to see for your computer (within reason, I'm a
DA>programmer not a hardware guru), that you would be willing to give $10-
DA>$20 support.

Well, you've already written programs i'd love to give you ten dollars each
for. Cab.ovl and micq, to name just two of them. But there's a little problem:
how to transfer some $20 or $30 to to you without loosing half of it to the
banks or all of it to mail robbers?

Anyway, JavaScript support for CAB would be fine, but I doubt this can be done
externally :-(

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

(Near Nï¿½rnberg, Bavaria, Germany)

2290. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200008282057.a60430@su2.maus.de>
Source record: 57903

Hi,

W>So far all the ones I have tried are in German :/
and what do you think thereof?

Und TTschï¿½
ps

2291. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008281030280.70-100000@rakas>
Source record: 57968

> >You need a computer that can communicate through a fast ethernetcard (Milan)
> >and a stack that knows the POPoverEthernet protocol.
> >Cheers from Belgium
> >Dennis

Please stop spreading this nonsense, Dennis!

1) Not all cable-net and DSL providers want DHCP or POPoE; plain
static IP is still possible in many places, as both myself
(Finland) and SWE (Slovenia) prove.

2) Ethernet is also possible on MEGA-ST, MEGA-STE, TT, Hades.

Nowadays, there is even a ready-made cartridge adapter that
works on a Falcon: http://www.asamnet.de/~hilgarte/ether.htm

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

2292. Looking for disk images on CD!

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: AJP <pirchl@yahoo.com>
Message-ID: <8oddh2hbq1@news-vie-pub-p.1012internet.at>
Source record: 57969

Hi,

because of my slow internet connection I am looking for collections of Atari ST (and possibly other systems) disk image collections on CD. If you can help me, please emai me at pirchl@yahoo.com or repley to this mail!

Thanks alot,

AJP

2293. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39aa407c@news-uk.onetel.net.uk>
Source record: 57970

Just a thought,

I use a PC for the net etc, ST and TT for Cubase, forever. How about a
driver to enable a wheel mouse for scrolling etc.

Phil.
"Dan Ackerman" <baldrick@dilbert.netset.com> wrote in message
news:39a52f27$1_1@athena.netset.com...
> This may sound like a strange message, but I thought I would send it
> and see what the response was. As you probably know I've been a long time
> atari supporter and programmer. I may not be the best or the most
> prolific, but I think a large portion of you will recognize that you have
> seen something with my name on it go across your machine at one point in
> time or another. So please bear with me and if you don't like what I say
> then ignore it and go on with your life.
>
> Basically I have found myself in some serious financial straights. I
> need to come up with a large some of money for a utility company or see a
> disruption in my service. This is basically their fault for misbilling,
> but still leaves me liable. So instead of taking a second job and losing
> what time I've been able to devote to atari, I thought I would speak to
> the community as a whole.
>
> I'm not asking for a handout. All I'm asking is what is there, that
> you would like to see for your computer (within reason, I'm a programmer
> not a hardware guru), that you would be willing to give $10-$20 support.
> I'm not asking for any money up front or anything like that. Just is
> there something that I could write that would be worth that much to you?
>
> It's a simple question. I'm not an unknown to the community and I'm
> hoping this message doesn't sound pathetic. Intellectually I know that it
> would be more worthwhile to do a few small products for the dominant
> platform on the planet where I could probably make a factor of 10-20 times
> the amount of money. But I would really rather do something for the
> atari, if I can justify it to my family.
>
> No flames please. Just think about it and let me know.
>
> Dan Ackerman
> aka baldrick@netset.com
>
>
>

2294. Re: Wtd: TT Memory & Mega STe SCSI Board (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: David Williams <dave@darkstar64.freeserve.co.uk>
Message-ID: <8odira$2l5$1@news8.svr.pol.co.uk>
Source record: 57971

Thanks for the info :)
Do you have the contact details for Best Electronics?
Or the other option is, does anybody here have a dead Mega STe with SCSI
board that they are willing to sell?

Also, I believe there is a modification that can be made to the TT's logic
board to increase the ST ram from 2mb to 8mb. Anybody tried this?

Cheers,
Dave

---==========---===---
ICQ No. 34363311
---==========---===---

> You can buy a Kit from Best Electronics I think, case and all. I have also
> heard of after market adaptors too. If you find one let me know.
>
> Mark Bedingfield
>
>
> Steve Stupple <Steve@atari.org> wrote in message
> news:PPAZiXAqGWq5Ewt2@steverosie.demon.co.uk...
> > In article <8obhd5$k26$1@news8.svr.pol.co.uk>, David Williams <dave@dark
> > star64.freeserve.co.uk> writes
> > >Hi Folks!
> > >Anybody in the UK got a memory board for a TT? (ST or TT RAM)
> > >Also need a SCSI board for a Mega STe so that I can run an internal
hard
> > >Drive
> > >
> > >Cheers,
> > >Dave
> >
> > I'd give up on the internal board for the Mega STE, as you need a new
> > cover and several bits and pieces to get it to fit:(It's not just a
> > plug in job:(
> >

>

2295. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967459396-761719AEicMi@cwcom.net>
Source record: 57972

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Fri, 25 Aug 2000 17:27:22 +0200

Discus:
>>It would become a "must-have" for Atarians everwhere, but I am afraid
>>to use it, not understanding all its uses and options.
>I agree, Diskus is a "must-have", but even translated, people still would
>need a very good English manual. Translating the Diskus manual is something I
>rather don't think about....

Me neither TBH!

A translation of a product such as this would be fairly useless without a
manual, which in turn takes an unbelievable amount of time!

--

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2296. Re: data transfer Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967459394-761199AEicMi@cwcom.net>
Source record: 57973

From: "Mirko" <remove_mirko@mouseattack.de>
Date: Fri, 25 Aug 2000 09:32:31 +0200

>> Erm, that should be a standard /null/ modem cable!
>
>i plugged out the modem and plugged the same plug of the same cable into the
>atari serial port and i transferred 80MB over this cable... i thought it was
>just a standardmodem cable... but perhaps a /null/modem cable will do the
>work as well :-)

I'm surprised that it worked! If you want to do a computer to computer link
then one has to swap the data send and return and the handshake lines over at
one end of the cable - unlike for a modem!

> An alternative would be PARCP, which uses a slightly modified printer
>cable
>> between the two machines. It's a lot faster.
>
>can you give more information about this alternative ? i am very interested
>in a faster transfer possibility ! (as i said above - i transferred 80MB
>with 19.200baud.... and there is still another Megafile40 waiting...)

The software should be available from Petr Stelik's (sp) web page, a search
engine will help if you look for the name or for PARCP. You have to unsolder
two wires from one end of the cable and swop then round, then connect the two
machines via the printer ports.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2297. English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: woofer@cableinet.co.uk
Message-ID: <MPG.14147bc5efc30657989681@news.blueyonder.co.uk>
Source record: 57974

Does anybody know of a good english text editor or word processor that I can download for an Atari STe?

So far all the ones I have tried are in German :/

Thanks for any help.

2298. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sqkrof82t91132@corp.supernews.com>
Source record: 57975

On 28 Aug 2000 11:36:33 , "Phil Barrie" wrote:
>Just a thought,
>
>I use a PC for the net etc, ST and TT for Cubase, forever. How about a
>driver to enable a wheel mouse for scrolling etc.

Good idea, but....

First to use a PC mouse you need either Mouseburster from Mario Becroft or link it into the serial port.

Most people don't have a spare serial port so that is not the chosen solution. You could programme a Mouse driver to use the scroll function, but you'll find programmes that don't like using the serial port for mouse e.g. non GEM games.

The mouseburster can use the scroll wheel but only for a doubleclick. Therefore I suppose the Mouseburster would have to be re-programmed to send commands to the ST and a little bit of software would change these commands to an up and down movement on the scroll bar.

I always have my left hand fingers on the arrows keys (TOS 2.06 and up) so I use these to scroll and the thumb on the Enter key. Try it...

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

2299. Jag, Catbox AND an Atari SC1224 monitor

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39aa88fc@fmlynet.org>
Source record: 57976

FamilyNet HQ: Telnet:\\www.family-bbs.net

> Selling Jag and Monitor
>Posted by Andrew Wheat (user-2inilgl.dialup.mindspring.com) on August 25, 2000
> at 11:56:43:

> Heyah all!
>I just know there's folks out there wishing they could get a spare Jag so they
> could play Battlesphere networked. Well I'm selling one! Everything you need
> for networked Battlesphere fun (as long as you have a Jag already w/catbox.)
> Jag, Catbox AND an Atari SC1224 monitor, the very best way to play your Jag
> games!
> Check out my E-Bay auction.
> -Andrew
> Jag Battlesphere station auction
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=419606763

Still only at $100 !

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2300. Re: English Text Editors?(Ignore)

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: woofer@cableinet.co.uk
Message-ID: <MPG.141483ee9e5be8df989682@news.blueyonder.co.uk>
Source record: 57977

Found MicroEmacs.

Suppose I should have read '0Index' in the first place :}

2301. Need help with setting up an ST for E-mail

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1eg34ql.czjx2rwv57nvN%hairy.biker@ntlworld.com>
Source record: 57978

Hi there, I have only recently started nosing around here, but I have owned an Atari for the last 16 years. My first being an 800xl, then a 65XE.

I now have a 520STFM (2 in fact, but I'm only borrowing one of them). One of them is a 520STFM (TOS1.4) upgraded to 2.5mb and an internal HD floppy. The other is a fairly base 1mb 520 (TOS1.2), with a standard 800k drive. I also have an external 800k floppy too.

At the moment I have lent mu Mum one of them to learn some basic wordprocessing on (I have a selection, from First Word to Protext 6). As it is the only spare computer I have at the moment, I would like to get it setup for E-mail.

The needs are very simply, my Mum is not going to want any knobs and whistles, just the basics - type a message, send, recive, and reply will do.

Although I did an awful lot of work on the Atari, I never used it for communications, so I have no idea of how to go about this. I use the Mac for that myself.

Presuming I am going to need some connection software - PPP & TCP, and an E-mail client, I would like to know what would be best suited to the setups I have (preferably a 1mb ST with 2x 800 floppies), and where I could download the software.

It might be handy to have a basic browser too, if possible.

Cheers.

--
** Andy Hewitt ** ** Live to Ride, Ride to work! **
FAF#1 Mac PPC, Diversion 600s, Trekky, Volvo 340GL
Web page update - 08/00 http://homepage.ntlworld.com/ahewitt/index.htm

2302. Re: MiNT login

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39AA9A03.61C8052A@cfc.dnd.ca>
Source record: 57979

Mario Becroft wrote:
> David Galvez Carles (dagalcar@euitiv.upv.es) wrote:
> : Hello.
> : I have a Falcon with MiNT 1.15.5 and NAES 2.0.
> : I donï¿½t know why MiNT doesnï¿½t ask me for a login when i turn on the
> : computer, always i get in like root. Does anybody know how configure this?
> If you want a UNIX-style login process you will probably need to install a
> whole UNIX-style setup with the various tools.
> A popular distribution is KGMD, available from various FTP sites, or the
> MiNT'98 CD-ROM.

ah yes, truly.
but also don't forget:
http://capybara.sk-pttsc.lj.edus.si/yescrew/eng/index_e.htm
http://wh58-508.st.uni-magdeburg.de/sparemint/
and last but not least
http://www.freemint.de/en/index.html

> --
> --
> Mario Becroft # Tariland, New Zealand Atari User Group
> mb@gem.win.co.nz # Atari Hardware Developments
> http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

2303. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39AA9AF0.9A335B1C@cfc.dnd.ca>
Source record: 57980

Don wrote:
> Bill,
> You can really expect much for a company that no longer exists. All Syquest
> equipment be sold at this time is all left over stuff. My Syjet works great with
> my PC and cant get it to work with my Atari.
> Don

this may have to do with partition size.
do you have one partition (1.5GB) on the cartridge?
if so maybe TOS can't see it. also, do you use HDdriver?
what TOS version do you use? that has an affect!
ken

2304. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1eg374e.5s8sn4tk6oskN%rsmac@t-online.de>
Source record: 57981

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> 2) Ethernet is also possible on MEGA-ST, MEGA-STE, TT, Hades.
>
> Nowadays, there is even a ready-made cartridge adapter that
> works on a Falcon: http://www.asamnet.de/~hilgarte/ether.htm

Yeah..
Works fine here since 4 weeks.
Connects one falcon to two macintosh. FTP server/client. Great.
Canï¿½t found a better and faster way to transfer data from one to another
machine, also CAB is surfin while datatransfer works..

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

2305. Re: Need help with setting up an ST for E-m

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sql9ra95t91134@corp.supernews.com>
Source record: 57982

On 28 Aug 2000 17:55:17 , Andy Hewitt wrote:
>Hi there, I have only recently started nosing around here, but I have
>owned an Atari for the last 16 years. My first being an 800xl, then a
>65XE.
>
>I now have a 520STFM (2 in fact, but I'm only borrowing one of them).
>One of them is a 520STFM (TOS1.4) upgraded to 2.5mb and an internal HD
>floppy. The other is a fairly base 1mb 520 (TOS1.2), with a standard
>800k drive. I also have an external 800k floppy too.
<<<snip>>>>

Hi

Right first thing you need is a modem (you didn't mention if you had
one). Standard ST modem port can only get up to 19.2K but that'll be
fine for emails.

First thing is I'm not sure if TOS 1.2 is up to it, maybe someone else
can fill this in.

HSMODEM v.7 Cleans up the buggy serial port. Essential. From the
package use MFP.PRG and DRVIN.PRG.

STING v1.26 PPP connection layer. Installation can be very tricky, so
ask here for more help later on. You'll need to sign up an account on
your mac first and transport the details over to the ST.

XCONTROL v? Lets you use the CPXs (Control Panal eXtensions) for STING.

NEWSIE v0.94 or 0.96 Some people have had problems with 0.96 so best
advive for beginner is to use 0.94. This is the email, FTP and
Newsgroup programme.

CAB v1.5 Web browser thats only HTML (no Java etc) works but very slow.

CAB.OVL v1.18 lets STING communicate with CAB.

On disk one create folder called AUTO and put in this order:
DRVIN.PRG
MFP.PRG
STING.PRG
Rename STING.APP to STING.ACC and put on the root of Disk one. Put
XCONTROL on root as well and configure it to load the CPXs.
Get eveything working by putting in the details of your ISP into the
STING.SCR and DEFAULT.CFG.

Now on Disk two put NEWSIE and CAB. Set up NEWSIE with your ISP
username and password.

Download these packages of an FTP site or search about for them on the Net.

Hope that all helps, and remember, help is not that far away :-)

P.S. Docs are supplied for STING but are very daunting for a newcomer (especially if your just used to clicking on an install button and everthing is done for you!)

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2306. Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: markat@zetnet.co.uk
Message-ID: <39aaa862$0$24228@znews.zetnet.co.uk>
Source record: 57983

Can anyone suggest or recommend a reliable HD backup software
utility - and where is it available from??

Thanks
Martin Holmes

2307. WTB - NVDI & Magic C

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: markat@zetnet.co.uk
Message-ID: <39aaa863$0$24228@znews.zetnet.co.uk>
Source record: 57984

Does anyone have NVDI and/or Magic C available to purchase.
Any versions considered.

Martin Holmes
UK

2308. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39AAA99C.7031E475@cfc.dnd.ca>
Source record: 57985

hmmm. this is hard to believe! :-)
honestly there are many good ones.
I have registered Edith(Editress), http://www.zfc.nl/download.html
there is also
Everest http://www-computerlabor.math.uni-kiel.de/~oschmidt/everest.html
and qed http://www.tu-harburg.de/~alumnifc/index-engl.html

a generally good place to start looking is
http://www.geocities.com/Tokyo/Temple/9537/SITE-MAP.HTM

Woofer wrote:
> Does anybody know of a good english text editor or word processor that I
> can download for an Atari STe?
> So far all the ones I have tried are in German :/
> Thanks for any help.

bonnechance.goodluck
ken

2309. Re: STOS

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <8oe9q8nai1@uranium.btinternet.com>
Source record: 57986

"Gary" <gary@interstep.demon.co.uk> wrote in message
news:967118877.20600.0.nnrp-13.9e98af08@news.demon.co.uk...
> Any STOS programmers here?
>
>
>

Well only if you count past programmers :o)

chris

exxos@bigfoot.com

www.bigfoot.com/~exxos/

2310. Atari FTP ?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <8oeapo$3p1$1@plutonium.btinternet.com>
Source record: 57987

Greetings all,

Appart from funet.fi ftp server, are there any other good ones where I can upload Atari files to ? funet did seam ok but I've been uploading files there for ages now and they never appear (must be around 2 years of this) I can only assume funnet is no longer being maintained ? in anycase its a right pain to upload so I'm looking for other FTP servers where I can upload files to. I'm looking for reliable servers, not ones which only seam to be around for a year or 2 then vanish. That would be a bit of a bugger if I spent months uploading files only to have the server vanish. I have mailed a few servers so far, my first choice would be BT server, though they still have not replied from weeks ago, I tried demon but they said I could not upload to them (they didn't say why :( ) I've tired some other FTP's with no reply so I send a plea to Atari fans to see if they can point me in the direction of a good FTP server.

Just while I'm here, anyone got any ideas on how to transfer files accross the net, rather than download them to local, and upload them from local ? it would be nice to transfer files from one place on the net without the long process of a download-upload kinda thing, don't yell, just thought I'd ask :o)

Chris

exxos@bigfoot.com

www.bigfoot.com/~exxos/

2311. Re: Need help with setting up an ST for E-m

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39AAB14E.84CC81E7@cfc.dnd.ca>
Source record: 57988

Lyndon Amsdon wrote:
> On 28 Aug 2000 17:55:17 , Andy Hewitt wrote:
> >Hi there, I have only recently started nosing around here, but I have
> >owned an Atari for the last 16 years. My first being an 800xl, then a
> >65XE.
> >I now have a 520STFM (2 in fact, but I'm only borrowing one of them).
> >One of them is a 520STFM (TOS1.4) upgraded to 2.5mb and an internal HD
> >floppy. The other is a fairly base 1mb 520 (TOS1.2), with a standard
> >800k drive. I also have an external 800k floppy too.
> <<<snip>>>>
> Hi
> Right first thing you need is a modem (you didn't mention if you had
> one). Standard ST modem port can only get up to 19.2K but that'll be
> fine for emails.
> First thing is I'm not sure if TOS 1.2 is up to it, maybe someone else
> can fill this in.
> HSMODEM v.7 Cleans up the buggy serial port. Essential. From the
> package use MFP.PRG and DRVIN.PRG.
> STING v1.26 PPP connection layer. Installation can be very tricky, so
> ask here for more help later on. You'll need to sign up an account on
> your mac first and transport the details over to the ST.
> XCONTROL v? Lets you use the CPXs (Control Panal eXtensions) for STING.
> NEWSIE v0.94 or 0.96 Some people have had problems with 0.96 so best
> advive for beginner is to use 0.94. This is the email, FTP and
> Newsgroup programme.
> CAB v1.5 Web browser thats only HTML (no Java etc) works but very slow.
> CAB.OVL v1.18 lets STING communicate with CAB.

I don't think he wants CAB. he wants email only really.
a good start site is
http://www-user.uni-bremen.de/~peter/clients.htm

ken

2312. Re: Anyone using a SyJet?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <8oefd4$v0v$1@nnrp1.deja.com>
Source record: 57989

In article <39A5EC6D.DA04604F@qnet.com>,
Don <dons@qnet.com> wrote:
> You can really expect much for a company that no longer exists.

Have you been to http://www.syquest.com lately? They updated the site on
August 21, 2000. SyQuest is still very much alive and well supported for PC,
Mac, and Atari.

- Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

2313. Re: Atari FTP ?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39aacd2239f1af0@online.be>
Source record: 57990

on Mon 28-08-2000 19:23 chris swinson wrote:

>Greetings all,
>
>Appart from funet.fi ftp server, are there any other good ones where I can
>upload Atari files to ?

Yep, ftp://chapelie.rma.ac.be/atari

The incoming dir is open for everyone. If you upload some stuff
please puts a small readme file so I know where to place the new
uploads.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2314. Re: Need help with setting up an ST for

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sqlgb3a6t9144@corp.supernews.com>
Source record: 57991

```
On 28 Aug 2000 14:37:02 , Ken Macdonald wrote:
>
>I don't think he wants CAB. he wants email only really.
>a good start site is
>http://www-user.uni-bremen.de/~peter/clients.htm

He did actually mention a browser for simple web surfing.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

2315. Re: Need help with setting up an ST for E-m

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1eg3dva.1nt5vqk6i9zpoN%hairy.biker@ntlworld.com>
Source record: 57992

Ken Macdonald <macdonald@cfc.dnd.ca> wrote:

> Lyndon Amsdon wrote:
> > On 28 Aug 2000 17:55:17 , Andy Hewitt wrote:
> > >Hi there, I have only recently started nosing around here, but I have
> > >owned an Atari for the last 16 years. My first being an 800xl, then a
> > >65XE.
> > >I now have a 520STFM (2 in fact, but I'm only borrowing one of them).
> > >One of them is a 520STFM (TOS1.4) upgraded to 2.5mb and an internal HD
> > >floppy. The other is a fairly base 1mb 520 (TOS1.2), with a standard
> > >800k drive. I also have an external 800k floppy too.
> > <<<snip>>>>
> > Hi
> > Right first thing you need is a modem (you didn't mention if you had
> > one). Standard ST modem port can only get up to 19.2K but that'll be
> > fine for emails.

Yes, sorry, I have an old Supra 14.4 modem that I can use.

> > First thing is I'm not sure if TOS 1.2 is up to it, maybe someone else
> > can fill this in.

I can try it on both.

> > HSMODEM v.7 Cleans up the buggy serial port. Essential. From the
> > package use MFP.PRG and DRVIN.PRG.
> > STING v1.26 PPP connection layer. Installation can be very tricky, so
> > ask here for more help later on. You'll need to sign up an account on
> > your mac first and transport the details over to the ST.

That's Ok, I can do that alright. I never use auto-install software, I
always manually configure everything anyway.

> > XCONTROL v? Lets you use the CPXs (Control Panal eXtensions) for STING.
> > NEWSIE v0.94 or 0.96 Some people have had problems with 0.96 so best
> > advive for beginner is to use 0.94. This is the email, FTP and
> > Newsgroup programme.

Excellent.

> > CAB v1.5 Web browser thats only HTML (no Java etc) works but very slow.
> > CAB.OVL v1.18 lets STING communicate with CAB.

Not worried about Java, I leave that turned off most of the time anyway.

>
> I don't think he wants CAB. he wants email only really.
> a good start site is

> http://www-user.uni-bremen.de/~peter/clients.htm

Excellent chaps, I will get started on that.

Many thanks.

--
** Andy Hewitt ** ** Live to Ride, Ride to work! **
FAF#1 Mac PPC, Diversion 600s, Trekky, Volvo 340GL
Web page update - 08/00 http://homepage.ntlworld.com/ahewitt/index.htm

2316. Re: Need help with setting up an ST for

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1eg3fpl.1wr8bl61gl6j9sN%hairy.biker@ntlworld.com>
Source record: 57993

Lyndon Amsdon <bindon@madasafish.com> wrote:

> On 28 Aug 2000 14:37:02 , Ken Macdonald wrote:
> >
> >I don't think he wants CAB. he wants email only really.
> >a good start site is
> >http://www-user.uni-bremen.de/~peter/clients.htm
>
> He did actually mention a browser for simple web surfing.

I did, quite right, but it isn't a priority. I managed to find
everything I needed at the above URL, thanks.

--
** Andy Hewitt ** ** Live to Ride, Ride to work! **
FAF#1 Mac PPC, Diversion 600s, Trekky, Volvo 340GL
Web page update - 08/00 http://homepage.ntlworld.com/ahewitt/index.htm

2317. Re: Mint vs Magic

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39AADFB4.83C52639@cable.A2000.nl>
Source record: 57994

Hi Lyndon

Lyndon Amsdon wrote:

> I can't get hold of oAESis so I downloaded xaAES, for real
> multitasking. xaAES just crashes on me, and it all looks horrible in
> ST High.

From where did you download this XaAES version?

> I like the idea of Mint as it seems extremly powerful. Is it possible
> to run more than one GEM programme? What is the Mint for Newbies URL.

http://atari.nvg.org/newbiemint/

But the downloading seems to be inhibited.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

2318. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 00:00:00 UTC
From: drojo@my-deja.com
Message-ID: <8oep6aavu1@nnrp1.deja.com>
Source record: 57995

In article <MUep5.149$bt1.1502@newsread03.prod.itd.earthlink.net>,
swampfox1@earthlink.net (John Garone) wrote:

> Firstly, a big thanks for the work you've already done!

Big Thanks from me too.

> Secondly, you can add my bid to the list needing a Javascript/SSL
> compatible browser!!! (ST/TT/Falcon/Hades/Milan).
> Is it possible as a module for CAB (if ASH lets you do it)?

Agreed!. A SSL enabled OVL for cab is what I need the most, together
with javascript support, although I think this last simply will not
happen unless there is still some secret cab development.

Dan. What about contacting the Higwire developer and establish a team
for development?. I know he said that wanted the browser to be freeware,
but a commercial or shareware version is potentially a hot selling
program. That can make a real alternative to cab for us, and if it
incorporates SSL/JS/CSS it would be actually the only alternative.

Regards.

Daniel.

Sent via Deja.com http://www.deja.com/
Before you buy.

2319. Re: Wtd: TT Memory & Mega STe SCSI Board (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 01:32:55 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ocf9ciud1@perki.connect.com.au>
Source record: 57966

You can buy a Kit from Best Electronics I think, case and all. I have also heard of after market adaptors too. If you find one let me know.

Mark Bedingfield

Steve Stupple <Steve@atari.org> wrote in message news:PPAZiXAqGWq5Ewt2@steverosie.demon.co.uk...
> In article <8obhd5$k26$1@news8.svr.pol.co.uk>, David Williams <dave@dark
> star64.freeserve.co.uk> writes
> >Hi Folks!
> >Anybody in the UK got a memory board for a TT? (ST or TT RAM)
> >Also need a SCSI board for a Mega STe so that I can run an internal hard
> >Drive
> >
> >Cheers,
> >Dave
>
> I'd give up on the internal board for the Mega STE, as you need a new
> cover and several bits and pieces to get it to fit:(It's not just a
> plug in job:(
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2320. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-28 03:07:09 UTC
From: swampfox1@earthlink.net
Message-ID: <xHkq5.6877$C42.200320@newsread2.prod.itd.earthlink.net>
Source record: 57967

On 27 Aug 2000 02:34:38 , Dennis Vermeire wrote:
>From: swampfox1@earthlink.net (John Garone)
>Date: Sat, 26 Aug 2000 06:05:32 GMT
>
>Hi John,
>
>> Anyone here know if a DSL connection is feasable on a stock Falcon?
>No way...
>You need a computer that can communicate through a fast ethernetcard (Milan)
>and a stack that knows the POPoverEthernet protocol. There might be a solution
>for the ethernetcard, but software wise there's no stack on our platform which
>supports the POPoverEthernet stack.
>
>Cheers from Belgium
>Dennis
>--
Hi Dennis,
I kinda' figured a faster machine would be needed (at the very least)!
I had hoped the connection could be sped up (even if I had to wait for the
machine to process the data), especially since the Eartlink ad mentioned a
free modem, etc. Thanks for the feedback anyway!
John G.

2321. Re: Mint vs Magic

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <807l90ilwt.fsf@junk.nocrew.org>
Source record: 57907

bindon@madasafish.com (Lyndon Amsdon) writes:

> I can't get hold of oAESis so I downloaded xaAES, for real
> multitasking. xaAES just crashes on me, and it all looks horrible in
> ST High.

Have a look at http://osis.nocrew.org/oaesis/.

Tomas

2322. Tales of Tamar

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <39AB69BC.E75302A6@sun1000.pwr.wroc.pl>
Source record: 57908

```
Hi,

There will be a new game for Atari Falcon and Miland.
Please visit http://www.tamar.net for more details

--
Regards

Rafal Kawecki

**************************
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*
```

2323. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1eg4rmy.1xrbkrw11lwff0N%rsmac@t-online.de>
Source record: 57909

<atarigalen@my-deja.com> wrote:

> Could you describe your setup in more detail please?

What you like?

STinG Setup?

Urgend point is the route.tab, setting on ether_pa.stx
(over STING PORT SETUP) .CPX. ether_pa is an new driver you got with
the ethernet romport adaptor.

File transfer from falcon to mac /mac to falcon only works
with FTP server/client software. Using aFTP on falcon.
Fetch on Mac. Falcon also running an FTP server.

So i can connect the falcon from mac side via ftp.
Click on files, transfer starts. Easy

Thatï¿½s it. No more specialy settings.

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

2324. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39ac084e29f1721@online.be>
Source record: 57910

on Mon 28-08-2000 23:35 JI Logan wrote:

>On 28 Aug 2000 17:58:58 , Martin Holmes wrote:
>
>|Can anyone suggest or recommend a reliable HD backup software
>|utility - and where is it available from??
>
>Diamond Back is good to floppy or another HD partition. Still
>available from HiSoft as far as I know and quite cheap now.
>
Diamond back is only good if one use thr standard 8+3 FS. If one use
long filenames Diamond back is useless as it doesn't support LF.

E-backup is suitable for long filenames but AFAIK it's all German and
not supported anymore.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2325. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008292106270.70-100000@rakas>
Source record: 57911

On 2000-8-29, Robert Schaffner <rsmac@t-online.de> wrote:

> File transfer from falcon to mac /mac to falcon only works
> with FTP server/client software.

Other protocols (e.g. http, irc, telnet) don't work?

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

2326. Fucking yanks

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: A_Customer_at_an_easyEverything_Cybercafe@easyeverything.com
Message-ID: <39abc4c7.1173933@nnrp.news.uk.psi.net>
Source record: 57912
Cross-posted to: alt.nuke.the.usa,comp.sys.atari.st

Nuke the smelly cunts!!!

2327. Re: Fucking yanks

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: "phxbrd@home.com" <phxbrd@home.com>
Message-ID: <39AC03D1.F3FE79F4@home.com>
Source record: 57913
Cross-posted to: alt.nuke.the.usa,comp.sys.atari.st

A_Customer_at_an_easyEverything_Cybercafe wrote:
>
> Nuke the smelly cunts!!!

Quite so, at least in the case of foreign cunts fucked by traveling
Yanks.

2328. Re: Tales of Tamar

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sqo33qrkc5d178@corp.supernews.com>
Source record: 57914

```
On 29 Aug 2000 09:43:56 , Rafal Kawecki wrote:
>Hi,
>
>There will be a new game for Atari Falcon and Milan.
>Please visit http://www.tamar.net for more details

Sounds good but....
I couldn't find anything to do with Tales of Tamar, let alone Ataris
on that site. I would like to know about it though...

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem  |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com                |
| Lyndon Amsdon                        |
+--------------------------------------+
```

2329. Re: Mint vs Magic

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sqo343g4c5d171@corp.supernews.com>
Source record: 57915

On 29 Aug 2000 06:44:16 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>XaAES is far from finished, but if you downloaded the latest beta (0.8) it
>should look rather good in ST-High.

I downloaded Mint 1.15.5 (i think i got that right) spent hours trying
to gunzip, tar etc. Got that done and installed just Mint. Seems to
work well enough. So I got hold of Xaaes 7, got that installed
along with Thing 1.26 and put TOSWIN in as an accessory.

It slowed my STE down to a snails pace so slow that it was almost
impossible to use. Also windows when dragged would leave parts
behind, plus the OK and Cancel boxes were just black.

TOSWIN would crash quite often but it didn't seem to make a difference
if it was there or not.

Is xaaes the problem or Mint. Reading the docs makes me feel Mint is
extremely powerful, but when things like this happen, it kind of puts
me off.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

2330. Re: Mint vs Magic

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sqo33v40c5d98@corp.supernews.com>
Source record: 57916

On 29 Aug 2000 07:06:59 , Tomas Berndtsson wrote:
>bindon@madasafish.com (Lyndon Amsdon) writes:
>
>> I can't get hold of oAESis so I downloaded xaAES, for real
>> multitasking. xaAES just crashes on me, and it all looks horrible in
>> ST High.
>
>Have a look at http://osis.nocrew.org/oaesis/.

CAB 1.5 says "404 file not found" when i put in that URL, but that
could be a problem with my software. Thanks for the input anyway.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

2331. Re: Mint vs Magic

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80snrnuart.fsf@junk.nocrew.org>
Source record: 57917

bindon@madasafish.com (Lyndon Amsdon) writes:

> On 29 Aug 2000 07:06:59 , Tomas Berndtsson wrote:
> >bindon@madasafish.com (Lyndon Amsdon) writes:
> >
> >> I can't get hold of oAESis so I downloaded xaAES, for real
> >> multitasking. xaAES just crashes on me, and it all looks horrible in
> >> ST High.
> >
> >Have a look at http://osis.nocrew.org/oaesis/.
>
> CAB 1.5 says "404 file not found" when i put in that URL, but that
> could be a problem with my software. Thanks for the input anyway.

I don't have a problem from Netscape. In case you did, you shouldn't
add that last period in the URL above.

Tomas

2332. Re: Mint vs Magic

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39AC18BB.5C11D586@cfc.dnd.ca>
Source record: 57918

Lyndon Amsdon wrote:
> On 29 Aug 2000 06:44:16 , Jo Even Skarstein wrote:
> >Lyndon Amsdon <bindon@madasafish.com> wrote:
> >XaAES is far from finished, but if you downloaded the latest beta (0.8) it
>should look rather good in ST-High.
> I downloaded Mint 1.15.5 (i think i got that right) spent hours trying
> to gunzip, tar etc. Got that done and installed just Mint. Seems to
> work well enough. So I got hold of Xaaes 7, got that installed
> along with Thing 1.26 and put TOSWIN in as an accessory.
> It slowed my STE down to a snails pace so slow that it was almost
> impossible to use. Also windows when dragged would leave parts
> behind, plus the OK and Cancel boxes were just black.
> TOSWIN would crash quite often but it didn't seem to make a difference
> if it was there or not.

only need TOSWIN if you run TOS or TTP

> Is xaaes the problem or Mint. Reading the docs makes me feel Mint is
> extremely powerful, but when things like this happen, it kind of puts
> me off.

I can't say about xaAES.
I use nAES and nVDI, seems pretty fast, but at 4 MB with a 68000
you are pushing the limits!! :-)
ken

2333. Re: Need help with setting up an ST for

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39AC19C8.8B412B37@cfc.dnd.ca>
Source record: 57919

that's right. it looke like an afterthought on his part,
and I thought his mom wanted the e-mail stuff.
but with the available hardware, it would not be worth running CAB I
think, non?
I have run CAB in mono on my STe, and it is pretty slow even with my
souped up serial port!!
NEWSie with e-mail/ftp/newsgroups/www(text) would fit on a floppy disk
though!
more bang for the buck.
and with the faster STing...
ken

Lyndon Amsdon wrote:
> On 28 Aug 2000 14:37:02 , Ken Macdonald wrote:
> >I don't think he wants CAB. he wants email only really.
> >a good start site is
> >http://www-user.uni-bremen.de/~peter/clients.htm
> He did actually mention a browser for simple web surfing.
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--------------------------------------+

2334. PC xfer.

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Arthur Marshall <arthurm@zetnet.co.uk>
Message-ID: <20000829214042725543@zetnet.co.uk>
Source record: 57920

If i take the HD out of my atari and stuff it into the maw of my PC,
would I be able to read ASCII files?

And is Gemulator still going, and would that then be able to read that drive?

2335. Re: Mint vs Magic

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ohab5$6mt$1@snipp.uninett.no>
Source record: 57921

Lyndon Amsdon <bindon@madasafish.com> wrote:

> I downloaded Mint 1.15.5 (i think i got that right) spent hours trying
> to gunzip, tar etc. Got that done and installed just Mint. Seems to

There should be a zip or lzh archive of 1.15.5 available.

> work well enough. So I got hold of Xaaes 7, got that installed

There's a *huge* difference between 0.7 and 0.8.

> TOSWIN would crash quite often but it didn't seem to make a difference
> if it was there or not.

IIRC everything crashes often under XaAES, as this really is
alpha-stuff. 0.8 is a lot more stable and compatible than 0.7 though, but
it's far from being a realistic alternative to N.AES.

> Is xaaes the problem or Mint. Reading the docs makes me feel Mint is

XaAES. MiNT itself is very fast.

> extremely powerful, but when things like this happen, it kind of puts
> me off.

If you simply want to multitask GEM-programs on your STE I'd recommend
MagiC or Geneva instead. MiNT+N.AES is is quite fast even on a standard
ST, but especially N.AES requires a lot of RAM.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2336. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8ohc4k$js7$1@plutonium.compulink.co.uk>
Source record: 57922

In message <967395998-24570AEicMi@europe-shareware.org>, sylvain@europe-shareware.org said:

>you're right, I forgot GEMGS.

Can you (or any Atari user) get this to work properly with long documents? I find that it often crashes out after a few pages, and as the 'Go to page' doesn't seem to work sometimes it has to start from 1 again - same goes for printing rather than viewing. I had one 12-pager where pp.1-6 and 9-12 were OK but GEMGS crashed each time with 7 and 8 for some strange reason. Perhaps it had illos on it?

This is with GEMGS 1.2 and 1.3.

Regards, /Peter/

2337. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8ohc4m$js8$1@plutonium.compulink.co.uk>
Source record: 57923

In message <39a989a5@news-uk.onetel.net.uk>, philbarrie@onetel.net.uk said:

>Hope this ends it.
>
>My comment was directed at people with articles for sale or wanted. It's
>nice to find e.g. a TTM 195 monitor, not so nice to find it's in America.

There is also another point: Sometimes people ask for help with repairs
etc - here too one needs to know where the guy/guyess lives! If local,
one can perhaps discuss things in greater detail by phone or even offer
personal assistance (as Steve has on occasion).

Regards, /Peter/

2338. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8ohc4m$js9$1@plutonium.compulink.co.uk>
Source record: 57924

In message <sqkrof82t91132@corp.supernews.com>, bindon@madasafish.com said:

>I always have my left hand fingers on the arrows keys (TOS 2.06 and up)
>so I use these to scroll and the thumb on the Enter key. Try it...

You are either double-jointed or you mean the Return key :-)

Regards, /Peter/

2339. Re: Wtd: TT Memory & Mega STe SCSI Board (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967586998-111377AEicMi@bun.com>
Source record: 57925

Hi Steve

>>Also need a SCSI board for a Mega STe so that I can run an internal hard
>>Drive

>I'd give up on the internal board for the Mega STE, as you need a new
>cover and several bits and pieces to get it to fit:(It's not just a
>plug in job:(

It is if you buy the kit.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2340. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967587000-111821AEicMi@bun.com>
Source record: 57926

Hi Woofer

>Does anybody know of a good english text editor or word processor that I
>can download for an Atari STe?

I used everest for a long while and then spotted QED available from

http://www.tu-harburg.de/~alumnifc/index-engl.html

I like the look of Luna, but its restricted, i like to try stuff in real situations
before i buy it so if i cant borrow a key to test it it'l stay on the web.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2341. Re: Need help with setting up an ST for

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1eg5eu1.13lywkq1y4aetcN%hairy.biker@ntlworld.com>
Source record: 57927

Ken Macdonald <macdonald@cfc.dnd.ca> wrote:

> that's right. it looke like an afterthought on his part,
> and I thought his mom wanted the e-mail stuff.
> but with the available hardware, it would not be worth running CAB I
> think, non?

It doesn't fit on a floppy either. I downloaded it on my Mac, but once expanded it tales up 2mb. (Nice to know that Stuffit handles the Atari archives without any hitches at all).

> I have run CAB in mono on my STe, and it is pretty slow even with my
> souped up serial port!!
> NEWSie with e-mail/ftp/newsgroups/www(text) would fit on a floppy disk
> though!
> more bang for the buck.
> and with the faster STing...

That's what I need. Having trouble with links to any sites that might have any connection software though. The URL posted previously only has a download for SliK which is SLIP only. I have tried a few other links, but they seem to be broken. Is it possible they are dissapearing?

Cheers all.

--
** Andy Hewitt ** ** Live to Ride, Ride to work! **
FAF#1 Mac PPC, Diversion 600s, Trekky, Volvo 340GL
Web page update - 08/00 http://homepage.ntlworld.com/ahewitt/index.htm

2342. WAV to MPEG

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39ac3aa7$0$18633@news.zetnet.co.uk>
Source record: 57928

Hi all,

I have been making some CD tracks with Cubase etc. I have had a request to hear the result. The WAV is 53Mg, so is too long for direct sending by e-mail. Is there anything available for the Falcon to convert WAV to MPEG. I have 525 to convert WAV to AU etc.

Thanks in advance.

BTW, some of my news mails seem to be transmitted twice, my apologies if this happens.

Bob king

2343. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Rudy <pax@golden.net>
Message-ID: <Pine.BSI.4.05L.10008292348370.7517-100000@shell.golden.net>
Source record: 57929

```
Find EDHACK302 prg. :

Works as an ACC, or PRG...

On 28 Aug 2000, JI Logan wrote:

> On 28 Aug 2000 13:38:31 , Woofer wrote:
>
>
> |Does anybody know of a good english text editor or word processor that I
> |can download for an Atari STe?
>
> Everest for text editor and Papyrus for word processor.
>
>
```

2344. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967618738-130611AEicMi@cwcom.net>
Source record: 57930

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sat, 26 Aug 2000 12:31:31 GMT

>IIRC The Milan computer team are making a new browser for the Milan II
>but I could not find anything about it on there website. I remember
>someone posting a very small piece of info here about it. You never

The only new browser under development is Highwire, I don't think that it's for
the MilanII specifically.

You might find something about that browser on the MagiC Online site.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2345. Re: data transfer Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967618740-131067AEicMi@cwcom.net>
Source record: 57931

From: "Mirko" <remove_mirko@mouseattack.de>
Date: Tue, 29 Aug 2000 07:48:34 +0200

>> I'm surprised that it worked! If you want to do a computer to computer
>link
>> then one has to swap the data send and return and the handshake lines over
>at
>> one end of the cable - unlike for a modem!
>
>if you come to germany, i can demontrate it to you. i did it again. it works
>fine ;-)

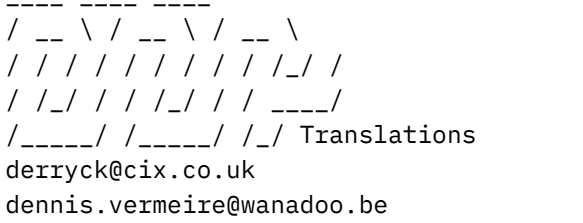
I'll believe you :-)

But at the least you would need a gender changer to plug the modem end of the
cable into your second machine.

>> > An alternative would be PARCP, which uses a slightly modified printer
>> >cable

>thanks ! found it. i will try it if i get some spare time in the next days

I bought a cheap cable from a computer fair, after checking that I could
seperate the two halves of the shell.
--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2346. Re: data transfer Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 05:48:34 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <8ofipl$m0a$1@news.online.de>
Source record: 57904

"Derryck Croker" <derryck@NOSPAMcix.co.uk> schrieb im Newsbeitrag
news:967459394-761199AEicMi@cwcom.net...
> From: "Mirko" <remove_mirko@mouseattack.de>
> Date: Fri, 25 Aug 2000 09:32:31 +0200
>
> >> Erm, that should be a standard /null/ modem cable!
> > >
> > >i plugged out the modem and plugged the same plug of the same cable into
the
> > >atari serial port and i transferred 80MB over this cable... i thought it
was
> > >just a standardmodem cable... but perhaps a /null/modem cable will do the
> > >work as well :-)
> >
> > I'm surprised that it worked! If you want to do a computer to computer
link
> > then one has to swap the data send and return and the handshake lines over
at
> > one end of the cable - unlike for a modem!

if you come to germany, i can demontrate it to you. i did it again. it works
fine ;-)

> > > An alternative would be PARCP, which uses a slightly modified printer
> > >cable
> > >> between the two machines. It's a lot faster.
> > >
> > >can you give more information about this alternative ? i am very
interested
> > >in a faster transfer possibility ! (as i said above - i transferred 80MB
> > >with 19.200baud.... and there is still another Megafile40 waiting...)
> >
> > The software should be available from Petr Stelik's (sp) web page, a
search
> > engine will help if you look for the name or for PARCP. You have to
unsolder
> > two wires from one end of the cable and swop then round, then connect the
two
> > machines via the printer ports.

thanks ! found it. i will try it if i get some spare time in the next days

here is the manual if anyone is interested:
http://cas3.zlin.vutbr.cz/~stehlik/parcp/parcpdoc.htm

and here is the download page:
http://cas3.zlin.vutbr.cz/~stehlik/parcp/download.htm

Mirko

2347. Re: Mint vs Magic

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 06:41:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8oflvc$p2q$1@snipp.uninett.no>
Source record: 57905

Henk Robbers <H.Robbers@cable.a2000.nl> wrote:

>> I like the idea of Mint as it seems extremly powerful. Is it possible
>> to run more than one GEM programme? What is the Mint for Newbies URL.

> http://atari.nvg.org/newbiemint/

> But the downloading seems to be inhibited.

There's a bug in the installer which I just can't find. It seems to be
CF-Lib related, as I'm now having a very similar problem with Taskbar...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2348. Re: Mint vs Magic

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 06:44:16 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ofm40$p2q$2@snipp.uninett.no>
Source record: 57906

Lyndon Amsdon <bindon@madasafish.com> wrote:

> I downloaded Mint 1.12.5 and set it up. I then installed TOSWIN
> accessory. All goes well but Sting times out when "sending request".
> Do I need the MintNet package? What if I still want to use Sting?

STiNG must always run after MiNT. Also, if you're using such an old
MiNT-version (1.12 is 8 years old or so) you *must* also use HS-Modem,
which also should run after MiNT, but before STiNG.

> I can't get hold of oAESis so I downloaded xaAES, for real
> multitasking. xaAES just crashes on me, and it all looks horrible in
> ST High.

XaAES is far from finished, but if you downloaded the latest beta (0.8) it
should look rather good in ST-High.

> I like the idea of Mint as it seems extremly powerful. Is it possible
> to run more than one GEM programme? What is the Mint for Newbies URL.

See my reply to Henk's reply.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2349. Re: Mint vs Magic

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 22:10:12 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39AC34C4.16932AB@cable.A2000.nl>
Source record: 57932

Hi Lyndon

Lyndon Amsdon wrote:

> Is xaaes the problem or Mint. Reading the docs makes me feel Mint is
> extremely powerful, but when things like this happen, it kind of puts
> me off.

MagiC is extremely fast, due to it's monolithic make.
MiNT is far more powerfull, but it needs a AES.
There is currently only 1 AES for MiNT that runs stable and correct, N.AES which is commercial.
XaAES (use 0.8!) is only for BETA testing at the moment. (It wont run TOSWIN yet)

I cant say anything about the performance differences between MagiC vs Mint/N.AES because I never ran them on the same processor type.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

2350. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 22:37:58 UTC
From: Jo Vandeweghe <dipching@pi.be>
Message-ID: <39AC3B42.132DEEAF@pi.be>
Source record: 57933

Dennis Vermeire wrote:

> From: fried@dragon.achilles.net (Mark Friedman)
> Date: 24 Aug 2000 17:36:36 GMT
>
> Hi Mark,
>
> >I would like to see a database type of program, where you could have
> >little thumbnail pictures with each record.
> That option is supported by the Phoenix database, records can hold data, pics
> and sound. Phoenix is distributed by ASH.
>

Twist is more easy to use and to learn ....
I have two genuine copies to sell :)
Each UKP50

Jo

--
Jo Vandeweghe * dipching@pi.be * dip.ching@worldonline.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

2351. Wtd: TT keyboard (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-29 23:45:10 UTC
From: David Williams <dave@darkstar64.freeserve.co.uk>
Message-ID: <8ohhue$jn3$1@news6.svr.pol.co.uk>
Source record: 57934

```
Wanted - Original keyboard for a TT
It doesn't matter if it works or not just as long as it is in good condition

Cheers,
Dave

--
---===---===---===---
ICQ No. 34363311
---===---===---===---
```

2352. RE: WAV to MPEG

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <39B7E1D3@MailAndNews.com>
Source record: 57846

In article <39ac3aa7$0$18633@news.zetnet.co.uk>,
rking@zetnet.co.uk (Robert Frederick King) wrote:
> Hi all,
>
> Is there anything available for the Falcon to convert WAV to MPEG ?

Yes, you can find MP3 encoders for Atari:

BladeEnc: http://olivier.landemarre.free.fr/gem/Gemblade.lzh

or on Katherine Ellis' site:

BladeEnc: http://kellis.atari.org

or on my site:

Lame: http://www.multimania.com/pmandin
I have built 2 versions: FPU and no FPU. You'll have to check the
previous ones if you don't have a FPU.

--
Patrice Mandin

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

2353. Re: RE: WAV to MPEG

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39acddc1$0$18634@news.zetnet.co.uk>
Source record: 57847

On 30 Aug 2000 03:37:23 , Patrice Mandin wrote:
>In article <39ac3aa7$0$18633@news.zetnet.co.uk>,
> rking@zetnet.co.uk (Robert Frederick King) wrote:
>> Hi all,
>>
>> Is there anything available for the Falcon to convert WAV to MPEG ?
>
>Yes, you can find MP3 encoders for Atari:
>
>BladeEnc: http://olivier.landemarre.free.fr/gem/Gemblade.lzh
>
>or on Katherine Ellis' site:
>
>BladeEnc: http://kellis.atari.org
>
>or on my site:
>
>Lame: http://www.multimania.com/pmandin
>I have built 2 versions: FPU and no FPU. You'll have to check the
>previous ones if you don't have a FPU.
>
>
>--
>Patrice Mandin
>
>Mail: pmandin@caramail.com
>Web: http://www.multimania.com/pmandin
>
>.

Hi Patrice,

Thanks for your prompt response, will try all your suggestions and let you know.
There's not much the ST/Falcon/TT/Milan family can't do, albeit a tad slower. I still prefer Thing/NAES on the Milan to any Windows or Mac at least as far as look and feel.

Bob King.

2354. FalconSpeed Software

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8oim6h$nt1$1@nd.eastky.net>
Source record: 57848

Looking for the version of the FalconSpeed software above version 6.2.
The version I'm looking for suppose to allow larger partition sizes
and some other needed fixes. I do have version 6.1 and 6.2 but
haven't been able to locate this newer version that several people
have told me, was made. Not sure if someone other than the original
programmer did the upgrade or not.

I know someone out there has it. Do contact me by e-mail if you have it
or know someone who does.

Thanks,
phantomm@eastky.net

2355. MatDigiR video digitizer

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8oi158$gh5$1@nd.eastky.net>
Source record: 57849

I happened across a Web Page today that listed some video digitizers for the Falcon. Vidi 12 and Screen Eye were mentioned and I am aware of these. However, MatDigiR was listed as one and I've never heard of this.

If someone has some details about it, then do e-mail me.

I'd like to know if it is cartridge based or uses the Falcons internal motherboard connection like the Expose. How many colors it supports and does it grab moving color video or just color stills. Also what file format(s) does it support?

Also, I'm looking for a VIDI 12 Falcon version and Screen Eye if someone happens to have 'em for sale or trade.

Any info is much appreciated,
phantomm@eastky.net

2356. FS: RainBow MultiMedia 2 for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8oi1f0$gh5$2@nd.eastky.net>
Source record: 57850

For Sale:

RainBow MultiMedia 2 for the Atari Falcon 030.
Original Disk and Manual.

$30.00 Firm or possible trade for Falcon software I don't have.

E-mail me if interested. I'm located somewhere on Planet Earth USA.

phantomm@eastky.net

2357. Atari Mega ST/E, TT type keyboards

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8oi219$gh5$3@nd.eastky.net>
Source record: 57851

I have 3 or 4 Mega ST style keyboards here and all seem to have the same problem. Some of the keys require alot of pressure in order to register the key press.

Since I've never taken one of these apart before, was wondering what I should look for or need to replace in order to get these keyboards back in good working condition.

Are there sometype of copper contacts that need cleaning or replaced under each key?

Also, I notice that the Mega ST keyboard cable that connects to the Computer itself looks similar to a normal phone cable. Can one use a phone cable as a replacement or are they wired up different?

Thanks in advance for any help,
phantomm@eastky.net

2358. Cable for Falcon LAN port

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8oi298$gh5$4@nd.eastky.net>
Source record: 57852

I saw a few Apple Modem Cables the other day that will connect to the Falcon/MSTE and TT LAN port. They have a DB25 Male Connection on the other end which is suppose to be Hayes Modem Compatible.

Will these cables work as is on the Falcon LAN port as a modem cable?

phantomm@eastky.net

2359. RE: WAV to MPEG

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10008301332050.225-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 57853

Hello!

> or on my site:
>
> Lame: http://www.multimania.com/pmandin
> I have built 2 versions: FPU and no FPU. You'll have to check the
> previous ones if you don't have a FPU.

You know what you need a license if you distribute binary versions of a
mp3 encoder?

See also http://www.mp3licensing.com/

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

2360. Re: Wtd: TT keyboard (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39AD011F.D418A0E0@cable.A2000.nl>
Source record: 57854

Hi

David Williams wrote:
>
> Wanted - Original keyboard for a TT
> It doesn't matter if it works or not just as long as it is in good condition

Always knew that not working is the best way of keeping good condition. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (under construction)

2361. Re: RE: WAV to MPEG

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39ad1f7f$0$18633@news.zetnet.co.uk>
Source record: 57855

On 30 Aug 2000 03:37:23 , Patrice Mandin wrote:
>In article <39ac3aa7$0$18633@news.zetnet.co.uk>,
> rking@zetnet.co.uk (Robert Frederick King) wrote:
>> Hi all,
>>
>> Is there anything available for the Falcon to convert WAV to MPEG ?
>
>Yes, you can find MP3 encoders for Atari:
>
>BladeEnc: http://olivier.landemarre.free.fr/gem/Gemblade.lzh
>
>or on Katherine Ellis' site:
>
>BladeEnc: http://kellis.atari.org
>
>or on my site:
>
>Lame: http://www.multimania.com/pmandin
>I have built 2 versions: FPU and no FPU. You'll have to check the
>previous ones if you don't have a FPU.
>
>
>--
>Patrice Mandin
>
>Mail: pmandin@caramail.com
>Web: http://www.multimania.com/pmandin
>
>.

Hi Patrice (again)

the link on your site seems broken and how do you react to Frank Naumann's warning. I have down loaded Gemblade (Bladeenc) and it seems of the face of it to be an atari port of a freeware code?

Bob King.

2362. Re: Need help with setting up an ST for

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39AD208E.215F1871@cfc.dnd.ca>
Source record: 57856

Andy Hewitt wrote:
> Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
> > I have run CAB in mono on my STe, and it is pretty slow even with my
> > souped up serial port!!
> > NEWSie with e-mail/ftp/newsgroups/www(text) would fit on a floppy disk
> > though!
> > more bang for the buck.
> > and with the faster STing...
>
> That's what I need. Having trouble with links to any sites that might
> have any connection software though. The URL posted previously only has
> a download for SliK which is SLIP only. I have tried a few other links,
> but they seem to be broken. Is it possible they are dissapearing?
> Cheers all.

nah! links go up, links go down. anarchy, evolution, the only constant
is change.
heres some more links
http://homepages.hrz.tu-darmstadt.de/~aclauss/Welcome.html
http://www.hrz.uni-dortmund.de/S1/Dial-In/doc/atari/am/atari.htm
http://user.tninet.se/~gcc561r/apps/index.html
http://www.users.zetnet.co.uk/jfhaslam/download.htm#Internet
http://www.ettnet.se/~dlanor/sting/html/file.htm

> --
> ** Andy Hewitt ** ** Live to Ride, Ride to work! **
> FAF#1 Mac PPC, Diversion 600s, Trekky, Volvo 340GL
> *Web page update - 08/00* http://homepage.ntlworld.com/ahewitt/index.htm

2363. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1eg6nvu.189dz7c1txcj4kN%rsmac@t-online.de>
Source record: 57857

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> > File transfer from falcon to mac /mac to falcon only works
> > with FTP server/client software.
>
> Other protocols (e.g. http, irc, telnet) don't work?

They all work.

Regards, Robert
--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

2364. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1eg6qh8.1vj16oq5ys7z4N%rsmac@t-online.de>
Source record: 57858

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> > File transfer from falcon to mac /mac to falcon only works
> > with FTP server/client software.
>
> Other protocols (e.g. http, irc, telnet) don't work?

They all work. Telnet not tested, i doasnï¿½t use telnet.
Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

2365. For Sale; HD Driver 7 & ExtenDOS Gold...

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: James Aubrey <Jaubrey@btinternet.com>
Message-ID: <8oj81i$o2b$1@plutonium.btinternet.com>
Source record: 57859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ExtenDOS Gold Ver 3.2b & HD Driver 7

I have the above programmes for sale. I brought them at last years Atari show in Staffs. Due to problems that I was never able to solve, I have never installed them so are new in packets complete with serial numbers.

This cost me over £70.00 new so if you are interested, make me a sensible offer.

Many thanks...

James

(AKA _Jimbo_ on IRC and jaubrey@cix.co.uk)

2366. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39AD29AB.88023876@cfc.dnd.ca>
Source record: 57860

how about a translation of Face Value, ergo pro, bastard,...?
http://www.run-software.de/start.htm
ken

Derryck Croker wrote:
> From: Dennis Vermeire <dennis.vermeire@gmx.net>
> Date: Fri, 25 Aug 2000 17:27:22 +0200
> Discus:
> >>It would become a "must-have" for Atarians everwhere, but I am afraid
> >>to use it, not understanding all its uses and options.
> >I agree, Diskus is a "must-have", but even translated, people still would
> >need a very good English manual. Translating the Diskus manual is something I
> >rather don't think about....
> Me neither TBH!
> A translation of a product such as this would be fairly useless without a
> manual, which in turn takes an unbelievable amount of time!
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

2367. Re: Wtd: TT keyboard (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: David Williams <dave@darkstar64.freeserve.co.uk>
Message-ID: <8ojaab$3l9$1@news8.svr.pol.co.uk>
Source record: 57861

> > Wanted - Original keyboard for a TT
> > It doesn't matter if it works or not just as long as it is in good condition
>
> Always knew that not working is the best way of keeping good condition. :-)

Hmm, ok, so I should have said 'good cosmetic condition' :)
Dave

2368. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Bear5.1613$Mv3.5686@newsfeed.slurp.net>
Source record: 57862

>|Can anyone suggest or recommend a reliable HD backup software
>|utility - and where is it available from??
>
>Diamond Back is good to floppy or another HD partition. Still
>available from HiSoft as far as I know and quite cheap now.
>
>If you want to backup to CDR then CD Writer Suite ver 3 from Anodyne
>Software.

I have used Diamond Back and it does a good job, but now I have switched to CDbackup from Anodyne. It works great and it is quick and easy. I reccomend it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2369. Re: RE: WAV to MPEG

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10008301831100.225-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 57863

Hello!

> the link on your site seems broken and how do you react to Frank Naumann's
> warning. I have down loaded Gemblade (Bladeenc) and it seems of the face of it
> to be an atari port of a freeware code?

The same applies to bladeenc and any other mp3 encoder too.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

2370. Re: Wtd: TT keyboard (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39AD3A17.E9F0CA22@cable.A2000.nl>
Source record: 57864

Hi

David Williams wrote:
>
> > > Wanted - Original keyboard for a TT
> > > It doesn't matter if it works or not just as long as it is in good
> condition
> >
> > Always knew that not working is the best way of keeping good condition.
> :-)
>
> Hmm, ok, so I should have said 'good cosmetic condition' :)
> Dave

Never mind. You just made my day.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (heavily under construction)

2371. Re: WAV to MPEG

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8ojea1$5ru$1@sun27.hrz.tu-darmstadt.de>
Source record: 57865

Hi!

Robert Frederick King <rking@zetnet.co.uk> wrote:
> the link on your site seems broken and how do you react to Frank
> Naumann's warning. I have down loaded Gemblade (Bladeenc) and it seems
> of the face of it to be an atari port of a freeware code?

Note that Fraunhofer doesn't exclude freeware encoders from requiering a
license.

Even if you give your encoder away for free, they want you to pay for
using their patent, at least $15,000 a year.

The author of BladeEnc, though, has come to the conclusion that the
patents Fraunhofer bases its demands on are not valid in Sweden, and
thus released BladeEnc under the LGPL.

But read http://bladeenc.mp3.no/skeleton/DL.html about what Fraunhofer
and the other patent holders think about offering binaries ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2372. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sqqgo4c6c5d124@corp.supernews.com>
Source record: 57866

On 29 Aug 2000 22:06:14 , xlator@cix.compulink.co.uk wrote:
>In message <sqkrof82t91132@corp.supernews.com>, bindon@madasafish.com said:
>
>>I always have my left hand fingers on the arrows keys (TOS 2.06 and up)
>>so I use these to scroll and the thumb on the Enter key. Try it...
>
>You are either double-jointed or you mean the Return key :-)

EHH!?

Right hand sits on mouse, right.
Your lefthand fingers go on the arrow keys and your left hand thumb
goes on the Enter key.

By the way, I am double jointed, but thats beyond the point!!! :-)

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2373. Re: Question

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sqqgocrcc5d27@corp.supernews.com>
Source record: 57867

On 30 Aug 2000 00:19:09 , "Rich" wrote:

>My question is this...What can I do with it?
Lots.

>Is it worth anything?
That stuff certainly is.

>Any good games for it?
The old classics. Lemmings etc. Obsession. Towers. Ishar 1,2 and 3.

>There are some games with it that seem ok.
What ones then?

>Kinda like my old amiga but with limited sound.
STs have poor sound compared to an Amiga, STE on the other hand
doesn't.

Possible uses:
DTP with Calamus
WP with Papyrus
Internet with STing, Newsie and CAB
Music with Cubase, Notator
Graphics on an ST is a bit poor
PCB design with Scooter
Multitasking with Magic, Genneva

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

2374. Re: Mint vs Magic

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sqqgo8i9c5d166@corp.supernews.com>
Source record: 57868

On 29 Aug 2000 21:35:33 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>> extremely powerful, but when things like this happen, it kind of puts
>> me off.
>
>If you simply want to multitask GEM-programs on your STE I'd recommend
>MagiC or Geneva instead. MiNT+N.AES is is quite fast even on a standard
>ST, but especially N.AES requires a lot of RAM.

Thats really all I wanted to do, but I think I'll leave it for now.
The 8mhz STe just ain't got the grunt.

I don't really want to buy Magic as it'll be coming with the Milan II,
and I'll not need multitasking on my ST then.

Thanks for all the info, because I've learnt a lot of useful
information.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2375. ROMS

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Francky <Ptit.choul@wanadoo.fr>
Message-ID: <8ojkqoblg1@wanadoo.fr>
Source record: 57869

Wher could i find a lot of roms ?

2376. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39AD5804.CE98E1A2@cfc.dnd.ca>
Source record: 57870

ahhh.
over here(canada) Bell offers a ADSL service with dynamic IP address's
and PPPoE. I imagine this PPPoE is the same as POPoE you are talking
about?
in which case, I cannot use this service. :-(
oh dear.
ken

Dennis Vermeire wrote:
>
> From: Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
> Date: Mon, 28 Aug 2000 10:36:34 +0300
>
> Hi Martin-ï¿½ric,
>
> >
> >1) Not all cable-net and DSL providers want DHCP or POPoE; plain
> > static IP is still possible in many places, as both myself
> > (Finland) and SWE (Slovenia) prove.
> OK.... I'll rephrase it:
> *MOST* cable-net and DSL providers want DHCP or POPoE --- happy now? ;-)
> Since you're the self-proclaimed expert, would you kindly tell us what to
> do if we're so unfortunate to have a provider which insists on the above
> mentioned protocols?
>
> > Ethernet is also possible on MEGA-ST, MEGA-STE, TT, Hades.
> I'm aware of it, that's why I wrote that there *might* be a solution for
> the Ethernet connection to Johns Falcon. The hardware isn't the problem
> it's the software that's missing.
> BTW you forgot to mention the Milan 10Mbit/sec ethernet card....
>
> >Nowadays, there is even a ready-made cartridge adapter that
> >works on a Falcon: http://www.asamnet.de/~hilgarte/ether.htm
> Yes and it's incredibly fast isn't it, this is just the thing what people
> need for a fast cable modem connection...
>
> >Please stop spreading this nonsense, Dennis!
> I will not....
> In Belgium, Holland, Germany, France, Austria and probably the UK the
> only way to get a cable or DSL connection is by means of what you call
> nonsense. What do you propose? should we all move and come to live in
> Lappeenranta?
> John asked one simple question and I tried to give him an honest simple
> answer, should I have written:" go ahead, and if it doesn't work, sorry

> for the costs made, toss it all in and move to Finland, send the cheque
> to Martin-ï¿½ric" ? :-/
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

2377. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39ad6f8c199d643@tripnet.se>
Source record: 57871

On Wed 30-08-2000 06:49 (GMT) Jo Even Skarstein wrote:

>
>>>works on a Falcon: http://www.asamnet.de/~hilgarte/ether.htm

>
>It's a lot faster than ADSL or cable-modems so I don't think speed is a
>problem here...

I will get an ADSL connection here and I'm planning to buy the
cartridge port LAN adaptor. Any chances I can use this combination with
my TT?

Is STinG capable of handling this in its present state?

If not would it be a difficult task to implement this?

Btw. Ulf Andersson has released some new modules for STinG including a
new masquerade module and an "Adamas emulator"!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2378. Re: ROMS

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Uv6fKJAEaWr5EwlO@steverosie.demon.co.uk>
Source record: 57872

In article <8ojkqoblg1@wanadoo.fr>, Francky <Ptit.choul@wanadoo.fr>
writes
>Wher could i find a lot of roms ?
>
>

What type of ROM's and for what?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2379. Re: PC xfer.

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <XfKfGVAHeWr5Ewnf@steverosie.demon.co.uk>
Source record: 57873

In article <20000829214042725543@zetnet.co.uk>, Arthur Marshall
<arthurm@zetnet.co.uk> writes
>If i take the HD out of my atari and stuff it into the maw of my PC,
>would I be able to read ASCII files?
>
>And is Gemulator still going, and would that then be able to read that drive?
>

The Gemulator has the software to read Atari/TOs compatible drives for
transfer over to pc. Their is a free program that will do the job, a cut
down version of Gemexplorer which alow only 1 file transfer at a time;((
a bit of a bugger if you have just a few thousands files on your hard
drive!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2380. Re: Cable for Falcon LAN port

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967665826-895078AEicMi@bun.com>
Source record: 57874

Hi Phantom

>I saw a few Apple Modem Cables the other day that will connect to the
>Falcon/MSTE and TT LAN port. They have a DB25 Male Connection on the
>other end which is suppose to be Hayes Modem Compatible.
>
>Will these cables work as is on the Falcon LAN port as a modem
>cable?

I tried one briefly on my MegaSTE and i couldnt get it to work, but i didnt perservere as i already had a fast port. I'd be interested to watch this thread though as if i could get it to work i suppose i could have 2 simoultaneous connections.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2381. Re: Where are you?

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967665828-895527AEicMi@bun.com>
Source record: 57875

Hi Pete

> If local, one can perhaps discuss things in greater detail by phone or even offer
>personal assistance (as Steve has on occasion).

8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2382. Re: Wtd: TT Memory & Mega STe SCSI Board (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967665832-896163AEicMi@bun.com>
Source record: 57876

Hi Jo

>> I'd give up on the internal board for the Mega STE, as you need a new
>> cover and several bits and pieces to get it to fit:(It's not just a
>> plug in job:(

>How? IIRC you need the SCSI-card and SCSI-cable, what else? I sold my MSTE
>in 1994, but I can't recall having any problems installing the SCSI-card.

If you attempt it with the MegaSTE factory fitted top then it wont work as there's no HD bracket, buying the Atari kit wins you the HD mounting. I then traded in my Atari HD-i for a link.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2383. Re: Cable for Falcon LAN port

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <lner5.19816$r4.10438@news.indigo.ie>
Source record: 57877

Hi Phantomm!

At the moment I have a US Robotics 56K Message Modem connected to my LAN port using just such a cable. (There's a trackpad connected to the standard serial port)

I use STiNG/Connect/CoMA/Motel without any difficulties. Just ensure the latest version of HSMODEM (7 I believe) is installed and select LAN from all your comms applications.

Works perfectly for me!

Regards,
Jerry

On 30 Aug 2000 04:24:08 , Phantomm wrote:
> I saw a few Apple Modem Cables the other day that will connect to the
> Falcon/MSTE and TT LAN port. They have a DB25 Male Connection on the
> other end which is suppose to be Hayes Modem Compatible.
>
> Will these cables work as is on the Falcon LAN port as a modem
> cable?
>
> phantomm@eastky.net
> .

Jerry Martin---
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG

2384. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ojrq6$oo2$1@snipp.uninett.no>
Source record: 57878

Kenneth Medin <kennethm@tripnet.se> wrote:

> I will get an ADSL connection here and I'm planning to buy the
> cartridge port LAN adaptor. Any chances I can use this combination with
> my TT?

The hardware will work fine on the TT, so will the MiNT-Net and STiNG
drivers.

> Is STinG capable of handling this in its present state?

Only if you can get a static IP-address. Neither STiNG nor MiNT-Net
supports DHCP currently.

> If not would it be a difficult task to implement this?

It looks like you're already a STiNG-user, so you shouldn't have any
problems with it.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

2385. Re: Wtd: TT Memory & Mega STe SCSI Board (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ojruo$oo2$2@snipp.uninett.no>
Source record: 57879

Steve Sweet <stevesweet@bun.com> wrote:

>>How? IIRC you need the SCSI-card and SCSI-cable, what else? I sold my MSTE
>>in 1994, but I can't recall having any problems installing the SCSI-card.

> If you attempt it with the MegaSTE factory fitted top then it wont work as there's no
> HD bracket, buying the Atari kit wins you the HD mounting. I then traded in my Atari HD-

Ahh, you may be right, I think I used 3M double-adhesive tape. This stuff
is great, it sticks like hell and silence the drive quite a lot.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2386. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Dan <dan@bigfoot.com>
Message-ID: <8ojto2bna1@zingo.tninet.se>
Source record: 57880

A PRG which would allow for the joystick to be used in place of the mouse.

Some utility to turn the Desktop 90 degrees so I can have portrait orientation instead of landscape. This would of course mean turning the monitor on it's side, but it would be useful for serious work.

A font generator program. You draw one or two letters, and it completes the entire alphabet for you.

More printer drivers.

Yet another text editor... No, just kidding... :^)

A sculpturing emulator. You get a cube on screen and then you cut out pieces from it till it turns out like a sphinx... It could also contain 3D puzzes, like cathedrals, steamliners and what not.

3D chess, 8*8*8 squares and movement in three directions for the pieces.

A correct world clock/calendar. Astronomical time (for sailing) and politically determined time ("normal" time).

2387. Re: Atari Mega ST/E, TT type keyboards

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <n3fr5.9185$K4.380660@newsread1.prod.itd.earthlink.net>
Source record: 57881

On 30 Aug 2000 04:19:53 , Phantomm wrote:
>I have 3 or 4 Mega ST style keyboards here and all seem to have the
>same problem. Some of the keys require alot of pressure in order to
>register the key press.
>
>Since I've never taken one of these apart before, was wondering
>what I should look for or need to replace in order to get these
>keyboards back in good working condition.
>
>Are there sometype of copper contacts that need cleaning or replaced
>under each key?
>
>Also, I notice that the Mega ST keyboard cable that connects to the
>Computer itself looks similar to a normal phone cable. Can one use
>a phone cable as a replacement or are they wired up different?
>
>Thanks in advance for any help,
>phantomm@eastky.net
>.
At your own risk of course and power off: I've temporarily gotten sticky
keys to work by popping off the key caps and dropping a bit of alcohol
into the center and repeatedly pressing. Let dry well, right? This may
work for longer periods with a cleaner that leaves a lubricant behind
and since it's all plastic, make sure the cleaner is ok for plastic first!
Also, the larger keys are have wire clips so I'd stay away from those
unless some else here is more familiar (lost my # keypad return that
way!!!).
John G.

2388. Re: WAV to MPEG

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <O9fr5.9190$K4.380660@newsread1.prod.itd.earthlink.net>
Source record: 57882

On 29 Aug 2000 22:35:19 , Robert Frederick King wrote:
>Hi all,
>
>I have been making some CD tracks with Cubase etc. I have had a request to hear
>the result. The WAV is 53Mg, so is too long for direct sending by e-mail. Is
>there anything available for the Falcon to convert WAV to MPEG. I have 525 to convert
>WAV to AU etc.
>
>Thanks in advance.
>
>BTW, some of my news mails seem to be transmitted twice, my apologies if this
>happens.
>
>
>Bob king
>.
Hi Bob,
Would Zipping the file corrupt it? If not, it should reduce the size.
John G.

2389. Re: Need help with setting up an ST for

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: hairy.biker@ntlworld.com
Message-ID: <1eg798y.t4yc923x2urN%hairy.biker@ntlworld.com>
Source record: 57883

Ken Macdonald <macdonald@cfc.dnd.ca> wrote:

> Andy Hewitt wrote:
> > Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
> > > I have run CAB in mono on my STe, and it is pretty slow even with my
> > > souped up serial port!!
> > > NEWSie with e-mail/ftp/newsgroups/www(text) would fit on a floppy disk
> > > though!
> > > more bang for the buck.
> > > and with the faster STing...
> >
> > That's what I need. Having trouble with links to any sites that might
> > have any connection software though. The URL posted previously only has
> > a download for SliK which is SLIP only. I have tried a few other links,
> > but they seem to be broken. Is it possible they are dissapearing?
> > Cheers all.
>
> nah! links go up, links go down. anarchy, evolution, the only constant
> is change.

VBG, of course, mind you the NTL system in the UK has been a bit flaky
just lately (just updated their HTTP cache).

> heres some more links
> http://homepages.hrz.tu-darmstadt.de/~aclauss/Welcome.html
> http://www.hrz.uni-dortmund.de/S1/Dial-In/doc/atari/am/atari.htm
> http://user.tninet.se/~gcc561r/apps/index.html
> http://www.users.zetnet.co.uk/jfhaslam/download.htm#Internet
> http://www.ettnet.se/~dlanor/sting/html/file.htm

Thanks again.

--
** Andy Hewitt ** ** Live to Ride, Ride to work! **
FAF#1 Mac PPC, Diversion 600s, Trekky, Volvo 340GL
Web page update - 08/00 http://homepage.ntlworld.com/ahewitt/index.htm

2390. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ad95cb$0$18635@news.zetnet.co.uk>
Source record: 57884

On 29 Aug 2000 19:19:34 , "Martin \"Nightowl\" Byttebier" wrote:

|> . . . .
|>|Can anyone suggest or recommend a reliable HD backup software
|>|utility - and where is it available from??
|>
|>Diamond Back is good to floppy or another HD partition. Still
|>available from HiSoft as far as I know and quite cheap now.
|>
|Diamond back is only good if one use thr standard 8+3 FS. If one use
|long filenames Diamond back is useless as it doesn't support LF.

He didn't ask for support for longfile names - he wanted something
that worked. Anyway, I don't see that longfile names are that
important :-)

2391. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ad95cd$0$18635@news.zetnet.co.uk>
Source record: 57885

On 29 Aug 2000 23:57:36 , Rudy wrote:

|Find EDHACK302 prg. :
|
|Works as an ACC, or PRG...

Unstable in my experience.

2392. Re: Atari Mega ST/E, TT type keyboards

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ad95ce$0$18635@news.zetnet.co.uk>
Source record: 57886

On 30 Aug 2000 04:19:53 , Phantomm wrote:

| . . . .
|Also, I notice that the Mega ST keyboard cable that connects to the
|Computer itself looks similar to a normal phone cable. Can one use
|a phone cable as a replacement or are they wired up different?

Another example of a country specific question :-) They are not
standard UK phone cables but I believe they might be standard US.

2393. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ad95d0$0$18635@news.zetnet.co.uk>
Source record: 57887

```
|On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:
|
| I'm not asking for a handout. All I'm asking is what is there, that
|you would like to see for your computer (within reason, I'm a programmer
|not a hardware guru), that you would be willing to give $10-$20 support.
|I'm not asking for any money up front or anything like that. Just is
|there something that I could write that would be worth that much to you?

I remember years ago someone writing to the old ST World asking for
a utility to force the keyboard beep sound to change in pitch when
the capslock key was in operation. I think of it every time I leave
capslock on and look up after a while to find several sentences in
uppercase.
```

2394. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ad95d2$0$18635@news.zetnet.co.uk>
Source record: 57888

On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:

| I'm not asking for a handout. All I'm asking is what is there, that
|you would like to see for your computer (within reason, I'm a programmer
|not a hardware guru), that you would be willing to give $10-$20 support.
|I'm not asking for any money up front or anything like that. Just is
|there something that I could write that would be worth that much to you?

Denesh Bhabuta, a strong supporter of Atari in the past, sent me the
following:

****
Hi

Saw your posting on csas regarding sending money to Dan Ackerman...

If you and a few others get together and want to send some money for him to
me, then I will gladly write a USD cheque out to him for that amount.

Please let me know and make an announcement on my behalf on csas... It
would also be nice for people to be given a deadline for when the money
should be received by me so that I can pick a day to send out the cheque.

Regards
Denesh
--
Denesh Bhabuta Chairman, CEO and Principal Consultant
Cyberstrider Limited www.cyberstrider.net
Internet and E-Commerce: Strategy, Consultancy and Solutions
****

I would be perfectly happy to send money via Denesh. He didn't
include his snail mail address but I will get it and post it here.

Would it be reasonable to say that Denesh should receive the money
by the 30th September?

His email address is: denesh@cyberstrider.net

John Logan

2395. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008301939030.96-100000@TT030>
Source record: 57889

If we can't get a good browser can someone make some good
PC or MAC emulator that works on these 060 clones?
Not a perfect solution I know.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2396. Re: Atari Mega ST/E, TT type keyboards

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39ADD108.18F84595@greeleynet.com>
Source record: 57890

Phantomm wrote:
>
> I have 3 or 4 Mega ST style keyboards here and all seem to have the
> same problem. Some of the keys require alot of pressure in order to
> register the key press.
>
> Since I've never taken one of these apart before, was wondering
> what I should look for or need to replace in order to get these
> keyboards back in good working condition.
>
> Are there sometype of copper contacts that need cleaning or replaced
> under each key?

The Mega keyboards use real switches. Best Electronics used
to sell a replacement set of switches that offered tactile
feedback that the stock switches do not do. The STE and TT
keyboards use the little suction cups (for lack of a better
term) for switch contact. You press the key and a
conductive contact in the center of the cup bridges circuit
board traces. Falcon keyboards are identical in operation,
but different key codes are generated.

> Also, I notice that the Mega ST keyboard cable that connects to the
> Computer itself looks similar to a normal phone cable. Can one use
> a phone cable as a replacement or are they wired up different?

The connectors are RJ-11 4 wire phone connectors. However,
the wiring is "reversed" or "flipped" in one end when
compared to the standard phone cable. Does that make sense?

Ken

2397. [HELP] PC Speed installation instructions

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <8oicup$i3r$1@nnrp1.deja.com>
Source record: 57945

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Before you buy.

2398. Question

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:19:09 UTC
From: Rich <rtaylor@nbnet.nb.ca>
Message-ID: <1qYq5.8422$bW2.95083@sodalite.nbnet.nb.ca>
Source record: 57936

Hey,

I'm new to this group. Just picked up a 520St and a 1040st. Both were desktop publishing systems and include hundreds of font disks and various software packages, as well as 3 monitors (2 colour, 1 mono), a modem, a mac compatiable card with mac drive, a 5 1/4 IBM drive and emulation software, 1200bd modem a few extra 3 1/2 drives and....most came in the original packaging. ALso have a megadrive 60.

My question is this...What can I do with it? Is it worth anything? Any good games for it? There are some games with it that seem ok. Kinda like my old amiga but with limited sound.

Ideas?
Rich

2399. Re: Fucking yanks

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 00:48:16 UTC
From: "phxbrd@home.com" <phxbrd@home.com>
Message-ID: <39AC5849.7C4F7128@home.com>
Source record: 57937
Cross-posted to: talk.politics.guns,alt.www.webmaster,alt.nuke.the.usa,comp.sys.atari.st

Rory 0'Moore wrote:
>
> That conjures up a very, very ugly picture.

Maybe not all, but most, yes. Long skirts thrown up high have always
helped, though.

2400. Re: Fucking yanks

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 01:18:48 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ohjmbrst1@perki.connect.com.au>
Source record: 57935
Cross-posted to: alt.nuke.the.usa,comp.sys.atari.st

Now that is an opinion. :-)

A_Customer_at_an_easyEverything_Cybercafe
<A_Customer_at_an_easyEverything_Cybercafe@easyeverything.com> wrote in
message news:39abc4c7.1173933@nnrp.news.uk.psi.net...
> Nuke the smelly cunts!!!

2401. Re: X-or {XOR?}

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 04:09:27 UTC
From: Rudy <pax@golden.net>
Message-ID: <Pine.BSI.4.05L.10008300006540.7517-100000@shell.golden.net>
Source record: 57938

Hi...

That the game where the fish fall on you and chickens attack to the left
etc... ? I bought it years ago but it was on one 3.5 disk.

Rudy pax@golden.net

On Mon, 28 Aug 2000, The Ox That Rocks wrote:

> Hi fellow Atarians
> I search the following programs, due to the inconsistency of floppy
> disks!.
>
> --X-Or-- by the caged artist (Robert Melvin). My original program
> disks are broken.
>
> --Turbosynth-- by Digidesign. (The original Master disk contains a
> software key=.
>
> Thanks
> Peter
>
>
>
>
>
>

2402. ST REPLAY 16 on EBAY

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 05:24:48 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <AU0r5.621$wb1.275573@ratbert.tds.net>
Source record: 57939

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=421874324

Donald

2403. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 05:58:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <967619002-174824AEicMi@gmx.net>
Source record: 57940

From: Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
Date: Mon, 28 Aug 2000 10:36:34 +0300

Hi Martin-ï¿½ric,

>
>1) Not all cable-net and DSL providers want DHCP or POPoE; plain
> static IP is still possible in many places, as both myself
> (Finland) and SWE (Slovenia) prove.
OK.... I'll rephrase it:
MOST cable-net and DSL providers want DHCP or POPoE --- happy now? ;-)
Since you're the self-proclaimed expert, would you kindly tell us what to
do if we're so unfortunate to have a provider which insists on the above
mentioned protocols?

> Ethernet is also possible on MEGA-ST, MEGA-STE, TT, Hades.
I'm aware of it, that's why I wrote that there *might* be a solution for
the Ethernet connection to Johns Falcon. The hardware isn't the problem
it's the software that's missing.
BTW you forgot to mention the Milan 10Mbit/sec ethernet card....

>Nowadays, there is even a ready-made cartridge adapter that
>works on a Falcon: http://www.asamnet.de/~hilgarte/ether.htm
Yes and it's incredibly fast isn't it, this is just the thing what people
need for a fast cable modem connection...

>Please stop spreading this nonsense, Dennis!
I will not....
In Belgium, Holland, Germany, France, Austria and probably the UK the
only way to get a cable or DSL connection is by means of what you call
nonsense. What do you propose? should we all move and come to live in
Lappeenranta?
John asked one simple question and I tried to give him an honest simple
answer, should I have written:" go ahead, and if it doesn't work, sorry
for the costs made, toss it all in and move to Finland, send the cheque
to Martin-ï¿½ric" ? :-/

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2404. Re: Tales of Tamar

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 06:11:54 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <39ACA5A9.565AF090@sun1000.pwr.wroc.pl>
Source record: 57944

> >There will be a new game for Atari Falcon and Milan.
> >Please visit http://www.tamar.net for more details
>
> Sounds good but....
> I couldn't find anything to do with Tales of Tamar, let alone Ataris
> on that site. I would like to know about it though...

Well, choose german version :) They are going to make the news in
english in few days....

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

2405. Re: X-or {XOR?}

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 06:43:55 UTC
From: The Ox That Rocks <oxrock@reborn.com>
Message-ID: <e5bpqs8icroviim6butev3bhe71ulqdc93@4ax.com>
Source record: 57941

Hi Rudy

Hmmm -- Not quite! X-Or is actually (also) a multi-synthesizer editor!

Peter

>Hi...
>
>That the game where the fish fall on you and chickens attack to the left
>etc... ? I bought it years ago but it was on one 3.5 disk.
>
>Rudy pax@golden.net
>
>On Mon, 28 Aug 2000, The Ox That Rocks wrote:
>
>> Hi fellow Atarians
>> I search the following programs, due to the inconsistency of floppy
>> disks!.
>>
>> --X-Or-- by the caged artist (Robert Melvin). My original program
>> disks are broken.
>>
>> --Turbosynth-- by Digidesign. (The original Master disk contains a
>> software key=.
>>
>> Thanks
>> Peter
>>
>>
>>
>>
>>
>>

2406. Re: DSL

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 06:49:27 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8oiapneao1@snipp.uninett.no>
Source record: 57942

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>works on a Falcon: http://www.asamnet.de/~hilgarte/ether.htm
> Yes and it's incredibly fast isn't it, this is just the thing what people
> need for a fast cable modem connection...

It's a lot faster than ADSL or cable-modems so I don't think speed is a
problem here...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2407. Re: Wtd: TT Memory & Mega STe SCSI Board (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 06:51:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8oiau4eao2@snipp.uninett.no>
Source record: 57943

Steve Stupple <Steve@atari.org> wrote:

> I'd give up on the internal board for the Mega STE, as you need a new
> cover and several bits and pieces to get it to fit:(It's not just a
> plug in job:(

How? IIRC you need the SCSI-card and SCSI-cable, what else? I sold my MSTE
in 1994, but I can't recall having any problems installing the SCSI-card.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2408. Re: ROMS

Newsgroup: comp.sys.atari.st
Date: 2000-08-30 22:48:30 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967745090-331543AEicMi@bun.com>
Source record: 57799

Hi Francky

>Wher could i find a lot of roms ?

In a ROM factory!!>

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2409. MP3 license for encoders

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 00:00:00 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <39B803E0@MailAndNews.com>
Source record: 57894

In article <39ad1f7f$0$18633@news.zetnet.co.uk>,
rking@zetnet.co.uk (Robert Frederick King) wrote:
> the link on your site seems broken and how do you react to Frank
> Naumann's warning.

I tested the link, and it works. But I will remove it, following
Frank's advice. Lame and BladeEnc don't have binary versions on their
web sites, so you must download source code from there, and recompile
it for yourself.

I am sorry to not provide binary versions, but it is very easy to
compile. Everybody should also send this warning to Olivier Landemarre
and Katherine Ellis.

--
Patrice Mandin
http://www.multimania.com/pmandin
Linux, Atari programmer
Preferences: developpement, games

2410. Re: Wtd: TT Memory & Mega STe SCSI Board (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 02:22:53 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8okbqd$dl8$1@perki.connect.com.au>
Source record: 57891

You could also bolt it into the VME slot if you dont have a Video card.

Mark Bedingfield

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:8ojruo$oo2$2@snipp.uninett.no...
> Steve Sweet <stevesweet@bun.com> wrote:
>
> >>How? IIRC you need the SCSI-card and SCSI-cable, what else? I sold my
MSTE
> >>in 1994, but I can't recall having any problems installing the
SCSI-card.
>
> > If you attempt it with the MegaSTE factory fitted top then it wont work
as there's no
> > HD bracket, buying the Atari kit wins you the HD mounting. I then traded
in my Atari HD-
>
> Ahh, you may be right, I think I used 3M double-adhesive tape. This stuff
> is great, it sticks like hell and silence the drive quite a lot.
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

2411. Re: Cable for Falcon LAN port

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 02:34:17 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8okcfp$e5k$1@perki.connect.com.au>
Source record: 57892

I would like to see a null modem rs-422 arangement between 2 falcons,
possibly using Sting?

Mark Bedingfield

Steve Sweet <stevesweet@bun.com> wrote in message
news:967665826-895078AEicMi@bun.com...
> Hi Phantom
>
> >I saw a few Apple Modem Cables the other day that will connect to the
> >Falcon/MSTE and TT LAN port. They have a DB25 Male Connection on the
> >other end which is suppose to be Hayes Modem Compatible.
> >
> >Will these cables work as is on the Falcon LAN port as a modem
> >cable?
>
> I tried one briefly on my MegaSTE and i couldnt get it to work, but i
didnt perservere
> as i already had a fast port. I'd be interested to watch this thread
though as if i
> could get it to work i suppose i could have 2 simoultaneous connections.
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

2412. Re: Cable for Falcon LAN port

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 06:08:51 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8okspj$351$1@snipp.uninett.no>
Source record: 57893

Mark Bedingfield <mark@baypc.com.au> wrote:
> I would like to see a null modem rs-422 arangement between 2 falcons,
> possibly using Sting?

No problem, just get one of those old Mac printer cables, and set up a
SLIP-connection between the Falcons.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2413. FS:mega st 2 with xtras

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 11:25:27 UTC
From: mark arstall <strega@lineone.net>
Message-ID: <8olf9q$eo6$1@supernews.com>
Source record: 57895

```
mega st 2
keyboard and mouse
4 mb ram
50 meg scsi HD
28mhz accelerator (switchable)
overscan
serial port accelerator (19.2 to 33.8)
excellent condition
offers
strega@lineone.net
```

2414. Dan Ackerman's Address Here

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 14:05:35 UTC
From: swampfox1@earthlink.net
Message-ID: <PCtr5.12389$p5.310690@newsread03.prod.itd.earthlink.net>
Source record: 57796

```
>>Dan Ackerman
>>P.O.Box 361
>>Mt. Vernon, OH
>>43050 USA
>
```

```
Dan,
Could you post if your bank accepts International money orders?
It might make it easier for some and eliminate middlemen offering to
collect the money for you!
John G.
```

2415. Re: WAV to MPEG

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 16:27:25 UTC
From: rking@zetnet.co.uk
Message-ID: <39ae876d$0$18631@news.zetnet.co.uk>
Source record: 57797

On 30 Aug 2000 21:38:54 , John Garone wrote:
>On 29 Aug 2000 22:35:19 , Robert Frederick King wrote:
>>Hi all,
>>
>>I have been making some CD tracks with Cubase etc. I have had a request to hear
>>the result. The WAV is 53Mg, so is too long for direct sending by e-mail. Is
>>there anything available for the Falcon to convert WAV to MPEG. I have 525 to convert
>>WAV to AU etc.
>>
>>Thanks in advance.
>>
>>BTW, some of my news mails seem to be transmitted twice, my apologies if this
>>happens.
>>
>>
>>Bob king
>>.
>Hi Bob,
> Would Zipping the file corrupt it? If not, it should reduce the size.
> John G.
>.
Hi John,

wouldn't know about the corruption, bit I doubt it as ZIP and LZH is surely
a losless compression algorithm, otherwise how could it be used for data/program
compression. The main problem is I think the sheer size of WAV, AIF files, usually
10s of Megabyte. Zipping etc would only reduce by say 30% at a guese, still leaving
a file too long for transmission. I think I'm correct in that MPEG has arisen because
by being lossy it allows for much greater compression factors. I have tried it on my
Milan but the rate of processing my WAV and AIF files is so slow, that I gave up.

Bob King.

2416. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 16:47:32 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39aea85240acd81@online.be>
Source record: 57800

on Wed 30-08-2000 23:16 JI Logan wrote:

>He didn't ask for support for longfile names - he wanted something
>that worked. Anyway, I don't see that longfile names are that
>important :-)

No, he didn't ask for it but as I though this was rather important to know I've mentioned the problem.
What's called important? For me LF names are a must. I never need to guess anymore what's behind a cryptical 8+3 file name

I've used Dimand Backup for quite some time myself. It's indeed a great program but as almost all my partitions are VFAT ones and beeing so containing long filenames DB it's useless for me.
Furthermore as a MiNT users I do have ext2fs partition which DB doesn't like at all.
The only backup program I know that can work with LF, ext2fs and minix partitions is E-backup. But as said this program is all German and AFAIK not supported anymore.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2417. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 16:54:26 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8om2k2$p8t$1@nnrp02.primenet.com>
Source record: 57798

JI Logan <jlog@zetnet.co.uk> wrote:
: On 29 Aug 2000 19:19:34 , "Martin \"Nightowl\" Byttebier" wrote:

: |> . . . .
: |>|Can anyone suggest or recommend a reliable HD backup software
: |>|utility - and where is it available from??

For tape backup, I prefer Gemar. Used scsi tape streamers are fairly
inexpensive. Have Diamond Back, but it does not like one of my scsi
streamers. One facet of Gemar is a most effective use of a nag box in
the unregistered version.

--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

2418. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 21:19:25 UTC
From: ebaiz@skyenet.net
Message-ID: <xZzr5.1846$B54.4948@newsfeed.slurp.net>
Source record: 57801

On 31 Aug 2000 18:47:32 , "Martin \"Nightowl\" Byttebier" wrote:

>The only backup program I know that can work with LF, ext2fs and >minix
>artitions is E-backup. But as said this program is all German >and AFAIK
>ot supported anymore.

CDISO from Anodyne will copy files to a CD in the LF format. It will also copy files from a ext2fs partition if I have the ext2 reader setup under Mint.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2419. Re: ROMS

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 22:12:45 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39aed85d$0$18634@news.zetnet.co.uk>
Source record: 57802

I've got bucket loads of blanks betrween 2716 and 27c010's....what/how many
do you need?

chrisc

On 30 Aug 2000 20:45:42 , "Francky" wrote:
>Wher could i find a lot of roms ?
>
>
>.

2420. Re: FS:mega st 2 with xtras

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 22:14:39 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39aed8cf$0$18634@news.zetnet.co.uk>
Source record: 57803

Where??.....<.net> addresses tell us nothing....

chrisc

On 31 Aug 2000 12:25:27 , "mark arstall" wrote:
>mega st 2
>keyboard and mouse
>4 mb ram
>50 meg scsi HD
>28mhz accelerator (switchable)
>overscan
>serial port accelerator (19.2 to 33.8)
>excellent condition
>offers
>strega@lineone.net
>
>
>
>.

2421. Re: Cable for Falcon LAN port

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 23:36:48 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967830196-039725AEicMi@bun.com>
Source record: 57825

Hi Jerry

>At the moment I have a US Robotics 56K Message Modem connected to my LAN port
>using just such a cable. (There's a trackpad connected to the standard serial
>port)
>I use STiNG/Connect/CoMA/Motel without any difficulties. Just ensure the latest
>version of HSMODEM (7 I believe) is installed and select LAN from all your
>comms applications.

Did you need to alter anything in the HSmodem software, i take it that SCC.PRG is the key player here?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2422. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-08-31 23:38:32 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ommi6eid1@perki.connect.com.au>
Source record: 57804

```
Where is Gemar Avliable from?

Mark Bedingfield

Jim DeClercq <jimd1@primenet.com> wrote in message
news:8om2k2$p8t$1@nnrp02.primenet.com...
> JI Logan <jlog@zetnet.co.uk> wrote:
> : On 29 Aug 2000 19:19:34 , "Martin \"Nightowl\" Byttebier" wrote:
>
> : |> . . . .
> : |>|Can anyone suggest or recommend a reliable HD backup software
> : |>|utility - and where is it available from??
>
> For tape backup, I prefer Gemar. Used scsi tape streamers are fairly
> inexpensive. Have Diamond Back, but it does not like one of my scsi
> streamers. One facet of Gemar is a most effective use of a nag box in
> the unregistered version.
>
> ------------------------------------------------_----------------------
--
> Jim DeClercq __ __ ____ ___ ___
____
> jimd1@primenet.com /__)/__) / / / / /_ /\ / /_
/
> / / \ / / / / /__ / \/ /___ /
>
>
>
```

2423. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 00:28:13 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8omt6t$p2t$1@plutonium.compulink.co.uk>
Source record: 57805

In message <39aaf743$0$18634@news.zetnet.co.uk>, jlog@zetnet.co.uk said:

>|Can anyone suggest or recommend a reliable HD backup software
>|utility - and where is it available from??
>
>Diamond Back is good to floppy or another HD partition. Still
>available from HiSoft as far as I know and quite cheap now.

Does DB work OK with large partitions? I ask because Diamond *Edge* falls over with the 6.4GB IDE even though individual partitions are only some 850 MB - but that's too much for DE and it starts showing negative numbers for size etc. As a result I have deleted it from my disk and use HP_Optimizer instead. I still have DB and Diamond Mirror on the disk but haven't dared use them as I don't know if they suffer the sme problems.

Regards, /Peter/

2424. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 00:28:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8omt6v$p2u$1@plutonium.compulink.co.uk>
Source record: 57806

In message <39aaf742$0$18634@news.zetnet.co.uk>, jlog@zetnet.co.uk said:

>|Does anybody know of a good english text editor or word processor that I
>|can download for an Atari STe?
>
>Everest for text editor and Papyrus for word processor.

Everest is fine as long as your lines are not over 250 characters long -
if they are it will lose one letter as it wraps to the next line. And in
case you think such long lines are unlikely, there are programs that
only have carriage returns at ends of paragraphs - I thing Pap is one!
I use Everest myself, but I do wish the author had incorporated in it
the choice to wrap or truncate overlength lines that Tempus uses. The
text editor in Harlekin 2 (was on a cover disk) also wraps overlength
lines without losing characters.

Regards, /Peter/

2425. Re: FS:mega st 2 with xtras

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 03:21:18 UTC
From: mark arstall <strega@lineone.net>
Message-ID: <8on79t$b0m$1@supernews.com>
Source record: 57807

sorry about that :(i'm based in the uk.
cheers
mark

"Chris Crosskey" <chrisc@zetnet.co.uk> wrote in message
news:39aed8cf$0$18634@news.zetnet.co.uk...
>
> Where??.....<.net> addresses tell us nothing....
>
> chrisc
>
>
> On 31 Aug 2000 12:25:27 , "mark arstall" wrote:
> >mega st 2
> >keyboard and mouse
> >4 mb ram
> >50 meg scsi HD
> >28mhz accelerator (switchable)
> >overscan
> >serial port accelerator (19.2 to 33.8)
> >excellent condition
> >offers
> >strega@lineone.net
> >
> >
> >
> >.

2426. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 03:36:30 UTC
From: anarkist@idirect.com
Message-ID: <2vFr5.5820$IE6.167820@quark.idirect.com>
Source record: 57808

On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:
-snip-
: I'm not asking for a handout. All I'm asking is what is there, that
:you would like to see for your computer (within reason, I'm a programmer
:not a hardware guru), that you would be willing to give $10-$20 support.
:I'm not asking for any money up front or anything like that. Just is
:there something that I could write that would be worth that much to you?
: Dan Ackerman
: aka baldrick@netset.com

OK.
It juST came to me!! ;-)
right up your alley too, if I am not mistaken (the CAB.OVL alley anyway)
1)something that would allow me to use PPPoE (or POPoE?)
2)DHCP, or ability to use dynamically assign IP addresses over ethernet
(something I think we can't do at present, non? If I am incorrect,please correct me!!)
The above so I and others can use ethernet modems to access the internet!
please.
ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

2427. Re: FS:mega st 2 with xtras

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 03:56:02 UTC
From: anarkist@idirect.com
Message-ID: <mNFr5.5827$IE6.167820@quark.idirect.com>
Source record: 57809

On 31 Aug 2000 12:25:27 , "mark arstall" wrote:
:mega st 2
:keyboard and mouse
:4 mb ram
:50 meg scsi HD
:28mhz accelerator (switchable)
:overscan
:serial port accelerator (19.2 to 33.8)
:excellent condition
:offers
:strega@lineone.net
:
GROAN!
I don't believe this!
didn't we just go through a thread called "Where are you?"
so mark,
WHERE ARE YOU!?? ;-)
ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

2428. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 07:40:12 UTC
From: bensmith@user2.teleport.com
Message-ID: <8onmgs$f1i$1@user2.teleport.com>
Source record: 57810
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

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64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2429. Wanted: Atari Mega 4 ST Computer! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 07:43:41 UTC
From: bensmith@user2.teleport.com
Message-ID: <8onmnd$f8b$1@user2.teleport.com>
Source record: 57811

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2430. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 07:45:23 UTC
From: bensmith@user2.teleport.com
Message-ID: <8onmqjfbd1@user2.teleport.com>
Source record: 57812
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

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e-mail: atari@benjamin.net

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So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2431. TION] CATBOX w/ extras for $100 and 5 hours left. See details...

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 08:38:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39afdd0d@fmlynet.org>
Source record: 57820

FamilyNet HQ: Telnet:\\www.family-bbs.net

The ever elusive (and rare) CATBOX is on bid right now at....

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=419606763

Comes with a complete Jaguar still in the box, 2 controllers, and an Atari SC 1224 which has an adaptor that connects up to the catbox. Nice unit!

The bid is up to $100 right now.

You figure a Jaguar sells for around $30 these days in the box, an Atari monitor you can pick up from a thift store for $5, so you would be picking up the CATBOX for a little over $65!! That's less than what you will be paying for Battlesphere (which is around $75+ and worth every penny too!)

The CATBOX will give your Jaguar options not previously available. Two great examples are....

1) Greater range of monitors that can hook up to your Jaguar. The CATBOX expands the existing A/V port and makes more than just RF signal TVs and video monitors available. With the Catbox, monitors with sharper pictures are possible (at least the RGB style like the Atari SC 1224, which comes with this package)

2) Connectivity to up to 16 other Jaguars! Sure the JagLink could connect you to another Jaguar. What wouldn't it be great to get more than two Jag players together for a multiplayer round of Aircars (up to 8 players possible). And there has not YET been a player session where all 16 players were connected up for a session of BATTLESPHERE. Wouldn't it be great to attend a JagFest and be able to help make this awesome event a reality? :)

What? No Battlesphere? Well stay tuned to this newsgroup, the 2nd release is right around the corner.

The Catbox was a great addition to a Jag as you can see, to which the creation we will thank ICD for. Unfortunately, it's been years since new Catboxes have been made, and people have had to trade with others as far away as Europe to get a Catbox these days. Catbox units go for high dollar amounts, and extensive trades. And yet, a Catbox is available in the states, and with only five hours on the clock!

Don't let this pass you by!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=419606763

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2432. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 09:10:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967883952-266091AEicMi@cwcom.net>
Source record: 57837

From: Jim DeClercq <jimd1@primenet.com>
Date: 31 Aug 2000 16:54:26 GMT

>streamers. One facet of Gemar is a most effective use of a nag box in
>the unregistered version.

Indeed. Is the author accepting registrations? Last I heard he was ignoring
would-be customers. I'd say the software is useless unregistered.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2433. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 09:12:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967883954-266527AEicMi@cwcom.net>
Source record: 57838

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Thu, 31 Aug 2000 18:47:32 +0200 (MET DST)

>The only backup program I know that can work with LF, ext2fs and
>minix partitions is E-backup. But as said this program is all German
>and AFAIK not supported anymore.

Worth DDP Translations looking at it? I guess it was a commercial product.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2434. Re: FS:mega st 2 with xtras

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 09:32:22 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <auSMKjAme3r5Ew1+@steverosie.demon.co.uk>
Source record: 57813

In article <39aed8cf$0$18634@news.zetnet.co.uk>, Chris Crosskey
<chrisc@zetnet.co.uk> writes
>
>Where??.....<.net> addresses tell us nothing....
>
>chrisc

:) I know what you are saying, but Line One is a UK company (a sub of
BT) so it's safe to presume they are the UK:)

Which they are.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2435. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 10:33:18 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39af93da21a5c80@free.fr>
Source record: 57814

Hello,

in article <8omt6v$p2u$1@plutonium.compulink.co.uk> (comp.sys.atari.st)
xlator@cix.compulink.co.uk wrote on Fri 01-09-2000 00:28 (GMT):

> Everest is fine as long as your lines are not over 250 characters long -

300 afaik.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

2436. [PUB] September Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 11:12:02 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <39AF8F02.42196CF2@ief.u-psud.fr>
Source record: 57815

Hi,

Just a word to tell you that my WEB site is online
back again. You will find the latest September Release
of my Software Eureka 2.12.

Things are moving around OpenGl on Atari, So Eureka
moves also. There's two new graphic rendering modes :
"coloured mesh" and "Gouraud visible mesh". That's
noticeable.

For the time being, all 3D rendering are only done
by software. But we are seriously thinking about
speeding it up, by hardware means. The latest Milan
has a 3D graphic card. We expect that screen drivers
will be well done, and that hardware speedup of
OpenGl will be available.

If you have some remarks about Eureka, please
contact me. You're welcome ...

See you soon for news about ATARI world ...

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

2437. Re: FS:mega st 2 with xtras

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 13:19:58 UTC
From: mark arstall <strega@lineone.net>
Message-ID: <8ooacq$de9$1@supernews.com>
Source record: 57816

ok ok ! i get the message :)
I'm in manchester UK! if anyone is interested in the computer, and not where
i come from, please let me know :)
cheers
mark

"Ken Macdonald" <anarkist@idirect.com> wrote in message
news:mNFr5.5827$lE6.167820@quark.idirect.com...
> On 31 Aug 2000 12:25:27 , "mark arstall" wrote:
> :mega st 2
> :keyboard and mouse
> :4 mb ram
> :50 meg scsi HD
> :28mhz accelerator (switchable)
> :overscan
> :serial port accelerator (19.2 to 33.8)
> :excellent condition
> :offers
> :strega@lineone.net
> :
> GROAN!
> I don't believe this!
> didn't we just go through a thread called "Where are you?"
> so mark,
> WHERE ARE YOU!?? ;-)
> ken
>
>
> ---HOME of the GENEVA eng2ger Translation project!---
> http://webhome.idirect.com/~anarkist/gnvamain.html
>
> <<< Kenneth Macdonald --- Toronto Atari Federation >>>
> <<< http://welcome.to/taf http://taf.atari.org >>>
> < dg449@toronto.freenet.on.ca - anarkist@idirect.com >
>

2438. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 13:29:33 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8ooavtmhk1@nnrp03.primenet.com>
Source record: 57817

Mark Bedingfield <mark@baypc.com.au> wrote:
: Where is Gemar Avliable from?

: Mark Bedingfield

Author is Steffen Engel. Steffen.Engel@t-online.de. Current version is
3.06, from http://home.t-online.de/home/Steffen.Engel/index.htm
and older versions can be found on mirrors of atari.archive.umich.edu
in Diskutils/gemar220.lzh and gemar300.zip.

It probably also is on the Belgian site, in the /streamers/ directory.

--
_____
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

2439. Re: FS: mega st2 with xtras

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 13:46:46 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <8oocrr$6hd$1@newsg3.svr.pol.co.uk>
Source record: 57818

Hi,
I to am from Manchester and am interested but how much are you asking for
it?

2440. Ulli / Papyrus support back from holiday

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 14:18:20 UTC
From: Ulli Ramps <Ulli@rom-logicware.com>
Message-ID: <39AFBAAC.697E66F7@rom-logicware.com>
Source record: 57819

Egypt was nice (and hot ... ;-)).

So you can reach me now again on a (nearly) daily base, if there are any
wishes / discussions about Papyrus.
--

Greetings

Ulli Ramps

(Papyrus Support + GF)
R.O.M. logicware GmbH, Berlin
----
http://www.rom-logicware.com (Adr., Tel., FAX)

2441. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 16:00:10 UTC
From: jlog@zetnet.co.uk
Message-ID: <39afd28a$0$18631@news.zetnet.co.uk>
Source record: 57822

On 1 Sep 2000 00:28:15 G, xlator@cix.compulink.co.uk wrote:

| . . . .
|Everest is fine as long as your lines are not over 250 characters long -
|if they are it will lose one letter as it wraps to the next line. And in
|case you think such long lines are unlikely, there are programs that
|only have carriage returns at ends of paragraphs - I thing Pap is one!
|I use Everest myself, but I do wish the author had incorporated in it
|the choice to wrap or truncate overlength lines that Tempus uses. The
|text editor in Harlekin 2 (was on a cover disk) also wraps overlength
|lines without losing characters.

Everest is certainly not perfect; the other problem I have with it
is that it sometimes interprets a slightly prolonged left button
depression as a block marker rather than a cursor positioner.

I have tried qed, Edith and one or two others but don't like them as
much.

2442. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 16:00:11 UTC
From: jlog@zetnet.co.uk
Message-ID: <39afd28b$0$18631@news.zetnet.co.uk>
Source record: 57821

On 1 Sep 2000 00:28:13 G, xlator@cix.compulink.co.uk wrote:

| . . . .
|Does DB work OK with large partitions? I ask because Diamond *Edge* falls
|over with the 6.4GB IDE even though individual partitions are only some
|850 MB - but that's too much for DE and it starts showing negative
|numbers for size etc. As a result I have deleted it from my disk and use
|HP_Optimizer instead. I still have DB and Diamond Mirror on the disk but
|haven't dared use them as I don't know if they suffer the sme problems.

I don't know. The manual does not say anything about it (except
'Supports all Hard Drives, ...' but that does not guarantee
anything) but my maximum partition size is 512 Mb.

2443. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 16:25:34 UTC
From: jlog@zetnet.co.uk
Message-ID: <39afd87e$0$18635@news.zetnet.co.uk>
Source record: 57823

On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:

| I'm not asking for a handout. All I'm asking is what is there, that
|you would like to see for your computer (within reason, I'm a programmer
|not a hardware guru), that you would be willing to give $10-$20 support.
|I'm not asking for any money up front or anything like that. Just is
|there something that I could write that would be worth that much to you?

For those interested in sending money to Dan Ackerman via Denesh
Bhabuta (see below) the postal address is:

Denesh Bhabuta
PO Box 2023
Wickford
SS12 9RX
UK

The suggested last day for money to be with him is 30th September.

Cheques should be made out to Denesh Bhabuta (whose email address is:

denesh@cyberstrider.net)

****
Hi

Saw your posting on csas regarding sending money to Dan Ackerman...

If you and a few others get together and want to send some money for him to
me, then I will gladly write a USD cheque out to him for that amount.

Please let me know and make an announcement on my behalf on csas... It
would also be nice for people to be given a deadline for when the money
should be received by me so that I can pick a day to send out the cheque.

Regards
Denesh
--
Denesh Bhabuta Chairman, CEO and Principal Consultant
Cyberstrider Limited www.cyberstrider.net
Internet and E-Commerce: Strategy, Consultancy and Solutions
****

John Logan

2444. WTB: TT cards: TT_Memory & Video

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 16:52:30 UTC
From: steeltoe@kickass.com
Message-ID: <8oomse$5n4$0@198.69.29.144>
Source record: 57824

WTB - memory expansion card for TTmemory. Also any
video cards for TT. Has anyone converted a PC
video card (Intel) to TT yet, such as a DIY
modification. STmemory card I already have, but
it is just a 2mb Atari which I'm told may be
upgradable to hold 8mb of chips. Any encouragement
along these line w/b much appreciated. Looking to
get this TT on the 'net.

Vacuo

--

~~~~~~
~~~~~~~
Hear Timtron live on 7415 khz worldwide shortwave.
Tron power!

2445. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 18:04:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200009012004.a28453@b.maus.de>
Source record: 57767

```
EF>A decent mail- and newsreader for Usenet, similar to the BBS Frontend
EF>CAT. Or an interface between CAT (MAUSTAUSCH-Format) and Usenet.

Or even better: a communication-suite on a modular base with everything
included.

- BBS
- Terminal
- Mail (POP3/SMTP, UUCP, MausTausch, Fido, ...)
- News (NNTP, UUCP, MausTausch, Fido, ...)
- Other internet-services (WWW, telnet, ftp, ...)

More?
```

2446. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 18:05:42 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009011803490.86-100000@TT030>
Source record: 57830

On Fri, 1 Sep 2000, John Garone wrote:

> Hi All,
> Anyway to get foul language posts deleted? It does'nt bother me on the
> street or in bars and pubs but it does here!!!
> John G.

I think I just skipped the msg that prompted your query.
It would be best to mail the admin from where the post
came from or skip it like it did. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2447. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 19:31:30 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8op06i$ak4$1@zingo.tninet.se>
Source record: 57826

On 1 Sep 2000 03:36:30 G, Ken Macdonald wrote:
>
>OK.
>It juST came to me!! ;-)
>right up your alley too, if I am not mistaken (the CAB.OVL alley anyway)
>1)something that would allow me to use PPPoE (or POPoE?)
>2)DHCP, or ability to use dynamically assign IP addresses over ethernet
>(something I think we can't do at present, non? If I am incorrect,please correct me!!)
>The above so I and others can use ethernet modems to access the internet!
>please.
>ken
>
Ditto!

Would be more then willing to pay a handsome fee for this since I'm
getting ADSL later this fall and I figure that will save me some
money compared to my phonebill. The ADSL will be a fixed sum each
month, and the phonebill keeps getting larger each month. Here in
Sweden we pay per minute for the phone, so chatting and surfing for a
couple of hours, the bill gets rater hefty.

Cheer's J

J
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

2448. Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 19:48:01 UTC
From: swampfox1@earthlink.net
Message-ID: <RJTr5.14454$K4.567928@newsread1.prod.itd.earthlink.net>
Source record: 57827

Hi All,
Anyway to get foul language posts deleted? It does'nt bother me on the
street or in bars and pubs but it does here!!!
John G.

2449. Re: Ulli / Papyrus support back from holiday

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 20:08:12 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967910440-734902AEicMi@bun.com>
Source record: 57747

HI Ulli

>Egypt was nice (and hot ... ;-)).

You dont happen to have brought back a spare sarcofogus<sp> did you, ive always wanted one!.

>So you can reach me now again on a (nearly) daily base, if there are any
>wishes / discussions about Papyrus.

Get him lads, all start to mention the poor dialouge text formatting and the custom object colour buttons. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2450. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 20:22:28 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <e8AB5$AEABs5Ewsm@lovecraft.demon.co.uk>
Source record: 57828

Once upon a time <RJTr5.14454$K4.567928@newsread1.prod.itd.earthlink.net
>, John Garone <swampfox1@earthlink.net> grabbed chalk and scrawled:
>Hi All,
> Anyway to get foul language posts deleted? It does'nt bother me on the
>street or in bars and pubs but it does here!!!
> John G.

Oh [deleted] off, this is the real [deleted] [deleted] [deleted] world,
people are always [deleted] [deleted] swearing. You should hear my gf, a
right [deleted] potty mouth she is, the [deleted] [deleted].

How's my censorship program working? Send me $200, and I'll give you a
copy - I applied it to this one post, but it should work on all of them
:)

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2451. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-01 22:08:50 UTC
From: bindon@madasafish.com
Message-ID: <sr0a7ijnc5d157@corp.supernews.com>
Source record: 57829

```
On 1 Sep 2000 16:25:34 G, JI Logan wrote:
>For those interested in sending money to Dan Ackerman via Denesh
>Bhabuta (see below) the postal address is:
>
>Denesh Bhabuta
>PO Box 2023
>Wickford
>SS12 9RX
>UK
>
>The suggested last day for money to be with him is 30th September.
>
>Cheques should be made out to Denesh Bhabuta (whose email address is:
>
>denesh@cyberstrider.net)

Hi!

I would love too, but what if you can't send cheques? Has anyone lost
cash sent through the UK Post Office?

How do we know it's all going to get over to the USA. I know I'm
being paranoid, and I know he has been in the Atari circles for years
(notably Hensa), but that thought runs through my head.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem  |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com                |
| Lyndon Amsdon                        |
+--------------------------------------+
```

2452. Re: Atari FTP ?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 02:25:08 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8opodk$67h$1@nnrp1.deja.com>
Source record: 57831

In article <8oeapo$3p1$1@plutonium.btinternet.com>,
"chris swinson" <exxos@bigfoot.com> wrote:
> Greetings all,
>
> Appart from funet.fi ftp server, are there any other good ones where
> I can upload Atari files to ?

Chris,

I just started a ftp server on ftp.Atari-Users.net.

It's a new server, so we would appreciate ANY help filling it up with files. Just place them in the incoming folder and I will move them into the public folder.

Please include a text file with a short description when you upload a file.

Rob
webmaster@atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

2453. Magic Sac+ software?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 04:03:38 UTC
From: David Zinkin <dzinkin2@rochester.rr.com>
Message-ID: <dzinkin2-44D7B2.00053702092000@news-server.rochester.rr.com>
Source record: 57832

Hello!

I just acquired a Magic Sac+ cartridge with the ROMs, cable and manual. Unfortunately, the software was not included. I realize it only emulates the oldest Macs produced, but I'd still like to play with it if possible.

So -- by any chance, could someone please point me to a site where I can download the software for the Magic Sac+? Alternatively, I'd be happy to reimburse for blank disks and shipping if someone has the disks and would be willing to make a copy for me.

Thanks so much!

-- David

--
My home page is at http://www.davidzinkin.com

Annoy Katie Couric & Bryant Gumbel -- vote Bush/Cheney in November!

2454. Logic 2.5 - Fonts ?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 04:25:57 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <39b08156$0$56648$392904a7@news.execpc.com>
Source record: 57833

Hello,

A while back, I wrote to the newsgroup regarding Fonts used with
Logic 2.5
Someone mentioned that there was a program that converts
SpeedoGDOS fonts into the "standard" .FNT format.
I think it may have been a German program.
Does anyone happen to know the name of this program and if
it is obtainable with English Docs?

Or, were there other fonts with a .FNT extension made to
work with an SLM804 laser printer.
I have the standard Dutch and Swiss, but I am looking for
more variety.

Thank You.

ken

2455. Logic 2.5 chord symbols (jazz)

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 04:41:40 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <39b08506$0$99052$726baab@news.execpc.com>
Source record: 57834

Hello,

In score edit mode, I click on a chord symbol and a dialog
box appears prompting for the arrangement of the symbols.

Example: If I type ===== the flat will be a "for real"
Ab7 music flat. Not a "text" flat.
=====
But if I type A7b in the same box, the b will not appear.
(looking for end result A7b5 13)
If I type A7 in the box then b5 in the next, I get
a "text" flat and not a "true music flat"

Does anyone know of a workaround for this problem.

I'd like all of my chords to look consistent throughout the score.
I can change them all to the "text" flat, but the "look" is not
as nice.

Thank you.

ken

2456. FS: Apex Media Manual

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 05:13:34 UTC
From: phantomm@eastky.net
Message-ID: <8oq29ufkg1@nd.eastky.net>
Source record: 57841

I have for sale a Mint Condition Apex Media Manual.
It comes with the original box and manual insert.
Box still has plastic wrap on it.
Manual has never been used. Mint Condition.
However there is no software that comes with this package.
Manual, manual insert and box only.
The manual itself has over 240 Pages.

Price is $50.00 US Dollars.

Located in the USA.

E-mail me at...
phantomm@eastky.net

2457. FS: VideoMaster Falcon Software

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 05:17:46 UTC
From: phantomm@eastky.net
Message-ID: <8oq2hqfkg2@nd.eastky.net>
Source record: 57843

For sale:

VideoMaster Falcon Software and Manual.
Software is version 1.51.
Disk and manual are original.
No Cartridge is included but you still can use the software to
create demos and etc.

Price $20.00 plus shipping.

Located in the USA.

E-mail me at...
phantomm@eastky.net

2458. FS:USA: Mint CD

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 05:21:13 UTC
From: phantomm@eastky.net
Message-ID: <8oq2o9fkg3@nd.eastky.net>
Source record: 57842

For Sale..

Original "The complete ATARI MINT 1998" CD by Whiteline CD Series.
Like new.
Paid $39.00.
Yours for $25.00 plus shipping.

Located in the USA.

E-mail me at...
phantomm@eastky.net

2459. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 05:45:29 UTC
From: swampfox1@earthlink.net
Message-ID: <Zt0s5.18887$C42.748866@newsread2.prod.itd.earthlink.net>
Source record: 57835

```
On 1 Sep 2000 22:08:50 G, Lyndon Amsdon wrote:
>On 1 Sep 2000 16:25:34 G, JI Logan wrote:
>>For those interested in sending money to Dan Ackerman via Denesh
>>Bhabuta (see below) the postal address is:
>>
>>Denesh Bhabuta
>>PO Box 2023
>>Wickford
>>SS12 9RX
>>UK
>>
>>The suggested last day for money to be with him is 30th September.
>>
>>Cheques should be made out to Denesh Bhabuta (whose email address is:
>>
>>denesh@cyberstrider.net)
>
>Hi!
>
>I would love too, but what if you can't send cheques? Has anyone lost
>cash sent through the UK Post Office?
>
>How do we know it's all going to get over to the USA. I know I'm
>being paranoid, and I know he has been in the Atari circles for years
>(notably Hensa), but that thought runs through my head.
>
>
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem  |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com                |
> | Lyndon Amsdon                        |
> +--------------------------------------+
>.
Hi Lyndon,
That's a healthy type of paranoia you've got! Also, Dan is looking
into finding a local bank that accepts international money orders.
John G.
```

2460. Re: Logic 2.5 chord symbols (jazz)

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 06:21:38 UTC
From: claytone@aa.net
Message-ID: <39b0aa82_2@huge.aa.net>
Source record: 57836

Hi Ken,

As you know, I have Logic 2.5 too. Unfortunately I don't use it very much. I mainly use Edit Track Platinum for sequencing, and I don't often need to print out a score. If I need to do a lead sheet, I usually do it by hand. No hoops to jump thru to get it the way I want to! ;-)

The only workaround I can come up with is instead of using a sharp or flat to indicate an altered chord structure, use a plus or minus sign. I've seen many scores using that method, and actually I prefer that myself. I don't know how that would look in a Logic score, but it's worth a shot.

I'd be interested to know what you find out regarding your other posting.

Good luck,

Clayton Murray
Seattle, WA USA

>Hello,
>
>In score edit mode, I click on a chord symbol and a dialog
>box appears prompting for the arrangement of the symbols.
>
>Example: If I type ===== the flat will be a "for real"
> Ab7 music flat. Not a "text" flat.
> =====
> But if I type A7b in the same box, the b will not appear.
> (looking for end result A7b5 13)
> If I type A7 in the box then b5 in the next, I get
> a "text" flat and not a "true music flat"
>
>Does anyone know of a workaround for this problem.
>
>I'd like all of my chords to look consistent throughout the score.
>I can change them all to the "text" flat, but the "look" is not
>as nice.

2461. Mega 4 & HD for Sale

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 09:24:28 UTC
From: BTInternet News <julianlb@btinternet.com>
Message-ID: <8oqfsekam1@neptunium.btinternet.com>
Source record: 57839

Time to make space again, I need to clear out my mega4 and Third Coast 60Mb Hard Drive

I am based south of Manchester and can ship.

Any offers? there is a video card in the mega that has a 9 pin output and runs at 1152 x 870 in black and white.

Regards

Julian

2462. Re: Logic 2.5 - Fonts ?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 10:00:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967971766-477047AEicMi@cwcom.net>
Source record: 57768

From: Ken Kosut <kjcat@execpc.com>
Date: Fri, 1 Sep 2000 23:25:57 -0500

>Or, were there other fonts with a .FNT extension made to
>work with an SLM804 laser printer.
>I have the standard Dutch and Swiss, but I am looking for
>more variety.

GDOS fonts is what you're looking for, and in the UK the FaST Club had
a wide range in their PD library http://www.cix.co.uk/stclub

Of course there probably plenty to be found on the various Atari ftp
sites as well! :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2463. Re: Cable for Falcon LAN port

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 11:53:31 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <%S5s5.20409$r4.10749@news.indigo.ie>
Source record: 57840

Hi All!

Sorry I didn't get back sooner: don't have as much time for newsgroups as I would like! =(

Anyway, I have had a number of queries about the settings on my machine (C-LAB Falcon MK.X) with which I am using a USR modem connected to the LAN port.

I am using HSMODEM 7 and the latest version of STING (http://sting.atari.org)

Firstly the HSMODEM settings:
Running setter.ttp on DRVIN.PRG (just to be sure:)
FASTINIT:y
EXOPEN:y

Now onto SCC.PRG
M2TT: U
M1EMU: U
LANBIT: N
LANEXT: N
LAN_S2: U
DTRM2: Y
DTRS2: Y
M2DRI: N
S2DRI: N
RBLM2: 256 \
TBLM2: 256 |These are my settings - they are not
RBLS2: 16384 |really relevant to getting the LAN
TBLS2: 16384 / to work

Next the configuration of STiNG after you have rebooted of course! ;-)

Firstly open SERIAL.STX (Serial Ports, part of the STiNG package)
Chose LAN from the port menu (this will be the default port for connections)
and setup the paramaters (I usually use 38400,8,N,1)
[SAVE] the paramaters while LAN is selected, and then click OK

Next open the dialer, and open the configuration dialog. In the last part of the dialog (under Miscellaneous) select LAN as the serial port. Save your dial.scr and you should be away! ;-)

Hope this helps,
Jerry

Jerry Martin---
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

```
-------------------------------------------------------
14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
-------------------------------------------------------
```

2464. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 12:08:51 UTC
From: swampfox1@earthlink.net
Message-ID: <n56s5.16165$p5.465550@newsread03.prod.itd.earthlink.net>
Source record: 57844

```
On 1 Sep 2000 21:22:28 +, Richard Kilpatrick wrote:
>Once upon a time <RJTr5.14454$K4.567928@newsread1.prod.itd.earthlink.net
>>, John Garone <swampfox1@earthlink.net> grabbed chalk and scrawled:
>>Hi All,
>> Anyway to get foul language posts deleted? It does'nt bother me on the
>>street or in bars and pubs but it does here!!!
>> John G.
>
>Oh [deleted] off, this is the real [deleted] [deleted] [deleted] world,
>people are always [deleted] [deleted] swearing. You should hear my gf, a
>right [deleted] potty mouth she is, the [deleted] [deleted].
>
>How's my censorship program working? Send me $200, and I'll give you a
>copy - I applied it to this one post, but it should work on all of them
>:)
>
>Richard
>--
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
>http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'\_)Morticia
>.
```

Great response Richard!!! (:->)~ And the name of the program is "*()*^%$&#65533;"
(soon to work on all languages and dialects, including Latin!)
John G.

2465. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 13:28:48 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39b1181a4cd7ba0@online.be>
Source record: 57845

on Fri 01-09-2000 09:12 Derryck Croker wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Thu, 31 Aug 2000 18:47:32 +0200 (MET DST)
>
>>The only backup program I know that can work with LF, ext2fs and
>>minix partitions is E-backup. But as said this program is all German
>>and AFAIK not supported anymore.
>
>Worth DDP Translations looking at it? I guess it was a commercial product.

It always worth a translation but I will be rather difficult cause no
RSC. AFAIK, it is(was) a commercial product.
The manual gives me this e-mail address:
robert.weiss@regensburg.netsurf.de

homepagina: http://home.nuernberg.netsurf.de/roweiss/index.html

I've this URL but I can get through.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2466. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 16:29:47 UTC
From: banbury@NO
Message-ID: <39b11ceb@news.madhousenet.co.uk>
Source record: 57746

On 1 Sep 2000 16:25:34 G, JI Logan wrote:
>On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:
>
>| I'm not asking for a handout. All I'm asking is what is there, that
>|you would like to see for your computer (within reason, I'm a programmer
>|not a hardware guru), that you would be willing to give $10-$20 support.
>|I'm not asking for any money up front or anything like that. Just is
>|there something that I could write that would be worth that much to you?
>
>
>For those interested in sending money to Dan Ackerman via Denesh
>Bhabuta (see below) the postal address is:
>
>Denesh Bhabuta
>PO Box 2023
>Wickford
>SS12 9RX
>UK
the above is a good idea but:-

This would be the same Denesh that I sent money to last November for
Aniplayer and IPRN registration. Below is my last email which I only
sent yesterday so I may still get a reply.
John

Hi Denesh I saw the post in the newsgroups and thought wonderfull
idea but any chance of my key or send the money to France and I get
my key from there (for Aniplayer) and the money for IPRN send to Dan
thanks John sending again

>
>The suggested last day for money to be with him is 30th September.
>
>Cheques should be made out to Denesh Bhabuta (whose email address is:
>
>denesh@cyberstrider.net)
>
>
>**********
>Hi
>
>Saw your posting on csas regarding sending money to Dan Ackerman...
>
>If you and a few others get together and want to send some money for him to
>me, then I will gladly write a USD cheque out to him for that amount.

>
>Please let me know and make an announcement on my behalf on csas... It
>would also be nice for people to be given a deadline for when the money
>should be received by me so that I can pick a day to send out the cheque.
>

2467. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 18:28:50 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009021825200.81-100000@TT030>
Source record: 57759

On Sat, 2 Sep 2000, Steve Sweet wrote:

> Right, now we'l get the flame wars restart again from the peop that got a key for summat
> that will defend him and the others that only ever had hope that far outnumber them.
> 8~)

I've sent money all over the globe directly where it needs to go,
even cash a few times. I never had a problem and the "middle man"
approach tends to be problematic, and slows the transaction down.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2468. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 18:42:48 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967914954-637901AEicMi@bun.com>
Source record: 57748

HI All

> This would be the same Denesh that I sent money to last November for
> Aniplayer and IPRN registration.

Dont people in here have long memories. 8~)

Right, now we'l get the flame wars restart again from the peop that got a key for summat that will defend him and the others that only ever had hope that far outnumber them. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2469. Need Help: Atari 1040st and SH204 Harddisk

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 18:45:14 UTC
From: christ@cyberus.ca
Message-ID: <39b14dcc.24891148@news1.sympatico.ca>
Source record: 57752

Can anyone help me I'm looking for the cable to connect an Atari
1040st to a SH204 harddisk. I guess I will have to make a cable.
What I need to know is the pinouts of the two devices. Does anyone
know where I can find this information? Is it just a pin 1 to pin 1
etc connection?

Chris

2470. Re: Atari FTP ?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 18:46:28 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967914958-638650AEicMi@bun.com>
Source record: 57750

Hi Rob

> I just started a ftp server on ftp.Atari-Users.net.

What settings will i need for my mate Fiffi to be able to connect to this site.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2471. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 18:50:18 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967914962-639529AEicMi@bun.com>
Source record: 57749

Hi Richard

> You should hear my gf, a right [deleted] potty mouth she is, the [deleted] [deleted].

She doenst speak like that when i'm <censored> her, it must be summat about you!!. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2472. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 18:54:48 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967914966-639999AEicMi@bun.com>
Source record: 57751

Hi Jorgen

>Would be more then willing to pay a handsome fee for this since I'm getting ADSL later
>this fall and I figure that will save me some money compared to my phonebill. The ADSL
>will be a fixed sum each month, and the phonebill keeps getting larger each month.
>Here in Sweden we pay per minute for the phone, so chatting and surfing for a
>couple of hours, the bill gets rater hefty.

A while back i tried to get peop's to cut down on quoting in order to make this hobby cheaper for people like me who, a single parent on a budget, the attitude was "it dont cost us nowt, nor does it bother us anyway so you f!&k off instead"

If more peops would pay attention to more 40 word paragraphs then some 4 letter words wouldnt cause any bother.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2473. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 19:13:19 UTC
From: nurmix@socal.SPAM
Message-ID: <8orjgg025lf@enews4.newsguy.com>
Source record: 57753

On 30 Aug 2000 23:16:34 , JI Logan wrote:

>Denesh Bhabuta, a strong supporter of Atari in the past, sent me the
>following:
>
>
>**********
>Hi
>
>Saw your posting on csas regarding sending money to Dan Ackerman...
>
>If you and a few others get together and want to send some money for him to
>me, then I will gladly write a USD cheque out to him for that amount.
>
>Please let me know and make an announcement on my behalf on csas... It
>would also be nice for people to be given a deadline for when the money
>should be received by me so that I can pick a day to send out the cheque.

Lot's of luck. I don't think Dan would ever see the money. Denesh ripped me off for my Aniplayer registration last year - never got a key despite _numerous_ e-mails and his empty promises. Fortunately Didier Mequignon himself sent me a key for some "trouble shooting" I did for him - however I don't think he ever got the money I sent to Denesh either.

I'd much rather send Dan some money directly.

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

2474. Re: Free ISP with STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 19:14:33 UTC
From: nurmix@socal.SPAM
Message-ID: <8orjip01la0@enews3.newsguy.com>
Source record: 57754

On 26 Aug 2000 05:53:14 , Charles Silver wrote:

>Some might want to try www.freei.net or www.nocharge.com
>
>I was using freewwweb also, but as you mentioned, it went South ;(
>I have freeinet working, but I got it going on my mac first, then imported
>the data to the falcon.

Doesn't Freei.net _require_ their proprietary add banner software to be running in order for you to use their dial up access - and therefore require the use of the Windows or Mac platform?

How'd you "trick" Freei.net into working without their software??? And would you mind e-mailing me the STinG DIAL.SCR file?
;^)

And speaking of that, please send me an e-mail Charles since I have a couple questions for you, and your address I had from the past appears to no longer be valid. And all I see in this post of yours is your SPAM-Blocking address.

Send it to:

nurmix@1nol.com -or- nurmix@socal.com

Thanks,

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

2475. Re: Free ISP with STinG?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 20:03:18 UTC
From: nurmix@socal.SPAM
Message-ID: <8orme601nq1@enews3.newsguy.com>
Source record: 57755

On 26 Aug 2000 17:07:18 , "Krzysztof Maj" wrote:

>Which version of STiNG do you use?

I use STinG version 1.22 (dialer version 1.16).

>We in Poland have had very like problem.
>When connected to this server using STiNG, we were getting bombs
>exactly 90 seconds after beginning a telephone connection, i.e. 55
>seconds after getting IP number. Until this moment a connection was
>always perfect, all functions were working normally.
>This effect appeared on versions 1.22 and 1.26.

I haven't had any trouble with bombing like that with either 1.20 or 1.22 -
as they both worked well with my current "pay" ISP. I'm having a little
trouble configuring it to work with the free ISP I mentioned in my previous
post, but this is no doubt to to a misconfiguration on my part, not a
problem with STinG itself.

Thanks,

-Paul

--

El Segundo, California USA | Falcon030/14/Nemesis

Nurmix Web Central (Atari, Electronic Music, more!)
[http://www.nurmix.com]

My free MP3 music:
[http://www.mp3.com/nurvis]
[http://www.mp3.com/varactor]

* Replace "SPAM" with "com" to e-mail!

2476. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 21:11:14 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <SLNykADyzWs5Ew+O@lovecraft.demon.co.uk>
Source record: 57756

Once upon a time <967914962-639529AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> grabbed chalk and scrawled:

>She doenst speak like that when i'm <censored> her, it must be summat about
>you!!. 8~)

Ah [deleted], that's only because you had to [deleted] gag her before
she'd let you [deleted] her...

>:)

Richard, stopping now before this goes too far ;)
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2477. Dirk Hagedorn address?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 22:07:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8ortnjdtm1@plutonium.compulink.co.uk>
Source record: 57757

Hi!

Anyone have the UDO author's email address? Both given in the manual
(DirkHage@aol.com and Dirk_Hagerdorn@MK2.maus.de) bounce.

Regards, /Peter/

2478. FS, UK, Steinberg SMP II and SMP19.

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 22:15:37 UTC
From: Phil Barrie <philbarrie@onetel.net.uk>
Message-ID: <39b17bdb@news-uk.onetel.net.uk>
Source record: 57758

I have one Steinberg SMP II midi expander/2 ins 4 outs/SMPTE, like a Midex+ but rackmounted, connects to the parallel port, also an SMP 19, similar but not working. I want to sell both at once, these are sought after items so sensible offers please.

I also have a brand new genuine Cubase v3.1 for sale, offers please.

I can post these overseas if necessary, the Cubase package weighs just under 2kgs.

Phil.

2479. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 22:26:11 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39b17e83$0$18633@news.zetnet.co.uk>
Source record: 57760

EdHak302 is now free.

I use it for editing posts/articles for email and ng. Its advantage is that you can config its line length up to (IIRC) 700 characters, which Everest cannot do. This is important for headers, which must not be broken.

Cheers,
Charles.

2480. Natural language little time teller

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 23:05:56 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39B187D4.8CF0E8B9@cable.A2000.nl>
Source record: 57761
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi

Some of you may have seen this in the journal of TT-Digger & AHCX

I thought it might be nice to give it to the public.
Basically because it is only in dutch.

I didnt want to translate it myself, because the naturality of the language is essential. Also because of differences in sentence order in languages it may be necessary to change the programming of the little generator.

So you can find it on my homepage (in sig) both as a ACC and source.

Because everybody understands english I need a english programmer who understands dutch to make the first translation. Then it can start conquering the world.

The stuff that needs translating is in TTIJD.C

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;
GEM replacement for MiNT: XaAES (heavily under construction)

2481. [AtarICQ] New update!

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 23:29:09 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8os2fp$k8u$1@nnrp1.deja.com>
Source record: 57762

Hi all,

AtarICQ 0.143 and AICQ.OVL v36 are released!

Quite a lot of smaller changes are made, both some optional features you might like, and some improvements to reliability. For full details, go to my homepage.

http://gokmase.atari.org

/Joakim

Sent via Deja.com http://www.deja.com/
Before you buy.

2482. Re: CAF Trouble with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2000-09-02 23:42:08 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <Uegs5.4182$Fl2.34638@nntpserver.swip.net>
Source record: 57763

"Paul Nurminen" wrote:

> I'm wondering if anyone else has had trouble with CAF while using HD
Driver?

Never!

> Under HD Driver, attempting to record a stereo track results in
multiple
> (7+) bombs just after naming/creating the file, with CAF completely
crashing
> the end result. This occurs about 90% of the time. And similar
results
> occur with normal mono audio tracks, although the failure rate is more
like
> 65% of the time. I did find that slowing the Nemesis down to "low",
or
> turning it off altogether made CAF _slightly_ more stable, but not
enough to
> justify the slowdown - maybe a couple of percentage points at most.
And by
> the way, booting "clean" - without NVDI, the Nemesis drivers, or the
FDI
> initialization programs - didn't change the results either.

I believe some problems might occur because you partitioned the drive
with ICD...
I know a guy who did just that - and when he changed to HDDriver, there
were some large partitions which didn't work correctly with HDDriver (or
with AHDI for that matter), but after re-partitioning the disk with
HDDriver it worked perfectly. The reason is that ICD isn't fully
AHDI-compatible (I'm sure Uwe Seimet will verify this) and that's one of
the reasons I never recommend ICD to anyone. HDDriver is simply better
than anything else - so why go for second best...?
I believe you should partition your drive with HDDriver's utility
program and you'll be back in business.
I never had any problems with CAF on my Falcon and I used HDDriver for
several years.
To get CAF to work as best possible, you should set the cache settings
down to the minimum setting of 2 in the HDDriver setup. Also, set your
HD to use only Read cache - and not Write cache, as this setting is
safer...

Another possible cause of your problems is if the CPU clock modification
hasn't been correctly made - or that your Falcon needs another
modification than the one that's been made. Then similar problems might

occur. Check my website to see the alternatives (3 different ways).

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2483. How do they do that?.

Newsgroup: comp.sys.atari.st
Date: 2000-09-03 01:01:48 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.11d5b471.90700c20.doyene@zetnet.co.uk>
Source record: 57764

Hei All.
I was reading the recent replies of ng abuse, for which I was curious on a novice
it may seem. How do they manage to carte blanc over the various newsgroups. To cover
widespread seem access is very easy. What means can do this and is it preventable.

On another note I pop across to French version of Atari newsgroup and I noticed the
subject of WenSuite 4 occassionally mentioned. Is there some progress in this department
and would there be a release date in the near future.
Is there a german atari site well,
if so what is it's address.

Regards.

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Desktop: NeoDesk 4 xx Linux: FVWM95 xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

2484. Re: Dirk Hagedorn address?

Newsgroup: comp.sys.atari.st
Date: 2000-09-03 05:22:22 UTC
From: rsmac@t-online.de
Message-ID: <1egdejv.eztmut150mgqoN%rsmac@t-online.de>
Source record: 57765

<xlator@cix.compulink.co.uk> wrote:

> Anyone have the UDO author's email address? Both given in the manual
> (DirkHage@aol.com and Dirk_Hagerdorn@MK2.maus.de) bounce.

www.dirk-hagedorn.de
webmaster@dirk-hagedorn.de

Last "news" on his page from oktober 1999..

Use www.doitarchive.de/link.htm :)

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

2485. Digital Antic Project - 8 new issues

Newsgroup: comp.sys.atari.st
Date: 2000-09-03 06:55:24 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-E82EB6.23552402092000@news.northcoast.com>
Source record: 57766
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.8bit,comp.sys.atari.st

We've added the full text of eight issues of Antic magazine to
the Digital Antic Project. Here are the latest additions:

July 1983 - Vol. 2 No. 4 - Computing: the New Adventure
September 1986 - Vol. 5 No. 5 - Weather
February 1987 - Vol. 5 No. 10 - Word Processing
March 1988 - Vol. 6 No. 11 - Video Game Shootout
July 1988 - Vol. 7 No. 3 - Newsroom Comes To Atari
June 1989 - Vol. 8 No. 2 - Diamond Cartridge
October/November 1989 - Vol. 8 No. 6 - Money Magic!
February/March 1990 - Vol. 8 No. 8 - Atari Recorder

Our next project will be to get the full text of STart magazine online:
if you're an ST lover with a scanner, OCR software, and some time to spare,
you can help. Send e-mail to savetz@northcoast.com.

I also need to find someone with an expertise in ST file munging and the
ability to move STart disk files from old ST disks to the Internet.

http://www.atarimagazines.com

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2486. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-09-03 10:05:34 UTC
From: BMaedicke@t-online.de
Message-ID: <8ot7pddde18$1@news.t-online.com>
Source record: 57769

On 2 Sep 2000 22:26:11 G, Charles Stanley wrote:

>EdHak302 is now free.

Hello Charles,

Can you tell me an url, where I can found this programm?

Ciao, Bernd ...

EMail: BMaedicke@t-online.de
URL: http://home.t-online.de/home/BMaedicke/

* Atari Falcon040 - NOVA Graphic Card - MagiC *
***** MOTOROLA inside - 100% Microsoft free *****
*** Starwars - Startrek - Stargate - Babylon 5 ***

2487. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-03 18:41:32 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39b2a97ec89fd1@online.be>
Source record: 57770
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/gg204.lzh (259.428 bytes)
(GEMGraph version 2 is a powerfull chart software for ATARI computers)

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/tidy04aug00.zip (119.259 bytes)
( Bug fixed version. Tidy is a very useful tool. Validate, correct, and pretty-print HTML
files)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq0143.zip (79.428 bytes)
(AtarICQ, ICQ client for STik/STing/gluestik with graphical interface)

ftp://chapelie.rma.ac.be/atari/internet/mymail-110.zip (921.856 bytes) (Mailer for
STik/STing/Gluestik)

ftp://chapelie.rma.ac.be/atari/internet/sting/drac_emu.lzh (12.271 bytes)
(Drac_Emu is a STinG module which emulates the Draconis application interface
for Internet clients. This allows client programs which are based on the
Draconis API to be used with STinG, both for access to servers on Internet
and for access to servers in a local STinG network.)

ftp://chapelie.rma.ac.be/atari/internet/sting/masq_116.lzh (26.000 bytes)
(MASQUE.STX is a module for STinG, which allows any number of local machines
in a STinG LAN to access Internet simultaneously through a single connection
to an ISP.

ftp://chapelie.rma.ac.be/atari/internet/sting/tcp_140.lzh (20.029 bytes)

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka009.zip (789.617 bytes)
```

(Eureka is a trace program. It permits to visualize graphics from mathematical functions)

mint
ftp://chapelie.rma.ac.be/atari/mint/net/junkbuster-2.0.tar.gz (149.029 bytes)
(It blocks requests for URL's (typically banner ads) that match its blockfile. It also deletes unauthorized cookies and other unwanted identifying header information that is exchanged between web servers and browsers. These headers are not normally accessible to users (even though they may contain information that's important to your privacy), but with the Internet Junkbuster you can see almost anything you want and control everything you're likely to need. You decide what's junk.)

sound-utils
ftp://chapelie.rma.ac.be/atari/sound-utils/trk2avr.lzh (64.796 bytes)
(TRK2AVR is a small program to convert the Falcon D2D audio tracks to AVR samples.)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/caveman.lzh (46.392 bytes)
(Caveman translates English to a caveman-like language. Editable dictionary.)

ftp://chapelie.rma.ac.be/atari/utilities/lustig.lzh 30.116 bytes)
(A little, weird behaving alert box, German/English)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2488. Re: Translation suggestions?

Newsgroup: comp.sys.atari.st
Date: 2000-09-04 10:11:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968136478-87376AEicMi@cwcom.net>
Source record: 57771

From: banbury@NO SPAMmadhousenet.co.uk.invalid
Date: 3 Sep 2000 16:22:17 GMT

>I'll suggest STCAD which is in French and German but I would like it
>in English as I can not find a still supported CAD prog in English.

OK, I'll have a look at it (as it happens it's already on my hard drive
awaiting inspection.

--


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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2489. Re: game CIV

Newsgroup: comp.sys.atari.st
Date: 2000-09-04 22:06:44 UTC
From: mb@tos.gem.win.co.nz
Message-ID: <G0Dur8.8I@tos.gem.win.co.nz>
Source record: 57687

John Banbury (banbury@madhousenet.co.uk) wrote:
: Hi could anyone get the freeciv game ported to the Atari the web
: site is http://www.freeciv.org/
: Thanks John

I have done some preliminary work on this. The server already works fine,
but of course the client is where all the work lies. However Freeciv is
nicely designed and if someone has the time it should not be very hard. I
don't know if I will ever finish it, but someone else who wishes to take
on the project would be welcome to all of my notes.

--
--
Mario Becroft # Tariland, New Zealand Atari User Group
mb@gem.win.co.nz # Atari Hardware Developments
http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

2490. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-04 23:18:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10009050116250.155-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 57685

Hello!

> They got licences for Magic (Milan) for the original Milan, and IIRC
> they got licenses for HDDriver.

The Milan I was sold with MiNT/N.AES, not MagiC. MagiC Milan was a long
time later available.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

2491. FA: ST Software Catalog 400+ Pages

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 08:08:44 UTC
From: classics@nacs.net
Message-ID: <39b4a9fc.23854121@corp.supernews.com>
Source record: 57772

HUGE Atari ST Software Book from Atari (400+)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=424795945

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

2492. Re: 1040 ST arrow don't move ...

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 08:52:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968223176-40850AEicMi@cwcom.net>
Source record: 57696

From: fov1186@iperbole.bologna.it (Paolo)
Date: Mon, 4 Sep 2000 22:59:39 +0200

>I 've an old 1040 ST . After switch on everythings seems ok but arrow
>cursor don't move .

You can check whether the ST is working properly by using the keys Alternate
and the keyboard arrow keys together to move the cursor around on the desktop
(Insert and Alternate together is the same as a double-click, Alternate, Shift
and arrow keys together move the pointer in smaller steps).

If that works OK then most likely all you need to do is take the keyboard out
and resolder the pins of the joystick/mouse connectors.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2493. Re: Translation suggestion

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 09:01:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968223178-41310AEicMi@cwcom.net>
Source record: 57795

From: Lonny Pursell <atari@SYNTAX.ERROR>
Date: Mon, 4 Sep 2000 23:12:20 +0000

>I lost the original thread, but I recall someone asking for
>suggestions for translations. I would really like to see

Yes, it was me. I was mostly trying to get an interesting thread
started, but also looking out for ideas.

>the docs for LicomLib from RGF Software translated.

The big problem with translating docs is the amount of time that they
consume!

And in this case, I dare say that LicomLib is a commercial product long
since defunct?

>these docs would help greatly. It would only require the
>HYP be translated since it's not a full program per say.

What I'd be inclined to do would be to decompile the HYP back to its
source text and run it through the translator on the Systran website.
(Probably the easiest way would be to run the text through a text->html
converter and post it to your website, passing the URL to the translator
engine). That should give you enough to get the gist of what's going on.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2494. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 09:47:23 UTC
From: Oliver Fischer <gollum1@my-deja.com>
Message-ID: <8p2ff8$3da$1@nnrp1.deja.com>
Source record: 57773

I purchased an Epson Stylus 480 about a week and a half ago, and the
printer refused to print from the majenta ink, and I had the printer
replaced, I received the replacement yesterday. Didn't do much good
though, it was worse than the first cos the stupid piece of crap
wouldn't even let me put the cartridges in using the ink cartridge
replacement utility, it said the printer heads could not be moved.

So until proved otherwise, I believe the epson stylus 480 doesn't work
in 95, 98 or 2000 either !

Yes. You can forget the 480. That one is not usable at all without
Windows95/98/2000.

Gerhard

Oliver Fischer
Creator of MUD Sculptor

http://www.mudsculptor.com

Sent via Deja.com http://www.deja.com/
Before you buy.

2495. STE Collecting Dust

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 10:29:41 UTC
From: CAD <CAD@line1.net>
Message-ID: <8p2hvp$o8i$1@supernews.com>
Source record: 57774

Im new to all this Newsgroups

I was a great fan of the Atari, like alot of people I started with the STFM 520. I now have a STE 1020 (2Meg) and a STE 1020 (4Meg), 2 second disk drives, 110Meg HD and loads and loads of boxed software, all gathering dust in a spare room... yes I defected over to the PC..so any advice on what I could do with all my 'beloved Atari stuff....are they a saleable item still????

CA

2496. Re: STE Collecting Dust

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 12:24:28 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Nz$1KsA8XOt5Ew3i@lovecraft.demon.co.uk>
Source record: 57775

Once upon a time <8p2hvp$o8i$1@supernews.com>, CAD <CAD@line1.net>
grabbed chalk and scrawled:
>Im new to all this Newsgroups
>
>I was a great fan of the Atari, like alot of people I started with the STFM
>520. I now have a STE 1020 (2Meg) and a STE 1020 (4Meg), 2 second disk
>drives, 110Meg HD and loads and loads of boxed software, all gathering dust
>in a spare room... yes I defected over to the PC..so any advice on what I
>could do with all my 'beloved Atari stuff....are they a saleable item
>still????

Where are you? STEs are worth different things to different people - I'm
always looking out for machines as backups, but having already got one,
I don't need one that badly!

Are you in the UK?

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2497. Re: FS: mega st+ xtras (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 12:25:32 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Hzf3K4A8YOt5EwXV@lovecraft.demon.co.uk>
Source record: 57776

Once upon a time <8p11jndnh1@supernews.com>, mark arstall
<strega@lineone.net> grabbed chalk and scrawled:
>Mega st
>original keyboard
>mouse 4mb ram (factory fitted)
>50 meg HD
>28 mhz accelerator (switchable)
>serial port accelerator (19.2 to 33.8)
>overscan
>1.44 mb floppy disk
>excellent condition
>offers
>strega@lineone.net
>uk=manchester :)

I emailed, but I haven't had a response... even if I didn't offer
enough, I'm still open to finding the right price level!

Richard

--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2498. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 13:45:34 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39B4F8FE.3876F3AF@ooc.de>
Source record: 57777

Odd Skancke wrote:

> Does that mean they are negotiating licence agreements, or does it mean
> they "haven't bothered" yet? How about HDDRIVER licence.. did they ask for
> that yet?

This means that they have not yet tried to negotiate anything and that
doesn't only concern HDDRIVER (they might have something else) but also
other packages.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2499. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 13:48:15 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39B4F99F.8914CA3D@ooc.de>
Source record: 57778

Lyndon Amsdon wrote:

> I'd like to know that too....I would have thought by know they should
> have been contacting for licences, especially for the OS and hard
> disk drivers!

They should, but they definitely haven't.

> They got licences for Magic (Milan) for the original Milan, and IIRC
> they got licenses for HDDriver.

There is no license agreement with AXRO, only with Milan Computer GmbH.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2500. Re: STE Collecting Dust

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 14:06:35 UTC
From: bindon@madasafish.com
Message-ID: <sr9vfbhna6e90@corp.supernews.com>
Source record: 57779

On 5 Sep 2000 11:29:41 +, "CAD" wrote:
>Im new to all this Newsgroups
>
>I was a great fan of the Atari, like alot of people I started with the STFM
>520. I now have a STE 1020 (2Meg) and a STE 1020 (4Meg), 2 second disk
>drives, 110Meg HD and loads and loads of boxed software, all gathering dust
>in a spare room... yes I defected over to the PC..so any advice on what I
>could do with all my 'beloved Atari stuff....are they a saleable item
>still????

You wouldn't get that much money for them. You could network them
with duet, or get them on the internet.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2501. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 16:24:42 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8p36oasfn1@nnrp03.primenet.com>
Source record: 57780

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
: From: Jim DeClercq <jimd1@primenet.com>
: Date: 31 Aug 2000 16:54:26 GMT

: >streamers. One facet of Gemar is a most effective use of a nag box in
: >the unregistered version.

: Indeed. Is the author accepting registrations? Last I heard he was ignoring
: would-be customers. I'd say the software is useless unregistered.

If you have thousands of files backed up, it might take thousands of mouse
clicks to get them restored. The author does not seem to check his e-mail
very often, but he is there, and does answer, eventually
--_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

2502. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 17:09:24 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <kr8TrsAEjSt5EwzP@steverosie.demon.co.uk>
Source record: 57781

In article <8p2ff8$3da$1@nnrp1.deja.com>, Oliver Fischer <gollum1@my-deja.com> writes
>I purchased an Epson Stylus 480 about a week and a half ago, and the
>printer refused to print from the majenta ink, and I had the printer
>replaced, I received the replacement yesterday. Didn't do much good
>though, it was worse than the first cos the stupid piece of crap
>wouldn't even let me put the cartridges in using the ink cartridge
>replacement utility, it said the printer heads could not be moved.
>
>So until proved otherwise, I believe the epson stylus 480 doesn't work
>in 95, 98 or 2000 either !
>
>Yes. You can forget the 480. That one is not usable at all without
>Windows95/98/2000.
>
>Gerhard
>
>
>

Is this the correct newsgroup for this or have I strayed into the twilight world, where Windoze is trying to reach micro parts it can't mess up:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2503. WTB: Atari STacy

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 17:53:22 UTC
From: Matt Hanson <mhanson@execpc.com>
Message-ID: <39b5372d$0$62636$726baab@news.execpc.com>
Source record: 57782

If anyone has a STacy they would like to sell please contact me @ mhanson@execpc.com.

Thanks,

Matt

2504. Classicmag.net Update, Launch of Classicmanual

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 18:11:36 UTC
From: Jim Oaks <jim@classicmag.net>
Message-ID: <cqdars8p0i49arh0sr8482rr4nnpvoqbha@4ax.com>
Source record: 57783

I wanted to let everyone know that weve had a big update to the
Classicmag.net web site.
Come on over and check out the changes.

Weve also added a Classicmanual site, in the same manner of
Classicmag.net. You can
reach it at
http://w3.one.net/~jimoaks/classicmanual/classicmanual.html

Please email us if you think you can help or have any comments about
the sites.

Thanks

Jim

jim@classicmag.net

http://www.classicmag.net

2505. Re: What's the Atari to have ?

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 19:39:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009052139.a3039@su2.maus.de>
Source record: 57722

Hi Mark,

MS>If I wanted to get an Atari to play with, what would be the best one
MS>to get
MS>?
for games I'd suggest a 1040 ST with TOS 1.02 (Blitter-TOS) or older.

Und TTschï¿½
ps

2506. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 19:42:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009052142.a3040@su2.maus.de>
Source record: 57721

Hi Oliver,

OF>So until proved otherwise, I believe the epson stylus 480 doesn't work
OF>in 95, 98 or 2000 either !
ich habe nichts gegen Windows, zumindest nichts Wirksames...
(about: I haven't got any medicine for the Windows disease)

Und TTschï¿½
ps

2507. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 20:51:47 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10009052251170.756-100000@online.no>
Source record: 57784

On Tue, 5 Sep 2000, Uwe Seimet wrote:

> Odd Skancke wrote:
>
> > Does that mean they are negotiating licence agreements, or does it mean
> > they "haven't bothered" yet? How about HDDRIVER licence.. did they ask for
> > that yet?
>
> This means that they have not yet tried to negotiate anything and that
> doesn't only concern HDDRIVER (they might have something else) but also
> other packages.

This is bad, bad news :(Is there a reason for this?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

2508. Re: Ulli / Papyrus support back from holiday

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 22:34:26 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968258308-842074AEicMi@bun.com>
Source record: 57709

Hi Dezza

>>Get him lads, all start to mention the poor dialouge text formatting and the
>>custom object colour buttons. 8~)

>Yep, I discussed this with Paul Williamson, copying my original email to Ulli.

WTF is he?.

>Some of the dialog boxes are too wide - one actually disappears off my screen
>at both sides at 800*600!

I dont get that low these days, i'm used to 1180 x 880, but some of those dialogs 2/3rds fill my screen!!.

>The main dialog texts need editing to make the button text shorter so that the
>objects can be shrunk in width.

I'm only going by what ive seen of this demo and the glimpses i grab of yours, but they are basically shitte.

>The Printer dialog has a shortcut underline which is divorced from the actual text,

I cured that in this demo, the problem is in the binary, not the RSC.

>and the user-defined colour selector displays only various dithers in grey!

I heard that being blamed on various graphics cards, mine is definately an odd one and those buttons are broke here.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2509. Re: [AtarICQ] New update!

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 22:35:44 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968258310-842654AEicMi@bun.com>
Source record: 57706

Hi Lonny

>> Will there be any chance of a version to work with IConnect or IFusion please? :-)

>He has the same problem I have, the ifusion author does not reply to his e-mail. :(

Is the eMail address correct?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2510. Re: New addition to DDP web site

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 22:41:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968258314-843301AEicMi@bun.com>
Source record: 57707

Hi Derryck

>I consider it to be the "definitive" version, since there seem to be different
>versions of it about!

Youve not seen mine recently, dont look much like yours anymore. *~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2511. Re: Need Help: Atari 1040st and SH204 Harddisk

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 22:42:24 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968258316-843817AEicMi@bun.com>
Source record: 57710

Hi Richard

>ICD are selling DMA cables fairly cheaply... looks nicer, and doesn't require glue!

Physically getting one could be a problem with ICD, a short while ago they werent keeping too many peop's awake with activity noises.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2512. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 22:44:38 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968258318-844253AEicMi@bun.com>
Source record: 57711

Hi Richard

>>> You should hear my gf, a
>>> right [deleted] potty mouth she is, the [deleted] [deleted].

>>I've absolutely /no/ idea what you're talking about.
>>Bloody appalling language, I tell you.

>*rolls over laughing* So, perhaps you can explain about what Steve said, hmmmm?

He wouldnt know, i wait untill he's out.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2513. Re: FS: mega st+ xtras (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 22:45:42 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968258320-844678AEicMi@bun.com>
Source record: 57708

Hi Richard

>>offers strega@lineone.net uk=manchester :)

>I emailed, but I haven't had a response... even if I didn't offer enough, I'm still
>open to finding the right price level!

I take it youre not interested in this T28 machine?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2514. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 22:52:38 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968258324-845182AEicMi@bun.com>
Source record: 57712

Hi Derryck

>No response from either the URL you quoted, or indeed the ISP :-(

>Ah well...

You talking about Gemar??.
Ive just collected it as a test, what URL you using, here's the one that just got me the APP.

http://members.aol.com/steffene

Follow the links dude.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2515. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 22:52:50 UTC
From: magdalen <the_magdalene@my-deja.com>
Message-ID: <8p3tfslhh1@nnrp1.deja.com>
Source record: 57785

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:

> *rolls over laughing* So, perhaps you can explain about what Steve said,
> hmmmm?

Would if I could, dearest.
But this [deleted] [deleted] excuse for a [deleted] computer
/still/ hasn't sent me that part of the thread. :\

glares at the smoking heap of plastic, bits of metal, and glass
Fix /that./

I've had enough of it.

Hmph.

~magdalene

--
"and everything you say is like sugar..."
http://www.manifest-angel.com/magdalene

Sent via Deja.com http://www.deja.com/
Before you buy.

2516. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-09-05 23:39:43 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39b5843f$0$18635@news.zetnet.co.uk>
Source record: 57786

On 4 Sep 2000 08:50:42 G, Thomas Binder wrote:
>Hi!
>
>Charles Stanley <cstanley@zetnet.co.uk> wrote:
>
>> Its advantage is that you can config its line length up to (IIRC) 700
>> characters, which Everest cannot do. This is important for headers, which
>> must not be broken.
>
>No, that's not correct. Quote from RFC 822 (Mail):

>SNIP very informative text>

Thanks, Thomas, for that correction. I was only referring to Everest's
tendency to <delete> characters after its line limit, which mucks up
the path and other references. Edhak doesn't do this, even when it wraps.

Cheers,
Charles.

2517. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 01:54:45 UTC
From: swampfox1@earthlink.net
Message-ID: <Ftht5.26761$C42.1167586@newsread2.prod.itd.earthlink.net>
Source record: 57787

On 4 Sep 2000 19:42:00 +, Ekkehard Flessa wrote:
>Hallo Ken!
>
>
>KS>OH, and lest we forget, there are still areas of the United States
>KS>that DO NOT have local internet service available.
>
>That's the USA.
>In Germany, we don't have free local phone calls, but the basic charge is as
>low as $12 per month. Internet access is available everywhere at a rate of
>between $0.008 and $0.023 per minute (between $0.48 and $1.38 per hour)
>depending on provider, exchange rate and daytime. There are also flat rates
>available, around $32 per month.
>ISDN is available nationwide, too, and ADSL is on it's way. The monthly fee for
>ISDN is around $19 per month, with minute prices being identical to those
>mentioned above.
>
>Now, what are monthly fees with local calls included in the States?
>
>
>mit freundlichem Gru aus Bubenreuth
>
>Ekkehard
>
>.
Hi Ekkeherd,
As has been stated in this thread, basic phone service varies in the
USA but the key words are "Unlimited Local Calls" included in the basic
service! This still is only half the story since an ISP must be found
that gives a local or 1-800 type free number to call! So if you live in
an area with no ISP providing a local number, you're stuck with long
distance rates from 5 cents to 25 cents a minute (and higher) as in the
good ol' BBS days!!!
John G.

2518. Re: STE Collecting Dust

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 02:14:41 UTC
From: Patrick Moore <warhawk@dcsi.net>
Message-ID: <39B5A891.C3B054CE@dcsi.net>
Source record: 57788

CAD wrote:

> Im new to all this Newsgroups
>
> I was a great fan of the Atari, like alot of people I started with the STFM
> 520. I now have a STE 1020 (2Meg) and a STE 1020 (4Meg), 2 second disk
> drives, 110Meg HD and loads and loads of boxed software, all gathering dust
> in a spare room... yes I defected over to the PC..so any advice on what I
> could do with all my 'beloved Atari stuff....are they a saleable item
> still????
>
> CA

What kind of software do you have? Also, what kind of monitors? The Atari ST was the first computer I ever used, and in my opinions, one of the greatest ever made. I've been looking to get a new one for a while, as my old pair of 520s were 'donated' to my half-brother, who promplty destroyed them. What a pity. Anyways, I'd be interested in hearing what you've got, and maybe working out a deal.

Thanks,

Patrick Moore

--
General! It appears that the enemy Tai-sho has forsaken his honor, and is running like a whipped dog!
Shogun: Total War

2519. FA: Atari Falcon 030 - 14MB RAM/2GB HD - Starting at $1 with No Reserve!

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 03:15:01 UTC
From: Terry May <tarkus@SportsMail.Net>
Message-ID: <20000905201207.886A.TARKUS@SportsMail.Net>
Source record: 57792

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=430194550
--
Terry May <tarkus@SportsMail.Net>

2520. FA: Sony Trinitron 15" Digital Multiscan Monitor - Starting at $1 with No Reserve!

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 03:37:07 UTC
From: Terry May <tarkus@SportsMail.Net>
Message-ID: <20000905203612.886C.TARKUS@SportsMail.Net>
Source record: 57793

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=430231055
--
Terry May <tarkus@SportsMail.Net>

2521. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 03:49:46 UTC
From: anarkist@idirect.com
Message-ID: <u9jt5.12597$lE6.267297@quark.idirect.com>
Source record: 57789

On 1 Sep 2000 22:08:50 G, Lyndon Amsdon wrote:
:Hi!
:I would love too, but what if you can't send cheques? Has anyone lost
:cash sent through the UK Post Office?

you could send a postal money order to me.
I can convert from ukp to usd and send dan a postal money order.
I've already sent him 30$can (about 20$usd) postalmoney order.
the us banks accept them also I am told by other usa folk.

:How do we know it's all going to get over to the USA. I know I'm
:being paranoid, and I know he has been in the Atari circles for years
:(notably Hensa), but that thought runs through my head.

oh you can trust denesh reputation means a lot mate, denesh wouldn't let us down
once he has made the offer, and he has a lot more experience at converting
and mailing money that almost anyone, except Joe Connor of course!:-)

ken

:
: +--------------------------------------+
: |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
: |48X Atapi CDRom PC Tower Case TOS 2.06|
: |**************************************|
: | bindon@madasafish.com |
: | Lyndon Amsdon |
: +--------------------------------------+
:.

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

2522. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 03:54:15 UTC
From: anarkist@idirect.com
Message-ID: <Hdjt5.12601$lE6.267297@quark.idirect.com>
Source record: 57790

On 2 Sep 2000 17:42:48 -, Steve Sweet wrote:
:HI All
:
:> This would be the same Denesh that I sent money to last November for
:> Aniplayer and IPRN registration.
:
:Dont people in here have long memories. 8~)
:
:Right, now we'l get the flame wars restart again from the peop that got a key for summat
:that will defend him and the others that only ever had hope that far outnumber them.
:8~)

do you have the stats to back that up or are you only shit disturbing! ;-)
ken

as they say, shit happens. I know how hard it is as I distribute Mario Becrofts
excellent gear in Canada. I make sure I send out stuff as soon as I get the money,
because if I don't it can get forgotten, and record keeping, let me tell you...!
:
: Regards from STEve & his nice warm cosey PAK'd MegaSTE.
: * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
:
:.

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

2523. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 03:57:44 UTC
From: anarkist@idirect.com
Message-ID: <Ygjt5.12602$lE6.267297@quark.idirect.com>
Source record: 57791

On 2 Sep 2000 18:28:50 +, Lonny Pursell wrote:
:On Sat, 2 Sep 2000, Steve Sweet wrote:
:> Right, now we'l get the flame wars restart again from the peop that got a key for summat
:> that will defend him and the others that only ever had hope that far outnumber them.
:> 8~)
:I've sent money all over the globe directly where it needs to go,
:even cash a few times. I never had a problem and the "middle man"
:approach tends to be problematic, and slows the transaction down.

my experience also, except for one time I sent french francs (cash) to france.
btw, I have never had a bad experience with either Joe or Denesh, and I must have
registered
about 50 programs between them.
ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

2524. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 06:36:59 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39B5E60B.7277C827@ooc.de>
Source record: 57794

Odd Skancke wrote:

> > This means that they have not yet tried to negotiate anything and that
> > doesn't only concern HDDRIVER (they might have something else) but also
> > other packages.
>
> This is bad, bad news :(Is there a reason for this?

I think they eventually realized that their plans and expectations are
not realistic at all. How can anybody expect to sell thousands of
machines that are not compatible to any relevant platform?

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2525. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 08:01:10 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8p4tur$24n$1@news.comnet.co.nz>
Source record: 57697

"magdalen" <the_magdalene@my-deja.com> wrote ...
> Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
> > *rolls over laughing* So, perhaps you can explain about what Steve
said,
> > hmmmm?
>
> Would if I could, dearest.
> But this [deleted] [deleted] excuse for a [deleted] computer
> /still/ hasn't sent me that part of the thread. :\
>
> *glares at the smoking heap of plastic, bits of metal, and glass*
> Fix /that./
>
> I've had enough of it.
>
>
> Hmph.

Well, if you really want to see some foul language on this newsgroup,
here it is:

"Amiga"

Now don't say I didn't warn you...

;-)

--

Due to the amount of junkmail I've received in the past, this message
has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

2526. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 08:03:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200009061003.a11681@b2.maus.de>
Source record: 57704

LA>Just been over to http://www.woller.com and seen some new news about a
LA>TV card for the Milan. The software (and hardware I suppose) is
LA>called GEM TV and at V0.24, so it's in its early stages.

the stand alone Software is nearly finished ... at this point we're
working out drivers ... and the delivery of the first cards starts this
week ...

LA>There's a screenshot that looks promising too. IIRC it costs 398DM
LA>with software and hardware card. It doesn't say whether it's for the
LA>Milan II but I would assume so; it just says "for the Milan".

if the Milan II will come available, it should work there too, because our
developement is using also the Milan I 060, this machine is not far
from the promised Milan II design ...

LA>Looking at the screenshot it looks like it uses Aniplayer for the
LA>sound (bottom left). I think that's a very good idea.

for the sound we use our MilanBlaster-Card ... this screenshot
should show, that it will be possible, to view TV or video and
play MP3s at the same time ... without lost frames or something
like that ...

with best regards, Konstantin

2527. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 08:14:50 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <MDu1W4G6zft5Ewku@lovecraft.demon.co.uk>
Source record: 57698

Once upon a time <8p4tur$24n$1@news.comnet.co.nz>, G Swaine
<g.swaine@the.gluepot.com> grabbed chalk and scrawled:
>Well, if you really want to see some foul language on this newsgroup,
>here it is:
>
> "Amiga"

Amiga is supposedly Spanish for girlfriend. Weird, huh?

Richard
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2528. ase read - Buyer Beware] Digital Data Factory (Edward Williams)

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 09:15:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.39b6748d@fmlynet.org>
Source record: 57702

FamilyNet HQ: Telnet:\\www.family-bbs.net

[Please read - Buyer Beware] Digital Data Factory (Edward Williams)

To the Atari community,

It is with a heavy heart that I give the following message. I normally like to stay fairly upbeat in my writings, but I feel it neccessary to warn many good Atari hobbyists and users of a wolf in lamb's clothing in our midst. This message comes after 16 months of broken appointments, and broken promises reguarding an agreement on an Atari item.

It was over a year ago that Edward Williams was accused by someone on the Atari 8-bit newsgroup of being little more than a thief. I stood up to defend his honor since he was a fellow member of AUNT, and a long time Atari associate from back when I was into Atari the first time around back in the 80's. I must now sadly apologize for my stance on his behalf.

Information on this individual is as follows:

Digital Data Factory (Edward Williams) 200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

(This information found online at...)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Mr. Williams was notified on August 3rd that this message would be sent to all Atari channels if he did not return the Atari item we had agreed on for him to work on. Naturally a few additional days were given to allow for labour day and the postal delivery day in case he sent it by mail.
And as said before, the firm deadline I placed came after 16 months of many arrangements made, missed appointments, packages that were promised on being shipped, you know the drill.

I have been an Atari hobbyist and trader since November of 1998. Made many transactions, met many people. I like to fulfill my trading transactions with quickness and efficiency. When I came back from my nine year absence from Atari computing, it was good to see a familiar face like Ed's. He and I go way back. It was fun hanging with him and AUNT. His actions seemed sincere enough then. I'll remember that part fondly.
But for some reason he has chosen not honor his deal with me, and from what I've seen I am not the first.

I hope that my actions on the newsgroups are respectable enough that you will know I would not post this without just cause.

My thanks to the other good folk here that make this hobby such a blast. It is for your sake that this letter was written.

Sincerely,

Greg Goodwin aka "Doctor Clu"
@>-->----------------

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2529. FS: Atari ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 10:42:08 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <39B61F80.BAA536C2@usa.net>
Source record: 57699
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Any offers for the following?

Atari STE 4Mb
Mono monitor with cable (Hi-res monitor - modified PC VGA monitor)
Marpet Forget-me-Clock 2
ICD Link SCSI adapter
100Mb SCSI Hard Drive
ST - SCART cable
Monitor switch box
Konix Speedking joystick
Cheetah Bug joystick

Also have

Canvas (Art Package)
Diamond Back II (Backup tool)
Lattice C 5.52

Any offers?

--
AG

Remove removes from address to remove anti-spam measures.
--

Alan Gauton E-Mail ag@spd.eee.strath.ac.uk

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

2530. Flames of Finland compact disk #1

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 11:23:19 UTC
From: Adrian Oboroc <aoboroc@dnt.md>
Message-ID: <39b6292b@moldnet.md>
Source record: 57700

Hello guys,

I am collecting all the compact disk series for later use on my 1040STE, but on all sites around (LGD, Gravity, http://www.atarigames.net) file fof001.zip is corrupted.

Please help! Guide me to a perfect FoF CD001 on the web.

Thank you very much in advance!

2531. Re: FS:mega st 2 with xtras

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 11:55:50 UTC
From: Adrian Oboroc <aoboroc@dnt.md>
Message-ID: <39b630ca$1@moldnet.md>
Source record: 57701

$150 is enough? if not - tell me how much you want. And give url with photos
please

Best regards,
Adrian

mark arstall <strega@lineone.net> wrote in message
news:8olf9q$eo6$1@supernews.com...
> mega st 2
> keyboard and mouse
> 4 mb ram
> 50 meg scsi HD
> 28mhz accelerator (switchable)
> overscan
> serial port accelerator (19.2 to 33.8)
> excellent condition
> offers
> strega@lineone.net
>
>
>

2532. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 15:07:36 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39B65DB8.559DC977@greeleynet.com>
Source record: 57703

Don wrote:
>
> Ken Springer wrote:
>
> > steeltoe@kickass.com wrote:
> >
> > > But this is all free
> > > time from the telephone company. I could not
> > > imagine having to pay for all this in this day and
> > > age of the internet!
> >
> > No, it's NOT free. For the telephone end, it's part of your
> > basic phone bill for service you get every month. You can
> > sit there and talk 24 hours a day, 7 days a week on a local
> > call all for that basic monthly fee. As for the ISP's 125
> > hours, you get that as part of your monthly fee to the ISP
> > for the privilege of using his computer equipment to access
> > the net. Just don't pay those two bills and see how much
> > free internet time you get.
>
> Actually you can get by with out a computer, an ISP, and without a
> phone line to get on the internet. We in the United States some times
> forget alot of stuff is FREE. If we would just get out of our lazy
> chairs to look we would find most areas have public libraries that have
> FREE internet service. From there you can sign up for FREE email with
> one of the hundreds of free services available on the internet. You can
> even check your email when your out of town too. Just find the local
> library in the town you are visiting and use their computer to check you
> email. You may only get 30-60 minutes but, its FREE. I have meet many
> people who do this just because they have a real limited budget or are
> just saving their money for better things in life.

Maybe the user sitting in front of the library's computer
isn't paying anything, but somebody is. After all, the
library paid for those computers and the internet access.
And where does that money come from? Your taxes, my friend,
your taxes. So if you are paying $0.00 for the service, it
means someone else is paying for you. And the email
services are not free either. Since you are not paying for
the email service, then advertising is probably picking up
the cost. And the advertisers get their money by selling
products to you. So the cost of a product is higher
(probably marginally, but higher none the less) in order to
pay the email services fees. And the user gets to sit there

and look at these ads before they can start using their
email.

> > OH, and lest we forget, there are still areas of the United
> > States that DO NOT have local internet service available.
> > Folks who live in the urban areas tend to forget (or choose
> > to ignore) that fact. Please do not try and tell me this
> > isn't true. I've paid the $200-$300 a month long distance
> > phone bills for the privilege of accessing the "free"
> > internet.
>
> Well most people in would figure out to change their calling plan if
> they ended up with a phone bill the high. I can call 4 states for $20 a
> month and its a local call no hidden charges or minute charges. The
> states are California,Arizona,Nevada, and Oregon. What a deal for me I
> have family in 3 of the 4 states.

But here you assume the options you have for phone service
and calling plans are available universally throughout the
nation. I can guarantee you they are not. In fact, 800 and
other toll free numbers are not universally available
throughout the nation. How many people know that? A
company can limit the area of coverage for their toll free
numbers, and in some cases a toll free number is not
available due to the phone company that owns it. And
sometimes, toll free numbers are just not available in your
area period. Been there, done that. <G>

But the whole point is, there is no free lunch. Somebody is
paying somehow for anything that free. That is the reality
of it. Making people think things are truly "free" is a
great marketing feat. Worth of Bill Gates' efforts. <G>

Ken

2533. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 15:16:14 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39B65FBE.44269A5@greeleynet.com>
Source record: 57705

Uwe Seimet wrote:
>
> Odd Skancke wrote:
>
> > > This means that they have not yet tried to negotiate anything and that
> > > doesn't only concern HDDRIVER (they might have something else) but also
> > > other packages.
> >
> > This is bad, bad news :(Is there a reason for this?
>
> I think they eventually realized that their plans and expectations are
> not realistic at all. How can anybody expect to sell thousands of
> machines that are not compatible to any relevant platform?

I realize we are straying from the subject of the Milan
itself, but...

I've always maintained that the platform should really have
no effect here. What the user would need is software that
can read other software's files.

Take Papyrus 8 for instance. They say they can import MS
Word documents. To a certain extent, they can. And export
them too is my understanding. If this feature was rock
solid, then who cares what platform it's written on? The
important part is that the information could be exchanged
with no problems. You would have to have documentation that
states what features of your program is also available in
the other program, and the importing and exporting routines
would have to properly convert those features. So, since
Pap does not support individual cell outline differences,
and MS Word does, those routines would have to account for
that when both importing and exporting files.

The same goes for all other software. It's not unlike a
graphics program being able to read and write different
graphics file formats.

Ken

2534. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 18:49:24 UTC
From: nameerf@flash.net
Message-ID: <Ukwt5.1016$yY.83004@news.flash.net>
Source record: 57713

On 5 Sep 2000 21:34:26 -, Steve Sweet wrote:
>>Some of the dialog boxes are too wide - one actually disappears off my screen
>>at both sides at 800*600!
>
>I dont get that low these days, i'm used to 1180 x 880, but some of those dialogs 2/3rds
>fill my screen!!.

Which dialogs are those? I haven't yet seen any that are too big for
my 800x608 screen, and I've done extensive testing of as many
functions as I can find in Papyrus.

>>The main dialog texts need editing to make the button text shorter so that the
>>objects can be shrunk in width.
>
>I'm only going by what ive seen of this demo and the glimpses i grab of yours, but they
>are basically shitte.

The only dialog problems that I've run into, as you've mentioned, are
texts that are too long and either run off the edge of the dialog box
or the button.

>>and the user-defined colour selector displays only various dithers in grey!
>
>I heard that being blamed on various graphics cards, mine is definately an odd one
>and those buttons are broke here.

Works fine on my Falcon. Must be a problem with different cards.

I've personally been quite impressed with *most* of what Papyrus has
to offer, although there are the occasional minor bugs. My biggest
issues have been with the quite slow speed and inadequate word search
routines of the spell checker, and that the Search/Replace option
misses the text you originally highlighted when you select "Rep.
All". Other than what I've mentioned here, I've seen little or no
problems.

Mike Freeman
nameerf@flash.net

2535. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 18:56:18 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39b6a3ca299bf70@online.be>
Source record: 57714

on Tue 05-09-2000 21:52 Steve Sweet wrote:

>Hi Derryck
>
>>No response from either the URL you quoted, or indeed the ISP :-(
>
>>Ah well...
>
>You talking about Gemar??.

No we were talking about E-copy.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2536. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 20:42:30 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968345242-813557AEicMi@bun.com>
Source record: 57734

Hi All

>: >streamers. One facet of Gemar is a most effective use of a nag box in
>: >the unregistered version.
>
>: Indeed. Is the author accepting registrations? Last I heard he was ignoring
>: would-be customers. I'd say the software is useless unregistered.

>If you have thousands of files backed up, it might take thousands of mouse
>clicks to get them restored. The author does not seem to check his e-mail
>very often, but he is there, and does answer, eventually

GEMAR is a fantastic piece of software, possibly with no competition, making it expensive. I'd love to register my version 3, but the price is too high, so i do a backup with version 3 and any restoration with a version 2.x. V3 writes long filenames and V2 will happily restore them.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2537. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 20:45:07 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <39b6acd3$0$18635@news.zetnet.co.uk>
Source record: 57715

Hi Steve,

On 5 Sep 2000 21:34:26 -, Steve Sweet wrote:
>Hi Dezza
>
>>>Get him lads, all start to mention the poor dialouge text formatting and the
>>>custom object colour buttons. 8~)
>
>>Yep, I discussed this with Paul Williamson, copying my original email to Ulli.

>WTF is he?.

Which "he" are you referring to ? Ulli or me? If it's me, I'm here. If
(as I suspect) you mean Ulli, then he'll doubtless reply soon enough as
long as WTF doesn't mean what I think it means !

>>Some of the dialog boxes are too wide - one actually disappears off my screen
>>at both sides at 800*600!

It fits the screen O.K. for me in 800x608, but not in 640x400.

>I'm only going by what ive seen of this demo and the glimpses i grab of yours, but they
>are basically shitte.

That's a bit strong. There may be some problems, but give Ulli a chance
to sort them out. He was been very active on this group before his
holiday and no doubt will be responding to these problems soon. I for
one am delighted that he is still developing and supporting major
software for the Atari.

I also suspect that the Demo versions may not reflect all the changes
made after the beta-testing period. I alerted Ulli to several instances
of text which didn't fit the boxes, and all of those were corrected
before the first public release. We have also had 2 or 3 updates since
then, each with various improvements.

Cheers

Paul

2538. Help : 520 STe don't morks

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 21:19:44 UTC
From: fov1186@iperbole.bologna.it
Message-ID: <1egk8in.11bpmsl17znfsyN%fov1186@iperbole.bologna.it>
Source record: 57716

I have one Atari 520 STe brought by a friend of mine with 1 mb (four 256KB ram) . Then , he change it with four new 1 mb ram . Then again the floppy drive fault (but all the rest were ok) . So he dismount two ram (leave on the Atari only two 1 mb ram) and give it to me .
Now I tried to use it but the screen remain completly black (the same monitor on another ST is ok ...).
Should be possible that this model needs all the four ram slot full ?
Some suggestions ?

Many thanks in advance

--
Paolo
fov1186@iperbole.bologna.it

2539. Re: STE Collecting Dust

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 21:44:33 UTC
From: Video61@webtv.net
Message-ID: <24265-39B6BAC1-38@storefull-173.iap.bryant.webtv.net>
Source record: 57718

i would be interested, please e-mail me, or call me at,
651-462-2500
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

2540. Re: SV: 1040 ST arrow don't move ...

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 22:15:11 UTC
From: fov1186@iperbole.bologna.it
Message-ID: <1egkb1y.1qrcwtq313u6hN%fov1186@iperbole.bologna.it>
Source record: 57717

Claes Holmerup <claes@holmerup.com> wrote:

> "Paolo" <fov1186@iperbole.bologna.it> wrote:
>
> > I 've an old 1040 ST . After switch on everythings seems ok but arrow
> > cursor don't move .
> > I tried the mouse on another Atari and it's ok .
> > Someone can help me to find out the problem ?
> > Some IC to replace ?
>
> Buongiorno Paolo :)
> The most probable cause is that there are some broken solderings on the
> mouse connector, so you'll have to open up the keyboard and make use of
> your soldering skills...
> If this is not the case, it might be the keyboard CPU or the 74LS244
> (both located on the keyboard PCB).
>
> Best regards
> Claes
> My e-mail address: claes@holmerup.com
> My personal homepage: www.holmerup.com
> Swedish music on the web: www.swebmusic.com

Another keyboard from another computer works well .
On fault keyboard I just tried to change the CPU but no result .
Now I' looking for a new 74LS244 IC .

Many thanks
--
Paolo
fov1186@iperbole.bologna.it

2541. Re: [AtarICQ] New update!

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 22:33:44 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009062232230.144-100000@TT030>
Source record: 57725

On Tue, 5 Sep 2000, Steve Sweet wrote:

hey Steve

> >He has the same problem I have, the ifusion author does not reply to his e-mail. :(>
> Is the eMail address correct?.

I sent it via his website link, can't speak for the icq author.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2542. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 22:56:28 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009062254520.144-100000@TT030>
Source record: 57726

On Wed, 6 Sep 2000, Ken Macdonald wrote:

> On 2 Sep 2000 18:28:50 +, Lonny Pursell wrote:
> :On Sat, 2 Sep 2000, Steve Sweet wrote:
> :> Right, now we'l get the flame wars restart again from the peop that got a key for summat
> :> that will defend him and the others that only ever had hope that far outnumber them.
> :> 8~)
> :I've sent money all over the globe directly where it needs to go,
> :even cash a few times. I never had a problem and the "middle man"
> :approach tends to be problematic, and slows the transaction down.
>
> my experience also, except for one time I sent french francs (cash) to france.
> btw, I have never had a bad experience with either Joe or Denesh, and I must have registered
> about 50 programs between them.

I was not singling out Joe or Denesh or anyone, just speaking in
general. I just prefer to send it directly. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2543. Wtd: Atari Parts (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-09-06 23:28:42 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <39B6D329.3954F909@darkstar64.freeserve.co.uk>
Source record: 57719

```
Wanted...

1) RAM board for Atari TT
2) Original TT keyboard
3) Accelerator board for MegaSTe
4) Video Boards for MegaSTe/TT

Cheers,
Dave

--
---=========---=======---
ICQ No. 34363311
---=========---=======---
```

2544. Stacy hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 00:27:30 UTC
From: Des Tang <dest@edmc.net>
Message-ID: <Pine.WNT.4.10.10009061826040.-373451@dragon.edbd1.ab.wave.home.com>
Source record: 57720

I have a Stacy 2 with a Connor CP3020 (20MB drive).
After installing HD Driver, the hard drive seems to be missing.

I had AHDI (not sure which version). I installed HD Driver 6.22 in order to back up the Connor to magneto-optical (MO) disk. HDD did not see the MO even though I tried different SCSI Id and termination. I manually configured HDD to check all SCSI and ACSI ids (1-7).

Now when it boots from the hard drive, HDD comes up and there is a long delay (as it checks each ID I presume) then it finds the Connor drive but it does not continue to boot from it. ID Check does not find the Connor either.

I tried booting from floppy with HDD, ICD and AHDI. But the Connor is not seen by any one of these.

Any advice is welcome.

Thanks
Des

--
dest

2545. Do you have an Atari web page?

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 00:35:07 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8p6nrquhb1@nnrp1.deja.com>
Source record: 57723

Hello,

Please help us grow our Atari Links page!

Take a few minutes out to add your site to our Links Engine on
www.atari-users.net.

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Classifieds.
http://www.atari-users.net
ftp://ftp.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

2546. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 02:27:31 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8p6qmj$eg0$1@perki.connect.com.au>
Source record: 57724

Girlfriend in english means, emptier of wallets, and creator of headaches.
Why did I get married?

Mark Bedingfield
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote in message
news:MDu1W4G6zft5Ewku@lovecraft.demon.co.uk...
> Once upon a time <8p4tur$24n$1@news.comnet.co.nz>, G Swaine
> <g.swaine@the.gluepot.com> grabbed chalk and scrawled:
> >Well, if you really want to see some foul language on this newsgroup,
> >here it is:
> >
> > "Amiga"
>
> Amiga is supposedly Spanish for girlfriend. Weird, huh?
>
> Richard
> --
> Richard Kilpatrick |\ _,,,---,,_
> Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -.
;-;;,
> E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
`'::.
> http://www.lovecraft.demon.co.uk/retrotech '----''(_/--'
`-'_)Morticia

2547. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 09:28:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <wM1myKAg+1t5EwjM@steverosie.demon.co.uk>
Source record: 57727

In article <slrn8re29r.phi.pjsmith@worf.netins.net>, PHIL SMITH
<pjsmith@netins.net> writes
>I've recently acquired a 1040stf and am having a problem with it. It worked
>fine the first night I had it, but today when it powers up, all I get are
>the dreaded bombs on the screen, sometimes two, three or more. A few times
>it has actually made it to the GEM desktop only to bomb as soon as I move
>the mouse or select a menu.
>
>Any ideas? Is it pretty much a dead machine? I've tried the 4 inch drop to
>reseat the chips but with no luck.
>
>Thanks,
>
>Phil
>

Hi

The 4 inch drop is a last resort, it has a 50/50 chance of reseating the
chips:(

Your best bet is to remove the casing, the keyboard, disk drive, PSU and
shielding and gently press down on the socketed chips they usually give
of a creak or two, or even better remove and replace the chips
themselves.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2548. Re: Help : 520 STe don't morks

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 09:35:24 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <MP6ZCVAcF2t5Ew0B@steverosie.demon.co.uk>
Source record: 57728

In article <1egk8in.11bpmsl17znfsyN%fov1186@iperbole.bologna.it>, Paolo
<fov1186@iperbole.bologna.it> writes
>I have one Atari 520 STe brought by a friend of mine with 1 mb (four
>256KB ram) . Then , he change it with four new 1 mb ram . Then again
>the floppy drive fault (but all the rest were ok) . So he dismount two
>ram (leave on the Atari only two 1 mb ram) and give it to me .
>Now I tried to use it but the screen remain completly black (the same
>monitor on another ST is ok ...).
>Should be possible that this model needs all the four ram slot full ?
>Some suggestions ?
>
>Many thanks in advance
>

Hi

The machine should work with a half a meg of memory in it. The only
thing I could think of is that the memory is in the wrong memory bank!

The ones that should have memory in are, from the back of the machine:

< first slot memory>
< second slot empty>
< third slot memory>
< forth slot empty >

It wouldn't hurt sticking another 2 meg, filling in the empty slots,
it'll give you more memory to play around with:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2549. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 09:41:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968396362-245851AEicMi@cwcom.net>
Source record: 57655

From: Steve Sweet <stevesweet@bun.com>
Date: Tue, 05 Sep 2000 21:52:38 -0100

>>No response from either the URL you quoted, or indeed the ISP :-(
>You talking about Gemar??.

No, it was a backup program that was LFN compatible - you'd have to look
back in the thread to find its name (I've deleted it now).

--

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/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2550. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 09:52:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968396364-246311AEicMi@cwcom.net>
Source record: 57651

From: nameerf@flash.net (Michael and Nicole Freeman)
Date: Wed, 06 Sep 2000 18:49:24 GMT

>>I dont get that low these days, i'm used to 1180 x 880, but some of those
>dialogs 2/3rds
>>fill my screen!!.
>
>Which dialogs are those? I haven't yet seen any that are too big for
>my 800x608 screen, and I've done extensive testing of as many
>functions as I can find in Papyrus.

Try changing paragraph formats. The ensuing dialog (paraphrased:) Change
this, Change all, Cancel runs off both left and right margins of the
screen.

>The only dialog problems that I've run into, as you've mentioned, are
>texts that are too long and either run off the edge of the dialog box
>or the button.

One of the buttons in the Printer dialog looks like it's been truncated?

>>>and the user-defined colour selector displays only various dithers in
>grey!
>>
>>I heard that being blamed on various graphics cards, mine is definately
>an odd one
>>and those buttons are broke here.
>
>Works fine on my Falcon. Must be a problem with different cards.

Steve has a very little-known video card in his MegaSTe, mine is a Falcon
with no card, but a CT2, with MagiC6 and NVDI5 and Videlity providing the
pixels.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2551. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 09:57:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968396366-246787AEicMi@cwcom.net>
Source record: 57652

From: paul.williamson@zetnet.co.uk (Paul Williamson)
Date: 06 Sep 2000 20:45:07 GMT

>>I'm only going by what ive seen of this demo and the glimpses i grab of
>yours, but they
>>are basically shitte.
>
>That's a bit strong. There may be some problems, but give Ulli a chance
>to sort them out. He was been very active on this group before his
>holiday and no doubt will be responding to these problems soon. I for

Editing dialog boxes does take quite a time (as I well know), so hopefully
some time is being taken for consolidating the package in the light of what

is being discussed here. I haven't taken a look at the dialog boxes in
question yet, but a change to the button texts to read "This", "All",
"Cancel" would most likely do the trick without the need to repeat in the
button text what is already in the dialog text!

But yes, it's really good that Papyrus is still being developed and is
readily available World-wide! :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2552. Re: Translation suggestion

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 10:04:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968396370-247244AEicMi@cwcom.net>
Source record: 57653

From: Lonny Pursell <atari@SYNTAX.ERROR>
Date: Wed, 6 Sep 2000 22:52:33 +0000

Hi Lonny,

>> >the docs for LicomLib from RGF Software translated.

>> What I'd be inclined to do would be to decompile the HYP back to its
>> source text and run it through the translator on the Systran website.

>No, it's not commercial. Richard actively updates it.

URL?

>I've run it though ruftrade which I found on a CD-ROM, but that
>was, well it's less than perfect and sice it's a compiler library
>every little detail can be a bit important. ;-)

Agreed, but without seeing the file in question, English is a lingua franca
when it comes to programming?

You might get better luck with Gemtrade from
http://www.cix.co.uk/~mark_wherry than that old ruftrade BTW. Moves are
under way to "persuade" Mark to tidy the beta of GT up, but it's quite
usable now.

>It was just an idea. I don't have the nerve to deal with CAB and
>some translation site, although that is not to say your idea

There's absolutely no mystery to it! :-)
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2553. Re: Help : 520 STe don't morks

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 10:07:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968396372-247711AEicMi@cwcom.net>
Source record: 57654

From: fov1186@iperbole.bologna.it (Paolo)
Date: Wed, 6 Sep 2000 23:19:44 +0200

Hi Paolo,

>I have one Atari 520 STe brought by a friend of mine with 1 mb (four
>256KB ram) . Then , he change it with four new 1 mb ram . Then again
>the floppy drive fault (but all the rest were ok) . So he dismount two
>ram (leave on the Atari only two 1 mb ram) and give it to me .
>Now I tried to use it but the screen remain completly black (the same
>monitor on another ST is ok ...)

I think you have to put the SIMMs into slots 1 and 3 (so that leaves the
second and last positions empty).

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2554. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 10:15:07 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <05qbY9Irq2t5EwQh@lovecraft.demon.co.uk>
Source record: 57729

Once upon a time <8p6qmj$eg0$1@perki.connect.com.au>, Mark Bedingfield
<mark@baypc.com.au> grabbed chalk and scrawled:
>Girlfriend in english means, emptier of wallets, and creator of headaches.
>Why did I get married?

Ah, you see, the upgrade package to Wife includes special routines which
take over money.dll, time.dll and introduces a new TSR, nag.tsr.

Answer? Download beer.exe and hide in the Pub.

laughs
Richard, whose girlfriend isn't like that.
--
Richard Kilpatrick |\ _,,,---,,_
Atari XL/XE, Pioneer CLD-D925, retrotech /,`.-'`' -. ;-;;,
E-Mail: Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
http://www.lovecraft.demon.co.uk/retrotech '----''(_/--' `-'_)Morticia

2555. Martin Holmes - NVDI and Magic

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 10:20:28 UTC
From: CHMCAW@leeds.ac.uk
Message-ID: <2000Sep7.102028.1596@leeds.ac.uk>
Source record: 57730

Martin - do you still want either of these programs.
Sorry I couldn't email you directly but I've lost your address and your
original post seems to be gone from the server.

Chris Workman
chmcaw@leeds.ac.uk

2556. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 14:04:44 UTC
From: pjsmith@netins.net
Message-ID: <slrn8rf83s.opd.pjsmith@worf.netins.net>
Source record: 57731

In article <wM1myKAg+1t5EwjM@steverosie.demon.co.uk>, Steve Stupple wrote:
>Hi
>
>The 4 inch drop is a last resort, it has a 50/50 chance of reseating the
>chips:(
>
>Your best bet is to remove the casing, the keyboard, disk drive, PSU and
>shielding and gently press down on the socketed chips they usually give
>of a creak or two, or even better remove and replace the chips
>themselves.
>

Well, I tried to take it apart. You almost need a blow torch to get that
shielding off. :-)

Out of desperation, I tried the "8 inch drop" and it worked! I've rebooted
it about 20 times since and its come up each time just fine. Now I can
finally get back to the serious business of playing Stunt Track Racer.
:-)

Phil

2557. Audio software online.

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 15:56:40 UTC
From: Softjee <emmanuel.jaccard@wanadoo.fr>
Message-ID: <8p8dsogic1@wanadoo.fr>
Source record: 57732

Softjee announce to Atari user a new service : http://store.softjee.com
allow you to buy Softjee software online !!!!

***** products list

Softjee pack is composed of all the better audio software from Softjee on
Atari Falcon. In the Softjee pack you have : DHS, Audiomid, Easy Beat, Devil
Studio, Expand 2, Pretty and Midplay !!!. Free shipping, paper documentation
+ disks

Audiomid convert audio data to Midi data !! (Atari). Free shipping, paper
documentation + disk

Devil studio. A midi sequencer for Atari Falcon. Free shipping, paper
documentation + disk

Digital Home Studio the better audio tracker on Atari Falcon. Free
shipping, paper documentation + disk

Digital tracker Atari the little brother of DHS. Free shipping, paper
documentation + disk

Easy Beat compose easily rythm with audio sample on your Atari. Free
shipping, paper documentation + disk

Expand 2 a virtual sampler on you Atari Falcon !. Free shipping, paper
documentation + disk

Midplay, play midifile without any external hardware except your Atari !.
Free shipping, paper documentation + disk

Pretty is a cool midi player for your Atari. Free shipping, paper
documentation + disk

--

Softjee
47200 LONGUEVILLE
FRANCE

softjee@softjee.com
www.softjee.com
www.digital-tracker.com
(ICQ : 84624204)

2558. List of Atari-Midi Apps now Available on TAMW

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 17:13:36 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8p8ibb$1hs$1@nnrp1.deja.com>
Source record: 57733

Hello All:

I decided to take an inventory of the Atari-Midi apps on my site that has become freeware.

Tim's Atari Midi World http://sites.netscape.net/timconrardy/index.htm

So for the Record:

M : Intelligent Music : Eric Ameres/David Z.
RealTime : Intelligent Music: Eric Ameres
Midi Draw : Intelligent Music: Frank Balde
Master Tracks Pro: Gvox
Tiger Cub : Dr T music: Emile Tobenfeld

All Caged Artist Editors : Bob Melvin:

4-Op Deluxe:Editors for Yamaha Tx81z,Fb01,and other 4 op Synths
DX Heaven:Editor for Yamaha DX7, TX7 and other 6 op synths. MPE Compatable version
DX Heaven:Editor for Yamaha DX7, TX7 and other 6 op synths.Early version before MPE.
CZ-Rider: Editor for Casio CZ series
K1-Edit: Editor for the Kawai K1
K3-Edit: Editor for the Kawai K3
K5-Edit: Editor for the kawai K5
MT32: Editor for the Roland MT-32
D110Edit: Editor for the Roland D110,D10 & MT-32
M1 Edit: Editor for the Korg M1
PCM70: Editor for the PCM70 effects unit.
Matrix 6 Editor for the Oberhiem Matrix 6.
Proteus Editor for the EMu Proteus

Ludwig : Hybrid Arts : Tom Bajoras
Easy score Plus : Hybrid Arts: Tom Bajoras
Gen Edit: Hybrid Arts:Tom Bajoras
CZ-Android : Hybrid Arts:Tom Bajoras
Editrack : Hybrid Arts (includes beta versions)Stefan Daystrom
TuneSmith: Jim Johnson
Decitala Rythms for KCS : Chas Stoddard
Midi Master Drummer : David Snow
Music Square : David Snow
Music Box : David Snow
Copyist DTP : Cris Sion
Fractal Music Composer 2 Demo : Hugh McDowell

Plus Cubase Mixer maps and Setups for Cubase.
Music Mouse (by Laurie Spiegel) Atari version availablilty
Omega II KCS Availability (Emile Tobenfeld)

Also available:
Midian
Robobop
Dumpit
Kanmidi
Sonus sequencer

More on the Atari-Midi File Section LINK as well.Apps that I have not had time to put on my page such as DUTCH atari-Midi apps and more.

I would love any comments about useage of any of these apps.

Tim Conrardy

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

2559. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 17:44:25 UTC
From: flawrenc@genie.idt.net
Message-ID: <8p8k5p$g8l@nnrp1.farm.idt.net>
Source record: 57735

Last week I sent Dan Ackerman a check to:

Dan Ackerman
P.O. Box 361
Mt. Vernon, OH 43050

Today I received by return mail my letter and check marked
"RETURN TO SENDER - No Forward order on file. Unable to forward.

Does anyone have a new address or a way to contact him?

--
****
===== Frank Lawrence =====
===== Norman OK US =====
****

2560. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 18:56:00 UTC
From: anarkist@idirect.com
Message-ID: <4xRt5.13432$lE6.294317@quark.idirect.com>
Source record: 57736

On 7 Sep 2000 17:44:25 G, Frank W. Lawrence wrote:
:Last week I sent Dan Ackerman a check to:
:Dan Ackerman
:P.O. Box 361
:Mt. Vernon, OH 43050

that is the same address I have, the one that Dan himself gave me.
as yet I have not had it returned. (one week and counting)

:Today I received by return mail my letter and check marked
:"RETURN TO SENDER - No Forward order on file. Unable to forward.
:Does anyone have a new address or a way to contact him?

That is the address Dan gave me also?
Send it again?
ken
---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

2561. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 18:59:47 UTC
From: swampfox1@earthlink.net
Message-ID: <DARt5.26230$K4.1171121@newsread1.prod.itd.earthlink.net>
Source record: 57737

On 7 Sep 2000 17:44:25 G, Frank W. Lawrence wrote:
>Last week I sent Dan Ackerman a check to:
>
>Dan Ackerman
>P.O. Box 361
>Mt. Vernon, OH 43050
>
>Today I received by return mail my letter and check marked
>"RETURN TO SENDER - No Forward order on file. Unable to forward.
>
>Does anyone have a new address or a way to contact him?
>
>
>--
> ****************************
> *===== Frank Lawrence =====*
> *===== Norman OK US =====*
> ****************************
>.
Frank,
That's the address Dan gave me after he started this thread so he'd
have to correct it for us! It was pasted from his E-mail so it was
accurate. I'll post it again here (corrected or not) as soon as he
responds. I'll be looking to see if mine gets returned also!!!
He's also mentioned that his NG server is deleting posts faster than
he can respond to them!!!
John G.

2562. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 19:38:38 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10009072135320.988-100000@online.no>
Source record: 57738

On Wed, 6 Sep 2000, Uwe Seimet wrote:

> Odd Skancke wrote:
>
> > > This means that they have not yet tried to negotiate anything and that
> > > doesn't only concern HDDRIVER (they might have something else) but also
> > > other packages.
> >
> > This is bad, bad news :(Is there a reason for this?
>
> I think they eventually realized that their plans and expectations are
> not realistic at all. How can anybody expect to sell thousands of
> machines that are not compatible to any relevant platform?

Define "any relevant platform". If you look at things like that, there is
only one relevant platform. I don't look at things like that. How can
anyone even hope to succeed, if they had thoughts like that?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

2563. Games question

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 19:48:52 UTC
From: William Dandreta <wjdandreta@worldnet.att.net>
Message-ID: <EiSt5.1390$911.96886@bgtnsc06-news.ops.worldnet.att.net>
Source record: 57739

I gave my old Atari ST to my mother and I want to teach her how to use it.

I thought the best way to get her started would be to let her play some games that she already knows (like Soitaire, Tic Tac Toe, etc.).

Are there any websites that have simple games for the Atari ST that I can download?

Bill

2564. Re: STE Collecting Dust

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 20:03:45 UTC
From: CAD <CAD@line1.net>
Message-ID: <8p8sqi$5a6$1@supernews.com>
Source record: 57740

Well thank you for the replies,
I will go and dust everything down and make a list of
what Ive got software as well..
Then Ill come back to the group later....

CA (Stoke-On-Trent) UK

2565. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 20:12:05 UTC
From: bindon@madasafish.com
Message-ID: <srftklouljn104@corp.supernews.com>
Source record: 57741

On 7 Sep 2000 14:04:44 G, PHIL SMITH wrote:
>In article <wM1myKAg+1t5EwjM@steverosie.demon.co.uk>, Steve Stupple wrote:
>>Hi
>>
>>The 4 inch drop is a last resort, it has a 50/50 chance of reseating the
>>chips:(
>>
>>Your best bet is to remove the casing, the keyboard, disk drive, PSU and
>>shielding and gently press down on the socketed chips they usually give
>>of a creak or two, or even better remove and replace the chips
>>themselves.
>>
>
>Well, I tried to take it apart. You almost need a blow torch to get that
>shielding off. :-)

Yep. You'll need a special tool called.............a Screwdriver!
What do you mean you need a blow torch! Are you a Pyromaniac??!!

Take out all the screws, lift the motherboard up a little from the
front and remove PSU and shielding.
Did you have problems with the shielding going around the ports on
the back?

>Out of desperation, I tried the "8 inch drop" and it worked! I've rebooted
>it about 20 times since and its come up each time just fine. Now I can
>finally get back to the serious business of playing Stunt Track Racer.

That'll be Stunt CAR racer I presume.
I like that game......got it on the commodore sx64....

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2566. Re: List of Atari-Midi Apps now Available on TAMW

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 20:56:38 UTC
From: Marcelo Paganini <paganini@SPAMYOURSELForbital.fr>
Message-ID: <8p8vd5$17i$1@wanadoo.fr>
Source record: 57742

Nice job Tim... I always dreamed about all this nice software becoming freeware...
(; 7)
What about Turbo Synth, my friend? I'd love to hazve this one too...
BTW I am looking for U220 Roland templates for Genedit, they talk about it in the docs of the one I purchased years ago here in France, but I never found it in the floopys, or in your nice website... If somebody can help, I will be glad...
(; 7)

Thank you all...

Marcelo Paganini

http://www.orbital.fr/paganini/index.html

Live at Cith&#65533;a, september the 22nd 2000, Paris France

2567. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 21:09:02 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968436236-199660AEicMi@bun.com>
Source record: 57664

Hi Mike

>>I heard that being blamed on various graphics cards, mine is definately an odd one
>>and those buttons are broke here.

>Works fine on my Falcon. Must be a problem with different cards.

It dont work on other falcons!. Blaming the cards is no excuse!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2568. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 21:21:32 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968436240-200384AEicMi@bun.com>
Source record: 57665

Hi Richard

>>Girlfriend in english means, emptier of wallets, and creator of headaches.
>>Why did I get married?
>
>Ah, you see, the upgrade package to Wife includes special routines which
>take over money.dll, time.dll and introduces a new TSR, nag.tsr.

>Answer? Download beer.exe and hide in the Pub.

One of the reasons i'm single again is that wife.exe kept destroying beer.exe and
also denying access to pub.app. No amount of clothing.rsc, chocolate.rsc or
jewelery.rsc upgrades would cure the problem of spurious missing beer.exe.
The only answer was to erase wife.exe, after carefull thought i decided not to
delete wife.exe but to move her off the system, but it kept reloading, so i
eventually found its entry in system.reg, changed its name, renamed it too
slag.exe and its stayed with the new users ever since.

Although it still leaves legacy problems on my personal system, CSA.exe keeps
stealing resources, to the extent that the system sometimes has no energy to run due
to a total lack of wonger.rsc causing automatic deletion of food.rsc.
Also child processes still run in my environment consuming huge processor time and
deleting system resources.

!!! Fuck the CSA !!!

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2569. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 21:26:08 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968436244-201228AEicMi@bun.com>
Source record: 57666

Hi Martin

>>You talking about Gemar??.

>No we were talking about E-copy.

E-copy is commercial software, used for backing up floppies to image files.
Have i lost track of this thread?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2570. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 21:30:44 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968436248-201964AEicMi@bun.com>
Source record: 57667

Hi Paul

>>I'm only going by what ive seen of this demo and the glimpses i grab of yours, but they
>>are basically shitte.

>That's a bit strong.

It is not!, glaring problems like that should /never/ have got past the beta testers.

>There may be some problems, but give Ulli a chance to sort them out.

Should someone offer the loan of a white stick to the beta testers as well.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2571. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 21:32:48 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968436250-202689AEicMi@bun.com>
Source record: 57668

Hi Michael

>>>Some of the dialog boxes are too wide - one actually disappears off my screen
>>>at both sides at 800*600!

>Which dialogs are those? I haven't yet seen any that are too big for my 800x608
>screen, and I've done extensive testing of as many functions as I can find in Papyrus.

The really ridicolous dialoges are in the paragraph formatting section.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2572. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 21:33:03 UTC
From: pjsmith@netins.net
Message-ID: <slrn8rg2cf.tok.pjsmith@worf.netins.net>
Source record: 57743

In article <srftklouljn104@corp.supernews.com>, Lyndon Amsdon wrote:
>
>Yep. You'll need a special tool called.............a Screwdriver!
>What do you mean you need a blow torch! Are you a Pyromaniac??!!
>

It was meant as a joke to illustrate the fact that it was a pain in
the you know what to get the shielding off.

>Take out all the screws, lift the motherboard up a little from the
>front and remove PSU and shielding.

This one had little metal clips all around the shielding that had to
be bent back to get it off, in addition to screws.

>
>That'll be Stunt CAR racer I presume.
>I like that game......got it on the commodore sx64....
>

They had a version for the C64? Didn't think it would be fast enough for
a game like that.

Phil

2573. Re: [AtarICQ] New update!

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 21:33:44 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968436254-203420AEicMi@bun.com>
Source record: 57669

Hi Lonny

>>>He has the same problem I have, the ifusion author does not reply to his e-mail. :(>
>> Is the eMail address correct?.

>I sent it via his website link, can't speak for the icq author.

Bummer, not much else you can do.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2574. Re: Stacy hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 21:36:34 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968436258-204072AEicMi@bun.com>
Source record: 57670

Hi Des

>Now when it boots from the hard drive, HDD comes up and there is a long
>delay (as it checks each ID I presume) then it finds the Connor drive but
>it does not continue to boot from it. ID Check does not find the Connor
>either.

I assume youve checked that its ID is selected within HD-Driver CFG options, select them all, wont do any harm.

>I tried booting from floppy with HDD, ICD and AHDI. But the Connor is not
>seen by any one of these.

Maybe you should check that youve enabled the recognition of all partition types in case youve a wierd one.

Where do you live?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2575. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-07 21:37:18 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968436262-204840AEicMi@bun.com>
Source record: 57671

Hi Phil

>A few times it has actually made it to the GEM desktop only to bomb as soon as I move
>the mouse or select a menu.

Where do you live?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2576. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 02:21:12 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8p9eml$na4$1@perki.connect.com.au>
Source record: 57744

The Atrai version was always the best. Bavk in the good ole days me and my mates used push Amiga users off the road:-)

Mark Bedingfield

PHIL SMITH <pjsmith@netins.net> wrote in message news:slrn8rg2cf.tok.pjsmith@worf.netins.net...
> In article <srftklouljn104@corp.supernews.com>, Lyndon Amsdon wrote:
> >
> >Yep. You'll need a special tool called.............a Screwdriver!
> >What do you mean you need a blow torch! Are you a Pyromaniac??!!
> >
>
> It was meant as a joke to illustrate the fact that it was a pain in
> the you know what to get the shielding off.
>
> >Take out all the screws, lift the motherboard up a little from the
> >front and remove PSU and shielding.
>
> This one had little metal clips all around the shielding that had to
> be bent back to get it off, in addition to screws.
>
> >
> >That'll be Stunt CAR racer I presume.
> >I like that game......got it on the commodore sx64....
> >
>
> They had a version for the C64? Didn't think it would be fast enough for
> a game like that.
>
> Phil

2577. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 02:24:41 UTC
From: pjsmith@netins.net
Message-ID: <slrn8rgjf9.2i8.pjsmith@worf.netins.net>
Source record: 57745

In article <8p9eml$na4$1@perki.connect.com.au>, Mark Bedingfield wrote:
>The Atrai version was always the best. Bavk in the good ole days me and my
>mates used push Amiga users off the road:-)
>

As a former Amiga owner, I take offense to that! :-)

I think the Amiga was a better game machine mainly because of its superior sound. However, graphic wise, many of the ST games are virtually identical to their Amiga counterparts.

I chose to get a used ST over another Amiga because I always wanted an ST (always been an Atari fan, own several 8-bits) and it was a lot cheaper than a used Amiga! :-)

Phil

2578. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 02:31:03 UTC
From: bensmith@user2.teleport.com
Message-ID: <8p9j17qgu1@user2.teleport.com>
Source record: 57646
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2579. Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 02:36:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8p9jagquv1@user2.teleport.com>
Source record: 57647

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2580. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 02:37:28 UTC
From: bensmith@user2.teleport.com
Message-ID: <8p9jd8$r4b$1@user2.teleport.com>
Source record: 57648
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2581. Re: PC xfer.

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 03:27:50 UTC
From: Gordon Campbell <telsa.lynn@telsa1.freeserve.co.uk>
Message-ID: <8p9mdf$vd1$1@news8.svr.pol.co.uk>
Source record: 57649

"Steve Stupple" <Steve@atari.org> wrote in message
news:XfKfGVAHeWr5Ewnf@steverosie.demon.co.uk...
> In article <20000829214042725543@zetnet.co.uk>, Arthur Marshall
> <arthurm@zetnet.co.uk> writes
> >If i take the HD out of my atari and stuff it into the maw of my PC,
> >would I be able to read ASCII files?
> >
> >And is Gemulator still going, and would that then be able to read that
drive?
> >
>
> The Gemulator has the software to read Atari/TOs compatible drives for
> transfer over to pc. Their is a free program that will do the job, a cut
> down version of Gemexplorer which alow only 1 file transfer at a time;((
> a bit of a bugger if you have just a few thousands files on your hard
> drive!!!

It will also depend on what type of hard drive you have in your Atari.If it
is a SCSI drive then you will need a SCSI card for the PC before you will be
able to connect the hard drive up.You should be ok with IDE drives though.

Gordy

telsa.lynn@telsa1.freeserve.co.uk
telsa1@ic24.net
http://www.telsa1.freeserve.co.uk
ICQ# 37182286

2582. F/A: Atari software clearout. UK

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 04:11:46 UTC
From: Markus <markus@ntlworld.com>
Message-ID: <BGZt5.5921$do4.80655@news6-win.server.ntlworld.com>
Source record: 57650

I'm having a clear out of software and stuff that I no longer use.

Protext v 6.6. Easy text pro vector. Straight fax .Extendos pro v2.4a
.Musicom - Hard disk recording software from compo. Music maker (plus).
Sample master plus (includes cartridge).
Atari ST Internals - Book. Atari ST 3D graphics - Book. HyperDraw. Populus
2. Evolution Dino Dudes. An original Atari mouse (there is a large chip in
the plug cover, but is in perfect working order).

The starting price is only ?5
Please mail me with any questions: markus@ntlworld.com
Thanks,

Mark.

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=432239160

2583. Soundpool denoiser & audiomaster

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 07:34:02 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39B8966A.849FFC40@siemens.at>
Source record: 57656

Hi,

The problem I have with audiomaster is that when I raise sample
loudness a few db I get strange noises added (not like normal
noise that naturally has to be louder too, but more like like
clinking as if some samples would have been mixed). When I use
the denoiser I get a similar effect (as if it would not substract
the noise of a 'quiet' passage but that of another song).
Is there anybody with experience with denoiser and/or audiomaster
who could tell me whether this is a common problem or rather
something wrong with my system or how I use it ?

thanks
Gerhard

2584. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 08:28:49 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <KjeYJsABNKu5Ewv7@steverosie.demon.co.uk>
Source record: 57657

In article <slrn8rgjf9.2i8.pjsmith@worf.netins.net>, PHIL SMITH
<pjsmith@netins.net> writes
>I think the Amiga was a better game machine mainly because of its superior
>sound. However, graphic wise, many of the ST games are virtually identical
>to their Amiga counterparts.

Don't talk to me about Ameaba's. My ex threatened to walk out if I
bought a Falcon, so I had to go with the A1200:

2 meg ram, running around 14mhz (available speed) COULDN'T do an A4
sheet of plain ascii faster than a bog standard HALF meg STFM. And you
couldn't even turn the A1200 off while it's printing without resetting
the printer....

I had 2 setup's side by side and with a 1 meg STE using calamus the
A1200 could only print 25% of a A4 sheet with graphics!!!! while the
Atari could do several.

Amiga's where OK for games. Atari's idea was 'why mimic a Korg etc..
when you can have the real thing attached!!!'

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2585. FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 09:03:06 UTC
From: ACE <acesoft@NOSPAMfree4all.co.uk>
Message-ID: <0%3u5.561$uJ3.27696@news-1.opaltelecom.net>
Source record: 57658

email me at acesoft@free4all.co.uk for huge list of
Atari ST software/books/magazines for sale

Alan
Ace Software

UK based mail-order business supplying software
for most classic computers - please mention lists required.

2586. Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 13:52:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968420848-555102AEicMi@cwcom.net>
Source record: 57659

Hi all,

I've just bought myself a Seagate Barracuda ST15150N 4.3Gb drive - and it's driving me nuts!

It's inserted into a SCSI chain from my Falcon which has (in physical order), CDWriter (ID2), CDROM (ID3), the Barracuda (ID0), Syquest EZ135 (ID1) and finally a Microtek scanner (ID6).

Everything else works just fine, HDDriver both recognises it at bootup and with a bus scan and lets me partition it, jinnee allocates it a drive letter but it just "boings" at me if I try to open it!

I've tried it with and without parity enabled, and it works just fine connected to my laptop computer!

Any words of wisdom please?

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2587. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 15:54:38 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39B90BBE.E3B7108F@cfc.dnd.ca>
Source record: 57660

Uwe Seimet wrote:
> Odd Skancke wrote:
> > > This means that they have not yet tried to negotiate anything and that
> > > doesn't only concern HDDRIVER (they might have something else) but also
> > > other packages.
> > This is bad, bad news :(Is there a reason for this?
> I think they eventually realized that their plans and expectations are
> not realistic at all. How can anybody expect to sell thousands of
> machines that are not compatible to any relevant platform?
> ---
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

what would compatible with a relevant platform?
what is a relevant platform?

what is BeOS, LiNUX, Windows, UNiX, MiNT, MAC,...?
by platform, do you mean hardware, software, or both?
TOS/Magic/MiNT is more relvant to me than Windows, so I guess it is a
personal thing.

what is compatible?

the TIF files I create in DA's Picture are compatible with Adobe
Photoshop.
the RTF files I create in Papyrus are compatible with MSword.
the HTML files I create in Joe/webpage wizard/UDO are compatible with
Netscape.

hard to say Uwe, hopefully Axro, GmBH Milan, etc have done their market
research
ad their is a market _OutSide ;-)_ of atari enthusiasts for the
Milan2...
ken

2588. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 16:12:37 UTC
From: Don <dons@qnet.com>
Message-ID: <39B90FF5.D05B553F@qnet.com>
Source record: 57661

Ken Springer wrote:

> Don wrote:
> >
> > Ken Springer wrote:
> >
> > > steeltoe@kickass.com wrote:
> > >
> > > > But this is all free
> > > > time from the telephone company. I could not
> > > > imagine having to pay for all this in this day and
> > > > age of the internet!
> > >
> > > No, it's NOT free. For the telephone end, it's part of your
> > > basic phone bill for service you get every month. You can
> > > sit there and talk 24 hours a day, 7 days a week on a local
> > > call all for that basic monthly fee. As for the ISP's 125
> > > hours, you get that as part of your monthly fee to the ISP
> > > for the privilege of using his computer equipment to access
> > > the net. Just don't pay those two bills and see how much
> > > free internet time you get.
> >
> > Actually you can get by with out a computer, an ISP, and without a
> > phone line to get on the internet. We in the United States some times
> > forget alot of stuff is FREE. If we would just get out of our lazy
> > chairs to look we would find most areas have public libraries that have
> > FREE internet service. From there you can sign up for FREE email with
> > one of the hundreds of free services available on the internet. You can
> > even check your email when your out of town too. Just find the local
> > library in the town you are visiting and use their computer to check you
> > email. You may only get 30-60 minutes but, its FREE. I have meet many
> > people who do this just because they have a real limited budget or are
> > just saving their money for better things in life.
>
> Maybe the user sitting in front of the library's computer
> isn't paying anything, but somebody is. After all, the
> library paid for those computers and the internet access.
> And where does that money come from? Your taxes, my friend,
> your taxes. So if you are paying $0.00 for the service, it
> means someone else is paying for you. And the email
> services are not free either. Since you are not paying for
> the email service, then advertising is probably picking up
> the cost. And the advertisers get their money by selling
> products to you. So the cost of a product is higher

> (probably marginally, but higher none the less) in order to
> pay the email services fees. And the user gets to sit there
> and look at these ads before they can start using their
> email.

Actually the computers were donated to the library and the internet service is also donated to our library. And who cares about advertisers? I could care less that there maybe a 2" square box with rotating ads in the right hand corner or that a banner keeps changing. People who use these services could care less as long as they get accomplished what they need to do. Obviously there not going to click on a ad since they cant afford to. If you want to spend 10s of thousands of dollars on putting a banner on a page or in a email system go for it. I wont be clickin and you wont we advertising for long or youll go broke like the rest of the fool.

>
>
> > > OH, and lest we forget, there are still areas of the United
> > > States that DO NOT have local internet service available.
> > > Folks who live in the urban areas tend to forget (or choose
> > > to ignore) that fact. Please do not try and tell me this
> > > isn't true. I've paid the $200-$300 a month long distance
> > > phone bills for the privilege of accessing the "free"
> > > internet.
> >
> > Well most people in would figure out to change their calling plan if
> > they ended up with a phone bill the high. I can call 4 states for $20 a
> > month and its a local call no hidden charges or minute charges. The
> > states are California,Arizona,Nevada, and Oregon. What a deal for me I
> > have family in 3 of the 4 states.
>
> But here you assume the options you have for phone service
> and calling plans are available universally throughout the
> nation. I can guarantee you they are not. In fact, 800 and
> other toll free numbers are not universally available
> throughout the nation. How many people know that? A
> company can limit the area of coverage for their toll free
> numbers, and in some cases a toll free number is not
> available due to the phone company that owns it. And
> sometimes, toll free numbers are just not available in your
> area period. Been there, done that. <G>

Of course who doesnt know that. If I was a Plumber that lived in Yuma Arizona and had a 800 why would I want people from NY to call me about a plumbing problem?

>
>
> But the whole point is, there is no free lunch. Somebody is
> paying somehow for anything that free. That is the reality
> of it. Making people think things are truly "free" is a

> great marketing feat. Worth of Bill Gates' efforts. <G>

>
> Ken

If Im getting it free from Joe Blow why should I care how much he paid for it. I got it for free. Yes I know everything about taxes and yes some places use this money to buy computers and internet service and other stuff needed in the community. It all comes down to somebody is going to be able to use a computer for no cost to them and get email for no cost to them and hopefully they can better them self while using the computer and the internet service.

Don

BTW, this was not produced by any free service or free computer I pay good money for my service and my computer just so I can stay online all the time and have a good computer. :)

I do understand what you are saying Ive mad the same points to people that used FREE PC and now look they dont have any internet service. I just thought I would argue the other side :)

2589. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 16:57:04 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39B91A60.73B99762@greeleynet.com>
Source record: 57662

Hi, Don,

Don wrote:

>
> Actually the computers were donated to the library and the internet service is
> also donated to our library.

But whoever donated the equipment paid for it. And to pay
for it, they charge customers or simply have a job. And the
internet service is paying for the time donated, so they are
paying for it.

> And who cares about advertisers?

Well, if you are in a remote location, and have to pay for
long distance charges to connect, you better believe you
care! Unless you like watching the phone bill climb as
those banners you have no interest in get displayed before
you get to what you want. <G>

>
> Of course who doesnt know that. If I was a Plumber that lived in Yuma Arizona
> and had a 800 why would I want people from NY to call me about a plumbing
> problem?

Believe it or not, a lot of people don't know this. Ever
seen a phone co. ad that talks about a toll free # and in
the same breath says it's not necessarily nation (or even
world) wide? And that the fees are different? And that if
your provider is Phone Co. A and someone who uses Phone Co.
B may not be able to access your 800 # even if he lives just
50 miles away? I've not seen this, but I've experienced all
the troubles in using 800 #'s I've mentioned. It was a
royal pain, especially the last case since the company
advertised nationwide support.

> If Im getting it free from Joe Blow why should I care how much he paid for it.
> I got it for free.

Because Joe Blow might be the above mentioned plumber, and
have you hired him lately?? <G> After all, he's got to
cover his expenses somewhere.

> Yes I know everything about taxes and yes some places use
> this money to buy computers and internet service and other stuff needed in the
> community. It all comes down to somebody is going to be able to use a

> computer for no cost to them and get email for no cost to them and hopefully
> they can better them self while using the computer and the internet service.

I think this is a good thing to do with public money,
actually. It's just never really free, that's all. I know
that Clinton made a statement about getting everything
connected to the internet in one of his State of the Union
addresses, and I told my friends that this would never
happen, since not everyone will ever have access to
computers until they just as publicly available 24 hrs. a
day like ATM machines.

> BTW, this was not produced by any free service or free computer I pay good
> money for my service and my computer just so I can stay online all the time
> and have a good computer. :)

Ditto, except I'm getting P.O.'ed at my Windows box here.
I'm going to have to take the time to completely reinstall
Win 98 and my software. It's amazing to me that Windows can
install a program, but can't successfully uninstall it.
Ever since I uninstalled a piece of Lotus software after
installing it about it 2 years ago I've had one little
problem after another.

> I do understand what you are saying Ive mad the same points to people that
> used FREE PC and now look they dont have any internet service. I just thought
> I would argue the other side :)

That's ok. <G> My Dad once told me about a school board
member that always argued the minority side. The member's
opinion was that someone always should play "devil's
advocate" so issues could really be dug into.

Ken

2590. Re: WTB: Atari STacy

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 17:27:24 UTC
From: Nick Langdon <nlangdon@decofilms.com>
Message-ID: <39B9217C.20E42FE6@decofilms.com>
Source record: 57663

I wouldn't give up my STacy for anything! She's been suped up with a larger hard drive and a 1.44mb floppy disk (and four megs or RAM). I built a custom cigarette lighter auto adapter so I can plug her into the car (when I'm not driving!) and she's given me years of great service. The only thing I want to do eventually is put a new screen in her since it's starting to get a little faint.

-Nick Langdon, Sacramento

Matt Hanson wrote:

> If anyone has a STacy they would like to sell please contact me @
> mhanson@execpc.com.
>
> Thanks,
>
> Matt

--
http://www.decofilms.com/mariondavies
http://www.decofilms.com/cosmo

2591. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 18:07:21 UTC
From: Bill Bertram <cbm64@libertysurf.co.uk>
Message-ID: <8pbaqo$5k0$1@newsg4.svr.pol.co.uk>
Source record: 57673

"PHIL SMITH" <pjsmith@netins.net> wrote in message
news:slrn8rgjf9.2i8.pjsmith@worf.netins.net...
> In article <8p9eml$na4$1@perki.connect.com.au>, Mark Bedingfield wrote:

> I think the Amiga was a better game machine mainly because of its superior
> sound. However, graphic wise, many of the ST games are virtually identical
> to their Amiga counterparts.

I wonder why that is... Many early Amiga games were ports of ST games, so they would look the same. They were usually crap as well! When they started coding on the Amiga first, the games looked (and sounded) much better. Compare the really good looking games on the Amiga like Shadow of the Beast and Leander, SOTB looks like 8-bit game, but Leander looked OK, but much of the graphics were removed in order for it to run on a ST.

Bill

2592. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 18:24:53 UTC
From: Bill Bertram <cbm64@libertysurf.co.uk>
Message-ID: <8pbaqo$5k0$2@newsg4.svr.pol.co.uk>
Source record: 57672

"Steve Stupple" <Steve@atari.org> wrote in message
news:KjeYJsABNKu5Ewv7@steverosie.demon.co.uk...
> 2 meg ram, running around 14mhz (available speed) COULDN'T do an A4
> sheet of plain ascii faster than a bog standard HALF meg STFM. And you
> couldn't even turn the A1200 off while it's printing without resetting
> the printer....
What program did you use? Many people leave their computers ON when they
are using it for something!.

> I had 2 setup's side by side and with a 1 meg STE using calamus the
> A1200 could only print 25% of a A4 sheet with graphics!!!! while the
> Atari could do several.

I also have a A1200 and a 1MB STFM, and the A1200 (and even a A500) blows it away in
every aspect. I'm sorry but, if I was a Atari owner first time 'round I would have known
I made a BIG mistake. I wouldn't bother trying to defend a machine that is
technically inferior.

> Amiga's where OK for games. Atari's idea was 'why mimic a Korg etc..
> when you can have the real thing attached!!!'

Well the average user wouldn't have a keyboard attached just to get good sound
in games! How many games output their music to the MIDI ports anyway?

Bill

2593. Magic Online not available

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 18:27:36 UTC
From: Hetnetnews <FMunniksma@hetnet.nl>
Message-ID: <eSE8AMcGAHA.212@net025s>
Source record: 57674

Hi all,

does anybody know what happened to Magic Online? At Magicos.de the page has not been available for some days.

Greetings, Freek "Munkie" Munniksma.

2594. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 18:31:40 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39b93eaa21513f2@online.be>
Source record: 57675
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/docs/doitf030.txt (24.528 bytes)
ftp://chapelie.rma.ac.be/atari/falcon/docs/doitf031.zip (1.389.303 bytes)
ftp://chapelie.rma.ac.be/atari/falcon/docs/doitf032.zip (1.451.904 bytes)
ftp://chapelie.rma.ac.be/atari/falcon/docs/doitf033.zip (1.398.116 bytes)
ftp://chapelie.rma.ac.be/atari/falcon/docs/doitf034.zip (1.499.598 bytes)
ftp://chapelie.rma.ac.be/atari/falcon/docs/doitf035.zip (1.418.099 bytes)
ftp://chapelie.rma.ac.be/atari/falcon/docs/doitf036.zip (1.434.679 bytes)
ftp://chapelie.rma.ac.be/atari/falcon/docs/doitf037.zip (1.214.957 bytes)

doit, trics and tips for the Falcon in html. You need all the archives.
The mean language used is German but some parts are in English aswell.
It'z really a must for Falcon users.

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/smrf106d.lzh (547.913 bytes)
(Smurf 1.06 demo. German language)

ftp://chapelie.rma.ac.be/atari/graph-tools/eb_model/document.zip (908.876 bytes)
ftp://chapelie.rma.ac.be/atari/graph-tools/eb_model/eb_3d.zip (208.112 bytes)
ftp://chapelie.rma.ac.be/atari/graph-tools/eb_model/eb_68030.zip (349.238 bytes)
ftp://chapelie.rma.ac.be/atari/graph-tools/eb_model/eb_mode1.zip (655.102 bytes)
ftp://chapelie.rma.ac.be/atari/graph-tools/eb_model/eb_mode2.zip (943.740 bytes)
ftp://chapelie.rma.ac.be/atari/graph-tools/eb_model/eb_mode3.zip (332.958 bytes)
ftp://chapelie.rma.ac.be/atari/graph-tools/eb_model/francais.zip (261.182 bytes)
ftp://chapelie.rma.ac.be/atari/graph-tools/eb_model/module_e.zip (500.244 bytes)
ftp://chapelie.rma.ac.be/atari/graph-tools/eb_model/module_i.zip (490.104 bytes)

**eb_model is a powerfull 3D modeller**
```

eb_mode1.zip: contains the minimum setup (68000+68030). English rsc included
eb_mode2.zip: Docs (French only)
eb_mode3.zip: Extra stuff
francais.zip: French rsc
eb_68030.zip: ExtendTOS + EBM (68030)
eb_3d: Needs ExtendTOS (68030)

internet
ftp://chapelie.rma.ac.be/atari/internet/sting/ser_121.lzh (15.119 bytes) (serial.stx v1.21)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/cd-rom/betados-311.lzh (61.823 bytes)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2595. Re: Backup HD

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 18:46:56 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39b9426e2441390@online.be>
Source record: 57676

on Thu 07-09-2000 20:26 Steve Sweet wrote:

>Hi Martin
>
>>>You talking about Gemar??.
>
>>No we were talking about E-copy.
>
>E-copy is commercial software, used for backing up floppies to image files.

Oeps a fault of my. I mean E-backup which is a back-up program.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2596. Re: Translation suggestion

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 18:53:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009081851090.106-100000@TT030>
Source record: 57683

On Thu, 7 Sep 2000, Derryck Croker wrote:

> From: Lonny Pursell <atari@SYNTAX.ERROR>
> Date: Wed, 6 Sep 2000 22:52:33 +0000
>
> >No, it's not commercial. Richard actively updates it.
>
> URL?

http://www.atari-computer.de/rgfaika/main/index.htm

The file is LicomLib 5.9.H in the download section.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2597. Re: List of Atari-Midi Apps now Available on TAMW

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 19:07:22 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8pbdcocoh1@nnrp1.deja.com>
Source record: 57677

In article <8p8vd5$17i$1@wanadoo.fr>,
"Marcelo Paganini" <paganini@SPAMYOURSELForbital.fr> wrote:
>
> Nice job Tim... I always dreamed about all this nice software becoming
> freeware...
> (; 7)
> What about Turbo Synth, my friend? I'd love to hazve this one too...

That is Digidesign right? They actually had a whole bunch of nice Audio editing software. perhaps I can contact them for a freeware release of thier Atari programs. Good idea!

> BTW I am looking for U220 Roland templates for Genedit, they talk about it in the docs of the one I purchased years ago here in France, but I never found it in the floopys, or in your nice website... If somebody can help, I will be glad...

There might be some members of Atari-Midi egrp who have it. I will have to ask. OR...you can ask yourself if you join us!? This forum is only about Atari-Midi stuff, perfect for musicians.Dr T even joined us as well as Derek of SOS.We also have a File Section, A LINK section as well as a Database. Egrps is perfect for this.You can also exchange midi files, Cubase Arr's Notator Songs, anything Atari-Midi related.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

2598. [WEB] Iphigenie 1.4 UK update

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 20:07:29 UTC
From: ptonthat@club-internet.fr
Message-ID: <8pbgu1ei1@front5m.grolier.fr>
Source record: 57678

Bonjour

Iphigenie (sound system monitor and manager for the
Falcon) has upgraded to 1.4.

News: matrix details (external clock connection to matrix,
handshake and frequencies views and select), CODEC stress
survey enhanced.

on my homepage: http://www.multimania.com/nef/ or rajah.atari.org

Thanks to report the bugs.

bye

Rajah Lone

2599. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 20:41:18 UTC
From: swampfox1@earthlink.net
Message-ID: <O9cu5.28370$K4.1277093@newsread1.prod.itd.earthlink.net>
Source record: 57679

On 7 Sep 2000 18:56:00 G, Ken Macdonald wrote:
>On 7 Sep 2000 17:44:25 G, Frank W. Lawrence wrote:
>:Last week I sent Dan Ackerman a check to:
>:Dan Ackerman
>:P.O. Box 361
>:Mt. Vernon, OH 43050
>
>that is the same address I have, the one that Dan himself gave me.
>as yet I have not had it returned. (one week and counting)
>
>:Today I received by return mail my letter and check marked
>:"RETURN TO SENDER - No Forward order on file. Unable to forward.
>:Does anyone have a new address or a way to contact him?
>
>That is the address Dan gave me also?
>Send it again?
>ken
>---HOME of the GENEVA eng2ger Translation project!---
> http://webhome.idirect.com/~anarkist/gnvamain.html
>
><<< Kenneth Macdonald --- Toronto Atari Federation >>>
><<< http://welcome.to/taf http://taf.atari.org >>>
>< dg449@toronto.freenet.on.ca - anarkist@idirect.com >
>
>.

*******FROM DAN******

>
>I got your's. I'll put it in the bank tomorrow. As to the address it's
>good. Just the US Postal system. I've had more than one piece of mail
>over the years go back witha bad address. Could you pass on for them to
>mail it again if they would and drop the original envelope in this
>time. I like to confront them with it when it happens.
>
>Dan

>> >>Dan Ackerman
>> >>P.O.Box 361
>> >>Mt. Vernon, OH
>> >>43050 USA
>> >

2600. Re: Dan Ackerman's Address Here

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 20:52:13 UTC
From: swampfox1@earthlink.net
Message-ID: <1kcu5.28396$K4.1277093@newsread1.prod.itd.earthlink.net>
Source record: 57680

Dan's address below is good! USPS maybe not so good!!!
John G.

On 31 Aug 2000 14:05:35 , John Garone wrote:
>NNTP-Posting-Date: Thu, 31 Aug 2000 07:05:35 PDT
>Organization: EarthLink Inc. -- http://www.EarthLink.net
>Xref: newsmaster1.prod.itd.earthlink.net comp.sys.atari.st:128805
>
>
>
>>>Dan Ackerman
>>>P.O.Box 361
>>>Mt. Vernon, OH
>>>43050 USA
>>
>
>Dan,
> Could you post if your bank accepts International money orders?
>It might make it easier for some and eliminate middlemen offering to
>collect the money for you!
> John G.
>.

2601. Re: FS: mega st+ xtras (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 20:59:06 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968496710-531658AEicMi@bun.com>
Source record: 57690

Hi Richard

>>I take it youre not interested in this T28 machine?.

>Sure, but I don't know anything about it! I

So what do you need to know that i havent told you?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2602. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 21:36:31 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <39b95bdf$0$18633@news.zetnet.co.uk>
Source record: 57681

Hi Steve,

On 7 Sep 2000 20:30:44 -, Steve Sweet wrote:

>It is not!, glaring problems like that should /never/ have got past the beta testers.
>
>>There may be some problems, but give Ulli a chance to sort them out.
>
>Should someone offer the loan of a white stick to the beta testers as well.

You seem to have missed the point of what I wrote. I said that several
of these problems were pointed out by the beta-testers and have been
corrected. I suspect the demo may be from an earlier version, not the
current release, and that most of these problems no longer exist.

I wonder if Ulli could tell us which version the demo is based on ?

Cheers

Paul

2603. Re: WTB: Atari STacy

Newsgroup: comp.sys.atari.st
Date: 2000-09-08 22:19:22 UTC
From: bindon@madasafish.com
Message-ID: <sripfab5ljn48@corp.supernews.com>
Source record: 57682

On 8 Sep 2000 10:27:24 -, Nick Langdon wrote:
>I wouldn't give up my STacy for anything! She's been suped up with a
>larger hard drive and a 1.44mb floppy disk (and four megs or RAM). I
>built a custom cigarette lighter auto adapter so I can plug her into the
>car (when I'm not driving!) and she's given me years of great service.
>The only thing I want to do eventually is put a new screen in her since
>it's starting to get a little faint.

I was going to buy one, as I saw one in advertised in a local paper at
150 GBP. I thought it was quite a good price but then I read on and
it said it had a duff screen, and a hires monitor was included in the
price.
So I left it.
I did a bit of research and found out that it wasn't as good as I
hoped it to be either. Eating up 12 C size batteries in an hour isn't
my kind of a joke. The ST Book sounds better.
Still I wounldn't say no to a Stacy in good working order!

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2604. Re: WTB: Atari STacy

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 00:15:13 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <_ffu5.21125$wS1.1146108@nntp2.onemain.com>
Source record: 57684

The aftermarket batteries for the Stacy are rechargeable. I'm not sure if they hold a charge any longer though.

Lyndon Amsdon <bindon@madasafish.com> wrote in message news:sripfab5ljn48@corp.supernews.com...
> I did a bit of research and found out that it wasn't as good as I
> hoped it to be either. Eating up 12 C size batteries in an hour isn't
> my kind of a joke. The ST Book sounds better.
> Still I wounldn't say no to a Stacy in good working order!

2605. Wtd: Wiring Diagram

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 01:32:18 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <39B99323.48631C79@darkstar64.freeserve.co.uk>
Source record: 57686

Wanted - Wiring diagram for conecting a 21" multiscan to my TT so that I
can display TT High Res.

Cheers,
Dave

--
---===---===---===---
ICQ No. 34363311
---===---===---===---

2606. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 09:18:29 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <onplVhAlBgu5EwK3@steverosie.demon.co.uk>
Source record: 57688

In article <8pbaqo$5k0$1@newsg4.svr.pol.co.uk>, Bill Bertram
<cbm64@libertysurf.co.uk> writes
>I wonder why that is... Many early Amiga games were ports of ST games, so they
>would look the same. They were usually crap as well! When they started coding on
>the Amiga first, the games looked (and sounded) much better. Compare the really
>good
>looking games on the Amiga like Shadow of the Beast and Leander, SOTB looks
>like 8-bit game, but Leander looked OK, but much of the graphics were removed
>in order for it to run on a ST.

I can remember one game which was held back for release for at LEAST 1
year because of program problems converting to Amiga; and bugger me! the
title has just slipped out of my mind, I can see the game but not the
title:(I hate it when that happens it'll bug me all day now!

Ocean said they won't release a program on one format without it being
complete on the other.

I tried the game on Amiga and the ST and I found the Amiga's version
very much lacking. It starts with a space type shoot em up, in the star
wars style: where you have to clear a path to the exit that level.

It is also well know that program written on a specific machine will be
better than any other when ported over. Yes even the Amstrad CPC had a
game written on and was the best version, some sort of platform karate
game!

Oh! yes! the program I used on the A1200 was Wordsworth (1200 version)!
I had to buy it separately as the machines were sold on there own at
that time!

It was meant to be the best, cost me around ï¿½200! and I tested it
against Calamus 1.09 for DTP and Write On for the ascii print out.

I also came across problems with printer driver and compatibility
software; running out of space on floppy to stick the driver and other
bits on.

But the Amiga issue will always go on. As I said Amiga's strength is on
the game side. Anyone that's played Monkey island will appreciate the
music etc..

But on the serious side of things the Atari wins arms up, inside out and
back down again. The Atari ST boots up in less time, a rock steady
operating system, and wasn't rejected by Atari.

I've had 19 years of computer experience behind me, I favour Atari ST's because they are the best allround computer produced. They are inexpensive (power without the price), easy to use and bomb proof. My first computer was a ZX81 back in 1981, and I've had all the common computers (speccy'2, CBM's...) and many of the rare and not so common ones (memotech, TRS80 model III...).

I don't have to worry if I spend several hours on a document, programming or DTP without the worry of the computer crashing or hanging up. I don't have to buy an upgrade to add midi ports and I don't have to worry about which software runs with which add on!

And there's one thing I can say about MOST Atarian's, and that they prefer to buy original software rather than pirated copies! I bought 140 Amiga titles and 160 ST ones; the Atari one I had No problems with, the Amiga on the other hand was a different story!

50% of Amiga owners who enquired asked a simple question, 'are they copies?' when told NO! they responded 'I'm not interested then.'! They would rather pay ï¿½3.50 PER DISK for a pirated game than ï¿½2 for the real thing (and some had up to 6 disks)!

In the end I gave the Amiga software to my nephew, and he couldn't get rid of them either (because of the same problem)....

Need I say more!

I've got 2 Amiga's here at the moment that I've decided to get rid of:

1 x A500 and 1 X a500+, a memory upgrade and a pile of games: I threw 3 large boxes of software out because they didn't work, so I only have 25% of the software I had for them (so 75% went bad, compared with an average of %15 on the Atari's. This is down to the disk format the Amiga's use and the quality of the disk!)

I'm looking for ï¿½45 plus postage or ï¿½40 collected (GBP's, in the UK).

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2607. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 09:25:09 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tn9kVsA1Hgu5EwKA@steverosie.demon.co.uk>
Source record: 57689

In article <968420848-555102AEicMi@cwcom.net>, Derryck Croker
<derryck@NOSPAMcix.co.uk> writes
>Any words of wisdom please

Hi

SCSI devices! don't you just love them.

Try changing the position in the SCSI chain! Or try the drive on it's
own, then add a device one at a time or even with different cables.

I've had SCSI drives that only work at the end of the chain, and
sometimes the quality of the cables can let it down. I've learnt not to
take SCSI drives for granted, what works on one person's system may not
work the same way as you own and it's VERY frustrating!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2608. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 09:39:54 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8pdarthcr1@newsg4.svr.pol.co.uk>
Source record: 57693

"Steve Sweet" <stevesweet@bun.com> wrote in message
news:968436240-200384AEicMi@bun.com...
> One of the reasons i'm single again is that wife.exe kept destroying
beer.exe ....

LOL!! Excellent, Steve.

Roger

2609. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 10:31:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968654308-99944AEicMi@cwcom.net>
Source record: 57644

From: Steve Sweet <stevesweet@bun.com>
Date: Thu, 07 Sep 2000 20:32:48 -0100

>The really ridicolous dialoges are in the paragraph formatting section.

I can't understand why no-one else agrees with us here Steve, I had a poke about in the RSC yesterday, I cannot believe how messy some of the other boxes are! Text lines that get severely chopped at the ends of lines because they're too long for the forms they're supposed to fit - and so on!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2610. Re: WTB: Atari STacy

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 11:19:27 UTC
From: bindon@madasafish.com
Message-ID: <srk75v40ljn61@corp.supernews.com>
Source record: 57691

On 8 Sep 2000 17:15:13 -, "John Kolak" wrote:
>The aftermarket batteries for the Stacy are rechargeable. I'm not sure if
>they hold a charge any longer though.

About half an hour!

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

2611. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 11:19:31 UTC
From: bindon@madasafish.com
Message-ID: <srk763kljn91@corp.supernews.com>
Source record: 57692

>On 9 Sep 2000 10:18:29 +, Steve Stupple wrote:
>But the Amiga issue will always go on. As I said Amiga's strength is on
>the game side. Anyone that's played Monkey island will appreciate the
>music etc..

Thats one of my favourite games ever. I thought the music sounded
pretty neat on my ST, but I suppose the Amiga version used the Paula
(DMA) chip. I don't mind those blippy kind of noises in games.
Reminds me of my commodore....

I have to say the Amiga kicks ass at games compared to the ST. In
1996 I wanted to buy some games for my ST. Most of the shops sold
just PC and console titles, quite a few still sold a selection of
Amiga games, but I had to go 30 miles to a shop in Bristol that sold
about 15 ST games.

Games developers like Ocean, Core, Microprose were still developing
titles for the Amiga after they had finished with the ST, like Monkey
Island 2. I believe they started the conversion from the Amiga to the
ST, but finnished about 20% of the way through.

I am still looking for a cheap Amiga with Monkey Island 2......
(with all 12 or so disks that Monkey Island 2 needs!)

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2612. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 13:48:38 UTC
From: ebaiz@skyenet.net
Message-ID: <Wcru5.2460$Ek.8386@newsfeed.slurp.net>
Source record: 57694

On 8 Sep 2000 13:52:14 G, Derryck Croker wrote:
>Hi all,
>
>I've just bought myself a Seagate Barracuda ST15150N 4.3Gb drive - and it's
>driving me nuts!
>
>It's inserted into a SCSI chain from my Falcon which has (in physical order),
>CDWriter (ID2), CDROM (ID3), the Barracuda (ID0), Syquest EZ135 (ID1) and

I would do what Steve says and change the position in the SCSI chain. I do
not believe I have ever had a device on postion "0". Also, change the
booting order and have the HS first.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2613. Re: Wtd: Wiring Diagram

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 14:15:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009091615.a6452@su2.maus.de>
Source record: 57632

Hi Dave,

DW>Wanted - Wiring diagram for conecting a 21" multiscan to my TT so that
DW>I can display TT High Res.
I think that's impossible, for the TT can display TT high (1280*960)
only in b/w, and that there doesn't exist any graphics card that may
display that high resolution via VGA because it needs to much video
RAM.

For your sake I do hope I'm wrong!

Und TTschï¿½
ps

2614. 800XL with Disk drive

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 15:35:50 UTC
From: bindon@madasafish.com
Message-ID: <srkm6mpdct6119@corp.supernews.com>
Source record: 57695

I need so info lads!

I've seen an 800XL for sale locally for 20 GBP. Has disk drive, 16
boxed games and 290 something not boxed. Is it worth the cash and
what specs is a standard 800XL. Is it an 6802 jobby?

The 2600 and 7800 were the consoles right? And the 800XL was the home
computer type, or am I wrong?

Thanks for any input on the subject.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2615. Re: FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 15:51:01 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8pdm9q$qo8$1@plutonium.btinternet.com>
Source record: 57596
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

Benjamin Smith <bensmith@user2.teleport.com> wrote in message
news:8p9j17qgu1@user2.teleport.com...
> For faster service, Please direct all replies through E-Mail to Ben at:
> atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
> am swamped and I find it hard to keep up with reading the NewsGroups.
>
> I update my catalogs once a week. Just before this message is posted.
> So when you see a new posting, check my Catalogs for NEW Atari stuff!!
>

<SNIP>

Stop crossposting this crap

2616. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 16:17:22 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8pdnqi$1an$1@snipp.uninett.no>
Source record: 57597

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> I would do what Steve says and change the position in the SCSI chain. I do

If HD-Driver recognise it, HDDR-Util can partition it (try a sector-scan too) and the desktop finds the partition, I don't think there's anything wrong with the physical connection. It's more likely to be a problem with the partition itself, e.g. too big for the OS he's using, wrong partition ID or something like that.

> not believe I have ever had a device on postion "0". Also, change the

There is nothing wrong with ID0, I have that on both my Falcon and TT.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

2617. FS: Atari 520 STFm

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 17:38:20 UTC
From: Darren Spink <dvs1@btinternet.com>
Message-ID: <8pdshn$i3e$1@uranium.btinternet.com>
Source record: 57598

Working Atari 520 STFm

Offers

2618. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 18:43:52 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968525752-340082AEicMi@bun.com>
Source record: 57600

Hi Paul

> >There may be some problems, but give Ulli a chance to sort them out.

>Should someone offer the loan of a white stick to the beta testers as well.

>You seem to have missed the point of what I wrote. I said that several of these
>problems were pointed out by the beta-testers and have been corrected.

The one's i mentioned have 'not' been sorted, besides the demo i have i also get to see
a current, full version running at our club.

>I suspect the demo may be from an earlier version, not the current release, and that
>most of these problems no longer exist.

Most of them still do!, and they are so obvious that they should never have seen light.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2619. Re: Magic Online not available

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 18:46:02 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968525754-340574AEicMi@bun.com>
Source record: 57601

Hi there Munkie

>does anybody know what happened to Magic Online? At Magicos.de the page has not been
>available for some days.

It was there this morning, 09:09:2000
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2620. convert 2mbST card to 8mb for TT030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 18:50:08 UTC
From: steeltoe@kickass.com
Message-ID: <8pe0p0$fp8$0@198.69.29.144>
Source record: 57599

Has anyone actually made this conversion? I'd
like to see the docs for this, as well as
any comments.

[converting 2mb ST ram card into an 8mb (using
4mb simms) for a total of 10mb ST ram on a
TT030]

Thanx,
Vacuo

~~~~~~
~~~~~~~

2621. Re: WTB: Atari STacy

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 18:50:32 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968525756-340978AEicMi@bun.com>
Source record: 57602

Hi Nick

>The only thing I want to do eventually is put a new screen in her since
>it's starting to get a little faint.

That might not be a problem with the display device itself, there might be a problem with the circuitry feeding it.

There are a number of renowned STacy problems that are well documented, i'm sure someone will pop up with a URL for a FAQ real soon.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2622. Re: Stacy hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 20:31:31 UTC
From: des <dest-AT@edmc.net>
Message-ID: <Pine.WNT.4.10.10009091415410.-283013@dragon.edbd1.ab.wave.home.com>
Source record: 57603

Hi Steve,

> I assume youve checked that its ID is selected within HD-Driver CFG options, select
> them all, wont do any harm.

I had checked _ALL_ ACSI and SCSI IDs and LUNs and rebooted when the
problem started :-(
I still don't understand why it would autoboot HDDriver from the hard
drive but then fail to recognize any partitions.

After trying to open up the Stacy and failing (I was going to install a
different hard drive), I was just about to give up when
I was _finally_ able to successfully boot from a floppy with ICDBOOT.PRG
so Stacy is back to her old self again.

Transferred the Stacy's files via floppy rather than MO and backed up to
CDR.

Thanks for responding,
des

2623. Re: 800XL with Disk drive

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 20:43:35 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1000909163655.18810B-100000@mail2.wayne.edu>
Source record: 57605

Your best bet is to ask this on comp.sys.atari-8bit, since this is part of the 8-bit family of atari computers. Is is powered by a 1.79 MHz 6502, as were all in the atari 8-bit line. It is the second generation of 8-bit, released in 1983. The main "improvements" introduced in the XL family are a streamlined, single-board design, 64K RAM, a smaller sleeker case, and an edgecard connector for external access to the CPU's busses.

As for what it's worth, probably depends on if you have the original boxes or not. A boxed computer and/or floppy drive is probably worth several times what an unboxed one would go for. As for actual dollar amounts, I don't know. The only comparison I can offer is a "new in-box" 130XE (130XE being the third-generation 8-bit released in 1985) that I sold a year ago on ebay for $125 USD. I have a NIB 800XL I might auction, only time will tell if it is worth as much!

On Sat, 9 Sep 2000, Lyndon Amsdon wrote:

> I need so info lads!
>
> I've seen an 800XL for sale locally for 20 GBP. Has disk drive, 16
> boxed games and 290 something not boxed. Is it worth the cash and
> what specs is a standard 800XL. Is it an 6802 jobby?
>
> The 2600 and 7800 were the consoles right? And the 800XL was the home
> computer type, or am I wrong?
>
> Thanks for any input on the subject.
>
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--------------------------------------+
>
>

2624. Last day on ST "grab bag" auction, lots of ST Log issues!

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 20:50:18 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1000909164354.18810C-100000@mail2.wayne.edu>
Source record: 57604

Last 18 hours, and the bidding is only up to $10.49, still a very good
bargain! Here's what is included:
ST logs:,may,nov,aug,apr,sep,june,july,oct 86
mar,may,apr(x2),june,sep,jan,jul.aug 87
,july,sep,may,aug,june,apr,oct 88
feb,apr,mar,july 89

parts 520ST
520ST owners manual
SC1224 owners manual
floppy drive (bare),power supply, interface board, and DIN cable
1st word book
st basic sourcebook

software:
shuttle II
jet
sublogic scenery disk 7
balance of power
breach
skyfox
test drive
flash
hardball
sundog
roadwar 2000
empire
legend of the sword
phantasie III
the pawn
gunship
gato

almost forgot, heres the auction:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=427480340

thanks for looking!

2625. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 20:52:44 UTC
From: swampfox1@earthlink.net
Message-ID: <wqxu5.34482$C42.1528489@newsread2.prod.itd.earthlink.net>
Source record: 57606

On 7 Sep 2000 20:21:32 -, Steve Sweet wrote:
>Hi Richard
>
>>>Girlfriend in english means, emptier of wallets, and creator of headaches.
>>>Why did I get married?
>>
>>Ah, you see, the upgrade package to Wife includes special routines which
>>take over money.dll, time.dll and introduces a new TSR, nag.tsr.
>
>>Answer? Download beer.exe and hide in the Pub.
>
>One of the reasons i'm single again is that wife.exe kept destroying beer.exe and
>also denying access to pub.app. No amount of clothing.rsc, chocolate.rsc or
>jewelery.rsc upgrades would cure the problem of spurious missing beer.exe.
>The only answer was to erase wife.exe, after carefull thought i decided not to
>delete wife.exe but to move her off the system, but it kept reloading, so i
>eventually found its entry in system.reg, changed its name, renamed it too
>slag.exe and its stayed with the new users ever since.
>
>Although it still leaves legacy problems on my personal system, CSA.exe keeps
>stealing resources, to the extent that the system sometimes has no energy to run due
>to a total lack of wonger.rsc causing automatic deletion of food.rsc.
>Also child processes still run in my environment consuming huge processor time and
>deleting system resources.
>
>!!! [deleted] the CSA !!!
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.
Sounds like a viral problem that spans the oceans! We were working on a
penicillin chip for the same disease but the strain developed an immunity!
[deleted] you all for the variety of inputs!
John G.

2626. ST floppy images

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 21:13:20 UTC
From: Michael Dr&#65533;ing <doc_wagon.nospam@gmx.de>
Message-ID: <8pe94h$csnma$2@ID-38578.news.cis.dfn.de>
Source record: 57607

Hi,

I recently got an old Atari 520ST and a floppy disk drive and I finally
managed to get it to run. But:

1. Is it normal that the computer needs about 1-2 minutes to boot up when
there's a floppy connected? Without floppy it boot within seconds...
2. How do I put floppy image files on disk from my PC? I have absolutely no
software on an ST disk so I can't make a direct serial connection...

Thanks,
--Michael

2627. CCAG 2001!!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 21:25:01 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <39baaaad$1_1@athena.netset.com>
Source record: 57608

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 23rd, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

Setup: 22nd, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:

Please visit this site:
http://tomheroes.com/ccag.htm

As of 9/6/2000
User Groups:
TI Chips
Cleveland Classic Atari Group

Vendors:
Video Game Connection
Ramcharged Computers

People/Organizations:
Tom Zjaba
Tim Snider
Curt Vendel(Atari Historical Society)

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room- MAME, etc. We are hoping for some people with arcade systems to bring them- will probably need a small generator for that.

See ya at the CCAG!

2628. FA: Atari Falcon 030 - 14MB RAM/2GB HD - Last Day!

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 22:24:17 UTC
From: Terry May <tarkus@SportsMail.Net>
Message-ID: <20000909152242.9CAA.TARKUS@SportsMail.Net>
Source record: 57611

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=430194550
--
Terry May <tarkus@SportsMail.Net>

2629. FA: Sony Trinitron 15" Digital Multiscan Monitor - Last Day!

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 22:24:42 UTC
From: Terry May <tarkus@SportsMail.Net>
Message-ID: <20000909152354.9CAC.TARKUS@SportsMail.Net>
Source record: 57609

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=430231055
--
Terry May <tarkus@SportsMail.Net>

2630. ATARI REPLAY 16 on EBAY

Newsgroup: comp.sys.atari.st
Date: 2000-09-09 23:02:38 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <ikzu5.109$Nz1.52476@ratbert.tds.net>
Source record: 57610

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=432282871

Please note the reserve on this MINT item has been lowered by 1/3.

Thanks!

Donald

2631. Re: convert 2mbST card to 8mb for TT030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 01:34:21 UTC
From: dwolfe4@genie.idt.net
Message-ID: <8peoet$r6f@nnrp4.farm.idt.net>
Source record: 57612

Vacuo,

I'm also interested if that could be done.. However I have 10mb of
ST-ram in one of my TT30's.. ATARI made a 8mb board + 2mb stock
which gives you 10mb ST-ram.

Later, Donner...

On 9 Sep 2000 18:50:08 G, steeltoe@kickass.com wrote:
>Has anyone actually made this conversion? I'd
>like to see the docs for this, as well as
>any comments.
>
>[converting 2mb ST ram card into an 8mb (using
>4mb simms) for a total of 10mb ST ram on a
>TT030]
>
>Thanx,
>Vacuo
>
>
>~~~~~~
>~~~~~~~
>
>.

2632. Re: ST floppy images

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 02:39:49 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <g5tlrskglqn63icq9rlgahk0b64k7u438r@4ax.com>
Source record: 57613

On Sat, 9 Sep 2000 23:13:20 +0200, "Michael Drï¿½ing"
<doc_wagon.nospam@gmx.de> drooled an embarassing wet spot in his lap
as he typed:

>Hi,
>
>I recently got an old Atari 520ST and a floppy disk drive and I finally
>managed to get it to run. But:
>
>1. Is it normal that the computer needs about 1-2 minutes to boot up when
>there's a floppy connected? Without floppy it boot within seconds...
>2. How do I put floppy image files on disk from my PC? I have absolutely no
>software on an ST disk so I can't make a direct serial connection...

If you have the PaCifiST emulator, it comes with a program called
MAKEDISK that can both make .ST disk images from actual ST disks, as
well as write out .ST images to floppy disks for use on a real ST.

>
>Thanks,
>--Michael
>

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

2633. Re: Re: What's the Atari to have ?

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 02:47:54 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <5ltlrsoiuno1dig8b4qeijtd68dqastpkb@4ax.com>
Source record: 57614

On Tue, 5 Sep 2000 21:39:00 +0200, Peter_Schneider@su2.maus.de (Peter Schneider) drooled an embarassing wet spot in his lap as he typed:

>Hi Mark,
>
>MS>If I wanted to get an Atari to play with, what would be the best one
>MS>to get
>MS>?
>for games I'd suggest a 1040 ST with TOS 1.02 (Blitter-TOS) or older.

Blitter TOS is 1.04 (a.k.a. Rainbow TOS)

>
>Und TTschï¿½
>ps

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

2634. Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 03:57:41 UTC
From: Gene Pineda <gene@pinedaprinting.com>
Message-ID: <nADu5.290$JC2.96760@news01.micron.net>
Source record: 57615

Im sorry I didn't do this to start.

I live in California but am willing to ship to UK if buyer will pay.

Im going to take bids for a week and at the end best bid will win.
information as to you owning one (working or not) and if you have never been
able to buy one will also wiegh in my decision. I want someone who is
unlucky in bidding like I was for about 2 years to get a TT or a falcon to
get one. BUT IF SOMEONE OFFERS 1,000,000.00 then money talks and desprate
atari users walk! Sorry, but the reality is no one will offer a outrageous
amount so your case will wiegh in the matter.

Heres a rundown and history for my Falcon and CII.

The falcon is working, as best to my knowledge, I run pagesrtream and
Calamus both from it (did not check to print but was told it does)

the CenturboII MIGHT be working. It was installed and the falcon ran but
most programs didn't run in any mode 50mhz or 16mhz.
The 32 megs of ram was ok. I sent the CII to France and Rodolphe checked
the board and said it functions perfectly and that it was most likely
a installation problem. The installer also claimed it might be. We pulled
the board and reinstalled the Mother board.

The CII came in a small anti static bag with paper work on installing. it
also came with a disk with images and installation procedures.

THERE IS NO GAURANTEE ON ANY OF THESE ITEMS. AS IS.

My hones opnion is of the CII it's a bit risky if your not a tech. I have
my doubts about it being a working board. I can't say if Centek is accurate
or not
so their word is their word. AS a benefit to the person taking a risk though
on this piece they will recieve a free 32 meg ram board for it which does
work!
so if the board is bad and someone fixes it they will have a 46 meg falcon
running at 50 mhz. IF IT WORKS OR GETS FIXED!
sorry about the bad news on that end

The Lacie 4 gig ext scsi drive is in perfect condition. I just got this
thing about 8 months ago. NOW I OWN A PC AND AM VERY VERY HAPPY SORRY
MAC!

The warranty that still exists with the Lacie will be up in about December I
believe. It might be dead alread. I will post another message on that.

But it works and works well.

here are the asking prices for the Pieces.

The asking price for the:

Falcon (200 meg hd, 14 megs ram) -- $200.00

CII (possibly working -- didnt work when installed and 32 megs ram, ST RAM BOARD, wizztronics w/ 14 megs ram) $150.00 -- this stuff will cost you a mint if you buy it like me -- about 600.00 dollars altogether after purchasing all parts - 14 meg st ram at 60 nano, st wizztronics ram board, and CII and 32 megs ram.

Lacie HD ext scsi - 100.00 in original box.

Good luck to all

and Please don't LIE about how desperate you are to own a falcon. I want someone to own one who hasnt had the pleasure.
IF your current machine if dust let me know!

thanks a MILLION ATARI FREINDS, I WOULDNT HAVE ALL THE KNOWLEDGE I HAVE NOW IF IT WASN'T FOR MY STE!!!!!!!

THE YEARS HAVE BEEN AWSOME AND ILL KEEP TRUCKING WITH MY STE. AGAIN IT'S BEEN WONDERFUL BUT I MUST MOVE ON

GOD BLESS YOU ALL!!!!!!!!!!!!!!!

Gene

gene@pinedaprinting.com

p.s perhaps we should post the offers so everyone can see if they want to outbid anyone else. also include your atari history if you can.
only post your bid if its higher or if you are desperate to get one. you only need to post your story once

IF there are too many posts and it disrupts the message board then just email me

YOU KNOW WHAT email me!!!! I dont want to piss anyone off for putting up 50 posts!

Take care all,

and

LONG LIVE THE FUJI --- power w/o the price!!!!!

2635. Re: WTB: TT cards: TT_Memory & Video

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 04:44:45 UTC
From: anarkist@idirect.com
Message-ID: <1lEu5.30243$lE6.345018@quark.idirect.com>
Source record: 57616

On 1 Sep 2000 16:52:30 G, steeltoe@kickass.com wrote:
:WTB - memory expansion card for TTmemory. Also any
:video cards for TT. Has anyone converted a PC
:video card (Intel) to TT yet, such as a DIY
:modification. STmemory card I already have, but
:it is just a 2mb Atari which I'm told may be
:upgradable to hold 8mb of chips. Any encouragement
: along these line w/b much appreciated. Looking to
:get this TT on the 'net.
:Vacuo
:
see
http://gem.win.co.nz/mario/

ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

2636. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 05:04:40 UTC
From: anarkist@idirect.com
Message-ID: <IDEu5.30877$lE6.345018@quark.idirect.com>
Source record: 57617

On 7 Sep 2000 20:32:48 -, Steve Sweet wrote:
:Hi Michael
:>>>Some of the dialog boxes are too wide - one actually disappears off my screen
:>>>at both sides at 800*600!
:>Which dialogs are those? I haven't yet seen any that are too big for my 800x608
:>screen, and I've done extensive testing of as many functions as I can find in Papyrus.
:The really ridicolous dialoges are in the paragraph formatting section.
: Regards from STEve & his nice warm cosey PAK'd MegaSTE.
: * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

hi steve.
i just double checked all the ellipses.(...) in the paragraph menu
(those which open a dialog box)
and have to say that they are all perfect, there is no overun text
the _only_ occurence of that I have found is in the Printer dialog
box, where the bottom right button titled "remove report"
is missing the last "t"

that's it for me mate.
I have a CT2 Falcon, 78MB RAM, BlowUp Hard(800x600)
ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

2637. Blitter TOS (was: What's the Atari to have ?)

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 05:41:27 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8pf78u$1u06$1@news.comnet.co.nz>
Source record: 57618

"Mindfield" <mindfield@badgers.home.com> wrote ...
> Peter_Schneider@su2.maus.de (Peter Schneider) wrote:
> >MS>If I wanted to get an Atari to play with, what would be the best
one
> >MS>to get?
> >for games I'd suggest a 1040 ST with TOS 1.02 (Blitter-TOS) or older.
>
> Blitter TOS is 1.04 (a.k.a. Rainbow TOS)

Incorrect.

"Blitter TOS" is TOS 1.02

It got the name "Blitter TOS" as it was the first to support a blitter.

It also featured the XBIOS Blitmode() call to configure the blitter.

It was also fitted as standard to the Mega ST (released in 1987) which
had a blitter as a standard fitting.

"Rainbow TOS" was TOS 1.04 and came later (1988 for the disc-loadable
Developer version, mid/late 1989 for the ROM version)

--

Due to the amount of junkmail I've received in the past, this message
has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

2638. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 07:20:42 UTC
From: cvillard@club-internet.fr
Message-ID: <8pfcoa$8g2$1@front6m.grolier.fr>
Source record: 57619

On 10 Sep 2000 05:04:40 , Ken Macdonald wrote:
>I have a CT2 Falcon, 78MB RAM, BlowUp Hard(800x600)
>ken

hello,

it's very strange cause with a ct2, you absolutely have no need for a
blow up hard or a screenblaster. The ct2 provides an acceleration of
the video chip (videl) witch allows such a resolution (800x600) withe
the appropriate program (centscreen + videomod) ; i have a ct2 too
and i do like that

cordialement,

2639. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 08:01:20 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39BB3FD0.B1C8A026@ooc.de>
Source record: 57620

Jo Even Skarstein wrote:

> If HD-Driver recognise it, HDDR-Util can partition it (try a sector-scan
> too) and the desktop finds the partition, I don't think there's anything
> wrong with the physical connection. It's more likely to be a problem with
> the partition itself, e.g. too big for the OS he's using, wrong partition
> ID or something like that.

This is absolute correct. Any problem caused by the SCSI hardware would
result in HDDRIVER not properly identifying the drive. You would not be
able to partition the drive at all in such a case.

Offline until 9/20/00.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2640. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 08:05:06 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39BB40B2.E0D80686@ooc.de>
Source record: 57621

Ken Macdonald wrote:
>
> Uwe Seimet wrote:
> > Odd Skancke wrote:
> > > > This means that they have not yet tried to negotiate anything and that
> > > > doesn't only concern HDDRIVER (they might have something else) but also
> > > > other packages.
> > > This is bad, bad news :(Is there a reason for this?
> > I think they eventually realized that their plans and expectations are
> > not realistic at all. How can anybody expect to sell thousands of
> > machines that are not compatible to any relevant platform?
> > ---
> > Dr. Uwe Seimet mailto:us@ooc.de
> > MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt
>
> what would compatible with a relevant platform?
> what is a relevant platform?

Windows, Linux, MacOS.

> hard to say Uwe, hopefully Axro, GmBH Milan, etc have done their market
> research
> ad their is a market _OutSide ;-)_ of atari enthusiasts for the
> Milan2...

I bet they haven't done any resarch at all. Anyway, fact (and no rumor)
is that they haven't tried to license important software yet. So even if
they started with licensing right now and even if they got all the
licenses they need (which is not sure at all) they can't make it in time
for any machine to appear in a shop in time for Christmas.
Didn't Ali Goukassian say the first machines would be available at the
end of August since this is the time people start thinking about buying
Christmas gifts? We have September now ...

Offline until 9/20/00.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2641. Re: Falcon for sale <Auction you mean>

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 09:09:54 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8pfj5ubjk1@plutonium.btinternet.com>
Source record: 57622

Gene Pineda <gene@pinedaprinting.com> wrote in message
news:nADu5.290$JC2.96760@news01.micron.net...
> Im sorry I didn't do this to start.
>
> I live in California but am willing to ship to UK if buyer will pay.
>
> Im going to take bids for a week and at the end best bid will win

And if you take bids, it means it's an auction and not for sale

And does this post have to be so long?

Simon

2642. Software from 30p

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 09:28:43 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <39BB544B.87C49608@cyberpeeps.freeserve.co.uk>
Source record: 57623

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

2643. Re: Blitter TOS (was: What's the Atari to have ?)

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 09:43:42 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Zqwg8fJOf1u5EwcE@lovecraft.demon.co.uk>
Source record: 57624

Once upon a time <8pf78u$1u06$1@news.comnet.co.nz>, G Swaine
<g.swaine@the.gluepot.com> grabbed chalk and scrawled:

>"Rainbow TOS" was TOS 1.04 and came later (1988 for the disc-loadable
>Developer version, mid/late 1989 for the ROM version)

Now I'm confused (easy to do on Sunday morning). I thought Rainbow TOS
was 1.6, the STE TOS, because it had a coloured Atari logo on the info
box.

Richard, who remembers his /single sided/ 520STFM had the blitter menu
item.
--
1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora, Peugeot 306 Cabriolet /,`.-'`' -. ;-;;,
1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

2644. Re: What's the Atari to have ?

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 09:48:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009101148.a6516@su2.maus.de>
Source record: 57640

Hello Mindfield (Toto fan?),

M>Blitter TOS is 1.04
definitely not! Sorry, but you're wrong!

Blitter TOS is 1.02 (7/1987)
Rainbow TOS is 1.04 (04/06/89)

Und TTschï¿½
ps

2645. Re: Blitter TOS (was: What's the Atari to have ?)

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 11:06:25 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8pfqa9$28hn$1@news.comnet.co.nz>
Source record: 57625

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote ...
> In rsponse to what I wrote:
> >"Rainbow TOS" was TOS 1.04 and came later (1988 for the disc-loadable
> >Developer version, mid/late 1989 for the ROM version)
>
> Now I'm confused (easy to do on Sunday morning). I thought Rainbow TOS
> was 1.6, the STE TOS, because it had a coloured Atari logo on the info
> box.
>
> Richard, who remembers his /single sided/ 520STFM had the blitter menu
> item.

AFAICR, here is a brief history of TOS versions and their names:

TOS 1.0 was known as either "Disc TOS" or "ROM TOS" depending on whether it was loaded from disc when the machine started, or it was installed on ROMs

TOS 1.2 was "Blitter TOS" and first appeared in the Mega ST, and later made its way into the STM, STF, STFM machines.

TOS 1.4 was "Rainbow TOS" - first available on disc to developers, and later as ROMs for upgrading older machines. It massively sped up disc accesses and had a faster user interface.

From the release of the STE and TT in 1990, TOS stopped getting nicknames, and instead became known for the machine they were designed for.

TOS 1.6 and the patched 1.62 were "STE TOS"

TOS 2.x was "Mega STE" TOS

TOS 3.x was "TT TOS"

TOS 4.x was "Falcon" TOS

However, it can be argued that Rainbow TOS 1.04 was STE TOS, as both shared the same general code base, with Rainbow TOS having the STE-specific TOS 1.06 features removed.

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

2646. Re: Modern Epson Printers Update

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 12:40:44 UTC
From: Oliver Fischer <gollum1@my-deja.com>
Message-ID: <8pfvgb$9l0$1@nnrp1.deja.com>
Source record: 57626

> ich habe nichts gegen Windows, zumindest nichts Wirksames...
> (about: I haven't got any medicine for the Windows disease)
>
> Und TTsch&#65533;
> ps

I managed to get it since repaired, so I guess it works after all 8-)

Sent via Deja.com http://www.deja.com/
Before you buy.

2647. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 13:01:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <cB99xgAMY4u5Ewuw@steverosie.demon.co.uk>
Source record: 57627

In article <srk763kljn91@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> writes
>I am still looking for a cheap Amiga with Monkey Island 2......
>(with all 12 or so disks that Monkey Island 2 needs!)

a VERY good game, monkey 1 took me a couple of games, monkey 2 took me 5
days, monkey 3 I haven't had time to try yet:(

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2648. Re: Stacy hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 13:07:12 UTC
From: Richard Ballinger <rich.eb@btinternet.com>
Message-ID: <8pg0vk$sr7$1@plutonium.btinternet.com>
Source record: 57628

Hello,

I think the old Conner drives they put in the Stacy weren't auto parking?
The one in my Stacy 4 died badly. I picked up a second hand 540MB Quantum
Lightning and fitted that instead. It's so much faster now. I use ICD Pro.
On checking the seek rate, the newer drive is 16ms as apposed to 40ms from
the old 40MB Conner.

Richard B.
www.electroangels.co.uk

"des" <dest-AT@edmc.net> wrote in message
news:Pine.WNT.4.10.10009091415410.-283013@dragon.edbd1.ab.wave.home.com...
> Hi Steve,
>
> > I assume youve checked that its ID is selected within HD-Driver CFG
options, select
> > them all, wont do any harm.
>
> I had checked _ALL_ ACSI and SCSI IDs and LUNs and rebooted when the
> problem started :-(
> I still don't understand why it would autoboot HDDriver from the hard
> drive but then fail to recognize any partitions.
>
> After trying to open up the Stacy and failing (I was going to install a
> different hard drive), I was just about to give up when
> I was _finally_ able to successfully boot from a floppy with ICDBOOT.PRG
> so Stacy is back to her old self again.
>
> Transferred the Stacy's files via floppy rather than MO and backed up to
> CDR.
>
> Thanks for responding,
> des
>

2649. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 14:57:04 UTC
From: bindon@madasafish.com
Message-ID: <srn8a067ct6160@corp.supernews.com>
Source record: 57629

On 10 Sep 2000 14:01:00 , Steve Stupple wrote:
>In article <srk763kljn91@corp.supernews.com>, Lyndon Amsdon
><bindon@madasafish.com> writes
>>I am still looking for a cheap Amiga with Monkey Island 2......
>>(with all 12 or so disks that Monkey Island 2 needs!)
>
>a VERY good game, monkey 1 took me a couple of games, monkey 2 took me 5
>days, monkey 3 I haven't had time to try yet:(

Indeed it is. Monkey Island 1 took me about 3 months! I got stuck
with the bit where you have to drug those little poddles! I've only
seen a screenshot of Monkey Island 2 and have played the demo of MI 3
on a friends PC.

Did you ever have this problem when going from disk 2 to 4. (I think I
got the right disk numbers). My version would crash out "Error 41" or
something. I found out the way to stop it was to go from disk 2 to 1
THEN to 4. (at the insert disk 4 prompt)

Broken Sword 1 and 2 get quite close to being as good as Monkey
Island.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2650. FS:(UK) Auto-scan Monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 15:10:21 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <8pg88t$af7$1@newsg3.svr.pol.co.uk>
Source record: 57630

Microvitec 1438 Auto-scan 14" monitor £50 ono

As new condition, boxed with manual.

Can be used on Falcon with suitable adaptor either in VGA modes or RGB
(with switchable adaptor).

Can also be used with a ST with a suitable switch-box adaptor for either
ST Low, Medium or ST High.

First nearest offer secures!

Please e-mail to the above address, I live in West Yorkshire.

Many thanks for reading this!

Neil Chester.

2651. FREE: (UK) ST Stuff + Mags

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 15:10:23 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <8pg88v$af7$2@newsg3.svr.pol.co.uk>
Source record: 57631

Apologies to those who e-mailed 6 months or so before. At the time I had a local "buyer" who seemed very keen to relieve these items from my wardrobe floor, unfortunately he seems not so keen to collect it!

I am therefore offering it again, TOTALLY FREE, to anyone willing to collect it or make other arrangements for its retrieval(?).

In brief, it consists of the following:

Atari ST software
=================
View II, Blitz Turbo lead, Easy Text Plus, Mini Office Professional - Comms, Degas Elite, Family Curriculum Creative Module, Terminator 2, Falcon - Classic collection (inc Missions 1&2), Powermonger - Platinum (inc WWI edition), Triad Vol 1 & 2, Hewson Premier Collection, R-Type, Slap Fight, Outrun, Speed boat Assassins + Mega Lo Mania (works on Falcon).

Bits
====
Zipstick joystick, Cheetah Mach I joystick, Atari Mouse, around 300 DSDD used disks.

Magazines
=========
Atari World Iss 2 - 11 ST Applications 62-73
Atari ST Review Iss 30,31,33,34 & 35
ST Format Iss 68-79 and 82-86 (the last).

I also have the following bits for sale/swap:

ASP Scsi burster cable (never used) cost £18 - offers
Epson SMD-300 3.5" HD Floppy drive ex. Falcon (grey front) £5
Atari Falcon Keyboard with TT-Touch adaptors fitted in Freekeys unit with Mega ST connector - needs connector soldering properly, otherwise cheap spare keyboard! - offers
Atari Falcon 4Mb RAM Card, Nemesis Buffer chip (with free hot glue!).

I will accept either money or unused HD Sony, or similar, floppy disks in exchange for any or all of the above items.

I need to remove this stuff soon! Therefore anything still around at the end of September will be disposed off appropriately.

Thanks for reading this!

Neil Chester.

2652. Re: Blitter TOS (was: What's the Atari to have ?)

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 19:28:49 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <a3onrsstqg93volmjfq1rdbvsft23iran5@4ax.com>
Source record: 57633

On Sun, 10 Sep 2000 17:41:27 +1200, "G Swaine"
<g.swaine@the.gluepot.com> drooled an embarassing wet spot in his lap
as he typed:

>Incorrect.
>
>"Blitter TOS" is TOS 1.02
>
>It got the name "Blitter TOS" as it was the first to support a blitter.
>
>It also featured the XBIOS Blitmode() call to configure the blitter.
>
>It was also fitted as standard to the Mega ST (released in 1987) which
>had a blitter as a standard fitting.
>
>"Rainbow TOS" was TOS 1.04 and came later (1988 for the disc-loadable
>Developer version, mid/late 1989 for the ROM version)

Okay, now I'm confused. I started my ST life with a 1 meg 520STFM,
which had TOS 1.02. (Basically it was a 1040STFM in a 520STFM case)
I don't remember any Blitter option anywhere, and (obviously) my ST
didn't have a Blitter chip. I later moved on to the Mega ST4, which
of course did have Blitter, and TOS 1.04 and, as expected, this did
have the option to toggle Blitter. Did the first Mega STs have TOS
1.02 before being one-upped to 1.04?

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

2653. WDIALOG.PRG update?

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 20:01:28 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <8pgpaokpa1@news6.svr.pol.co.uk>
Source record: 57634

Hi folks!

I was just wondering if there is an update to WDIAlOG.PRG v.2.04 around as I'd like to replace the one that's currently running in my AUTO folder as my part of my hard drive boot-up routine. Any ideas? Please post here.

Cheers :)
Al

2654. Re: Wtd: Wiring Diagram

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 21:01:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39bbf68c$0$18632@news.zetnet.co.uk>
Source record: 57636

On 9 Sep 2000 16:15:00 +, Peter Schneider wrote:

|Hi Dave,
|
|DW>Wanted - Wiring diagram for conecting a 21" multiscan to my TT so that
|DW>I can display TT High Res.
|I think that's impossible, for the TT can display TT high (1280*960)
|only in b/w, and that there doesn't exist any graphics card that may
|display that high resolution via VGA because it needs to much video
|RAM.

The TT High output is ECL (emitter-coupled logic). My TT manual is
not here so I can't give you the TT pin out. I presume you have that
for your monitor. System Solutions supplied me with a cable when I
bought the monitor from them - perhaps you could contact them.

2655. Re: Blitter TOS (was: What's the Atari

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 21:01:01 UTC
From: jlog@zetnet.co.uk
Message-ID: <39bbf68d$0$18632@news.zetnet.co.uk>
Source record: 57635

On 10 Sep 2000 19:28:49 , Mindfield wrote:

| . . . . .
|Okay, now I'm confused. I started my ST life with a 1 meg 520STFM,
|which had TOS 1.02. (Basically it was a 1040STFM in a 520STFM case)
|I don't remember any Blitter option anywhere, and (obviously) my ST
|didn't have a Blitter chip. I later moved on to the Mega ST4, which
|of course did have Blitter, and TOS 1.04 and, as expected, this did
|have the option to toggle Blitter. Did the first Mega STs have TOS
|1.02 before being one-upped to 1.04?

The first Megas were shipped without the blitter installed. When the chip was not there the blitter option was not shown on the desk menu I remember having to take the machine back to the dealer to get the blitter inserted.

2656. Re: Blitter TOS (was: What's the Atari to h

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 21:10:42 UTC
From: swampfox1@earthlink.net
Message-ID: <mNSu5.1573$zC.81330@newsread2.prod.itd.earthlink.net>
Source record: 57637

```
On 10 Sep 2000 17:41:27 , "G Swaine" wrote:
>"Mindfield" <mindfield@badgers.home.com> wrote ...
>> Peter_Schneider@su2.maus.de (Peter Schneider) wrote:
>> >MS>If I wanted to get an Atari to play with, what would be the best
>one
>> >MS>to get?
>> >for games I'd suggest a 1040 ST with TOS 1.02 (Blitter-TOS) or older.
>>
>> Blitter TOS is 1.04 (a.k.a. Rainbow TOS)
>
>Incorrect.
>
>"Blitter TOS" is TOS 1.02
>
>It got the name "Blitter TOS" as it was the first to support a blitter.
>
>It also featured the XBIOS Blitmode() call to configure the blitter.
>
>It was also fitted as standard to the Mega ST (released in 1987) which
>had a blitter as a standard fitting.
>
>"Rainbow TOS" was TOS 1.04 and came later (1988 for the disc-loadable
>Developer version, mid/late 1989 for the ROM version)
>
>--
>
>Due to the amount of junkmail I've received in the past, this message
>has bogus From and ReplyTo names and addresses. I can be contacted via
>an intermediary : gem at gem win co nz. I would like to apologise to the
>genuine respondents that this may inconvenience.
>
>.
Ya' got my curiosity now too! My MegaST4 'DESK' drop-down shows only
"TOS" but no version (Copyright 1986, 1987). The 'OPTIONS' drop-down
menu does have 'Blitter' to check! It's in ROM since I let the machine
load without a floppy disk inserted (no hard drive either).
So is it 1.02 ?
John G.
```

2657. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-10 21:14:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <oG4AgJAYm$u5EwYm@euphony.net>
Source record: 57638

In article <srn8a067ct6160@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> writes
>Did you ever have this problem when going from disk 2 to 4. (I think I
>got the right disk numbers). My version would crash out "Error 41" or
>something. I found out the way to stop it was to go from disk 2 to 1
>THEN to 4. (at the insert disk 4 prompt)

Hmmm! I don't think so! I can't remember having any problems!

>
>Broken Sword 1 and 2 get quite close to being as good as Monkey
>Island.

I've not tried those, maybe when I've got some leisure time I'll track
them down:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2658. Re: Stacy hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 00:02:29 UTC
From: Des <dest-AT@edmc.net>
Message-ID: <Pine.WNT.4.10.10009101757170.-285227@dragon.edbd1.ab.wave.home.com>
Source record: 57639

Richard,

Did you fit that 540MB drive yourself? What's the trick in getting the
Stacy case opened up? I removed all the screws on the bottom and two on
the back, but something was holding the case together at the floppy/hard
drive part of the case. I was able to pry it open everywhere else.

> I think the old Conner drives they put in the Stacy weren't auto parking?

This is true. I use "Ship" in HDX.PRG on this Connor 20MB.

Des
--
dest@edmc.net

2659. Re: Blitter TOS (was: What's the Atari to have ?)

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 02:39:30 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8phcsr$e52$1@perki.connect.com.au>
Source record: 57641

TOS 1.04 was developed before (I think with STE in mind) the ste came along,
but was initially desighned as a bug free :-) OS for predominantly the Mega
ST, the STFM with TOS 1.04 was a rare beast>

Mark Bedingfield

G Swaine <g.swaine@the.gluepot.com> wrote in message
news:8pfqa9$28hn$1@news.comnet.co.nz...
> "Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote ...
> > In rsponse to what I wrote:
> > >"Rainbow TOS" was TOS 1.04 and came later (1988 for the disc-loadable
> > >Developer version, mid/late 1989 for the ROM version)
> >
> > Now I'm confused (easy to do on Sunday morning). I thought Rainbow TOS
> > was 1.6, the STE TOS, because it had a coloured Atari logo on the info
> > box.
> >
> > Richard, who remembers his /single sided/ 520STFM had the blitter menu
> > item.
>
> AFAICR, here is a brief history of TOS versions and their names:
>
> TOS 1.0 was known as either "Disc TOS" or "ROM TOS" depending on whether
> it was loaded from disc when the machine started, or it was installed on
> ROMs
>
> TOS 1.2 was "Blitter TOS" and first appeared in the Mega ST, and later
> made its way into the STM, STF, STFM machines.
>
> TOS 1.4 was "Rainbow TOS" - first available on disc to developers, and
> later as ROMs for upgrading older machines. It massively sped up disc
> accesses and had a faster user interface.
>
> From the release of the STE and TT in 1990, TOS stopped getting
> nicknames, and instead became known for the machine they were designed
> for.
>
> TOS 1.6 and the patched 1.62 were "STE TOS"
>
> TOS 2.x was "Mega STE" TOS
>
> TOS 3.x was "TT TOS"
>
> TOS 4.x was "Falcon" TOS
>

> However, it can be argued that Rainbow TOS 1.04 was STE TOS, as both
> shared the same general code base, with Rainbow TOS having the
> STE-specific TOS 1.06 features removed.
>
> --
>
> Due to the amount of junkmail I've received in the past, this message
> has bogus From and ReplyTo names and addresses. I can be contacted via
> an intermediary : gem at gem win co nz. I would like to apologise to the
> genuine respondents that this may inconvenience.
>

2660. Re: Blitter TOS (was: What's the Atari to h

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 02:41:19 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8phd09$e7c$1@perki.connect.com.au>
Source record: 57642

Yes :-) but with no blitter installed.

Mark Bedingfield

John Garone <swampfox1@earthlink.net> wrote in message
news:mNSu5.1573$zC.81330@newsread2.prod.itd.earthlink.net...
> On 10 Sep 2000 17:41:27 , "G Swaine" wrote:
> >"Mindfield" <mindfield@badgers.home.com> wrote ...
> >> Peter_Schneider@su2.maus.de (Peter Schneider) wrote:
> >> >MS>If I wanted to get an Atari to play with, what would be the best
> >one
> >> >MS>to get?
> >> >for games I'd suggest a 1040 ST with TOS 1.02 (Blitter-TOS) or older.
> >>
> >> Blitter TOS is 1.04 (a.k.a. Rainbow TOS)
> >
> >Incorrect.
> >
> >"Blitter TOS" is TOS 1.02
> >
> >It got the name "Blitter TOS" as it was the first to support a blitter.
> >
> >It also featured the XBIOS Blitmode() call to configure the blitter.
> >
> >It was also fitted as standard to the Mega ST (released in 1987) which
> >had a blitter as a standard fitting.
> >
> >"Rainbow TOS" was TOS 1.04 and came later (1988 for the disc-loadable
> >Developer version, mid/late 1989 for the ROM version)
> >
> >--
> >
> >Due to the amount of junkmail I've received in the past, this message
> >has bogus From and ReplyTo names and addresses. I can be contacted via
> >an intermediary : gem at gem win co nz. I would like to apologise to the
> >genuine respondents that this may inconvenience.
> >
> >.
> Ya' got my curiosity now too! My MegaST4 'DESK' drop-down shows only
> "TOS" but no version (Copyright 1986, 1987). The 'OPTIONS' drop-down
> menu does have 'Blitter' to check! It's in ROM since I let the machine
> load without a floppy disk inserted (no hard drive either).
> So is it 1.02 ?
> John G.
>

>

2661. Re: Blitter TOS

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 06:26:05 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8phttt$d7$1@snipp.uninett.no>
Source record: 57643

Mark Bedingfield <mark@baypc.com.au> wrote:
> TOS 1.04 was developed before (I think with STE in mind) the ste came along,
> but was initially desighned as a bug free :-) OS for predominantly the Mega
> ST, the STFM with TOS 1.04 was a rare beast>

Atari UK sold heaps of 520's with 1.04, and this was also one of the more
popular ST's here in Norway at that time.

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2662. Re: ST floppy images

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 09:03:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968741352-59027AEicMi@cwcom.net>
Source record: 57568

From: "Michael Dr?ing" <doc_wagon.nospam@gmx.de>
Date: Sat, 9 Sep 2000 23:13:20 +0200

>1. Is it normal that the computer needs about 1-2 minutes to boot up when
>there's a floppy connected? Without floppy it boot within seconds...

Put a blank (ie formatted) disk into the drive, most likely that'll fix the
problem. Could be that the disk that you're using has programs in the AUTO
folder or desktop accessories which the computer is loading and executing.

>2. How do I put floppy image files on disk from my PC? I have absolutely no
>software on an ST disk so I can't make a direct serial connection...

I don't have a clue about image files, but in general the PC will read and
write to disks which you've formatted on the Atari.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2663. Re: Blitter TOS (was: What's the Atari to h

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 09:20:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968741358-60350AEicMi@cwcom.net>
Source record: 57571

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Mon, 11 Sep 2000 12:41:19 +1000

>Yes :-) but with no blitter installed.

[an entire message quoted snipped]

Mark, is there any chance of just quoting the relevant bit of a message that you're replying to? There's usually no need to quote an entire message, especially if your reply is a one-liner!

Thanks in advance.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2664. Re: FREE: (UK) ST Stuff + Mags

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 09:42:16 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <8pi931$aq7$1@newsg2.svr.pol.co.uk>
Source record: 57645

Hi,
Where in the UK are you?

I will take all the free stuff of your hands!!!!

How much did you want for the other stuff?
I may be being dumb here but you say you want a bunch of unused floppy
disks?

Tim

>Atari ST software
>=================
>View II, Blitz Turbo lead, Easy Text Plus, Mini Office Professional -
>Comms, Degas Elite, Family Curriculum Creative Module, Terminator 2,
>Falcon - Classic collection (inc Missions 1&2), Powermonger - Platinum
>(inc WWI edition), Triad Vol 1 & 2, Hewson Premier Collection, R-Type,
>Slap Fight, Outrun, Speed boat Assassins + Mega Lo Mania (works on
>Falcon).
>
>Bits
>====
>Zipstick joystick, Cheetah Mach I joystick, Atari Mouse, around 300 DSDD
>used disks.
>
>Magazines
>=========
>Atari World Iss 2 - 11 ST Applications 62-73
>Atari ST Review Iss 30,31,33,34 & 35
>ST Format Iss 68-79 and 82-86 (the last).

2665. Flickering SM124 on MegaSTe ??

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 12:19:52 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <39BCCDE7.46C0C151@darkstar64.freeserve.co.uk>
Source record: 57546

Hi Folks!
I was wondering if anybody here would know why the image on my SM124 should flicker when it is used on a MegaSTe yet work fine when plugged into a standard MegaST ?? (I have tried two MegaSTe's and they both produce the same result)

Cheers,
Dave

PS Anybody in the UK got an SM144 for sale? :)
--
---===---===---===---
ICQ No. 34363311
---===---===---===---

2666. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 12:47:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968741350-58586AEicMi@cwcom.net>
Source record: 57567

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 9 Sep 2000 16:17:22 GMT

>> I would do what Steve says and change the position in the SCSI chain. I do
>
>If HD-Driver recognise it, HDDR-Util can partition it (try a sector-scan
>too) and the desktop finds the partition, I don't think there's anything
>wrong with the physical connection. It's more likely to be a problem with
>the partition itself, e.g. too big for the OS he's using, wrong partition
>ID or something like that.

I think that you're on the right lines here. There's absolutely no problem with
HDDriver partitioning it (I haven't tried a sector scan), but there's obviously
something extra that I've missed - not the OS, which is MagiC 6

According to HDDriver's docs the correct partition ID is automatically applied
AFAICS. In this case the ident is $0b.

Thanks for the reply! :-)

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2667. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 12:48:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968741354-59466AEicMi@cwcom.net>
Source record: 57569

From: cvillard@club-internet.fr (chris)
Date: 10 Sep 2000 07:20:42 GMT

>it's very strange cause with a ct2, you absolutely have no need for a
>blow up hard or a screenblaster. The ct2 provides an acceleration of
>the video chip (videl) witch allows such a resolution (800x600) withe
>the appropriate program (centscreen + videomod) ; i have a ct2 too

I cannot get on at all with Centscreen. The bottom half of the screen is
full of pixel garbage and I cannot center the screen on the monitor. I
much prefer Videlity, it's not as straightforward to set up, but for me it
works! :-)

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2668. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 12:49:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968741344-57666AEicMi@cwcom.net>
Source record: 57565

From: Steve Stupple <Steve@atari.org>
Date: Sat, 9 Sep 2000 10:25:09 +0100

>SCSI devices! don't you just love them.

I normally don't have a problem, but...

>Try changing the position in the SCSI chain! Or try the drive on it's
>own, then add a device one at a time or even with different cables.

It's none of these. If I partition this 4.5Gb drive into several smaller drives it works fine. Any attempt at anything larger than a Gig or so, I get a drive letter allocated but no access is allowed (I haven't had time to find the actual limits yet). Jo Even seems to have a lead on this.

Since my Falcon is running MagiC6 and I'm using HDDriver (actually 7.71), I'd expect there to be no problem running this drive as one large partition, preferably in a compatible mode with a laptop.

Thanks for the reply! :-)

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2669. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 12:50:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968741346-58123AEicMi@cwcom.net>
Source record: 57566

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sat, 09 Sep 2000 13:48:38 GMT

>>I've just bought myself a Seagate Barracuda ST15150N 4.3Gb drive - and
it's
>>driving me nuts!
>>
>>It's inserted into a SCSI chain from my Falcon which has (in physical
order),

>
>>CDWriter (ID2), CDROM (ID3), the Barracuda (ID0), Syquest EZ135 (ID1)
and
>
>I would do what Steve says and change the position in the SCSI chain. I
do

It's not that simple actually, from a purely physical aspect! (Leaning
Tower of Pisa alert!) :-)

>not believe I have ever had a device on postion "0". Also, change the
>booting order and have the HS first.

There's nothing out of the ordinary about having a drive set to 0, however

changing it to the next available ID (4) makes absolutely no difference
whatsoever! :-(

My internal IDE drive is the boot drive.
--
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2670. RF Modulator for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 14:46:57 UTC
From: Jim Totaro <jim@totaro.com>
Message-ID: <srps263rct6142@corp.supernews.com>
Source record: 57547

anyone know where I can find an RF modulator that works with an atari ST?
preferably one that works with cable connections or RCA cables.. not the
usual
screw on type connector...

thanks!!!!!!!!!

2671. SoftPC

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 14:56:40 UTC
From: ebaiz@skyenet.net
Message-ID: <Io6v5.1311$kB1.2611@newsfeed.slurp.net>
Source record: 57548

Hello,

I have this program running fine on my Hades. The 286 emulation is just amazing. Too bad the authors never made a 386 emulator or greater for the Atari's. But anyway, there is an option to set the printer port and also COM1 and COM2. Here you can use a program on the Atari as one of the ports. I was wondering if anyone knew or had an idea as to what kind of program (file) could be used here so that the DOS programs ran on SoftPC would access the Atari's printer and modem ports?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2672. Re: Flickering SM124 on MegaSTe ??

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 15:45:13 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <39BCFE09.B9FC9909@avtomatika.com>
Source record: 57550

David Williams wrote:

> Hi Folks!
> I was wondering if anybody here would know why the image on my SM124
> should flicker when it is used on a MegaSTe yet work fine when plugged
> into a standard MegaST ?? (I have tried two MegaSTe's and they both
> produce the same result)
>

What exactly do you mean by "flicker" ?
Does the picture looses its sync in one or both ways or just rapidly
varies brightnes intensity level ?

Branko

2673. A re-acquaintance with Windows.

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 15:45:59 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39BCFE37.B3AB7FEB@patent.gov.uk>
Source record: 57549

Hi all,

have been kept away from my office PC for 7 weeks, heart attack not hols, but have been keeping in touch with my Milan. I'm now back in front of my 18" PC and the re-acquaintance with Windows is horrifying. It takes an enforced spell with the purity and downright efficiency of TOS/NAES/THING, to bring home the sheer hellishness of the world according to Gates. If as looks increasingly likely the Milan II comes to nought, this will be a tragedy to make Macbeth look tame.

I am going to have to learn 'Word for Windows' after over a decade of WordPerfect, not to mention Protex and Papyrus. Heaven help me!!!!

I am producing CDs for my son completely on my Milan and Falcons, The CD on my C-Lab, using CAF and CD Writer (with CD Backup keeping the HD lean, clean and mean and the CD label and in-fill card on my Milan using DA's LayoutTC. We have advance orders from Bristol acoustic clubs. I wanted to print the full production history on the CD cover, and 'not a PC in sight', but my son didn't want to offend his PC and Mac VST using friends!!! Oh well such is youth!

Bob King

Bob King.

2674. Re: RF Modulator for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 17:23:07 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <XYBv3jA7TRv5EwXU@steverosie.demon.co.uk>
Source record: 57552

In article <srps263rct6142@corp.supernews.com>, Jim Totaro
<jim@totaro.com> writes
>anyone know where I can find an RF modulator that works with an atari ST?
>preferably one that works with cable connections or RCA cables.. not the
>usual
>screw on type connector...
>
>thanks!!!!!!!!!
>
>

You could modify an Amstrad modulator as it's virtually a RGB input.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2675. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 18:07:01 UTC
From: banbury@NO
Message-ID: <39bd1135@eeyore.callnetuk.com>
Source record: 57551

Hi Ken
Yes I could find the 'stats' after a very long look but I will not I
said in my post for Denesh to send the money to Didier for Aniplayer
and the money for IPRN to Dan which I thought was fair.

On 6 Sep 2000 03:54:15 G, Ken Macdonald wrote:
>On 2 Sep 2000 17:42:48 -, Steve Sweet wrote:
>:HI All
>:
>:> This would be the same Denesh that I sent money to last November for
>:> Aniplayer and IPRN registration.
>:
>:Dont people in here have long memories. 8~)
>:
>:Right, now we'l get the flame wars restart again from the peop that got a key for summat
>:that will defend him and the others that only ever had hope that far outnumber them.
>:8~)
>
>do you have the stats to back that up or are you only shit disturbing! ;-)
>ken
>
>as they say, shit happens. I know how hard it is as I distribute Mario Becrofts
>excellent gear in Canada. I make sure I send out stuff as soon as I get the money,

Cheers John

2676. Re: RF Modulator for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 19:49:44 UTC
From: swampfox1@earthlink.net
Message-ID: <sHav5.5300$QQ2.168753@newsread1.prod.itd.earthlink.net>
Source record: 57553

On 11 Sep 2000 07:46:57 , "Jim Totaro" wrote:
>anyone know where I can find an RF modulator that works with an atari ST?
>preferably one that works with cable connections or RCA cables.. not the
>usual
>screw on type connector...
>
>thanks!!!!!!!!!
>
>
>.
Jim,
If you can find one, there was a product called Video Key by
Practical Solutions which gave separate Audio, Video, TV, and
feedthrough monitor outputs.
John G.

2677. Re: 1040stf problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 20:16:31 UTC
From: bindon@madasafish.com
Message-ID: <srqfcvcgct6120@corp.supernews.com>
Source record: 57554

On 10 Sep 2000 22:14:00 , Steve Stupple wrote:
>In article <srn8a067ct6160@corp.supernews.com>, Lyndon Amsdon
><bindon@madasafish.com> writes

>>Broken Sword 1 and 2 get quite close to being as good as Monkey
>>Island.
>
>I've not tried those, maybe when I've got some leisure time I'll track
>them down:)

Maybe I should have said they're Playstation and PC games, still very
good. Lucas Arts make Grim Fandango for the PC too, very like Monkey
Island. I won't go on a PC games though cos this ain't the place.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2678. Re: FREE: (UK) ST Stuff + Mags

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 20:44:29 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <8pjg7d$8a9$1@news7.svr.pol.co.uk>
Source record: 57555

On 11 Sep 2000 10:42:16 , "tim anderson" wrote:
>Hi,
>Where in the UK are you?
>
>I will take all the free stuff of your hands!!!!
>
>How much did you want for the other stuff?
>I may be being dumb here but you say you want a bunch of unused floppy
>disks?
>
>Tim
>

Hi Tim

I'm in Leeds, West Yorkshire.

That's good but I have at least two other e-mailed offers at present, so
its case of whoever gets here first!!

Current offer for the keyboard is 20UKP. The SCSI burster is 15UKP.
No offers as yet for the excellent MicroVitec monitor though!

Can you please e-mail me with your location/offers??

Thanks

Neil :-)

2679. FS Video Digitiser for ST

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 20:52:25 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <968705160.28174.0.nnrp-07.9e98e6ee@news.demon.co.uk>
Source record: 57556

For sale

Video digitiser system comprising a VIDI-ST and VIDI-RGB
unit from ROMBO. Together these allow real time grabbing
of full colour video frames. Video input, and saturation and brightness
controls plugs into the ST/STe catridge port. Includes PSU.

All software disks and drives included.

Offers around 35GBP.

2680. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 21:21:12 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968788698-109121AEicMi@bun.com>
Source record: 57590

Hi Dezza

>>The really ridicolous dialoges are in the paragraph formatting section.

>I can't understand why no-one else agrees with us here Steve,

I keep getting dismissed as i'm refering to the demo version, but ive also witnessed these problems on your full version when you demo it at club.

Most of the silly errors ive sussed by delving in the binary, others are in the rsc, but the layout is bad in general.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2681. Re: Stacy hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 21:50:02 UTC
From: atarigalen@my-deja.com
Message-ID: <8pjk21$e6n$1@nnrp1.deja.com>
Source record: 57557

In article <Pine.WNT.4.10.10009101757170.-
285227@dragon.edbd1.ab.wave.home.com>,
Des <dest-AT@edmc.net> wrote:
> Richard,
>
> Did you fit that 540MB drive yourself? What's the trick in getting the
> Stacy case opened up? I removed all the screws on the bottom and two
> on the back, but something was holding the case together at the
> floppy/hard drive part of the case. I was able to pry it open
> everywhere else.
>
You get into the STacy through the screen. Remove the label that says
STacy just below the screen and you will find two screws. Remove them
and the screen comes apart, thus giving you more than enough slack
cabling to open the lower case.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2682. Re: Games question

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 22:04:56 UTC
From: atarigalen@my-deja.com
Message-ID: <8pjktp$f9o$1@nnrp1.deja.com>
Source record: 57558

In article <EiSt5.1390$911.96886@bgtnsc06-news.ops.worldnet.att.net>,
"William Dandreta" <wjdandreta@worldnet.att.net> wrote:
> I gave my old Atari ST to my mother and I want to teach her how to
use it.
>
> I thought the best way to get her started would be to let her play
some
> games that she already knows (like Soitaire, Tic Tac Toe, etc.).
>
> Are there any websites that have simple games for the Atari ST that I
can
> download?

This site should keep you busy awhile:

http://www.spythis.com/cca/dir.html

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

2683. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-11 22:27:28 UTC
From: jlog@zetnet.co.uk
Message-ID: <39bd5c50$0$18635@news.zetnet.co.uk>
Source record: 57559

On 9 Sep 2000 10:31:22 G, Derryck Croker wrote:

| . . . .
|>The really ridicolous dialoges are in the paragraph formatting section.
|
|I can't understand why no-one else agrees with us here Steve, I had a poke about
|in the RSC yesterday, I cannot believe how messy some of the other boxes are!
|Text lines that get severely chopped at the ends of lines because they're too
|long for the forms they're supposed to fit - and so on!

I really do not see many problems with the boxes. In the Printer set-up dialogue there is one box containing 'Remove report' which is too short; and in RTF Import and Export there is a bit of untidiness and overlap. None of these affect functionality at all.

I have started to make a note of niggles when I come to them. One in particular, the behaviour of hyphens, is a problem; another, the absence of a shortcut for Import Graphics, is a nuisance; another, the difficulty understanding the function of master pages, is probably just me.

The hyphen problem comes when a hyphenated word occurs at the end of a line. I normally keep hyphenation off but I would expect a line break to occur _at_ the hyphen. It doesn't, and if you add a soft hyphen at the ordinary hyphen, both are displayed. You can get round this by deleting the ordinary hyphen but a) the spell-checker thinks the hyphenated word is all one and flags an error, and b) the soft hyphen disappears if the text is revised and the word moves from the end of the line. Not very bright :-)

In the old Papyrus it was possible to edit the RSC file to move shift-control-P from the Printer dialogue to the Import Picture dialogue but I have not found how to do this in version 8.

I'm not sure what happened to the Number of Copies in the Printer Dialogue. In version 5 if it was set for a certain number, that number used to be remembered (until quitting the program) but it always seems to revert to 1 in version 8.

I have a table in one template which contains a number. (I sent all this stuff to Ulli.) The number looks fine on screen but is printed in completely the wrong font when using the Papyrus drivers (but not when using NVDI).

2684. Re: Blitter TOS (was: What's the Atari to h

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009122051.a9768@su2.maus.de>
Source record: 57572

hi John,

JG>My MegaST4 'DESK' drop-down shows only "TOS" but no version (Copyright
JG>1986, 1987).
so I suppose you're running Blitter TOS (1.02), maybe without a
blitter.

As I think Atari did never release more than one TOS in one year, the
TOS may be recognised by the final year in the menu cited by you.

So '1987' leads me to the opinion your TOS is 1.02 (BlitterTOS)

JG>The 'OPTIONS' drop-down menu does have 'Blitter' to check!
So furthermore, I think you really own a bliiter chip!! My first ST in
'88 was delivered with that (German) TOS, but with no blitter chip.
And there are a lot of applications I'd recommend to switch out that
chip, even there are some that don't run at all a blitter being
activated...

JG>So is it 1.02 ?
Yes, I'm pretty sure it is.

Und TTschï¿½
ps

2685. Re: Blitter TOS

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 02:26:52 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8pk0k9ler1@perki.connect.com.au>
Source record: 57560

I have put 1.04 in a few STFM's but never seen one "Off the shelf", must be Australia being the arse end of the universe again:-)

Mark Bedingfield

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message news:8phttt$d7$1@snipp.uninett.no...
> Mark Bedingfield <mark@baypc.com.au> wrote:
> > TOS 1.04 was developed before (I think with STE in mind) the ste came along,
> > but was initially desighned as a bug free :-) OS for predominantly the Mega
> > ST, the STFM with TOS 1.04 was a rare beast>
>
> Atari UK sold heaps of 520's with 1.04, and this was also one of the more
> popular ST's here in Norway at that time.
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

2686. ATARI TT030 FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 03:05:35 UTC
From: Rolf <rolf@mediaone.net>
Message-ID: <34hv5.79807$56.311736@typhoon.jacksonville.mediaone.net>
Source record: 57561

On EBAY:

Here's the LINK:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=435913119

2687. FS:microvitec monitor UK

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 06:00:05 UTC
From: mark arstall <strega@lineone.net>
Message-ID: <8pkgn1$8cl$1@supernews.com>
Source record: 57562

```
Microvitec monitor 1438 multiscan
multiscan switcher box
offers
mark
strega@lineone.net
(manchester uk)
```

2688. Re: ATARI TT030 FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 06:02:47 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8pkgu5eub1@uranium.btinternet.com>
Source record: 57563

Rolf <rolf@mediaone.net> wrote in message
news:34hv5.79807$56.311736@typhoon.jacksonville.mediaone.net...
> On EBAY:
>
> Here's the LINK:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=435913119
>
>
>
>

It's not for sale is it! Its for aunction!!!!

git

2689. Wouldnt it be nice..

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 06:04:19 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8pkh0vfaa1@uranium.btinternet.com>
Source record: 57564

If when people were selling items, they put there country in the subject.
Nice to see some people doing it now.

Also, for sale is different to for auction, learn the difference please

Simon

2690. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 07:13:02 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8pkl1ujfq1@snipp.uninett.no>
Source record: 57573

Derryck Croker <derryck@nospamcix.co.uk> wrote:

> Since my Falcon is running MagiC6 and I'm using HDDriver (actually 7.71),
> I'd expect there to be no problem running this drive as one large
> partition, preferably in a compatible mode with a laptop.

I don't know the limits in MagiC, but it's possible that you must use
FAT32 for partitions bigger than 2Gb (just a guess). FAT can only access
65536 clusters, with 4.5Gb partitions this means clusters bigger than 64Kb
and I'm not sure if MagiC can handle this. It's not particularly efficient
either...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2691. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 07:47:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968741356-59906AEicMi@cwcom.net>
Source record: 57570

From: Uwe Seimet <us@ooc.de>
Date: Sun, 10 Sep 2000 10:01:20 +0200

>Jo Even Skarstein wrote:
>
>> If HD-Driver recognise it, HDDR-Util can partition it (try a sector-
scan

>This is absolute correct. Any problem caused by the SCSI hardware would
>result in HDDRIVER not properly identifying the drive. You would not be
>able to partition the drive at all in such a case.

That matches my experience - just to paraphrase, if I partition the drive
into several smaller ones that seems to be fine. One large 4.5Gb (or 4 1Gb

ones), forget it! MagiC6 and HDDriver 7.71 should be capapble of this,
surely? Partition ID as allocated by HDUtility is $0b. Drive "Busy" light
flashes as I doubleclick its icon on the desktop.

>Offline until 9/20/00.

On holiday? Hope it's a good one! :-)

I'm offline from the 16th to the 23rd.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2692. Re: [AtarICQ] New update!

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 08:44:24 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8pkqd7qla1@nnrp1.deja.com>
Source record: 57574

In article <Pine.MNT.4.10.10009062232230.144-100000@TT030>,
Lonny Pursell <atari@SYNTAX.ERROR> wrote:

> > >He has the same problem I have, the ifusion author does not reply
to his e-mail. :(>
> > Is the eMail address correct?.
>
> I sent it via his website link, can't speak for the icq author.

Same here, I used the address on his website, and it has been quite a
while since I mailed him. If people wants to use AtarICQ with iFusion I
suggest you get in touch with the author of iFusion and tell him about
it.

Since the AICQ.OVL for AtarICQ is written by Dan Ackerman, who also
happens to be the main developer of STiK2, my guess would be that it is
fairly STiK-compatible ;)

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

2693. Re: Flickering SM124 on MegaSTe ??

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 08:51:24 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8pkqqc$h3$1@nnrp2.phx.gblx.net>
Source record: 57575

David Williams <Dave@darkstar64.freeserve.co.uk> wrote:
: Hi Folks!
: I was wondering if anybody here would know why the image on my SM124
: should flicker when it is used on a MegaSTe yet work fine when plugged
: into a standard MegaST ?? (I have tried two MegaSTe's and they both
: produce the same result)

Yes, somebody knows. The filter capacitors on the video outputs
are too big for the capacitances of some monitor cables. The
solution is to make them smaller. Some soldering in required!

--_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

2694. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 09:06:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968827522-33089AEicMi@cwcom.net>
Source record: 57505

From: jlog@zetnet.co.uk (JI Logan)
Date: 11 Sep 2000 22:27:28 GMT

>|>The really ridicolous dialoges are in the paragraph formatting section.
>|
>|I can't understand why no-one else agrees with us here Steve, I had a
>poke about
>|in the RSC yesterday, I cannot believe how messy some of the other boxes

>are!

>I really do not see many problems with the boxes. In the Printer
>set-up dialogue there is one box containing 'Remove report' which is
>too short; and in RTF Import and Export there is a bit of untidiness
>and overlap. None of these affect functionality at all.

I must be ultra fussy then, but I still cannot understand why all these
niggles weren't sorted at the time the RSC was generated. It doesn't take
any longer, and such oddities as text cut short because it overlaps the
edge of a box would have long ago been sorted! It's also peculiar, because

usually a translation from German is shorter than the original.

>I have started to make a note of niggles when I come to them. One in
>particular, the behaviour of hyphens, is a problem; another, the

It's good that you're reporting these problems back to Ulli, mayhap the
next release will address some of them. I understand that there's an issue

with the lable printing routine too, I haven't come across this yet as I
haven't had the need to print any yet!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2695. Atari Compendium

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 09:39:02 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <968751690.14552.0.nnrp-10.9e98e6ee@news.demon.co.uk>
Source record: 57576

Hi

Ive got a copy of the Atari Compendium which I think is
the second addition - circa 1994. Was this the last edition
or was there a later one?

Ian@techsoftware.freeserve.co.uk

2696. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 10:08:15 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8pkvaferi1@sun27.hrz.tu-darmstadt.de>
Source record: 57577

Hi!

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> Since my Falcon is running MagiC6 and I'm using HDDriver (actually 7.71),
> I'd expect there to be no problem running this drive as one large
> partition, preferably in a compatible mode with a laptop.

In that case, you _must_ use FAT32 as partition type, as FAT16 (the
default) is limited to 2 Gigabyte partitions, i.e. if you create a
larger one and don't tell HDDRUTIL that you want a FAT32 partition, you
won't be able to access it afterwards.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2697. Re: Re: ST floppy images

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 11:38:35 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <vf5srs4c73ijj9a2a86ocer9lup002017k@4ax.com>
Source record: 57578

On Mon, 11 Sep 2000 09:03:02 GMT, Derryck Croker
<derryck@NOSPAMcix.co.uk> drooled an embarassing wet spot in his lap
as he typed:

>From: "Michael Dr?ing" <doc_wagon.nospam@gmx.de>
>Date: Sat, 9 Sep 2000 23:13:20 +0200
>
>>1. Is it normal that the computer needs about 1-2 minutes to boot up when
>>there's a floppy connected? Without floppy it boot within seconds...
>
>Put a blank (ie formatted) disk into the drive, most likely that'll fix the
>problem. Could be that the disk that you're using has programs in the AUTO
>folder or desktop accessories which the computer is loading and executing.
>
>>2. How do I put floppy image files on disk from my PC? I have absolutely no
>>software on an ST disk so I can't make a direct serial connection...
>
>I don't have a clue about image files, but in general the PC will read and
>write to disks which you've formatted on the Atari.

Only if the disk is 720k (80/9/2) formatted.
--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

2698. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 12:04:15 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3Zov5.2768$RL4.2875453@nnrp6.proxad.net>
Source record: 57579

My personal experience with Milan crew is bad... :

I asked them if they may need a DSP56301 + audio card to emulate the Falcon.
They (ALI) answered me that was very good idea and they need it.
I designed the DEESSE card (www.czuba-tech.com) and finished to assemblme
the prototype just for the 10-10 june show !!
They saw my card and seemed very enthousiast. We spoke about technical and
financial points.
Ali told me he will conatct me after the show about DEESSE, especially
because I needed a Milan mb to test Deesse and let my coder do the driver !
But this day, I have no milan mb and no driver was developped for deesse and
Milan !!!

I really think now that the developper strategy is near equal to ZERO !
I think that milan is a 'day after day' 'adventure' without any planning !!
If you consider the time since the show of june : if I had a mb, this time
the Deesse card should surely be ready and the driver too !!
This means that they would be a DSP + audio 24-bit card ready to be bought
by the milan buyers !!
But now, if the Milan 2 is here, the D�eese will not me ready the same time
: it is clearly an example of a 'not planned business and design'...
A other sign is that a good list of software and hardware projects with
authors and companies should be available on the net : it is not the case !!

I can proudly say now that even with a small product like CT2, my
developpers and users communication was better; and I had no 'big' (?)
company like AXRO behind me !!! Think about thatn guys !

I really don't understand Milan company now....

Milan 2 with a 060 and some good software like DRAKONIS could be a good
internet terminal (net box) because of the code size (could be put in a
flash without HDD) and the speed of the OS with a 060, so some good markets
are/were possible...

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

Uwe Seimet <us@ooc.de> a �crit dans le message : 39BB40B2.E0D80686@ooc.de...
> Ken Macdonald wrote:
> >

> > Uwe Seimet wrote:
> > > Odd Skancke wrote:
> > > > > > > This means that they have not yet tried to negotiate anything and
that
> > > > > > doesn't only concern HDDRIVER (they might have something else) but
also
> > > > > > other packages.
> > > > > This is bad, bad news :(Is there a reason for this?
> > > I think they eventually realized that their plans and expectations are
> > > not realistic at all. How can anybody expect to sell thousands of
> > > machines that are not compatible to any relevant platform?
> > > ---
> > > Dr. Uwe Seimet mailto:us@ooc.de
> > > MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt
> >
> > what would compatible with a relevant platform?
> > what is a relevant platform?
>
> Windows, Linux, MacOS.
>
> > hard to say Uwe, hopefully Axro, GmBH Milan, etc have done their market
> > research
> > ad their is a market _OutSide ;-)_ of atari enthusiasts for the
> > Milan2...
>
> I bet they haven't done any resarch at all. Anyway, fact (and no rumor)
> is that they haven't tried to license important software yet. So even if
> they started with licensing right now and even if they got all the
> licenses they need (which is not sure at all) they can't make it in time
> for any machine to appear in a shop in time for Christmas.
> Didn't Ali Goukassian say the first machines would be available at the
> end of August since this is the time people start thinking about buying
> Christmas gifts? We have September now ...
>
>
> Offline until 9/20/00.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

2699. Possible TT030 sale...

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 15:56:26 UTC
From: asdf <asdf@asdf.com>
Message-ID: <GBpv5.546$X92.2050@newsfeed.slurp.net>
Source record: 57580

Hi there,
I have a TT030 with german TOS 3.06 and keyboard. The system
has a Crazy Dots I gfx card with the 15bit extension. It also has 16MB
TT-RAM + 4MB ST-RAM. The HD is 800MB and it also comes with a SyQuest 44MB
removable drive that comes with 9 disks. The system works great with no
problems. Some of you know that I just bought this computer but my school
requires me to use a PC and I'm looking to get a car so I need all the extra
cash I can get. I am going to ask you to make an offer and if the offer is
reasonable I'll sell it. Naturally the highest offer wins. I am located in
Sudbury, Ontario, Canada. Buyer would pay for Shipping. My email is
gaiyan@vianet.ca Thanks.

Joshua.

2700. [HELP] modifying a RSC file ....

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 16:08:02 UTC
From: Jo Vandeweghe <dipching@pi.be>
Message-ID: <39BE54DE.35FE8A20@pi.be>
Source record: 57581

Since a long time ago I'm registered to the german shareware ADDRESS
2.04, this program allow to manage addresses and I virtually use it
every day.
This program is sadly nomore supported by his author and I've tried to
edit the RSC file to make the window where appear the names bigger ....
In this window 12 addresses are shown and, of course, on the right side
it exist the two arrows and the band to make other addresses scrolling
in this window ....
While trying to modify this, I encountered problems:
1 - It seems impossible to make bigger size for the different elements
of the slider and arrows on the right side.
2 - The window where appear the adresses is full of lines like
"01234567890123456789" .... how to add some more lines ?

If anyone can help me to achieve this I would be happy to share the
result of this work I only hope it will be possible to do this ...
Thanks for any help

Jo
--
Jo Vandeweghe * dipching@pi.be * dip.ching@worldonline.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

2701. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 16:22:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39be6dcc15b0bf0@online.be>
Source record: 57582

on Tue 12-09-2000 12:04 Rodolphe Czuba wrote:

>
>Milan 2 with a 060 and some good software like DRAKONIS could be a good
>internet terminal

Draconis good software? Is this a joke or what? The recent version is just
crap. The only place were it belongs is the dustbin.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2702. Re: Ulli / Papyrus support back from ho

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 17:32:08 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968788702-109589AEicMi@bun.com>
Source record: 57591

Hi Paul

>>The one's i mentioned have 'not' been sorted, besides the demo i have i also get to
>>see a current, full version running at our club.

>Tell me which they are Steve, and I'll see if they are still a problem in
>the latest version. (I take it we are still talking about the text which
>doesn't fit the boxes, rather than the boxes which don't fit the screen.
>Ulli knows about these.)

Derryck, it may be an idea if you made this list as i am refering to a possible extinct demo.

Paul, The one's i recall we discovered together were the Font selector being un-sorted, the remove report button somewhere in the printer dept., the colour labels in the colour selector, paragraph buttons are poxed, colour selectors butons are rasters.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2703. MegaST4 TOS Upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 17:37:20 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <39BE69D1.1BFB6F7D@darkstar64.freeserve.co.uk>
Source record: 57583

Hi There!
I am trying to upgrade a Mega4 from TOS 1.02 (2 Chip) to TOS 1.04 (6 Chip) is there anything I need to change on the logic board as all I get is a blank screen with the 1.04 chips.
The 1.04 chips are known to be good as they were pulled from a working 520ST

Cheers,
Dave

--
---===---===---===---
ICQ No. 34363311
---===---===---===---

2704. Re: Flickering SM124 on MegaSTe ??

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 17:40:21 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <39BE6A85.5ACE0DDC@darkstar64.freeserve.co.uk>
Source record: 57584

Jim DeClercq wrote:

> David Williams <Dave@darkstar64.freeserve.co.uk> wrote:
> : Hi Folks!
> : I was wondering if anybody here would know why the image on my SM124
> : should flicker when it is used on a MegaSTe yet work fine when plugged
> : into a standard MegaST ?? (I have tried two MegaSTe's and they both
> : produce the same result)
>
> Yes, somebody knows. The filter capacitors on the video outputs
> are too big for the capacitances of some monitor cables. The
> solution is to make them smaller. Some soldering in required!

Thanks for the info :)
Any more details on how to do this?
I would really like to get this monitor on the MegaSte

Cheers,
Dave

--
---==---==---==---
ICQ No. 34363311
---==---==---==---

2705. Wtd: Info on Matrix graphics card

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 17:43:39 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <39BE6B4B.49435E3B@darkstar64.freeserve.co.uk>
Source record: 57585

Anybody got any info on a MatScreen/M110 ?
I am after pinouts, drivers and details of screen resolutions

TIA
Dave
--
---=========---=======---
ICQ No. 34363311
---=========---=======---

2706. Re: [HELP] modifying a RSC file ....

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 17:56:02 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39be7c04210dc41@free.fr>
Source record: 57586

Hello,

in article <39BE54DE.35FE8A20@pi.be> (comp.sys.atari.st)
Jo Vandeweghe wrote on Tue 12-09-2000 18:08 (+0200):

> 2 - The window where appear the adresses is full of lines like
> "01234567890123456789" .... how to add some more lines ?

It's easy to modify a RSC in this way (typically (maybe [Shift])
drag&drop the line) but it'll be useless without a rework of the source
code of the program.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

2707. Re: MegaST4 TOS Upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 18:06:27 UTC
From: jlog@zetnet.co.uk
Message-ID: <39be70a3$0$18631@news.zetnet.co.uk>
Source record: 57587

On 12 Sep 2000 18:37:20 , David Williams wrote:

|I am trying to upgrade a Mega4 from TOS 1.02 (2 Chip) to TOS 1.04 (6
|Chip) is there anything I need to change on the logic board as all I get
|is a blank screen with the 1.04 chips.

Yes. Change jumpers W2 and W3 so that they both link positions 1 and
2; install a jumper in location W4; remove IC U12 (which is a
74LS11).

Make sure that the chips are as follows:

U3 C300641-002
U6 C300642-002
U9 C300643-002
U4 C300644-002
U7 C300645-002
U10 C300646-002

2708. Re: On Making ST Disk Images...

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 18:37:30 UTC
From: michael@harrop74.fsnet.co.uk
Message-ID: <39bd4d24.763194@news.freeserve.net>
Source record: 57588

You could try Copy QM program to copy the disk that's what i use when
make disk don't work.

On Sun, 10 Sep 2000 02:38:27 GMT, Mindfield
<mindfield@badgers.home.com> wrote:

>Okay, I'm getting around to dumping as many disk images as I can from
>my collection of old ST disks that I still have in my closet. So far
>my success has been just to the left of abysmal. I've got about 20
>I've managed to rescue, but about 100 so far that have come up bad.
>
>Now, by bad, it's either due to genuine bit rot (bad sectors) or
>something a little more ethereal, like PaCifiST's MAKEDISK program
>can't even read the bootsector to determine the disk's format. (It's
>not that it can't figure out the format, it's that it can't even
>_read_ the bootsector, and thinks it's bad) Now, I'd almost bet my
>life that not _all_ of these are genuinely bad as makedisk alleges;
>possibly it just needs to be read with a specific track/sector/sides
>setting or something. Now, what I'd like to know is if there's
>something _other_ than makedisk that I can use to dump disks to .ST
>disk images? Or something I can maybe use to bitcopy the disk to
>another one? PaCifiST also comes with VGACopy, which is kinda handy,
>but doesn't work on these disks since it can't read the bootsectors
>either.
>
>Ideas? Anyone?

2709. Re: Stacy hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 18:38:06 UTC
From: Richard Ballinger <rich.eb@btinternet.com>
Message-ID: <8pltaf$2s5$1@plutonium.btinternet.com>
Source record: 57589

The easiest way I've found of getting to the internals is to remove the rear cover off the screen. Disconnect all the cables then feed them through the lid as you take the top off the Stacy revealing the internal screening. Then balance it safely while you remove the screening after disconnecting the keyboard. It's a pain in the bum but it was worth it for the increased speed from the Quantum drive.

I've performed this ritual a few times now what with having to reseat the RAM board because it forgot it had 4MB. Replace the screen backlight and internal PSU (from Best Electronics). Fit an updated Atari SCSI internal adapter board.

I used ICD HDPARK to park the old Connor drive.

Richard B.
www.ElectroAngels.co.uk

"Des" <dest-AT@edmc.net> wrote in message
news:Pine.WNT.4.10.10009101757170.-285227@dragon.edbd1.ab.wave.home.com...
> Richard,
>
> Did you fit that 540MB drive yourself? What's the trick in getting the
> Stacy case opened up? I removed all the screws on the bottom and two on
> the back, but something was holding the case together at the floppy/hard
> drive part of the case. I was able to pry it open everywhere else.
>
> > I think the old Conner drives they put in the Stacy weren't auto
parking?
>
> This is true. I use "Ship" in HDX.PRG on this Connor 20MB.
>
> Des
> --
> dest@edmc.net
>
>

2710. Re: Some Milan news..

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 20:47:48 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10009122243260.255-100000@online.no>
Source record: 57592

On Tue, 12 Sep 2000, Rodolphe Czuba wrote:

<--SNIP-->
> My personal experience with Milan crew is bad... :
>
> I asked them if they may need a DSP56301 + audio card to emulate the Falcon.
> They (ALI) answered me that was very good idea and they need it.
> I designed the DEESSE card (www.czuba-tech.com) and finished to assemblme
> the prototype just for the 10-10 june show !!
> They saw my card and seemed very enthousiast. We spoke about technical and
> financial points.
> Ali told me he will conatct me after the show about DEESSE, especially
> because I needed a Milan mb to test Deesse and let my coder do the driver !
> But this day, I have no milan mb and no driver was developped for deesse and
> Milan !!!
>
> I really think now that the developper strategy is near equal to ZERO !
<--SNAP-->

Hi Rodolphe. Why not write drivers using a Milan040? Or even a Hades? If not, add yet another PCI slot to your CT060 for the Deesse and write drivers for it using that ;-) How is the development of the CT060 coming, btw?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

2711. Re: Blitter TOS (was: What's the Atari

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 21:54:26 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39bea612$0$18632@news.zetnet.co.uk>
Source record: 57594

```
On 10 Sep 2000 10:43:42 , Richard Kilpatrick wrote:
> 1975 Rover 3500S P6 |\ _,,,---,,_
>1975 Vauxhall FE Ventora, Peugeot 306 Cabriolet /,`.-'`' -. ;-;;,
> 1982 Cadillac Eldorado 4.1HTi |,4- ) )-,_. ,\ ( `'::.
> E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'\_)Morticia

Whatever have you done to your poor cat?

:)
```

2712. Re: MegaST4 TOS Upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 21:57:12 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <39BEA6B8.1EA439AF@darkstar64.freeserve.co.uk>
Source record: 57595

Thanks for that - Machine now boots :)
However the machine still thinks it is running 1.02
I know the chips are 1.04 as they are from my original ST which had the
rainbow logo in the about box.

The chips are labelled C101650-001 to C101655-001

Cheers,
Dave

> Make sure that the chips are as follows:
>
> U3 C300641-002
> U6 C300642-002
> U9 C300643-002
> U4 C300644-002
> U7 C300645-002
> U10 C300646-002
>
>

--
---===---===---===---
ICQ No. 34363311
---===---===---===---

2713. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 22:07:49 UTC
From: jlog@zetnet.co.uk
Message-ID: <39bea935$0$18631@news.zetnet.co.uk>
Source record: 57496

On 12 Sep 2000 21:54:19 , Charles Stanley wrote:

|Is there a way a splitting huge downloaded bin files in order to transfer
|them via 1Meg floppies to another computer, please?

Diamond Back should do it. Select 'Split Files' and it will use as
many floppies as is required. I have had some difficulty in
transferring things to a pc using Diamond Back under Gemulator. DB
claimed not to find a volume number and refused to extract anything.
However, I have used it from Atari to Atari in the past without any
problems.

2714. Re: MegaST4 TOS Upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 22:13:28 UTC
From: jlog@zetnet.co.uk
Message-ID: <39beaa88$0$18631@news.zetnet.co.uk>
Source record: 57497

On 12 Sep 2000 22:57:12 , David Williams wrote:

|Thanks for that - Machine now boots :)
|However the machine still thinks it is running 1.02
|I know the chips are 1.04 as they are from my original ST which had the
|rainbow logo in the about box.
|
|The chips are labelled C101650-001 to C101655-001

I can't comment on the significance of the chip numbers but if it
thinks it's 1.02 than it must be 1.02.

2715. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 22:49:05 UTC
From: lais@zetnet.co.uk
Message-ID: <39beb2e1$0$18635@news.zetnet.co.uk>
Source record: 57498

```
On 12 Sep 2000 21:54:19 , Charles Stanley wrote:
>--boundary
>Hi Gang!
>
>Is there a way a splitting huge downloaded bin files in order to transfer
>them via 1Meg floppies to another computer, please?
>
>I need to transfer files downloaded on a TT/Hades to my Mac: and they
>are really huge (5Mb and more). Please don't ask why: I've enough trouble
>as it is :)

There are various splitter programs available. Some are
Atari-specific, others are UNIX ports so you need to find
the same program for both machines. If you get really
stuck, you could UUEncode them then split them into
suitably-sized chunks with a text editor.
```

Shiuming Lai

CENTurbo II C-LAB Falcon MKX 80/11000, SoundPool FDI, surge-protected
mains-filtered, 3 cooling fans, 400V 100F(M) PSU smoothing capacitor
Line Audio Jam PRO 2/8, Sony GDM-F500, SA-VE702, TA-FB930R, QED Qudos
Silver, Cable Talk Talk 3.1, Ixos 1002 Gamma Geometry audio connector
with ICC dielectric and gold-plated plugs, blue floppy disk drive LED
Plextor Ultraplex 40max, Yamaha CRW4416, tilt and swivel office chair

2716. Re: Blitter TOS (was: What's the Atari to h

Newsgroup: comp.sys.atari.st
Date: 2000-09-12 22:53:38 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <968794618-293073AEicMi@bun.com>
Source record: 57593

Hi Dezza

>>Yes :-) but with no blitter installed.
>
>[an entire message quoted snipped]
>
>Mark, is there any chance of just quoting the relevant bit of a message that
>you're replying to? There's usually no need to quote an entire message,
>especially if your reply is a one-liner!

Youve got your own skid lid, but would you like to borrow some nomex for this thread?.
8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2717. Re: Info on Matrix graphics card

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Hetnetnews <FMunniksma@hetnet.nl>
Message-ID: <OWC7p2aHAHA.213@net025s>
Source record: 57506

Hi all,

found a site of a dutch guy on the subject. Maybe something for you.

http://www.holleman.demon.nl/matrix/

Greetings, Freek.

"David Williams" <Dave@darkstar64.freeserve.co.uk> wrote in message
news:39BE6B4B.49435E3B@darkstar64.freeserve.co.uk...
> Anybody got any info on a MatScreen/M110 ?
> I am after pinouts, drivers and details of screen resolutions
>
> TIA
> Dave
> --
> ---===---===---===---
> ICQ No. 34363311
> ---===---===---===---
>
>

2718. Re: Wtd: Info on Matrix graphics card

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8poi1g$j03$1@snipp.uninett.no>
Source record: 57507

David Williams <Dave@darkstar64.freeserve.co.uk> wrote:
> Anybody got any info on a MatScreen/M110 ?
> I am after pinouts, drivers and details of screen resolutions

I have a M128 with drivers, but no documentation. I'm not sure if the M128
driver works with the M110, but if you want to try it just mail me and
I'll send you a copy.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2719. Some Transfer Alternatives...

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <39bfd269.2550372@news.cwru.edu>
Source record: 57508

Hey everyone! Remember me? I had recently (like two months ago, that is) complained about hard disk problems. Well, the only advice that actually worked was one person's remark that I should definitely format the boot drive before installing a new HD driver. SO now I have my TT030 operating under CBHD v. 5.02. HDDrvier didn't work at all for some reason (it did not detect external devices), but frankly, I don't care.

Anyway, what I was actually getting at was trying to connect the TT to a PC. Now my TT030 has some screwed up serial ports that will only operate at 19200 bps, no higher. And yes, I've installed HSModem and no that did not fix this. Anyway, I'm sick of transfering between my PC and the TT at 19200 bps. Is there any other way to connect them. I am not currently open to an ethernet solution right now.

I noticed that Sting comes with PLIP drivers for the parallel port. But, upon doing some research, it appears that this is not at all compaitble with PLIP solutions in Linux or Windows. Is this correct? Now my Atari does have a parallel port mod (what kind, I don't know) which is the reason my serial ports don't work (or so I've been told). So are there any other solutions to the problem of getting the TT connected quickly to the PC?

I might just have to resort to ethernet...

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

2720. Little Green Desktop

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Steve Breech <sbreech*@columbus.rr.com>
Message-ID: <CEQv5.6316$Ic.51725@typhoon.columbus.rr.com>
Source record: 57509

I am having problems getting onto the Little Green Desktop site. Is anyone
else experiencing this?
STeve.

2721. Re: List of Atari-Midi Apps now Available on TAMW

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Marcelo Paganini <paganini@SPAMYOURSELForbital.fr>
Message-ID: <8pon0difu1@wanadoo.fr>
Source record: 57510

Tim Conrardy a crit dans le message
>There might be some members of Atari-Midi egrp who have it. I will
>have to ask. OR...you can ask yourself if you join us!? This forum is
>only about Atari-Midi stuff, perfect for musicians.Dr T even joined us
>as well as Derek of SOS.We also have a File Section, A LINK section as
>well as a Database. Egrps is perfect for this.You can also exchange
>midi files, Cubase Arr's Notator Songs, anything Atari-Midi related.
>
>Tim
I will join you, thanks...

```
Marcelo Paganini

http://www.orbital.fr/paganini/index.html

.
```

2722. STe and Zip drive

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Support <support@kawartha.com>
Message-ID: <39BFE4EE.7A05A280@kawartha.com>
Source record: 57511

Hello,

Hope someone can help...

I have an STe, an ICD SCSI adapter and an Iomega External 100 Meg Zip drive. Can anyone tell me how to get the my Atari to talk to my Zip drive? Software...hardware?

Any advice appreciated.

J. P. Hovercraft

2723. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39c0017b$0$18634@news.zetnet.co.uk>
Source record: 57512

On 12 Sep 2000 22:49:05 , Shiuming Lai & JI Logan wrote
about splitting files.

Thanks, JI and Shiuming, for the advice, which was very helpful.

Cheers,
Charles.

2724. I NEED A COPY OF CREATOR

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: BOY GEORGE <CRAPPER@HOTMAIL.COM>
Message-ID: <FkUv5.633$l35.11648@iad-read.news.verio.net>
Source record: 57513

I either need a creator dongle or a dongle that will bypass the copy protection. This is for BACKUP PURPOSES ONLY. email me with info at steverigh9@yahoo.com

2725. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <cnUv5.62$0y5.9151@nntp3.onemain.com>
Source record: 57514

If I recall my PC Ditto and DOS days, support for these ports should be automatic. I don't think you need anything in config.sys or anything to recognize these ports

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote in message news:Io6v5.1311$kB1.2611@newsfeed.slurp.net...
> Hello,
>
> I have this program running fine on my Hades. The 286 emulation is just
> amazing. Too bad the authors never made a 386 emulator or greater for the
> Atari's. But anyway, there is an option to set the printer port and also
> COM1 and COM2. Here you can use a program on the Atari as one of the ports.
> I was wondering if anyone knew or had an idea as to what kind of program
> (file) could be used here so that the DOS programs ran on SoftPC would
> access the Atari's printer and modem ports?
>
>
> Edward S. Baiz Jr.
> (Gamer)
>

2726. Re: Little Green Desktop

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39C0329A.36EE06EC@qnet.com>
Source record: 57515

Its working fine for me!

Don

Steve Breech wrote:

> I am having problems getting onto the Little Green Desktop site. Is anyone
> else experiencing this?
> STeve.

2727. Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39C03959.6E4FCB59@qnet.com>
Source record: 57516

I want to purchase Marios IDE interface for the STE but have questions
for anyone who has installed the interface.

1 What drive are you using and is there any problems with that make of
drive when used with the interface?
2 Where did you mount the hard drive 2.5"?
3 Any problems with the installation?

Any comments would be great.

Thanks Don

2728. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968914518-32325AEicMi@cwcom.net>
Source record: 57517

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 12 Sep 2000 07:13:02 GMT

>I don't know the limits in MagiC, but it's possible that you must use
>FAT32 for partitions bigger than 2Gb (just a guess). FAT can only access
>65536 clusters, with 4.5Gb partitions this means clusters bigger than
>64Kb

Yes, I understand this, and I've tried all combinations of TOS/DOS
compatibility modes and entering F32 into the "Change partition type"
dialog box in HDUtility. jinnee _still_ "boings" at me when I try to open
it on the desktop.

I'm stuck now.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2729. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968914520-32777AEicMi@cwcom.net>
Source record: 57518

From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Date: 12 Sep 2000 10:08:15 GMT

>> I'd expect there to be no problem running this drive as one large
>> partition, preferably in a compatible mode with a laptop.
>
>In that case, you _must_ use FAT32 as partition type, as FAT16 (the
>default) is limited to 2 Gigabyte partitions, i.e. if you create a
>larger one and don't tell HDDRUTIL that you want a FAT32 partition, you
>won't be able to access it afterwards.

I dare say that I'm missing something that's blindingly obvious here, but
still no go. Do I need a special driver to add support for this size of
drive in addition to HDDriver and MagiC6 perhaps?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2730. Re: Blitter TOS (was: What's the Atari

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009132042.a11027@su2.maus.de>
Source record: 57519

Hi Mindfield,

M>Okay, that explains it then. Is there any particular reason, then,
M>that Atari upgraded the TOS version on the Megas shortly thereafter?
it's a long time ago that we suspected Atari to act reasonably.

Sorry,
Peter

2731. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009132039.a11026@su2.maus.de>
Source record: 57520

Hi Siuming Lai,

SL>If you get really stuck, you could UUEncode them then split them into
SL>suitably-sized chunks with a text editor.
that's a good idea.

But beware of the files becoming about 12% larger.

Und TTschï¿½
ps

2732. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009132040.a11025@su2.maus.de>
Source record: 57521

Hi Charles,

CS>Is there a way a splitting huge downloaded bin files in order to
CS>transfer them via 1Meg floppies to another computer, please?
if I'm not wrong the ARJ archiver is capable of producing those
floppies. Maybe it's possible in one direction only (creating on a PC,
decompressing on an Atari or any computer whatsoever).

A program I'm sure it can solve your problem is TAR, but I never did
it myself. So I don't know the precise command line necessary for that
purpose.

If you choose to go the TAR way, let me know.

Und TTschï¿½
ps

2733. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:18:16 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8pmh48$4qq$1@cubacola.tninet.se>
Source record: 57499

On 12 Sep 2000 21:54:19 , Charles Stanley wrote:
>--boundary
>Hi Gang!
>
>Is there a way a splitting huge downloaded bin files in order to transfer
>them via 1Meg floppies to another computer, please?
>
>I need to transfer files downloaded on a TT/Hades to my Mac: and they
>are really huge (5Mb and more). Please don't ask why: I've enough trouble
>as it is :)
>
>Thanks,
>Charles.
>--boundary--
>.
Hi Charles

Know the feeling, did this one time for my brother:)
There is a old program called Splitter that was on one of ST Format's
coverdisks. I used that to split the files up and then we just dropped
them on Stuffit and it put them together again. Don't have the
coverdisk's availlable right now but I can have a look around tomorrow.

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

2734. Facon for sale bid

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 00:20:36 UTC
From: Gene Pineda <gene@pinedaprinting.com>
Message-ID: <HFzv5.39$eZ3.53226@news03.micron.net>
Source record: 57500

At this time 300.00 is my best offer for the Falcon and the CII.

I will sell it on Friday evening about 10:00 pm California time (west coast US)

Thanks

Gene

2735. Re: Re: On Making ST Disk Images...

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 01:32:34 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <c9mtrscs1nn6kv60963nc7dvl13st57tbr@4ax.com>
Source record: 57502

On Tue, 12 Sep 2000 18:37:30 GMT, michael@harrop74.fsnet.co.uk
(Michael Harrop) drooled an embarassing wet spot in his lap as he
typed:

>You could try Copy QM program to copy the disk that's what i use when
>make disk don't work.

Where would I find such a beast? And does it make ST disk images, or
does it just copy it to a virtual floppy image which I would either
then write out to a new floppy or somehow feed into makedisk?

>
>On Sun, 10 Sep 2000 02:38:27 GMT, Mindfield
><mindfield@badgers.home.com> wrote:
>
>>Okay, I'm getting around to dumping as many disk images as I can from
>>my collection of old ST disks that I still have in my closet. So far
>>my success has been just to the left of abysmal. I've got about 20
>>I've managed to rescue, but about 100 so far that have come up bad.
>>
>>Now, by bad, it's either due to genuine bit rot (bad sectors) or
>>something a little more ethereal, like PaCifiST's MAKEDISK program
>>can't even read the bootsector to determine the disk's format. (It's
>>not that it can't figure out the format, it's that it can't even
>>_read_ the bootsector, and thinks it's bad) Now, I'd almost bet my
>>life that not _all_ of these are genuinely bad as makedisk alleges;
>>possibly it just needs to be read with a specific track/sector/sides
>>setting or something. Now, what I'd like to know is if there's
>>something _other_ than makedisk that I can use to dump disks to .ST
>>disk images? Or something I can maybe use to bitcopy the disk to
>>another one? PaCifiST also comes with VGACopy, which is kinda handy,
>>but doesn't work on these disks since it can't read the bootsectors
>>either.
>>
>>Ideas? Anyone?

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

2736. Re: Stacy hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 02:16:50 UTC
From: des <dest-AT@edmc.net>
Message-ID: <Pine.WNT.4.10.10009122013530.-385711@dragon.edbd1.ab.wave.home.com>
Source record: 57503

Richard and Galen,

Thanks the for info. I hope I won't have to open up the Stacy anytime
soon but now I know how.

Des
--
dest@edmc.net

2737. Re: Blitter TOS (was: What's the Atari to h

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 02:28:01 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8pmkv2$2pq$1@perki.connect.com.au>
Source record: 57501

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:968741358-60350AEicMi@cwcom.net...
> From: "Mark Bedingfield" <mark@baypc.com.au>
> Date: Mon, 11 Sep 2000 12:41:19 +1000
[an entire message quoted snipped also]

Sorry, I do this during my lunch break, so I tend to rush through it a bit.
Monday's are terrible (up to 150 messages). Help's to work for an IT company
sometimes though:-)
--
****
Towered Atari Falcon030 EagleSonic32Mhz ,14MB ,68882 ,3GIDE,2GSCSI,1Gtape,
2xCD300
Falcon030-4-1.4G, MegaSTE4, 200MB Sq
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy 450 pc's.
Mark Bedingfield, mark@baypc.com.au
****

2738. Re: Stacy hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 06:19:41 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8pn69t$9i9$1@snipp.uninett.no>
Source record: 57504

Des Tang <dest@edmc.net> wrote:
> I have a Stacy 2 with a Connor CP3020 (20MB drive).
> After installing HD Driver, the hard drive seems to be missing.

I have never been able to boot directly with HD-Driver on my STacys, regardless of harddrive. I have tried it on a 20Mb Conner, a 52Mb Quantum, a 105Mb Quantum and a 170Mb Seagate. I have to boot with AHDI, if I want to run HD-Driver (e.g. to use DMA under MagiC, or FAT32) I must run it from the autofolder.

Also, HDDRUtil isn't able to neither format nor partition the internal drive. This is the case on the MSTE too (it has the same SCSI-adapter as the Stacy), I was trying to partition a LPS105 on a friend's MSTE a couple of years ago and had to connect the drive to my Falcon instead.

> I tried booting from floppy with HDD, ICD and AHDI. But the Connor is not
> seen by any one of these.

This is strange. Both AHDI and ICD works fine on my Stacy. Also, HD-Driver works OK too if booted from a floppy or the harddrive's auto folder.

> Any advice is welcome.

Are you sure that your drives has different ID's? It's a stupid question, I know, but on the Stacy and MSTE this can be a bit confusing. With this lame SCSI-adapter the hadrdrive's ID must always be set to 0, while the SCSI-card's ID can be set to anything. So checking the drive's ID doesn't help, you must check the card's ID.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2739. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 09:24:02 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39BF47B2.F6D05E38@patent.gov.uk>
Source record: 57522

Hi Charles,

There are at least two, 'splitter' and another, I will e-mail them to
you when I get home. I've down loaded 15Meg MP2's with my Milan,
transfered them HD floppy at a time to my Falcon, recombined and played
with Aniplayer. Marvelous quality!

Bob King

Charles Stanley wrote:
>
> Is there a way a splitting huge downloaded bin files in order to transfer
> them via 1Meg floppies to another computer, please?
>
> I need to transfer files downloaded on a TT/Hades to my Mac: and they
> are really huge (5Mb and more). Please don't ask why: I've enough trouble
> as it is :)
>
> Thanks,
> Charles.

2740. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 09:26:17 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39BF4839.70631635@patent.gov.uk>
Source record: 57523

Hi Charles again!!!

Just a thought ... you say TT to Mac. Is there any compatibility
problems between TOS/TT floppy format and the MAC?

Bob King

Charles Stanley wrote:
>
> Is there a way a splitting huge downloaded bin files in order to transfer
> them via 1Meg floppies to another computer, please?
>
> I need to transfer files downloaded on a TT/Hades to my Mac: and they
> are really huge (5Mb and more). Please don't ask why: I've enough trouble
> as it is :)
>
> Thanks,
> Charles.

2741. HTML -> ASCII

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 11:05:12 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39BF5F68.D1C707F3@siemens.at>
Source record: 57524

Hi,

Some time ago I saw a utility to convert HTML to ASCII text.
Now I would need it and can't find it anymore.
Anybody there who knows where to find such a utility ?

Gerhard

2742. Re: Re: Blitter TOS (was: What's the Atari

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 11:09:39 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <63ours8u09oo2hfclattoetc70qi4q5l3t@4ax.com>
Source record: 57525

On 10 Sep 2000 21:01:01 GMT, jlog@zetnet.co.uk (JI Logan) drooled an
embarassing wet spot in his lap as he typed:

>The first Megas were shipped without the blitter installed. When the
>chip was not there the blitter option was not shown on the desk menu
>I remember having to take the machine back to the dealer to get the
>blitter inserted.

Okay, that explains it then. Is there any particular reason, then,
that Atari upgraded the TOS version on the Megas shortly thereafter?
--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

2743. Marijuana Mail 0.1.41

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 11:11:16 UTC
From: Grzegorz Pawlik <at4ri@kki.net.pl>
Message-ID: <39BF60D4.6282DF1E@kki.net.pl>
Source record: 57526

Hi!

I have put on my webpage another beta version of MJM
(an e-mail client for 1MB Ataris). If you are interested
take a look at http://marijuana.atari.org/. Take a look
there even if you aren't, anyway ;))

--
Pozdrawiam,
Grzegorz Pawlik [mailto:at4ri@kki.net.pl]

MJ-Mail for Atari [http://marijuana.atari.org/]
Philip K. Dick [http://www.aramchek.topnet.pl/]

2744. Re: Re: Blitter TOS (was: What's the Atari to h

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 11:11:34 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <m6ours43t8rb4t9m7dl9afkeuj18g6qsn3@4ax.com>
Source record: 57527

On Sun, 10 Sep 2000 21:10:42 GMT, swampfox1@earthlink.net (John
Garone) drooled an embarassing wet spot in his lap as he typed:

>Ya' got my curiosity now too! My MegaST4 'DESK' drop-down shows only
>"TOS" but no version (Copyright 1986, 1987). The 'OPTIONS' drop-down
>menu does have 'Blitter' to check! It's in ROM since I let the machine
>load without a floppy disk inserted (no hard drive either).
>So is it 1.02 ?
> John G.
>

If the fuji symbol has scrolling rainbow colours, then it's 1.04
(hence its nickname, "Rainbow TOS). If it's the standard black, it's
1.02.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

2745. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 12:23:14 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8pnrji$2ho$1@zingo.tninet.se>
Source record: 57528

```
On 13 Sep 2000 10:24:02 , Bob King wrote:
>Hi Charles,
>
>There are at least two, 'splitter' and another, I will e-mail them to
>you when I get home. I've down loaded 15Meg MP2's with my Milan,
>transfered them HD floppy at a time to my Falcon, recombined and played
>with Aniplayer. Marvelous quality!
>
>Bob King
>
Thank's Bob

Saving me time to go through those old coverdisks. As I said I did it
once with splitter and nemas problemas. Worked like a dream.
```

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

2746. Re: Blitter TOS (was: What's the Atari to have ?)

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 15:42:13 UTC
From: Don <dons@qnet.com>
Message-ID: <39BFA055.3493579C@qnet.com>
Source record: 57529

Mark Bedingfield wrote:

> TOS 1.04 was developed before (I think with STE in mind) the ste came along,
> but was initially desighned as a bug free :-) OS for predominantly the Mega
> ST, the STFM with TOS 1.04 was a rare beast>

TOS 1.04 came with the Stacy. It was also a dealer upgrade.

>

>
>
> Mark Bedingfield
>
> G Swaine <g.swaine@the.gluepot.com> wrote in message
> news:8pfqa9$28hn$1@news.comnet.co.nz...
> > "Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote ...
> > > In rsponse to what I wrote:
> > > >"Rainbow TOS" was TOS 1.04 and came later (1988 for the disc-loadable
> > > >Developer version, mid/late 1989 for the ROM version)
> > >
> > > Now I'm confused (easy to do on Sunday morning). I thought Rainbow TOS
> > > was 1.6, the STE TOS, because it had a coloured Atari logo on the info
> > > box.

TOS 1.06 was basically TOS 1.04 but, had the upgrades for the STE this version
also has the Rainbow Fuji logo.

Don

Or everyone can check out the TOS information at the web site I found which
seems to contain the information about TOS from Atari Corp

http://www.atari-st.lovely.net/atari-st-docs/os/Tosguide.txt

2747. Re: HTML -> ASCII

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 16:35:16 UTC
From: bindon@madasafish.com
Message-ID: <srvb64q0ct66@corp.supernews.com>
Source record: 57530

On 13 Sep 2000 13:05:12 , Janka Gerhard wrote:
>Hi,
>
>Some time ago I saw a utility to convert HTML to ASCII text.
>Now I would need it and can't find it anymore.
>Anybody there who knows where to find such a utility ?

Hi Gerhard

HTML2TXT was reviewed in AC recently. Programmed by Thomas Sahlin.
HTML2TXT homepage - http://user.tninet.se/~jyc891w/software/html2txt/
I'm not sure if the URL is correct, so if it isn't then I can send it
to you.

Works very well, never had any problems.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2748. Re: STe and Zip drive

Newsgroup: comp.sys.atari.st
Date: 2000-09-13 22:21:28 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <ROTv5.9112$FI2.74876@nntpserver.swip.net>
Source record: 57531

Hi,
It would help to supply TERMPWR to the correct pin in the Zip-drive. I don't remember which pin it is, but I'm sure someone else does...
TERMPWR is used as the Link's powersupply, so without it, it'll never work - and even though the Zip-drive has the termination active, it doesn't supply the TERMPWR, like all (?) other SCSI-units do :(You can get a 5V power supply from a joystick port and connect to the TERMPWR-pin in the second SCSI-connector.
Another way to make it work, is to connect an external harddisk, CD-rom or other SCSI-device after the Zip and have the terminator on that unit instead of the Zip. Then the second unit's TERMPWR will provide the power to the Link-interface...
Software? Any harddisk driver, but I'd recommend Uwe Seimet's HDDriver.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

"Support" <support@kawartha.com> skrev i meddelandet
news:39BFE4EE.7A05A280@kawartha.com...
> Hello,
>
> Hope someone can help...
>
> I have an STe, an ICD SCSI adapter and an Iomega External 100 Meg Zip
> drive. Can anyone tell me how to get the my Atari to talk to my Zip
> drive? Software...hardware?
>
> Any advice appreciated.
>
> J. P. Hovercraft
>

2749. Re: On Making ST Disk Images...

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: michael@harrop74.fsnet.co.uk
Message-ID: <39c2b60e.2100668@news.freeserve.net>
Source record: 57446

it will make a image this is what i have done with all mine so that i
have a back up. But you can not run the image from a emulator you
would have to make a copy back to disk.

If you want a copy i can email you one. Just send me mail asking for
it has i only come on the news groups once or twice a week.

To:michaelharrop@aol.com

On Wed, 13 Sep 2000 01:32:34 GMT, Mindfield
<mindfield@badgers.home.com> wrote:

>On Tue, 12 Sep 2000 18:37:30 GMT, michael@harrop74.fsnet.co.uk
>(Michael Harrop) drooled an embarassing wet spot in his lap as he
>typed:
>
>>You could try Copy QM program to copy the disk that's what i use when
>>make disk don't work.
>
>Where would I find such a beast? And does it make ST disk images, or
>does it just copy it to a virtual floppy image which I would either
>then write out to a new floppy or somehow feed into makedisk?
>
>>
>>On Sun, 10 Sep 2000 02:38:27 GMT, Mindfield
>><mindfield@badgers.home.com> wrote:
>>
>>>Okay, I'm getting around to dumping as many disk images as I can from
>>>my collection of old ST disks that I still have in my closet. So far
>>>my success has been just to the left of abysmal. I've got about 20
>>>I've managed to rescue, but about 100 so far that have come up bad.
>>>
>>>Now, by bad, it's either due to genuine bit rot (bad sectors) or
>>>something a little more ethereal, like PaCifiST's MAKEDISK program
>>>can't even read the bootsector to determine the disk's format. (It's
>>>not that it can't figure out the format, it's that it can't even
>>>_read_ the bootsector, and thinks it's bad) Now, I'd almost bet my
>>>life that not _all_ of these are genuinely bad as makedisk alleges;
>>>possibly it just needs to be read with a specific track/sector/sides
>>>setting or something. Now, what I'd like to know is if there's
>>>something _other_ than makedisk that I can use to dump disks to .ST
>>>disk images? Or something I can maybe use to bitcopy the disk to
>>>another one? PaCifiST also comes with VGACopy, which is kinda handy,
>>>but doesn't work on these disks since it can't read the bootsectors
>>>either.

>>>
>>>Ideas? Anyone?

2750. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <ss1pkq52ct6145@corp.supernews.com>
Source record: 57447

On 14 Sep 2000 05:44:29 , Jo Even Skarstein wrote:
>Don <dons@qnet.com> wrote:
>> 2 Where did you mount the hard drive 2.5"?
>
>I shoehorned a 3.5" between the PSU and floppy in a STE. Double-adhesive
>tape or hotglue is the key here.

Hi Jo,

I used to have my 1.7gb 3.5" HD in between my floppy and PSU with a
TUS IDEal interface. Had to remove all shielding and install half
height simms from an old 386.

Didn't you have problems with heat build up? Because I certainly did.
The power connector was home made as a normal drive connector hit
the PSU caps.

I ended up moving it all to an ATX full tower as one of the large
smoothing caps blew a hole in my PSU!

The IDEal interface needs a leg on the MFP to be cut and two wires
soldered to either end and a wire to the shifter for 16mhz. How does
Mario get around this. Is my interface running twice as fast as
Marios?

And does anyone reckon if my CPU was at 16Mhz, I could clock
the interface to 32Mhz. The chip is a PLD MACH with xxxxx-15. I'm
assuming the 15 is 15ns speed grade. That would mean 66Mhz top.

```
+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|***************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+---------------------------------------+
```

2751. Re: German equivalent site.

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39c10fae349dac1@online.be>
Source record: 57448

on Thu 14-09-2000 08:09 Janka Gerhard wrote:

>John N Oakes wrote:
>> Just curious on whether there is a German equivalent version of this
>> type of site.
>
>If you mean a newsgroup there are some existing but I haven't found
>any that's alive (= more than 3 messages a month)

Euch, the German equivalent of this newsgroup post daily more messages
then c.s.a.st and c.s.a.st.tech together.

>for me since it would not be good if everybody would be using
>newsgroups in their native language. I think the French do that but
>at least the Germans (and Austrians like me :)) are so used to
>English that they rather join the 'international' newsgroups.

They surely don't join the international newsgroups. Most of the German
and French just stick to their newsgroups.

The most important German groups are:

maus.computer.atari.dtp (mostly about Calamus, all versions)
maus.computer.atari.internet (Internet related postings)
maus.computer.atari.mint_mtos (MiNT related postings)
maus.computer.atari.hardware (hardware related postings)
maus.computer.atari.software (software realted postings)

The language used is ofcourse German.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2752. Re: HTML -> ASCII

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39c105dd$0$18631@news.zetnet.co.uk>
Source record: 57449

On 13 Sep 2000 13:05:12 , Janka Gerhard wrote:

|Some time ago I saw a utility to convert HTML to ASCII text.
|Now I would need it and can't find it anymore.
|Anybody there who knows where to find such a utility ?

Papyrus 8 (including the demo) will do that. There are other
programs including HTMLHELP, 1stHTML etc but I use Papyrus.

2753. Re: STe and Zip drive

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1egyk2o.1li1b061q10zk8N%rsmac@t-online.de>
Source record: 57450

Support <support@kawartha.com> wrote:

> I have an STe, an ICD SCSI adapter and an Iomega External 100 Meg Zip
> drive. Can anyone tell me how to get the my Atari to talk to my Zip
> drive? Software...hardware?

Check if your hoast adaptor supports TermPwr.
ZIP devices doasnï¿½t generate TermPwr. Must come from the Host or any
other SCSI Device. If not, ZIP doasnï¿½t terminate SCSI Bus well.

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

2754. Re: ST file transfer guru needed

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <lJkzjGBS4Qw5EwZ9@steverosie.demon.co.uk>
Source record: 57451

In article <savetz-5198CB.00140914092000@news.northcoast.com>, Kevin
Savetz <savetz@northcoast.com> writes
>Greetings.
>
>I'm looking for an ST file transfer pro who can offer some
>assistance to the Digital Antic Project. We are starting to put
>the full text of STart magaizne online -- as part of this project,
>we need to get the software online too. I need to find someone
>who can create .MSA archives from floppies, test the archives
>that have already been created, and help index the files
>published on 44 STart magazine disks.
>
>If you want to volunteer, all you need is some spare time
>and the ability move files between an ST and the Internet.
>
>Thanks,
>Kevin Savetz

That doesn't seem to be a problem, I've been doing this for a couple of
years now:)

The only casualty was that I somehow lost 900 meg of compressed (MSA)
data, about 1 years worth of cataloguing:(

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2755. Re: I NEED A COPY OF CREATOR

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <iZXyXSBf6Qw5EwZx@steverosie.demon.co.uk>
Source record: 57452

In article <FkUv5.633$l35.11648@iad-read.news.verio.net>, BOY GEORGE
<CRAPPER@HOTMAIL.COM> writes
>I either need a creator dongle or a dongle that will bypass the copy
>protection. This is for BACKUP PURPOSES ONLY. email me with info at
>steverigh9@yahoo.com
>
>

How can you have a 'dongle that bypasses' the protection!!!!

The dongle IS the protection, the program checks and reads the dongle./
If you have a bonified (legal) copy of Notator then you should have the
dongle!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2756. Re: STe and Zip drive

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Richard Ballinger <rich.eb@btinternet.com>
Message-ID: <8pr6rqcie1@plutonium.btinternet.com>
Source record: 57453

Hello,

I use a Zip 250 drive which is connected to my STE via an external HDD. The HDD is connected to my STE via an ICD link 2 adaptor, (you don't say which adaptor your using). I know that the link 2 requires a 5V supply which is obtained from the SCSI bus. I know the Zip 250 drive doesn't supply this, I assume the Zip 100 is the same.

As far as software. You don't need any extra. The ICD software recognises it as an extra drive on the SCSI bus and knows it's removable media.

The only problem I've had with mine was data error caused by poor quality/too long cable. I used a SCSI adaptor with the original Iomega cable in the end. Haven't had any problems since.

Richard B.
www.ElectroAngels.co.uk

"Support" <support@kawartha.com> wrote in message
news:39BFE4EE.7A05A280@kawartha.com...
> Hello,
>
> Hope someone can help...
>
> I have an STe, an ICD SCSI adapter and an Iomega External 100 Meg Zip
> drive. Can anyone tell me how to get the my Atari to talk to my Zip
> drive? Software...hardware?
>
> Any advice appreciated.
>
> J. P. Hovercraft
>

2757. Re: Need Help: Atari 1040st and SH204 Harddisk

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39C1212E.5F8C2A86@cfc.dnd.ca>
Source record: 57454

it wasn't just the activity noises, it was also not fulfilling paid
orders.
I have no hope now of ever seeing my AdSCSI+ card. :-(
ken

Steve Sweet wrote:
>
> Hi Richard
>
> >ICD are selling DMA cables fairly cheaply... looks nicer, and doesn't require glue!
>
> Physically getting one could be a problem with ICD, a short while ago they werent
> keeping too many peop's awake with activity noises.
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2758. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39c12bfa$0$18631@news.zetnet.co.uk>
Source record: 57455

On 13 Sep 2000 10:24:02 , Bob King wrote:
>Hi Charles,
>
>There are at least two, 'splitter' and another, I will e-mail them to
>you when I get home. I've down loaded 15Meg MP2's with my Milan,
>transfered them HD floppy at a time to my Falcon, recombined and played
>with Aniplayer. Marvelous quality!

Er, couldn't fling a copy my way as well could you please? I have a
similar problem transferring bak up files to a PC to store on it's Zip
Drive disk.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

2759. Re: HTML -> ASCII

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39c12bfd$0$18631@news.zetnet.co.uk>
Source record: 57456

On 13 Sep 2000 13:05:12 , Janka Gerhard wrote:
>Hi,
>
>Some time ago I saw a utility to convert HTML to ASCII text.
>Now I would need it and can't find it anymore.
>Anybody there who knows where to find such a utility ?

I've zipped up and e-mailed you HTML2TXT, it's only a small folder, about
59Kb. I find it works fine. Let me know if yu have any problems with the
zip file.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

2760. WTB:icd or link 2 for mega st

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: mark arstall <strega@lineone.net>
Message-ID: <8prasb$ed1$1@supernews.com>
Source record: 57457

has anyone got one of these?
strega@lineone.net
mark

2761. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <8Fbw5.64$Cq3.783@newsfeed.slurp.net>
Source record: 57458

On 13 Sep 2000 16:51:30 , "John Kolak" wrote:
>If I recall my PC Ditto and DOS days, support for these ports should be
>automatic. I don't think you need anything in config.sys or anything to
>recognize these ports

I agree. Nothing is needed in the Config file on the C partition of the
emulator. What is needed is a program on the Atari or else a device name. I
have typed in "Modem 2", but have gotten no results. I am thinking I need
some other kind of name for the Modem 2 port.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2762. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <aFbw5.65$Cq3.783@newsfeed.slurp.net>
Source record: 57459

On 14 Sep 2000 12:15:03 , "Mark Bedingfield" wrote:
>
>John Kolak <jkolak@jps.net> wrote in message
>news:cnUv5.62$0y5.9151@nntp3.onemain.com...
>> If I recall my PC Ditto and DOS days, support for these ports should be
>> automatic. I don't think you need anything in config.sys or anything to
>> recognize these ports
>
>It is done at a bios level on the PC, but I think soft PC has a little check
>box or two to actually enable them. I have used SoftPC the only thing I
>couldnt get to work was the Atari mouse.
>
>Mark Bedingfield

The Atari mouse works fine for me. I am assuming you were able to access
the ports (printer and modem). If so, explain...
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2763. PARCP accesses USB Port on PC

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <bFbw5.66$Cq3.783@newsfeed.slurp.net>
Source record: 57460

Hello,

I was able to successfully access the USB port on my wife's PC using PARCP.
A client of my wife gave her a cartridge from his digital camera that
hooked into a device which plugged into the USB port. Using PARCP on my
Hades, I was able to access the pictures and download them on to my hard
drive. Cool.....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2764. Re: I NEED A COPY OF CREATOR

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: djhh212@aol.com
Message-ID: <20000914180141.27627.00000265@ng-fa1.aol.com>
Source record: 57461

i have notator for auction on ebay.....practically brand new...its considered creators big brother because you can do notation as well --> otherwise its midi sequencing is identical. heres the link

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=434633638

2765. Re: Little Green Desktop

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8prkl7ijm1@uranium.btinternet.com>
Source record: 57462

Steve Breech <sbreech*@columbus.rr.com> wrote in message
news:6e1w5.7231$Ic.62086@typhoon.columbus.rr.com...
> I sent them an email telling them what happens....I would like to be able
to
> access the Fuji BBS and the Games BBS, but they are not available
either....
> :(
> STeve
>
>

There hosting company are having problems

Simon

2766. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39c15aae$0$18634@news.zetnet.co.uk>
Source record: 57463

On 13 Sep 2000 10:26:17 , Bob King wrote:
>Hi Charles again!!!
>
>Just a thought ... you say TT to Mac. Is there any compatibility
>problems between TOS/TT floppy format and the MAC?
>
>Bob King

No, Bob: the Mac can read Atari floppies, as long as there was no
resource fork included in the download which, of course, the TT would
ignore - if I have understood what a Mac expert told me.

Thanks, anyway,
Charles.

2767. Re: Little Green Desktop

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: "m. smith" <pamsfolks@sympatico.ca>
Message-ID: <39C1852C.6D85BDF1@sympatico.ca>
Source record: 57464

Yes I am too. So have others. I'll email Rich and see what happens.

Steve Breech wrote:

> I am having problems getting onto the Little Green Desktop site. Is anyone
> else experiencing this?
> STeve.

2768. Re: Re: On Making ST Disk Images...

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <9bm2sssf1oa9bi5st1ehjulh8e3fij9cih@4ax.com>
Source record: 57465

On Thu, 14 Sep 2000 11:36:56 GMT, michael@harrop74.fsnet.co.uk
(Michael Harrop) drooled an embarassing wet spot in his lap as he
typed:

> it will make a image this is what i have done with all mine so that i
>have a back up. But you can not run the image from a emulator you
>would have to make a copy back to disk.

Well, I suppose I could just buy some blank floppies and do it that
way. A little convoluted, but if it'll save some of these disks from
utter destruction, it'd be worthwhile.

>If you want a copy i can email you one. Just send me mail asking for
>it has i only come on the news groups once or twice a week.
>
>To:michaelharrop@aol.com

Much appreciated, I will do so. I can't seem to find it on the web...

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

2769. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39c15e7a$0$18635@news.zetnet.co.uk>
Source record: 57466

On 14 Sep 2000 23:09:34 , Charles Stanley wrote:
>On 13 Sep 2000 10:26:17 , Bob King wrote:
>>Hi Charles again!!!
>>
>>Just a thought ... you say TT to Mac. Is there any compatibility
>>problems between TOS/TT floppy format and the MAC?
>>
>>Bob King
>
>No, Bob: the Mac can read Atari floppies, as long as there was no
>resource fork included in the download which, of course, the TT would
>ignore - if I have understood what a Mac expert told me.
>
>Thanks, anyway,
>Charles.
>.

Hi Charles,

Haven't you got my files??

Bob.

2770. Re: German equivalent site.

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200009141932.a3344@wun.maus.de>
Source record: 57467

Hallo Janka!

JG>If you mean a newsgroup there are some existing but I haven't found
JG>any that's alive

Oh, some of the maus.* groups are very alive, and some of them are also
available on newsservers. Look for maus.computer.atari.software, .internet,
.talk, .hardware and .falcon, to name just the largest ones...

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2771. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ps5ct$ip9$1@user2.teleport.com>
Source record: 57468
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2772. Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ps5k9jkf1@user2.teleport.com>
Source record: 57469

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2773. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ps5mvjos1@user2.teleport.com>
Source record: 57470
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

2774. Re: Some Transfer Alternatives...

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968999538-36582AEicMi@cwcom.net>
Source record: 57471

From: jba4@po.cwru.edu (Jeff Armstrong)
Date: Wed, 13 Sep 2000 19:23:35 GMT

>So are there any other solutions to the problem of getting the TT
>connected quickly to the PC?

Try Petr Stehlik's PARCP utility, connect two machines together via the
printer port. Available on the web, use a search engine for the URL.

This might also be useful info for Charles Stanley's file transfer problem.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2775. Re: German equivalent site.

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968999540-37002AEicMi@cwcom.net>
Source record: 57472

From: John N Oakes <doyene@zetnet.co.uk>
Date: Thu, 14 Sep 2000 00:17:30 GMT

> Just curious on whether there is a German equivalent version of
>this
>type of site.

I don't quite understand, but if you're referring to this newsgroup you
might want to take a look at the German Maus newsgroups.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2776. Re: HTML -> ASCII

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <G0v1D4.oI@gem.win.co.nz>
Source record: 57473

Janka Gerhard (gerhard.janka@siemens.at) wrote:
: Hi,

: Some time ago I saw a utility to convert HTML to ASCII text.
: Now I would need it and can't find it anymore.
: Anybody there who knows where to find such a utility ?

: Gerhard

You could try Lynx, which has an option to output plain
ASCII (I can't remember what the option is off hand).

I think Lynx is only available for MiNT, but it might work
under TOS for local documents, which just means that you
would have to retrieve the document with another WWW
browser before displaying it in Lynx.

--
--
Mario Becroft # Tariland, New Zealand Atari User Group
mb@gem.win.co.nz # Atari Hardware Developments
http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

2777. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39C07879.7A65E262@qnet.com>
Source record: 57539

Jo Even Skarstein wrote:

> Don <dons@qnet.com> wrote:
>
> > 1 What drive are you using and is there any problems with that make of
> > drive when used with the interface?
>
> Nothing except the usual stuff - TOS can't boot from most WD-drives. This
> is a TOS-problem, not a hardware-problem.

So a Seagate or Quantum should work?

>
>
> > 2 Where did you mount the hard drive 2.5"?
>
> I shoehorned a 3.5" between the PSU and floppy in a STE. Double-adhesive
> tape or hotglue is the key here.

Im hoping to place a 2.5" between the simms and the back of the case or floppy. Planning to drill some holes in the Shielding to mount it. Think that would be a problem?

>
>
> > 3 Any problems with the installation?
>
> Do you have a ST or STE? On the ST you must solder a socket on top of the
> CPU, that might be a problem for some. The STE-version is plug & play.

Thankfully I have the STE was going to try it on a STFM too. Ill see how the STE goes first then I do some soldering.

Thanks, Don

> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

2778. ST file transfer guru needed

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-5198CB.00140914092000@news.northcoast.com>
Source record: 57540

Greetings.

I'm looking for an ST file transfer pro who can offer some
assistance to the Digital Antic Project. We are starting to put
the full text of STart magaizne online -- as part of this project,
we need to get the software online too. I need to find someone
who can create .MSA archives from floppies, test the archives
that have already been created, and help index the files
published on 44 STart magazine disks.

If you want to volunteer, all you need is some spare time
and the ability move files between an ST and the Internet.

Thanks,
Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2779. Re: Little Green Desktop

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <8ppv51$u41$1@nnrp1.deja.com>
Source record: 57541

Hi,

> I am having problems getting onto the Little Green Desktop site.
> Is anyone
> else experiencing this?
> STeve.
>

Yep, me too. The front page does not fully appear. Instead a
'Cannot connect to database' error is displayed.

I wonder if anybody has told them their site is down?.....

Bye,

Ben.

Sent via Deja.com http://www.deja.com/
Before you buy.

2780. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8pq2sg$l39$1@sun27.hrz.tu-darmstadt.de>
Source record: 57542

Hi!

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> I dare say that I'm missing something that's blindingly obvious here,
> but still no go. Do I need a special driver to add support for this
> size of drive in addition to HDDriver and MagiC6 perhaps?

No. But it may be that the partition wasn't properly initialized as
FAT32 by HDDRUTIL, so that MagiC refuses to accept it.

I don't know whether it works without MiNT, but you could give Frank
Naumann's mkfatfs a try:

http://wh58-508.st.uni-magdeburg.de/sparemint/mint/tools/mkfatfs/

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2781. Re: Wtd: Info on Matrix graphics card

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8pq3k6ccs1@draco.stochastik.rwth-aachen.de>
Source record: 57543

In article <39BE6B4B.49435E3B@darkstar64.freeserve.co.uk>,
David Williams <Dave@darkstar64.freeserve.co.uk> wrote:
>Anybody got any info on a MatScreen/M110 ?
>I am after pinouts, drivers and details of screen resolutions

I had one in my 1040ST machine for quite some time - I think I still have it somewhere.

The card did 1280*960pixels on an ECL monitor (Moniterm M110, later Eizo 6500 in my case). However, the original driver did not work with CPUs >68000, so I finally ended up writing my own. The Hitachi graphics processor is actually quite flexible in what video modes it can generate - it can even do a limited number of overlay windows in hardware.

The card only works if the -5V for the ECL output is supplied by the monitor, otherwise, it is completely disabled (even video RAM!). And due to the size of the card, it loads the CPU bus quite a bit - in the original Mega ST in which I got the card, the system became instable when both the M110 and the (old+huge) 4MB memory expansion were installed. In my 1040ST with selfmade MegaBus extension, I had to put additional pullup resistors on the data and address lines on the CPU bus, IIRC around 2k2, to get the system working stable.

There was a colour option, however, IIRC it could only handle 640*480*16 colours.

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

2782. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <8pq6gr$78ab$2@as121.tel.hr>
Source record: 57544

On 13 Sep 2000 19:35:05 , Don wrote:
>I want to purchase Marios IDE interface for the STE but have questions
>for anyone who has installed the interface.
>
>1 What drive are you using and is there any problems with that make of
>drive when used with the interface?
>2 Where did you mount the hard drive 2.5"?
>3 Any problems with the installation?
>
>Any comments would be great.
>
>Thanks Don
>
Hi,

1. I'm using 2.5 hdd and atapi cd rom drive and it works GREAT!
2. It fits inside the STe very nice...
3. Instalation is very easy, you may put plastic glue onto cpu in
order to make it very stable...

alltogether, worth investing!

cheers

sasa

Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2

2783. Re: Little Green Desktop

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:00:00 UTC
From: Steve Breech <sbreech*@columbus.rr.com>
Message-ID: <6e1w5.7231$lc.62086@typhoon.columbus.rr.com>
Source record: 57545

I sent them an email telling them what happens....I would like to be able to
access the Fuji BBS and the Games BBS, but they are not available either....
:(
STeve

"Ben Hills" <ben@imperial.co.uk> wrote in message
news:8ppv51$u41$1@nnrp1.deja.com...
> Hi,
>
> > I am having problems getting onto the Little Green Desktop site.
> > Is anyone
> > else experiencing this?
> > STeve.
> >
>
> Yep, me too. The front page does not fully appear. Instead a
> 'Cannot connect to database' error is displayed.
>
> I wonder if anybody has told them their site is down?.....
>
> Bye,
>
> Ben.
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2784. German equivalent site.

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 00:17:30 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.931036b4.945e3800.doyene@zetnet.co.uk>
Source record: 57532

Hei all.
Just curious on whether there is a German equivalent version of this
type of site.

regards

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Atari/Linux User Debian GNU/Linux xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

2785. FA: Atari STE, Megafile 30 and Mouse

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 01:54:50 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <KdWv5.39635$98.3822209@typhoon.tampabay.rr.com>
Source record: 57535

Last day.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=428855342

2786. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 02:15:03 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8pp8ilfkg1@perki.connect.com.au>
Source record: 57533

John Kolak <jkolak@jps.net> wrote in message
news:cnUv5.62$0y5.9151@nntp3.onemain.com...
> If I recall my PC Ditto and DOS days, support for these ports should be
> automatic. I don't think you need anything in config.sys or anything to
> recognize these ports

It is done at a bios level on the PC, but I think soft PC has a little check box or two to actually enable them. I have used SoftPC the only thing I couldnt get to work was the Atari mouse.

Mark Bedingfield

2787. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 02:19:26 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8pp8r0$g5b$1@perki.connect.com.au>
Source record: 57534

g'day bob, I found that Aniplayer had real problem's with MP3 on my Falcon, skip's and carries on. I must be doing something wrong or either you have a Faster Falcon or possibly a 44.1 clock?

Mark Bedingfield

PS I find the easiest way to transfer files is to burn an iso9660 cdrom on my PC:-)

Bob King <robert.king@patent.gov.uk> wrote in message news:39BF47B2.F6D05E38@patent.gov.uk...
> Hi Charles,
>
> There are at least two, 'splitter' and another, I will e-mail them to
> you when I get home. I've down loaded 15Meg MP2's with my Milan,
> transfered them HD floppy at a time to my Falcon, recombined and played
> with Aniplayer. Marvelous quality!
>
> Bob King

2788. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 05:44:29 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ppojt$rf7$1@snipp.uninett.no>
Source record: 57536

Don <dons@qnet.com> wrote:

> 1 What drive are you using and is there any problems with that make of
> drive when used with the interface?

Nothing except the usual stuff - TOS can't boot from most WD-drives. This
is a TOS-problem, not a hardware-problem.

> 2 Where did you mount the hard drive 2.5"?

I shoehorned a 3.5" between the PSU and floppy in a STE. Double-adhesive
tape or hotglue is the key here.

> 3 Any problems with the installation?

Do you have a ST or STE? On the ST you must solder a socket on top of the
CPU, that might be a problem for some. The STE-version is plug & play.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2789. Re: HTML -> ASCII

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 06:09:35 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39C06B9F.E7D7BA1C@siemens.at>
Source record: 57537

Lyndon Amsdon wrote:
> HTML2TXT was reviewed in AC recently. Programmed by Thomas Sahlin.
> HTML2TXT homepage - http://user.tninet.se/~jyc891w/software/html2txt/
> I'm not sure if the URL is correct, so if it isn't then I can send it
> to you.
>
> Works very well, never had any problems.

URL didn't work for me but I got it sent already by another guy.
Although the documentation says that it can't handle tables I'm
sure it will help me in that case too. Can't wait to try it this
evening.

Thanks to both of you !

Gerhard

2790. Re: German equivalent site.

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 06:09:45 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39C06BA9.DA48B56E@siemens.at>
Source record: 57538

John N Oakes wrote:
> Just curious on whether there is a German equivalent version of this
> type of site.

If you mean a newsgroup there are some existing but I haven't found
any that's alive (= more than 3 messages a month) which is okay
for me since it would not be good if everybody would be using
newsgroups in their native language. I think the French do that but
at least the Germans (and Austrians like me :)) are so used to
English that they rather join the 'international' newsgroups.

Gerhard

2791. My ATARI Page

Newsgroup: comp.sys.atari.st
Date: 2000-09-14 20:28:47 UTC
From: Junya Takeuchi <mail@jtake.net>
Message-ID: <8prc76$gv5$1@srv3.cablecom.ne.jp>
Source record: 57474

Inspect the homepage regarding my ATARI by all means.
There is an icon for the use of FALCON.

http://jtake.net

2792. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969044518-413770AEicMi@bun.com>
Source record: 57396

Hi Derryck

>Latest update - I formatted and partitioned the drive into 2 2Gb partitions,
>which seems to be the largest size that I can use according to the Help
>pertaining to this function. I can now access both partitions, but not if
>it's been divided into one partition. A partial success, and much better
>than I'd been seeing before!

That was what i was going to suggest if we ever got to speak by phone, thats exactly what i had to do to get these 2 x 4.5Gig online.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2793. Re: Magic 6.01 Install Application problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <8pu1iosic1@localhost.localdomain>
Source record: 57397

Hi there, I've had the a similar problem with Aplicat over here
in Canada with my TT. Some how Magx desktop never got installed
properly, so I use Thing V.127. Magic 6 works OK. It may have something to
dowith the disks or the disk drive in my (and yours) TT? I've heard
that the disk drives on TTs can be flaky. I think the magic desktop
installed OK on my Falcon. So if you have an external disk drive
it might work.

Michael and Nicole Freeman (nameerf@flash.net) wrote:
: Hello again!

: There's a couple things still keeping me from fully using
: Magic that maybe someone could help me with. The main thing is,
: whenever I click on a program icon, then select "Install
: Application...", the dialog box appears just as the manual said,
: however, after I'm done with that dialog and click on [Install], the
: dialog disappears and nothing else happens. According to the list of
: running applications, the "APPLICAT" program is still running, but
: there is nothing happening. The *thin* 39-page manual doesn't say
: anything about what's happening, and gives me no clues as to what to
: do next. So I can't install any applications. Any ideas? Is there a
: bug in APPLICAT that I should be aware of? My system is a Falcon, and
: it's Magic version 6.01. Thanks!

: Mike Freeman
: nameerf@flash.net

2794. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39c27b4850e0421@online.be>
Source record: 57398
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**docs**
ftp://chapelie.rma.ac.be/atari/docs/doit/doitst1h.zip (3.368.574 bytes)
(Tips and tricks about ST, STe and TT, German language with some English notes)

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/iphig14e.zip (60.563 bytes)
(Iphigï¿½nie is a Sound System Monitor for the Atari Falcon030.)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/stc162nl.lzh (42.874 bytes) (Dutch rsc of
STCAD)

**hades-utils**
ftp://chapelie.rma.ac.be/atari/hades-utils/pcib113c.zip (41.105 bytes)
(The PCI-BIOS offers a standardised interface to all ATARI
compatibles with a PCI-Bus. Thereby drivers developed on
a Hades will/should also work on the Milan)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mjm0141e.zip (102.850 bytes)
(Marijuana, is a basic e-mail client for Atari ST/STe. English version)
ftp://chapelie.rma.ac.be/atari/internet/mjm0141f.zip (82.116 bytes)
(Marijuana, version Franï¿½ais)
ftp://chapelie.rma.ac.be/atari/internet/utilities/maps11.zip (182.406 bytes)
(enables you to send massmail with variable mailtext using MyMail as e-mail client)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/gemsetup172.lzh (222.417 bytes)
(General setup and configuration prg for TOS-compatible programs)
```

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2795. Hd driver with CTII

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <8pu1nfsic2@localhost.localdomain>
Source record: 57399

Hi there, I would like to know if any one uses HD Driver with their
Falcon and Centurbo II installed? If so, which version, and are there
any special settings?
Thanks, Mark

2796. Re: GFA-Basic code for accessing STing

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009151735580.91-100000@TT030>
Source record: 57400

On Fri, 15 Sep 2000, Ireneusz Pelech wrote:

> Hi!
>
> I Looking for GFA-Basic code for accessing STing.

Have a look at my site (see URL below) as I have released
a package to do just that.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2797. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: "dixie.csa" <dixie.csa@wanadoo.fr>
Message-ID: <WS3.39ee9c4a.93823ee0.dixie.csa@wanadoo.fr>
Source record: 57401
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Dans le message <39c27b4850e0421@online.be>
Martin \ a ï¿½crit:

ET TRADUIT EN FRANCAIS CES POSSIBLE
EN BELGIQUE IL Y A 2 LANGUES
FLAMENT
FRANCAIS
ALOR TES INFO DES BELGIQUE CES PLUTO BIZARE
POURQUOI PAS EN JAPONAI TENP QUAT FAIRE
PATRICK (FRANCAIS D'ORIGINE BELGE)
>New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
>---

> ***
> * If a package would be corrupt, please contact *
> * *
> * tos4ever@online.be *
> * or *
> * saka@village.uunet.be *
> * *
> * so they can delete it and put a good version here *
> * *
> * Only with your cooperation this site can become good *
> ***

> **docs**
>ftp://chapelie.rma.ac.be/atari/docs/doit/doitst1h.zip (3.368.574 bytes)
> (Tips and tricks about ST, STe and TT, German language with some Engli
>sh notes)
>
> **falcon**
>ftp://chapelie.rma.ac.be/atari/falcon/audio/iphig14e.zip (60.563 bytes)
> (Iphigï¿½nie is a Sound System Monitor for the Atari Falcon030.)
>
> **graph-tools**
>ftp://chapelie.rma.ac.be/atari/graph-tools/stc162nl.lzh (42.874 bytes) (Dutc
>h rsc of STCAD)

> **hades-utils**
>ftp://chapelie.rma.ac.be/atari/hades-utils/pcib113c.zip (41.105 bytes)
> (The PCI-BIOS offers a standardised interface to all ATARI
> compatibles with a PCI-Bus. Thereby drivers developed on
> a Hades will/should also work on the Milan)

> **internet**
>ftp://chapelie.rma.ac.be/atari/internet/mjm0141e.zip (102.850 bytes)
> (Marijuana, is a basic e-mail client for Atari ST/STe. English version)
>ftp://chapelie.rma.ac.be/atari/internet/mjm0141f.zip (82.116 bytes)
> (Marijuana, version Franï¿½ais)
>ftp://chapelie.rma.ac.be/atari/internet/utilities/maps11.zip (182.406 bytes)
> (enables you to send massmail with variable mailtext using MyMail as e
>-mail client)
>

> **utilities**
>ftp://chapelie.rma.ac.be/atari/utilities/gemsetup172.lzh (222.417 bytes)
> (General setup and configuration prg for TOS-compatible programs)
>
>
>
>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be ***********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

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///// // // // // ////// CIVIL WAR 1861~65 ///// ///// ////
// // // //// // // // // // //
// // // / // //// MUSIC OF DIXIE // //// //////
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///// // // // // ////// ATARI~MILAN/STE ///// ///// // //
~~~~~~
RAMSKINDT PATRICK E.MAIL dixie.csa@wanadoo.fr
~~~~~~
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2798. Re: Hd driver with CTII

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39C2A6FE.9A2F1C8F@cfc.dnd.ca>
Source record: 57402

Mark Friedman wrote:
> Hi there, I would like to know if any one uses HD Driver with their
> Falcon and Centurbo II installed? If so, which version, and are there
> any special settings?
> Thanks, Mark

yes. I use HDdriver 7.71 on my CenTurbo2.
no special settings AFAIR
reply to anarkist@idirect.com if you need more info, I am not at home
right now/
ken

2799. New Atari T-Shirt for sale

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009151916530.116-100000@TT030>
Source record: 57403

During a rescent trip to a show, I happened apon some brand
new Atari T-shirts. I picked one up but guessed wrong on
size. Rather than run it back, if someone here wants
it they can have it for exactly what I paid for it.

It's dark blue, with a large Atari Fuji logo on the front.
It's XL size. Cost me $18 bucks. I will send the reciept
along to prove it. ;-)

Shipping inside the US is free. Outside the US will cost you.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2800. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <R4yw5.115$JV3.1062@newsfeed.slurp.net>
Source record: 57404

On 15 Sep 2000 07:46:33 , Ken Springer wrote:

>I would suspect the emulator would successfully access the
>printer and modem 1 ports by sending LPT1 output to the
>printer port, and COM3 stuff to the modem port. I sure have
>forgotten a lot of my old DOS stuff. I'm glad I kept my
>books. <G>
>
>Ken

That is what I think also, but the problem is how get SoftPC to do this. I have ProComm and SoftPC loads it fine. I get all the screens, but I cannot dial. If you would like to give SoftPC a try download it from this address:

http://www.holleman.demon.nl/

It will run on any Atari computer that has a 68030 CPU or higher. It does not like Magic, but it does like Geneva (may also like N.AES). Give it a try and see what you come up with. I would like to access the modem port as I bought JUGS and am hoping to do it all on an Atari computer.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2801. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <S4yw5.116$JV3.1062@newsfeed.slurp.net>
Source record: 57405

On 15 Sep 2000 01:40:04 , J�rgen Nyberg wrote:
>Hi Edward
>
>Have you tried "Serial 2"? Or if it's in soft PC, maybe "COM"?

No I have not, but I will give it a try.... Thanks..
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2802. Re: PARCP accesses USB Port on PC

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <U4yw5.117$JV3.1062@newsfeed.slurp.net>
Source record: 57406

On 15 Sep 2000 12:31:04 , Derryck Croker wrote:
>From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>Date: Thu, 14 Sep 2000 21:44:39 GMT
>
>>I was able to successfully access the USB port on my wife's PC using PARCP.
>>A client of my wife gave her a cartridge from his digital camera that
>
>Interesting! That cartridge could well have been a compact flash device - any
>widget that ataches to a PC to allow them to be read should make them appear
>as drives, and hence available via PARCP or similar software to an Atari.

Yep, that is what happened. The device was drive "F" on my wife's computer
and I was able to bring it up...

>It's also possibe to buy a SCSI adaptor for reading/writing those devices,
>but they're quite expensive I believe.

Now that would be great to try out...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2803. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <969113996-16026AEicMi@cwcom.net>
Source record: 57407

From: Philipp Donzï¿½ <PhilippDonze@gmx.ch>
Date: Fri, 15 Sep 2000 09:09:03 +0200

>> something extra that I've missed - not the OS, which is MagiC 6
>Are you realy sure?
>I thought FAT32 support came with the version 6.1 of MagiC...

...aah...

>So I verified: In the German Atari Mag "ST-Computer" 4/1999 is written
>that MagiC Atari 6.1 supports now FAT32 Partitions.

So that explains it! :-/

I don't think that that version is available in the UK!

That probably explains why I've got confused!

Thanks for the reply!

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2804. Re: Magic 6.01 Install Application problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009152108.a13169@su2.maus.de>
Source record: 57408

Hello Michael!

MANF>According to the list of running applications, the "APPLICAT"
MANF>program is still running, but there is nothing happening.
The name of the program that 'installs' MagiC on your hard disk is not called APPLICAT, but INSTALL.APP or INSTMAGC.APP (at least for the German version).

That soft needs your name and personal ID and provides you with a ready-to-run version (a reset is neccessary of course) on your hard drive...

Und TTschï¿½
ps

2805. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <39C1CB0A.DAB9F4DA@gmx.ch>
Source record: 57481

Hi Derryck,
> I think that you're on the right lines here. There's absolutely no problem with
> HDDriver partitioning it (I haven't tried a sector scan), but there's obviously
> something extra that I've missed - not the OS, which is MagiC 6
Are you realy sure?
I thought FAT32 support came with the version 6.1 of MagiC...
I am wrong or not?
So I verified: In the German Atari Mag "ST-Computer" 4/1999 is written
that MagiC Atari 6.1 supports now FAT32 Partitions.

Sorry, but I don't think you'll get it to work with MagiC 6.0.

Regards
Philipp

--
==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari-computer.de

2806. Re: Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: djhh212@aol.com
Message-ID: <20000915040954.02803.00001828@ng-fk1.aol.com>
Source record: 57482

offers $100 then sells for > $500...hmmm

2807. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39C1F2E5.CF3DA951@ihug.co.nz>
Source record: 57483

Hi there,

Mark Bedingfield wrote:
>
> > Once upon a time <8p6qmj$eg0$1@perki.connect.com.au>, Mark Bedingfield
> > <mark@baypc.com.au> grabbed chalk and scrawled:
> > >Girlfriend in english means, emptier of wallets, and creator of
> > headaches.
> > >Why did I get married?
> >
> > Ah, you see, the upgrade package to Wife includes special routines which
> > take over money.dll, time.dll and introduces a new TSR, nag.tsr.
> >
> > Answer? Download beer.exe and hide in the Pub.
> >
> > *laughs*
> > Richard, whose girlfriend isn't like that.

Sorry guys, I've missed the original(s) to this thread. Is it about foul disgusting language like 'girlfriend', 'wife', 'commitment', 'shared bank -account', and other hideous stuff like that? <shudder!> ;^)

...ooops, I'd better send this quick, else I get into deep trouble!! 8^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2808. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39C1F45C.30A80A77@ihug.co.nz>
Source record: 57484

Hi there,

Jo Even Skarstein wrote:
>
> > 2 Where did you mount the hard drive 2.5"?
>
> I shoehorned a 3.5" between the PSU and floppy in a STE. Double-adhesive
> tape or hotglue is the key here.

Hehe! Nothing beats a good ol' bit of 'friendly persuasion' when installing
stuff into an ST! I've managed a 3.5" into my Falcon, as well as prepping
my STe. I just need to afford Marios little device now.

Also, the 3.5" in the Falcon is a godsend because I had to remove the infernal
(er, internal!) speaker!! 2.6MB/sec is usual with the 1.2GB Quantum Fireball
I'm using in my bird, which is better than any 2.5" drive I've seen...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2809. GFA-Basic code for accessing STing

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Ireneusz Pelech <irekp@cu2000.com.pl>
Message-ID: <39C20365.58D5F9F6@cu2000.com.pl>
Source record: 57485

Hi!

I Looking for GFA-Basic code for accessing STing.
--
Regard
Monsoft

irekp@cu2000.com.pl | ->Atari Internet Magazyn <-
tel. 0603 439 935 | http://www.cu2000.com.pl/guma

2810. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <969017704-003594AEicMi@cwcom.net>
Source record: 57486

From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Date: 14 Sep 2000 08:39:44 GMT

>> but still no go. Do I need a special driver to add support for this
>> size of drive in addition to HDDriver and MagiC6 perhaps?

>No. But it may be that the partition wasn't properly initialized as
>FAT32 by HDDRUTIL, so that MagiC refuses to accept it.

Latest update - I formatted and partitioned the drive into 2 2Gb partitions, which seems to be the largest size that I can use according to the Help pertaining to this function. I can now access both partitions, but not if it's been divided into one partition. A partial success, and much better than I'd been seeing before!

Maybe Windows poisened the drive, so it needed a good formatting to cure it! :-)

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2811. Re: PARCP accesses USB Port on PC

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <969017708-004074AEicMi@cwcom.net>
Source record: 57487

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Thu, 14 Sep 2000 21:44:39 GMT

>I was able to successfully access the USB port on my wife's PC using PARCP.
>A client of my wife gave her a cartridge from his digital camera that

Interesting! That cartridge could well have been a compact flash device - any
widget that ataches to a PC to allow them to be read should make them appear
as drives, and hence available via PARCP or similar software to an Atari.

It's also possibe to buy a SCSI adaptor for reading/writing those devices,
but they're quite expensive I believe.
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2812. Re: Magic 6.01 Install Application problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <969017710-004634AEicMi@cwcom.net>
Source record: 57488

From: nameerf@flash.net (Michael and Nicole Freeman)
Date: Fri, 15 Sep 2000 03:52:49 GMT

> There's a couple things still keeping me from fully using
>Magic that maybe someone could help me with. The main thing is,
>whenever I click on a program icon, then select "Install
>Application...", the dialog box appears just as the manual said,
>however, after I'm done with that dialog and click on [Install], the
>dialog disappears and nothing else happens. According to the list of
>running applications, the "APPLICAT" program is still running, but
>there is nothing happening. The *thin* 39-page manual doesn't say

I'm a little confused! From what I can make out, you're expecting that
installing an application with Applicat should also make it run?

IIRC all you're doing with install app. is giving the app a special icon for
the desktop, or associating it with files so that double clicking one will
automatically launch the app and load that file.

If you want apps to run without being clicked on then they must be copied
either to the Auto or Start folders depending on their purpose.

Have I got the wrong end of the stick?

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2813. Re: German equivalent site.

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: 09FB4058.AIPIFHBX.SVI@dibra.saar.de
Message-ID: <09FB4058.AIPIFHBX.Dtc5fY9vOb1KfJVa@dibra.saar.de>
Source record: 57489

gerhard.janka@siemens.at wrote:
>I don't find any maus.computer.atari.* . What I see are only
>some maus.sys.atari.*

Mausnet-newsgroup-renaming happened some years ago:

old Usenet name new Usenet name
maus.sys.atari.desktop maus.computer.atari.dtp
maus.sys.atari.f030 maus.computer.atari.falcon
maus.sys.atari.hardware maus.computer.atari.hardware
maus.sys.atari.internet maus.computer.atari.internet
maus.sys.atari.software maus.computer.atari.software
maus.rec.jaguar maus.computer.atari.spiele
maus.sys.atari.talk maus.computer.atari.talk
maus.sys.atari.gemini maus.computer.atari.gemini
maus.sys.atari.mint maus.computer.atari.mint_mtos

Reference:
Message-ID: <199809292340.a46819@hb.maus.de>
Newsgroups: maus.info
Subject: Great Renaming auf Usenet-Seite
Date: Tue, 29 Sep 1998 23:40:00 MET

Some newsservers seem to have ignored checkgroup msgs
that have been sent in 1998.

News Archive Uni Stuttgart should always have stored recent postings.
Try http://www.scn.org/scripts/readnews-s?maus.computer.atari.*

Thomas Knecht

2814. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39C22839.FB2D1D09@greeleynet.com>
Source record: 57490

"Edward S. Baiz Jr." wrote:
>
> Hello,
>
> I have this program running fine on my Hades. The 286 emulation is just
> amazing. Too bad the authors never made a 386 emulator or greater for the
> Atari's. But anyway, there is an option to set the printer port and also
> COM1 and COM2. Here you can use a program on the Atari as one of the ports.
> I was wondering if anyone knew or had an idea as to what kind of program
> (file) could be used here so that the DOS programs ran on SoftPC would
> access the Atari's printer and modem ports?

Hi, Ed,

I've been reading this thread. I always wanted to try
SoftPC but never got it done.

Anyway...

On PC's of that era, AFAIK the standard PC came with 1
printer port and 2 com ports. I believe you could have up
to 4 of each. Printer/parallel ports were LPT1, LPT2, etc
and modem/serial ports were COM1, COM2, etc. LPT1 is
usually connected to either your printer. COM1 was usually
the mouse. I usually found the modems attached to COM3. I
doubt that calling it modem 1 or 2, serial 1 or 2 would work
unless the SoftPC programmers put it in the emulator code.
And if they did that, it might cause other emulation
problems as the ports can be used for things other than
printers. In this windows machine I have now, I have a
parallel card for the Epson scanner I own, and it's LPT2. I
don't know what would happen in the case of other serial
devices. It may be that if a physical card was required in
the real PC, you may not be able to emulate the other ports
since there is no place to install a physical card for the
device or for physical connection. Although, since the
Hades uses a standard PC motherboard design/layout, the
places are there for the cards.

I would suspect the emulator would successfully access the
printer and modem 1 ports by sending LPT1 output to the
printer port, and COM3 stuff to the modem port. I sure have
forgotten a lot of my old DOS stuff. I'm glad I kept my
books. <G>

Ken

2815. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <ss4i2mf4dc668@corp.supernews.com>
Source record: 57491

On 15 Sep 2000 05:44:32 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> Didn't you have problems with heat build up? Because I certainly did.
>
>No, I was lucky enough to have a good Quantum drive which used very little
>power. It was hotter than normal, but even after a full days use it was
>acceptable.

After about 30 minutes it was cooking. After a few hours you could
smell it. :-)

>> The IDEal interface needs a leg on the MFP to be cut and two wires
>> soldered to either end and a wire to the shifter for 16mhz. How does
>> Mario get around this. Is my interface running twice as fast as
>> Marios?
>
>I have no idea. I've had both Mario's (STE version) and the C't interface
>(ST), and neither requires any cutting or soldering (except for the
>CPU-socket on the ST ofcourse).

That's quite interesting. I would have thought there would have been
little difference between all three. I put my interface down to why
STinG (versions newer than 1.12) don't work. Maybe it's something to
do with the wire cut on the MFP. An STE exactly the same (and I mean
it!) except for the interface of course, works fine.

Hang on I'll just go away to check the MFP chip number.....
right it's pin 27. I might check on the schematics what the hell is
that pin.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2816. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ptoi8$p9p$1@snipp.uninett.no>
Source record: 57492

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>I have no idea. I've had both Mario's (STE version) and the C't interface
>>(ST), and neither requires any cutting or soldering (except for the
>>CPU-socket on the ST ofcourse).

> That's quite interesting. I would have thought there would have been
> little difference between all three. I put my interface down to why
> STinG (versions newer than 1.12) don't work. Maybe it's something to
> do with the wire cut on the MFP. An STE exactly the same (and I mean
> it!) except for the interface of course, works fine.

IIRC the IDEal interface also includes a MFP accelerator which boosts the
serialport to 38k4.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

2817. Wtd: Atari TT Keyboard (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <39C2688C.26D827B3@darkstar64.freeserve.co.uk>
Source record: 57493

Wanted - Original keyboard for a TT
It doesn't matter if it works or not just as long as it is in good
cosmetic condition

Also after a high res. monitor and RAM upgrade for a TT

Cheers,
Dave

--
---==---===---===---
ICQ No. 34363311
---==---===---===---

2818. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39C2693B.78381D0@cfc.dnd.ca>
Source record: 57494

Sasa Andrijasevic wrote:
> On 13 Sep 2000 19:35:05 , Don wrote:
> >I want to purchase Marios IDE interface for the STE but have questions
> >for anyone who has installed the interface.
> >1 What drive are you using and is there any problems with that make of
> >drive when used with the interface?
> >2 Where did you mount the hard drive 2.5"?
> >3 Any problems with the installation?
> >Any comments would be great.
> >Thanks Don
> Hi,

> 1. I'm using 2.5 hdd and atapi cd rom drive and it works GREAT!
> 2. It fits inside the STe very nice...
> 3. Instalation is very easy, you may put plastic glue onto cpu in
> order to make it very stable...
> alltogether, worth investing!
> cheers
> sasa

1-fuji 1.2 GB 2.5"
2-between the RAM and PSU
3-almost none. the hardest part was cutting and resoldering one
resistor(?)
so that I could use the TOPS 2.06 chips that came with it.

one thing I noticed though on mine and a friends installation.
the IDE board is pressed down onto the CPU in the STe install, and it
has a tendency to work its way back up and unseat it self over time. I
solved that by putting some non conducting
lightweight thick material between the shield and the IDE board/CPU to
hold it in place.
Once the shield is screwed down, it holds the, er, cardboard, applying
light pressure to the IDE board so it doesn't unseat from the CPU.

Now my Ste can be taken anywhere, and plugged into any old TV when it
needs to be used! :-)
ken

2819. Re: Magic 6.01 Install Application problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969044516-413346AEicMi@bun.com>
Source record: 57495

Hi Derryck, Michael,

>IIRC all you're doing with install app. is giving the app a special icon for
>the desktop, or associating it with files so that double clicking one will
>automatically launch the app and load that file.

Spot on Derryck, file assosiation and icon asignment is what applicat is for.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2820. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 01:40:04 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8prulk$6g4$1@zingo.tninet.se>
Source record: 57476

On 14 Sep 2000 21:44:36 , Edward S. Baiz Jr. wrote:
>
>I agree. Nothing is needed in the Config file on the C partition of the
>emulator. What is needed is a program on the Atari or else a device name. I
>have typed in "Modem 2", but have gotten no results. I am thinking I need
>some other kind of name for the Modem 2 port.
>Edward S. Baiz Jr.
> (Gamer)
Hi Edward

Have you tried "Serial 2"? Or if it's in soft PC, maybe "COM"?

Cheers J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

2821. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 02:16:43 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8prt1nqds1@perki.connect.com.au>
Source record: 57475

I actually used a PC mouse plugged into the serial port using Micro$ofts driver, it worked fine. I suspect it may only use 19200 though. I will have a play with it on the week end and see what's up.

Mark Bedingfield

2822. Magic 6.01 Install Application problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 03:52:49 UTC
From: nameerf@flash.net
Message-ID: <l2hw5.7273$oc3.466299@news.flash.net>
Source record: 57477

Hello again!

There's a couple things still keeping me from fully using
Magic that maybe someone could help me with. The main thing is,
whenever I click on a program icon, then select "Install
Application...", the dialog box appears just as the manual said,
however, after I'm done with that dialog and click on [Install], the
dialog disappears and nothing else happens. According to the list of
running applications, the "APPLICAT" program is still running, but
there is nothing happening. The *thin* 39-page manual doesn't say
anything about what's happening, and gives me no clues as to what to
do next. So I can't install any applications. Any ideas? Is there a
bug in APPLICAT that I should be aware of? My system is a Falcon, and
it's Magic version 6.01. Thanks!

Mike Freeman
nameerf@flash.net

2823. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 05:41:06 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8pscpi$g5m$1@snipp.uninett.no>
Source record: 57478

Don <dons@qnet.com> wrote:

>> Nothing except the usual stuff - TOS can't boot from most WD-drives. This
>> is a TOS-problem, not a hardware-problem.

> So a Seagate or Quantum should work?

I'd think so. I've never had problems booting either, although I try to
stay away from Seagate if I can - their drives was of exceptionally poor
quality. It might have improved now, but I've never had a Seagate that
didn't die on me...

> Im hoping to place a 2.5" between the simms and the back of the case or
> floppy. Planning to drill some holes in the Shielding to mount it. Think
> that would be a problem?

Should work fine. But using foam tape (3M) or hotglue would eliminate
vibrations and reduce noise.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2824. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 05:44:32 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8psd00$g5m$2@snipp.uninett.no>
Source record: 57479

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Didn't you have problems with heat build up? Because I certainly did.

No, I was lucky enough to have a good Quantum drive which used very little
power. It was hotter than normal, but even after a full days use it was
acceptable.

> The power connector was home made as a normal drive connector hit
> the PSU caps.

Ditto.

> The IDEal interface needs a leg on the MFP to be cut and two wires
> soldered to either end and a wire to the shifter for 16mhz. How does
> Mario get around this. Is my interface running twice as fast as
> Marios?

I have no idea. I've had both Mario's (STE version) and the C't interface
(ST), and neither requires any cutting or soldering (except for the
CPU-socket on the ST ofcourse).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2825. Re: German equivalent site.

Newsgroup: comp.sys.atari.st
Date: 2000-09-15 06:38:24 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39C1C3E0.A86965E7@siemens.at>
Source record: 57480

Martin \"Nightowl\" Byttebier wrote:
> Euch, the German equivalent of this newsgroup post daily more messages
> then c.s.a.st and c.s.a.st.tech together.
>
> They surely don't join the international newsgroups. Most of the German
> and French just stick to their newsgroups.
>
> The most important German groups are:
>
> maus.computer.atari.dtp (mostly about Calamus, all versions)
> maus.computer.atari.internet (Internet related postings)
> maus.computer.atari.mint_mtos (MiNT related postings)
> maus.computer.atari.hardware (hardware related postings)
> maus.computer.atari.software (software realted postings)

Strange. Although there are >100 maus newsgroups on the server
I don't find any maus.computer.atari.* . What I see are only
some maus.sys.atari.* and except maus.sys.atari.mint with 2!
postings all others are completely empty.

Gerhard

2826. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: Jean-Fran&#65533;ois Lemaire <jf.lemaire@skynet.be>
Message-ID: <WS3.d40f71ab.97d24122.jf.lemaire@skynet.be>
Source record: 57422
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Salut,

Dans le message <WS3.39ee9c4a.93823ee0.dixie.csa@wanadoo.fr>
dixie.csa a i¿½crit:
>Dans le message <39c27b4850e0421@online.be>
>Martin \ a i¿½crit:

>ET TRADUIT EN FRANCAIS CES POSSIBLE
>EN BELGIQUE IL Y A 2 LANGUES

Trois: franï¿½ais, nï¿½erlandais (flamand) et allemand.

>FLAMENT
>FRANCAIS
>ALOR TES INFO DES BELGIQUE CES PLUTO BIZARE
>POURQUOI PAS EN JAPONAI TENP QUAT FAIRE
>PATRICK (FRANCAIS D'ORIGINE BELGE)

Martin n'est pas francophone (je crois) et je pense qu'il maï¿½trise mieux
l'anglais que le franï¿½ais. De plus, ce message est ï¿½galement envoyï¿½ sur
le groupe anglophone. Plutï¿½t que de l'engueuler pour un pareil dï¿½tail,
propose-lui de faire la traduction franï¿½aise de ses messages, ï¿½a sera
plus constructif. Martin est responsable du site ftp Atari le plus ï¿½ jour,
et en cela il mï¿½rite autrement plus que ta remarque infantile. La critique
est dï¿½cidï¿½ment bien aisï¿½e... D'autant que l'anglais de Martin est plus
comprï¿½hensible que ton franï¿½ais.

P.S. Et s'il-te-plaï¿½t, prend la peine d'effacer le message d'origine;
on vient de le lire, on a pas besoin de le connaï¿½tre par coeur.

J-F.

2827. WTD: Atari TT in the UK

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: BTInternet News <julianlb@btinternet.com>
Message-ID: <8pvcm0pra1@plutonium.btinternet.com>
Source record: 57423

Does anyone have a TT that they would part with?

Drop me a line if you do

Thanks

Julian

2828. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: "dixie.csa" <dixie.csa@wanadoo.fr>
Message-ID: <WS3.feca5b6e.98184160.dixie.csa@wanadoo.fr>
Source record: 57424
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Dans le message Jean-Franï¿½ois Lemaire a ï¿½crit:

> Martin n'est pas francophone (je crois) et je pense qu'il maï¿½trise mieux
>l'anglais que le franï¿½ais.
pas francophone mais plus conprenhensif que vous

>Plutï¿½t que de l'engueuler pour un pareil dï¿½tail,
detail !
>propose-lui de faire la traduction franï¿½aise de ses messages, ï¿½a sera
>plus constructif.
si je parlee anglais je lui aurai pas demandee la traduction francaise
reponce pas tres reflechie
>Martin est responsable du site ftp Atari le plus ï¿½ jour,
>et en cela il mï¿½rite autrement plus que ta remarque infantile. La critique
>est dï¿½cidï¿½ment bien aisï¿½e...
vraiment rien conprie
>D'autant que l'anglais de Martin est plus comprï¿½hensible que ton franï¿½ais.
critique facile quant ons manque d'argument
decidement martin et plus civilisee que vous

patrick

--

~~~~~~
///// // // // // ////// CIVIL WAR 1861~65 ///// ///// ////
// // // //// // // // // // //
// // // / // //// MUSIC OF DIXIE // //// //////
// // // //// // // // // // //
///// // // // // ////// ATARI~MILAN/STE ///// ///// // //
~~~~~~
RAMSKINDT PATRICK E.MAIL dixie.csa@wanadoo.fr
~~~~~~
~~~~~~

2829. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: "dixie.csa" <dixie.csa@wanadoo.fr>
Message-ID: <WS3.ffab5a0f.985a4160.dixie.csa@wanadoo.fr>
Source record: 57425
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Dans le message
Zorro a ï¿½crit:

>Ce qui est sï¿½r, c'est que je comprend beaucoup mieux son anglais que ton
>franï¿½ais...
he ces repartie

>Whaouuu!!! comme Jhonny Halliday

JH CES QUI CE CONNAR !
>Zorro

>--------
>Tweetalig

--

~~~~~~
///// // // // // ////// CIVIL WAR 1861~65 ///// ///// ////
// // // //// // // // // // //
// // // / // //// MUSIC OF DIXIE // //// //////
// // // //// // // // // // //
///// // // // // ////// ATARI~MILAN/STE ///// ///// // //
~~~~~~
RAMSKINDT PATRICK E.MAIL dixie.csa@wanadoo.fr
~~~~~~
~~~~~~

2830. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <ss6lg43kh3t114@corp.supernews.com>
Source record: 57426

On 15 Sep 2000 18:08:08 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>>>I have no idea. I've had both Mario's (STE version) and the C't interface
>>>(ST), and neither requires any cutting or soldering (except for the
>>>CPU-socket on the ST ofcourse).
>
>> That's quite interesting. I would have thought there would have been
>> little difference between all three. I put my interface down to why
>> STinG (versions newer than 1.12) don't work. Maybe it's something to
>> do with the wire cut on the MFP. An STE exactly the same (and I mean
>> it!) except for the interface of course, works fine.
>
>IIRC the IDEal interface also includes a MFP accelerator which boosts the
>serialport to 38k4.

Well if it does it's an undocumented feature! Pin 27 (which is the
cut one) is nothing to do with the serial port. Pin 17 or 10 or one
of those on the other side is how to speed the MFP up.

I've just checked on the schematics and pin 27 goes through a gate
(probably an OR) to the WD1772 INT pin and to FDINT on the ACSI port.
So this could be the problem I'm experiencing with STinG as it's when
I access my Hard Disk.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

2831. For sale

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: John Whatty <john@mevatele.freeserve.co.uk>
Message-ID: <39C3593A.2F53@mevatele.freeserve.co.uk>
Source record: 57427

Hi there

FOR SALE - in the UK

Atari STE - 4mb - internal hard drive 700mb? - switchable TOS 2.06/1.00
1.44mb floppy drive - high speed serial port - offers ?

WANTED - Atari 1040STfm as new and boxed

John
john@mevagissey.net

2832. Re: Info WenSuite4

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8pvvho$4g$1@neptunium.btinternet.com>
Source record: 57428

Robert Schaffner <rsmac@t-online.de> wrote in message
news:1eh1j2s.1oxwd411xt8m3uN%rsmac@t-online.de...
> John N Oakes <doyene@zetnet.co.uk> wrote:
>
> > Hei Again.
> > While perusing on the fr.comp.sys.atari site, I noticed it
mentioned
> > WenSuite4. Is their any movement in the release date for this package.
>
> What's the right url for wensuite?
> Thank you! :)
>
> Regards, Robert

```
http://oxo.systems.online.fr/

Simon
Knows how to use Altavista ;)
```

2833. Re: Have I told you I get paid to surf the Web?

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8pvvrj$1k9$1@neptunium.btinternet.com>
Source record: 57429

Chris <christopher_99999@hotmail.com> wrote in message
news:8pvtbm$m8h$7047@neptunium.btinternet.com...
> Hi :
>
> Have I ever told you about AllAdvantage.com? It's an Internet
> company I've joined and it pays its members to surf the Web. Top
> members last month earned several thousands of dollars each!
> Chris
> Member ID no. avt202
>
>

Have I told you that All Advantage close accounts that spam newsgroups?

Say bye-bye to your account

Simon

2834. Re: Info WenSuite4

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1eh2cgo.wh6dpyu7y1vsN%rsmac@t-online.de>
Source record: 57430

Simon Osborne <atariactive@btinternet.com> wrote:

> http://oxo.systems.online.fr/

Yeah, thank you! :)

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

2835. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: Dan Cable <dcable@ix.netcom.com>
Message-ID: <39C3FA6A.383F8248@ix.netcom.com>
Source record: 57431

Charles Stanley wrote:

> On 3 Sep 2000 12:05:34 +, Bernd Maedicke wrote:
> >On 2 Sep 2000 22:26:11 G, Charles Stanley wrote:
>
> Re EdHak302.
>
> >Can you tell me an url, where I can found this programm?
>
> I am sorry, Bernd, I do not know an URL for it. I believe the program is
> not supported or distributed any more. I got my copy several years ago,
> when it was commercial. Its author was Craig Harvey in the US and
> distributed in the UK by Douglas Communications (no longer in existence?)
> and, perhaps, by the ST Club.
>
> - Charles.

It's at:

http://ic.net/~harvey/editplus.htm

Dan

2836. ATARI REPLAY 16- ONE DAY LEFT!

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <anRw5.357$4j7.223158@ratbert.tds.net>
Source record: 57432

Only one day left in this EBAY auction for the RARE AND MINT ATARI REPLAY 16!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=432282871

2837. Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: Benny Roger Gundersen <mms@c2i.net>
Message-ID: <erSw5.1399$X46.216457@juliett.dax.net>
Source record: 57433

Does anybody know where I can get a harddisk for my 4mb STE new or second hand...

Benny

2838. File added to LaST PD web site:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <e2VN8uAXZ$w5EwM5@euphony.net>
Source record: 57434
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I've just uploaded a page to my web site so now you can now download DC Format 3.0: an Atari formatting program which support several; format types (MS-DOS, spectre.. etc). This is program answers the most common of questions: 'How can I use floppy disks between ST and PC?'

More useful programs will be added in time:) or if I get enough suggestions for useful programs.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2839. Re: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39C40B02.777C65D@qnet.com>
Source record: 57435

Steve,

Why waste everyones time asking this over and over to everyone who post a wanted or for sale. READ before you ask the question over and over his Organization line says that he is from Norway. Hell maybe Im wrong but I thought there was only one Norway.

It makes alot more sense to me if your interested in the item for sale or wanted to email the person privately. This way we dont clutter up the newsgroup with senseless posts over and over. Yes, it does help out when people post where their from too.

Don

Steve Stupple wrote:

> In article <erSw5.1399$X46.216457@juliett.dax.net>, Benny Roger
> Gundersen <mms@c2i.net> writes
> >Does anybody know where I can get a harddisk for my 4mb STE new or second
> >hand...
> >
> >Benny
> >
> >
>
> Hmmm!!! in which country are you Benny:) reminds me of Crossroads
> though!
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2840. Need good book on 68K M/L programming

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1000916213038.11058B-100000@mail1.wayne.edu>
Source record: 57436

Hello, I figured the best recommendations would be from STers! I'm in a class that covers the motorola 68000 programming and internal architecture. Since the prof didn't even offer us a textbook, I would appreciate any reccomendations of a good book that goes over the 68K in pretty good detail. It need not pertain to the ST specifically, but it does need to go into pretty good detail on the addressing modes, explain what each instruction does, etc.

Now THIS won't make anyone here too happy, but does anyone know of a 68K cross assembler that runs on the PC?

thanks,
kevin spears

2841. Re: English Text Editors?

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: "Neron N. Nesmith Jr." <nnesmith@ieee.org>
Message-ID: <39C42C8D.DB6E3D17@ieee.org>
Source record: 57437

I talked to the "genius" behind EdHak because there was some talk on
this site about EdHak and whether it was free or not.

Neron

Subject: EdHak Free?
Date: Wed, 6 Sep 2000 17:43:02 -0400 (EDT)
From: harvey@ic.net (Craig Harvey)

Yep, I guess I might as well call it free, since I've been letting
anyone
who asks for it have it by downloading the latest version (a few yrs old
now), which was 3.21. However, the way I currently have it on the web
requires you to use a prior version to decrypt it using the secret
password:
"2for1" (that's the numeral one at the end, not the letter "l").

You can send people to the now somewhat obsolete web site:
http://ic.net/~harvey/editplus.htm

I guess I should update the info there and make it an easy
(non-encrypted)
download. We'll see if there's enough interest to warrant that amount
of
effort.

Obviously, they should not expect any support/updates/bug-fixes at this
point, since it already achieved perfection. ;-)

Craig

Dan Cable wrote:
>
> Charles Stanley wrote:
>
> > On 3 Sep 2000 12:05:34 +, Bernd Maedicke wrote:
> > >On 2 Sep 2000 22:26:11 G, Charles Stanley wrote:
> >
> > Re EdHak302.
> >
> > >Can you tell me an url, where I can found this programm?
> >
> > I am sorry, Bernd, I do not know an URL for it. I believe the program is
> > not supported or distributed any more. I got my copy several years ago,
> > when it was commercial. Its author was Craig Harvey in the US and
> > distributed in the UK by Douglas Communications (no longer in existence?)

> > and, perhaps, by the ST Club.
> >
> > - Charles.
>
> It's at:
>
> http://ic.net/~harvey/editplus.htm
>
> Dan

2842. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969190718-478122AEicMi@bun.com>
Source record: 57438

Hi Derryck

>MagiC Atari 6.1 supports now FAT32 Partitions.

>So that explains it! :-/
>I don't think that that version is available in the UK!

Magic 6.1, not available in UK eh!, never mind. 8~)

Youve not eMailed me in a while!!! 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2843. Re: Info WenSuite4

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39c34ae2$0$18631@news.zetnet.co.uk>
Source record: 57439

On 16 Sep 2000 07:52:28 , Robert Schaffner wrote:
>John N Oakes <doyene@zetnet.co.uk> wrote:
>
>> Hei Again.
>> While perusing on the fr.comp.sys.atari site, I noticed it mentioned
>> WenSuite4. Is their any movement in the release date for this package.
>
>What's the right url for wensuite?
>Thank you! :)
>
>Regards, Robert
>--
> -= Home of DOIT-Archives =-
> _____
> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
>doitarchive@doitarchive.de * www.doitarchive.de
>.
Hi John and Robert,

Try:

http://oxo.systems.online.fr/wensuite.htm

No mention of Wensuite 4.

Bob King.

2844. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39c3c1e9$0$18632@news.zetnet.co.uk>
Source record: 57440

On 14 Sep 2000 23:25:46 , Robert Frederick King wrote:
>On 14 Sep 2000 23:09:34 , Charles Stanley wrote:
>>On 13 Sep 2000 10:26:17 , Bob King wrote:
>>>Hi Charles again!!!
>snips>

>Hi Charles,
>
>Haven't you got my files??
>
>Bob.

Hi Bob,

Yes, I did, thank you very much; and I also sent a thank-you-email:
but I have just examined my reply in the outbox -- and the text I wrote
is not there, having been replaced by something else. No idea why or how.

Charles.

2845. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39c3c1ea$0$18632@news.zetnet.co.uk>
Source record: 57441

On 13 Sep 2000 20:40:00 , Peter Schneider wrote:
>Hi Charles,
>
>CS>Is there a way a splitting huge downloaded bin files in order to
>CS>transfer them via 1Meg floppies to another computer, please?
>if I'm not wrong the ARJ archiver is capable of producing those
>floppies. Maybe it's possible in one direction only (creating on a PC,
>decompressing on an Atari or any computer whatsoever).
>
>A program I'm sure it can solve your problem is TAR, but I never did
>it myself. So I don't know the precise command line necessary for that
>purpose.
>
>If you choose to go the TAR way, let me know.

Hi Peter,

Thanks for the thought, but, having tangled with TAR once before, I think
I'll pass it up :)

Charles.

2846. Re: Magic 6.01 Install Application problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39c3c1ef$0$18632@news.zetnet.co.uk>
Source record: 57442

On 15 Sep 2000 03:52:49 , Michael and Nicole Freeman wrote:
>Hello again!
>
> There's a couple things still keeping me from fully using
>Magic that maybe someone could help me with. The main thing is,
>whenever I click on a program icon, then select "Install
>Application...", the dialog box appears just as the manual said,
>however, after I'm done with that dialog and click on [Install], the
>dialog disappears and nothing else happens. According to the list of
>running applications, the "APPLICAT" program is still running, but
>there is nothing happening. The *thin* 39-page manual doesn't say
>anything about what's happening, and gives me no clues as to what to
>do next. So I can't install any applications. Any ideas? Is there a
>bug in APPLICAT that I should be aware of? My system is a Falcon, and
>it's Magic version 6.01. Thanks!

APPLICAT saves what you install automatically. You need also to click
SAVE OPTIONS when you have finished installing: this updates MagX.INF
too. Re-Load MagX.Inf and you're set to go, eg, double-click any .HTM
file that you have chosen to be run in CAB and CAB will start up by
itself.

Cheers,
Charles.

2847. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39c3c1ed$0$18632@news.zetnet.co.uk>
Source record: 57443

On 16 Sep 2000 00:39:12 , xlator@cix.compulink.co.uk wrote:
>In message <39beb2e1$0$18635@news.zetnet.co.uk>, lais@zetnet.co.uk said:
>
>>There are various splitter programs available. Some are
>>Atari-specific, others are UNIX ports so you need to find
>>the same program for both machines. If you get really
>>stuck, you could UUEncode them then split them into
>>suitably-sized chunks with a text editor.
>
>If you use ESS-Code you can make it split up the files automatically
>during either UUE or MIME coding. Don't know what the largest segment
>size is, though. ESS is available for both Atari and PC platforms. Might
>be wise tro switch on the 'Table' option to take care of any character
>set differences on the two platforms.

Thanks, everyone, for these ideas: there's much for me to experiment with.
Bob King's programs will be first, which will be with a smaller file, to
see if the Mac's Stuffit can deal with it.

Great NG, this.
Charles.

2848. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39c3e1f6$0$18634@news.zetnet.co.uk>
Source record: 57444

On 16 Sep 2000 18:54:33 , Charles Stanley wrote:
>On 14 Sep 2000 23:25:46 , Robert Frederick King wrote:
>>On 14 Sep 2000 23:09:34 , Charles Stanley wrote:
>>>On 13 Sep 2000 10:26:17 , Bob King wrote:
>>>>Hi Charles again!!!
>>snips>
>
>>Hi Charles,
>>
>>Haven't you got my files??
>>
>>Bob.
>
>Hi Bob,
>
>Yes, I did, thank you very much; and I also sent a thank-you-email:
>but I have just examined my reply in the outbox -- and the text I wrote
>is not there, having been replaced by something else. No idea why or how.
>
>Charles.
>.

Hi Charles,

Glad you got them, what emailer/news app do you use. My main problem is I think my ISP Zetnet, dropping the line while I type in real time as I haven't got the knack of typing off-line and sending later. Lost quite a few large responses that way. Happy splitting.

Bob King.

2849. Thanks for News-site.de

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:21:50 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.5ac0ff64.95724000.doyene@zetnet.co.uk>
Source record: 57409

Hei all.
Thank for the info, I eventually found de.comp.sys.atari.. Seems
to have a few useful comments to try.

regards

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Atari/Linux User Debian GNU/Linux xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

2850. Info WenSuite4

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:26:08 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.5bd7fe73.96884000.doyene@zetnet.co.uk>
Source record: 57410

Hei Again.
While perusing on the fr.comp.sys.atari site, I noticed it mentioned
WenSuite4. Is their any movement in the release date for this package.

regards
--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Atari/Linux User Debian GNU/Linux xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

2851. Re: Wtd: Atari TT Keyboard (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:38:20 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.5ce0f944.99944000.doyene@zetnet.co.uk>
Source record: 57411

In message <39C2688C.26D827B3@darkstar64.freeserve.co.uk>
David Williams wrote:

>Wanted - Original keyboard for a TT
>It doesn't matter if it works or not just as long as it is in good
>cosmetic condition

>Also after a high res. monitor and RAM upgrade for a TT

Hei David.
I have a old TT030 Keyboard, the space bar is a bit loose
and some of the keys need a extra tap.
I have spare Hi Res monitor, which I don't use.
What type of RAM upgrade I have the original 4MB TTRAM spare.

regards
Manchester .UK.

--
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Alway and Forever a Atari User xx
xx Computer: Atari TT030 STRAM 4MB TTRAM 64MB xx
xx Atari/Linux User Debian GNU/Linux xx
xx Internet: Draconis1.7 + WenSuite3 + Lynx xx
xx Email: doyene@zetnet.co.uk xx
xx Med vennlig hilsen : with kindest regards xx
xx John Nicholas Oakes xx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

2852. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:39:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8puffg$r1r$1@plutonium.compulink.co.uk>
Source record: 57412

In message <39beb2e1$0$18635@news.zetnet.co.uk>, lais@zetnet.co.uk said:

>There are various splitter programs available. Some are
>Atari-specific, others are UNIX ports so you need to find
>the same program for both machines. If you get really
>stuck, you could UUEncode them then split them into
>suitably-sized chunks with a text editor.

If you use ESS-Code you can make it split up the files automatically during either UUE or MIME coding. Don't know what the largest segment size is, though. ESS is available for both Atari and PC platforms. Might be wise tro switch on the 'Table' option to take care of any character set differences on the two platforms.

2853. Re: HTML -> ASCII

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 00:39:14 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8puffi$r29$1@plutonium.compulink.co.uk>
Source record: 57413

In message <39BF5F68.D1C707F3@siemens.at>, gerhard.janka@siemens.at said:

>Some time ago I saw a utility to convert HTML to ASCII text.
>Now I would need it and can't find it anymore.
>Anybody there who knows where to find such a utility ?

There is HTMLXPRT by Mark Baines which will let you view HTML files as pure text, and with a suitable viewer (like Look'n See) you can then write it to a file. There is also HTML2TXT, and a module of TUC (The Universal Converter) can also do it.

But perhaps an easier way is to just load the source code into a text editor such as Everest, and after enabling wildcards use find <*> and replace it with nothing. Don't know if this works properly with frames or tables.

Regards, /Peter/

2854. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 01:04:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8pugna$al3$1@news0.skynet.be>
Source record: 57414
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

> ET TRADUIT EN FRANCAIS CES POSSIBLE
> EN BELGIQUE IL Y A 2 LANGUES
> FLAMENT
> FRANCAIS
> ALOR TES INFO DES BELGIQUE CES PLUTO BIZARE
> POURQUOI PAS EN JAPONAI TENP QUAT FAIRE

Ce qui est s�r, c'est que je comprend beaucoup mieux son anglais que ton fran�ais...

> PATRICK (FRANCAIS D'ORIGINE BELGE)

Whaouuu!!! comme Jhonny Halliday

Zorro

Tweetalig

2855. Software from 30p

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 02:13:32 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <39C2D74C.78A5F439@cyberpeeps.freeserve.co.uk>
Source record: 57415

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

2856. Re: Little Green Desktop

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 03:28:07 UTC
From: Steve Hammond <tthammond@earthlink.net>
Message-ID: <39C2E78E.BDFC9EFE@earthlink.net>
Source record: 57416

"m. smith" wrote:
>
> Yes I am too. So have others. I'll email Rich and see what happens.
>
> Steve Breech wrote:
>
> > I am having problems getting onto the Little Green Desktop site. Is anyone
> > else experiencing this?
> > STeve.

The server he is on went down and his data base was lost- it is up as of
now, PDT evening, and there is an explaination of what happened.

Steve Hammond

2857. Atari Auctions on Atari-Users.Net

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 03:33:58 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8pupn5$i45$1@nnrp1.deja.com>
Source record: 57417

Hello,

The Auction area on Atari-Users.Net is now Re-Opened!!

Now you can include an image of the auction item.

Rob@atari-users.net
http://www.atari-users.net

--

Atari-Users Network
Atari Chat, Forums, Links, Webring, Classifieds and Auction.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

2858. BOMBS

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 04:34:27 UTC
From: dwolfe4@genie.idt.net
Message-ID: <8put8j$evl@nnrp2.farm.idt.net>
Source record: 57418

My on line setup is, TT30,MagiC,EASE,STING 1.26,CAB 2.7,NEWSie .96, all have been working well till just the past week.

When I'm on a web page and want to move to another page or follow a link, sometimes CAB will bomb and give me 2 error messages the (68000 Exception error-69) and one up on the menu bar (Connection Reset by Peer! error #-316)

Can someone shed some light on what is going on ????

Thanks, Donner.....

2859. Re: Wtd: Atari TT Keyboard (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 05:26:08 UTC
From: anarkist@idirect.com
Message-ID: <QvDw5.27412$M%3.88901@quark.idirect.com>
Source record: 57419

On 15 Sep 2000 19:21:01 , David Williams wrote:
:Wanted - Original keyboard for a TT
:It doesn't matter if it works or not just as long as it is in good
:cosmetic condition
:Also after a high res. monitor and RAM upgrade for a TT
:Cheers,
:Dave
:---==========---===---
:ICQ No. 34363311
:---==========---===---
:
An Option here would be Mario Becrofts Qwertyx!
PC mice and Atari mice and Atari Joystick and PC keyboard.
Just plug it into your TT keyboard port. plug and play/work.
http://gem.win.co.nz/mario
(I think)
ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

2860. Re: Hd driver with CTII

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 05:52:27 UTC
From: rsmac@t-online.de
Message-ID: <1eh1ijq.1f97c3hbwe3b4N%rsmac@t-online.de>
Source record: 57420

Mark Friedman <fried@dragon.achilles.net> wrote:

> Hi there, I would like to know if any one uses HD Driver with their
> Falcon and Centurbo II installed? If so, which version, and are there
> any special settings?

Yes, here ii¿½m .)

Works clean and fast. No special setting on HDDriver or CT2 Menue.

On some CT2 falcons HDDriver woni¿½t run if an old original 2.5" IDE
hard drive is used. These drives cani¿½t be used well in turbo mode!

Manual doasni¿½t contain this gag..

CT2 details -> DOITF30 (most of in german language)

First cecile detects all devices of my chain. And thati¿½s a lot..
Second MagiC start up
Third, HDDriver come up, detect all devices an let MagiV boot from C:
Thati¿½s all. Evry day since i used CT2

Before i had to change the cheap slow IDE from Atari.

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

2861. Re: Info WenSuite4

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 05:52:28 UTC
From: rsmac@t-online.de
Message-ID: <1eh1j2s.1oxwd411xt8m3uN%rsmac@t-online.de>
Source record: 57421

John N Oakes <doyene@zetnet.co.uk> wrote:

> Hei Again.
> While perusing on the fr.comp.sys.atari site, I noticed it mentioned
> WenSuite4. Is their any movement in the release date for this package.

Whatï¿½s the right url for wensuite?
Thank you! :)

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

2862. Re: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-09-16 23:07:33 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <9WtF0UA10$w5Ewrl@steverosie.demon.co.uk>
Source record: 57445

In article <erSw5.1399$X46.216457@juliett.dax.net>, Benny Roger
Gundersen <mms@c2i.net> writes
>Does anybody know where I can get a harddisk for my 4mb STE new or second
>hand...
>
>Benny
>
>

Hmmm!!! in which country are you Benny:) reminds me of Crossroads
though!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2863. [UPDATE] PlayMyCD 3.07

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: ptonthat@club-internet.fr
Message-ID: <8q1um0$8ua$2@front7.grolier.fr>
Source record: 57346

Bonjour :)

Alain LARRODE has upgraded his audio CD player.
-> http://www.chez.com/lrd/

The author has worked mostly on bugfixing. And all imperfections
due to the program have been corrected. If you can read the French
history.txt, the bugs due to the CD drivers are listed.
(The HYP doc is not modified, only PRG and RSC).

PlayMyCD is a shareware (100 FF, 15 Euro).

Bye

Pierre

2864. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Jean-Fran&#65533;ois Lemaire <jf.lemaire@skynet.be>
Message-ID: <WS3.1940bce4.99784542.jf.lemaire@skynet.be>
Source record: 57347
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hi,

Dans le message <WS3.d40f71ab.97d24122.jf.lemaire@skynet.be>
Jean-Franï¿½ois Lemaire a ï¿½crit:
> Salut,

>Dans le message <WS3.39ee9c4a.93823ee0.dixie.csa@wanadoo.fr>
>dixie.csa a ï¿½crit:
>>Dans le message <39c27b4850e0421@online.be>
>>Martin \ a ï¿½crit:

>>ET TRADUIT EN FRANCAIS CES POSSIBLE
>>EN BELGIQUE IL Y A 2 LANGUES

> Trois: franï¿½ais, nï¿½erlandais (flamand) et allemand.

>>FLAMENT
>>FRANCAIS
>>ALOR TES INFO DES BELGIQUE CES PLUTO BIZARE
>>POURQUOI PAS EN JAPONAI TENP QUAT FAIRE
>>PATRICK (FRANCAIS D'ORIGINE BELGE)

[SNIP]

Sorry for that message. I seem to have made a mistake. It was intended for
the French newsgroup.

Sorry again.

J-F.

2865. Re: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8q24nidjn1@news5.svr.pol.co.uk>
Source record: 57348

Benny Roger Gundersen <mms@c2i.net> wrote in message
news:erSw5.1399$X46.216457@juliett.dax.net...
> Does anybody know where I can get a harddisk for my 4mb STE new or second
> hand...
>
> Benny
>
>

Benny,
There were problems with the DMA controller on some "early" STE machines.
Apparently they worked fine with the Atari SCSI controller but not with some
third part ones. I can't remember the details, I just remeber changing the
DMA chip in my STE. Not a nice job. So check that whatever you buy works on
your STE. You may also look at the IDE controller at
http://gem.win.co.nz/mario/hardware/index.html .
Dave

2866. Re: Need good book on 68K M/L programming

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8q24q8lnp1@news6.svr.pol.co.uk>
Source record: 57349

No but you might want to download some of the ATARI emulators to test your code.....

<ae2598@wayne.edu> wrote in message
news:Pine.GSO.3.95.1000916213038.11058B-100000@mail1.wayne.edu...
> Hello, I figured the best recommendations would be from STers! I'm in a
> class that covers the motorola 68000 programming and internal
> architecture. Since the prof didn't even offer us a textbook, I would
> appreciate any reccomendations of a good book that goes over the 68K in
> pretty good detail. It need not pertain to the ST specifically, but it
> does need to go into pretty good detail on the addressing modes, explain
> what each instruction does, etc.
>
> Now THIS won't make anyone here too happy, but does anyone know of a 68K
> cross assembler that runs on the PC?
>
> thanks,
> kevin spears
>
>
>

2867. Re: Wtd: Atari TT Keyboard (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <39C49CB4.42518CB3@darkstar64.freeserve.co.uk>
Source record: 57350

> An Option here would be Mario Becrofts Qwertyx!
> PC mice and Atari mice and Atari Joystick and PC keyboard.
> Just plug it into your TT keyboard port. plug and play/work.
> http://gem.win.co.nz/mario
> (I think)
> ken

Hi,
Thanks for that, but I am really after on original TT keyboard (Just me being fussy :)
I think I have located one now anyway

I am still after a monitor capable of displaying TT high resolution.
Anybody got one? Or even the pinouts of the TT's monitor port would be usefull as I have a monitor capable of running at 1280x960 that I would like to try on it.
Anybody have a list of 3rd party monitors that do work on the TT?

Cheers,
Dave

---==---==---==---
ICQ No. 34363311
---==---==---==---

2868. Re: Need good book on 68K M/L programming

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8q26j6$q2q$1@snipp.uninett.no>
Source record: 57351

ae2598@wayne.edu wrote:
> Hello, I figured the best recommendations would be from STers! I'm in a
> class that covers the motorola 68000 programming and internal
> architecture. Since the prof didn't even offer us a textbook, I would
> appreciate any reccomendations of a good book that goes over the 68K in
> pretty good detail. It need not pertain to the ST specifically, but it

You can download the entire M68K manual (PDF) from Motorola's website, or
you can request a printed copy which is free (or atleast they used to be).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2869. SV: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Benny Roger Gundersen <mms@c2i.net>
Message-ID: <y85x5.1560$X46.250564@juliett.dax.net>
Source record: 57352

Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in
message news:8q24nidjn1@news5.svr.pol.co.uk...
>
> Benny,
> There were problems with the DMA controller on some "early" STE machines.
> Apparently they worked fine with the Atari SCSI controller but not with
some
> third part ones. I can't remember the details, I just remeber changing the
> DMA chip in my STE. Not a nice job. So check that whatever you buy works
on
> your STE. You may also look at the IDE controller at
> http://gem.win.co.nz/mario/hardware/index.html .
> Dave
>

Thanks for the info, I willl check it.

Benny (Drammen, Norway)

2870. Re: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <d27hLFOctIx5Ew1t@lovecraft.demon.co.uk>
Source record: 57353

Once upon a time <39C40B02.777C65D@qnet.com>, Don <dons@qnet.com>
grabbed chalk and scrawled:

>It makes alot more sense to me if your interested in the item for sale or
>wanted to email the person privately. This way we dont clutter up the
>newsgroup with senseless posts over and over. Yes, it does help out when
>people post where their from too.

Help! Help! We're being oppressed!

coughs They're...

Richard, makes that two senseless posts now, not counting Steve's.
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora, 1991 Skoda Rapid 136 /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

2871. Re: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <znHWYmBZmOx5EwwW@steverosie.demon.co.uk>
Source record: 57354

In article <39C40B02.777C65D@qnet.com>, Don <dons@qnet.com> writes
>Why waste everyones time asking this over and over to everyone who post a
>wanted or for sale. READ before you ask the question over and over his
>Organization line says that he is from Norway. Hell maybe Im wrong but I
>thought there was only one Norway.

It all depends on what newsgroup client you use. Some display
organisations some don't. Yet again you can't take too much for
granted!!!

I responded to someone with a UK organisation and email address before
to find that they weren't in the UK at all!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2872. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39C4F1C1.48E3F9B7@greeleynet.com>
Source record: 57355

"Edward S. Baiz Jr." wrote:
>
> That is what I think also, but the problem is how get SoftPC to do this. I
> have ProComm and SoftPC loads it fine. I get all the screens, but I cannot
> dial. If you would like to give SoftPC a try download it from this address:

Does the documentation of SoftPC mention configuring the PC at all? I think you get to the config stuff by usually pressing the F2 key during a normal DOS PC boot up procedure. You should be able to see if SoftPC is at least configuring itself to put the modem on a certain COM port. If no COM port shows a modem, then you will have to figure out how to have a modem connected to COM(X) before ProComm or any other PC comm program will dial. Since we are also dealing with the Hades, you'll also have to be sure physical port on the hades is the same as SoftPC thinks it is.

I don't have any of my Atari's currently hooked to a phone line, and at the moment, I don't have the time to try SoftPC. Maybe someday. <G>

Ken

2873. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <_m7x5.3053$m8.615319@news1.telusplanet.net>
Source record: 57356
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed email address rather than your reply button. Dealer enquiries are welcome.

- Last Updated 09/17/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25 - Only a couple left

** Atari Jaguar Accessories - New**
==========
- Jaguar unit alone (No power supply, controller or accessories) $20
- Team Tap (4 Player adapter) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

2874. Re: Info WenSuite4

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39c51df03500e82@online.be>
Source record: 57357

on Sat 16-09-2000 10:26 Robert Frederick King wrote:

>Hi John and Robert,
>
>Try:
>
>http://oxo.systems.online.fr/wensuite.htm
>
>No mention of Wensuite 4.

AFAIK, Oxo has started the development of Wensuite 4. There is a change
that Oxo will release it as Open Source.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2875. Re: Need good book on 68K M/L programming

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <969216163.6773.0.nnrp-14.9e983130@news.demon.co.uk>
Source record: 57358

On 16 Sep 2000 21:36:13 , <ae2598@wayne.edu> wrote:
>Hello, I figured the best recommendations would be from STers! I'm in a
>class that covers the motorola 68000 programming and internal
>architecture. Since the prof didn't even offer us a textbook, I would
>appreciate any reccomendations of a good book that goes over the 68K in
>pretty good detail. It need not pertain to the ST specifically, but it
>does need to go into pretty good detail on the addressing modes, explain
>what each instruction does, etc.
>
>Now THIS won't make anyone here too happy, but does anyone know of a 68K
>cross assembler that runs on the PC?

Two books by Alan Clements might interest you

"68000 Family Assembly Language" ISBN 0-534-93275-4
A disk with a cross assembler/simulator for PC is included
"Microprocessor Systems Design 68000 Hardware, Software, & Interfacing"
ISBN 0-534-94822-7 comes with a CD ROM for PC

Gripping stuff, characterisation a bit weak though;-)

Regards

Mike Bedford

2876. Re: Need good book on 68K M/L programming

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39C52F73.54457C07@ev1.net>
Source record: 57359

ae2598@wayne.edu wrote:
>
> Hello, I figured the best recommendations would be from STers! I'm in a
> class that covers the motorola 68000 programming and internal
> architecture. Since the prof didn't even offer us a textbook, I would
> appreciate any reccomendations of a good book that goes over the 68K in
> pretty good detail. It need not pertain to the ST specifically, but it
> does need to go into pretty good detail on the addressing modes, explain
> what each instruction does, etc.
>
The following book describes in detail each instruction and addressing mode
of the MC68000 processor:

68000 Assembly Language Programming, by Gerry Kane, Doug Hawkins, and
Lance Leventhal, Osborne/McGraw-Hill, Berkeley, CA, 1981, ISBN: 0-07-931062-1

Be sure and get the first edition...later editions deleted a lot of the
examples and other useful info. I saw this book listed on <www.abebooks.com>.
The prices ranged from $50 to $10...pick the cheapest one...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

2877. Re: Need good book on 68K M/L programming

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <39C516A4.E14FFD0E@avtomatika.com>
Source record: 57360

ae2598@wayne.edu wrote:

> Hello, I figured the best recommendations would be from STers! I'm in a
> class that covers the motorola 68000 programming and internal
> architecture. Since the prof didn't even offer us a textbook, I would
> appreciate any reccomendations of a good book that goes over the 68K in
> pretty good detail. It need not pertain to the ST specifically, but it
> does need to go into pretty good detail on the addressing modes, explain
> what each instruction does, etc.

My choice is definitely "68000 Sourcebook" by Alan Clements
It covers whole 68K family, although majority of the contents adresses 68000
and its close relatives, like 68008, 68010 etc.
Besides machine language stuff book covers topics like bus signals, history
of 68K, intentions of its developers etc. Definitely a "Must Have" for anyone
interested in 68K!
(McGraw-Hill, ISBN 0-07-011321-1)

>
>
> Now THIS won't make anyone here too happy, but does anyone know of a 68K
> cross assembler that runs on the PC?
>

Yes, there is. I have it somewhere on my backup CDs. There is free cross
assembler and disassembler for 68000. I think the name is (X)ASM68 . Try with
Altavista search.

Regards,

Branko

2878. WTB Jinee

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Ian <info@techsoftware.freeserve.co.uk>
Message-ID: <969219693.29563.0.nnrp-13.9e98e6ee@news.demon.co.uk>
Source record: 57361

Looking for a copy of Jinee with manual if poss. Anyone
with a copy for sale?

Thanks

Ian@techsoftware.freeserve.co.uk

2879. Re: Need good book on 68K M/L programmi

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39c52b63$0$8005@news.zetnet.co.uk>
Source record: 57362

| Hello, I figured the best recommendations would be from STers! I'm in a
|class that covers the motorola 68000 programming and internal
|architecture. Since the prof didn't even offer us a textbook, I would
|appreciate any reccomendations of a good book that goes over the 68K in
|pretty good detail. It need not pertain to the ST specifically, but it
|does need to go into pretty good detail on the addressing modes, explain
|what each instruction does, etc.

I didn't see the original of this but picked it up from someone's
reply.

I suppose the most detailed coverage of the instructions themselves
is in the official Motorola Programmer's Reference Manual.

One of the easiest books to read on actual programming is
Programming the M68000 by Tim King and Brian Knight (Assison-Wesley
1983).

The 68000 Hardware and Software by Patrick Jaulent (MacMillan
Computer Science Series1985) and 68000 Processor Handbook by Gerry
Kane (Osborne/McGraw-Hill 1981) include information on cycles and
timing.

The most academic book I have seen is The M68000 Microprocessor
Family, Fundamentals of Assembly Language Programming and Interface
Design by Yu-cheng Liu (Prentic-Hall Inc 1991).

I would imagine that any good university bookshop will have a
selection of books in their computer section.

2880. Re: Wtd: Atari TT Keyboard (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39c52b64$0$8005@news.zetnet.co.uk>
Source record: 57363

On 17 Sep 2000 11:28:03 , David Williams wrote:

| . . .
|I am still after a monitor capable of displaying TT high resolution.
|Anybody got one? Or even the pinouts of the TT's monitor port would be
|usefull as I have a monitor capable of running at 1280x960 that I would
|like to try on it.
|Anybody have a list of 3rd party monitors that do work on the TT?

Not a list, sorry, but the Eizo 6500 works well (A3 monochrome).

2881. Atari Show

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8q3bcupak1@supernews.com>
Source record: 57364

Does anyone know if there is going to be any kind of Atari presence at the AMS 2000 at Bungley Hall in November. I have been asked if I want a private stand (£15 for a 6 foot table or £25 for two). I would like to go but I don't want to be on my tod!

chris_thorley@LineOne.net

2600 \ 130xe \ STe \ Falcon \ Lynx \ Jag

2882. Re: New Atari T-Shirt for sale

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009171720220.79-100000@TT030>
Source record: 57365

The Atari T-Shirt is gone already.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2883. Re: Info WenSuite4

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39c54591$0$8005@news.zetnet.co.uk>
Source record: 57366

On 17 Sep 2000 20:33:26 , "Martin \"Nightowl\" Byttebier" wrote:
>on Sat 16-09-2000 10:26 Robert Frederick King wrote:
>
>>Hi John and Robert,
>>
>>Try:
>>
>>http://oxo.systems.online.fr/wensuite.htm
>>
>>No mention of Wensuite 4.
>
>AFAIK, Oxo has started the development of Wensuite 4. There is a change
>that Oxo will release it as Open Source.
>
>CU
>Martin
>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be ***********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.

Hi Martin,

perhaps this will enable some bright spark to enable printing and the correct showing of JPGs in other than TC. I'm surprised they are developing after the slating they had from this NG.

Bob king.

2884. Re: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39C57301.A5CFF5C9@qnet.com>
Source record: 57367

Richard Kilpatrick wrote:

> Once upon a time <39C40B02.777C65D@qnet.com>, Don <dons@qnet.com>
> grabbed chalk and scrawled:
>
> >It makes alot more sense to me if your interested in the item for sale or
> >wanted to email the person privately. This way we dont clutter up the
> >newsgroup with senseless posts over and over. Yes, it does help out when
> >people post where their from too.
>
> Help! Help! We're being oppressed!
>
> *coughs* They're...
>
> Richard, makes that two senseless posts now, not counting Steve's.
>

But the great thing about this second senseless message is the third senseless one Im writing just so you will download it to see what Ill say. Costing you more money!! :)

Don

2885. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-17 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <G120K0.J1@gem.win.co.nz>
Source record: 57368

Lyndon Amsdon (bindon@madasafish.com) wrote:
: I've just checked on the schematics and pin 27 goes through a gate
: (probably an OR) to the WD1772 INT pin and to FDINT on the ACSI port.
: So this could be the problem I'm experiencing with STinG as it's when
: I access my Hard Disk.

It would appear that the IDE interface you have needs this pin cut so as to pass the existing disc interrupt sources through an OR gate with the IDE interrupt, so as to get the IDE interrupt into the system. My IDE interface attaches to the IDE interrupt to the wire-ORed ACSI interrupt pin, so no pin cutting is required.

Regarding the other original queries, while I cannot guarantee that all hard disc drives will work, I am not aware of any problems except with the Western Digital drives. I have never had problems with the power supply or heat, but the 2.5" drive can use a significant amount of power and could potentially be a problem in some cases. A 2.5" drive fits perfectly behind the SIMMs, between the power supply and floppy disc drive in the STE, after being fixed by two screws through the plastic at the back. One of the plastic posts in the casing must be cut, though.

The only other point which appears not to have been covered is that there are a few STEs which have a surface mounted CPU, and in these models installation of the IDE interface is difficult. These models are unusual, but it would pay to check before ordering the interface. The CPU is a square chip in the lower right-hand region of the motherboard, with MC68000 printed on it (around other numbers).

--
--
Mario Becroft # Tariland, New Zealand Atari User Group
mb@gem.win.co.nz # Atari Hardware Developments
http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

2886. WTB Mk-X case for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <969264906.21122.2.nnrp-14.9e98e6ee@news.demon.co.uk>
Source record: 57371

My re-cased Falcon is in a shabby state and needs
another recasing - does anyone have a spare Mk-X
case, or other specialised Falcon case for sale?

Ian@techsoftware.freeserve.co.uk

2887. FS: 520 STE plus monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 00:00:00 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <8q5f6q$f3o$1@newsg4.svr.pol.co.uk>
Source record: 57372

Hi folks!

For sale: a good condition STE 520. Also going is a SM126 monochrome monitor plus swivel stand and both for just 100 ukp. Alas, no mains lead for the STE and the monitor connector needs attention but it's ten minutes work if you've a soldering iron and know what you're doing!

I've a load of software that I can copy as well if the buyer provides the blank disks. Great for someone just looking to start out in Atari computing or who fancies a low-cost pro sequencing setup. Buyer collects and UK buyers only please.

Get in touch if interested
Al Ferrier
sonik@wearelondon.fsnet.co.uk

2888. Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-DCD4C0.10433518092000@news.northcoast.com>
Source record: 57373
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

The Digital Antic Project (http://www.atarimagazines.com) is proud to announce that the full text of every issue of Antic Magazine is now available on the Web. Devoted to the Atari 8-bit and ST computers, Antic magazine published 88 issues from April 1982 through July 1990.

This site launched with two issues on July 27, 1996. More than four years later, the project's volunteers uploaded the final issue. The site includes 1,700 articles, 2,400 images, and 1,600 downloadable program files, using more than 100 MB of disk space. More than 30 volunteers have contributed time to the project.

Although the Digital Antic Project has reached an important milestone, the effort is far from over. The volunteers have already begun digitizing two more magazines published by Antic Publishing: STart, which focuses on Atari ST computers; and Antic Amiga Plus, which focuses on the Amiga platform. (People interested in donating time or magazines to the cause are encouraged to send e-mail to savetz@northcoast.com.)

--Kevin Savetz
Curator of the Digital Antic Project
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2889. Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-0730CB.10485718092000@news.northcoast.com>
Source record: 57374
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

The Digital Antic Project is proud to announce that the full text of every issue of Antic Magazine is now available on the Web. Devoted to the Atari 8-bit and ST computers, Antic magazine published 88 issues from April 1982 through July 1990.

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Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
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http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2890. Re: Atari Show

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8q5l5vjlg1@plutonium.btinternet.com>
Source record: 57375

"Christopher Thorley" <chris_thorley@lineone.net> wrote in message
news:8q3bcupak1@supernews.com...
> Does anyone know if there is going to be any kind of Atari presence at the
> AMS 2000 at Bungley Hall in November. I have been asked if I want a
private
> stand (£15 for a 6 foot table or £25 for two). I would like to go but I
> don't want to be on my tod!
>
> chris_thorley@LineOne.net
>
> 2600 \ 130xe \ STe \ Falcon \ Lynx \ Jag

System solutions and Alive diskzine are there, with Atari Active

Simon

2891. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 00:00:00 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-1lwgbl4XDFIe@localhost>
Source record: 57376
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,comp.sys.atari.8bit

Hi Kevin,
I would like to thank you AND all the volunteers for this heroic
effort and the repository you all created.

Ken

On Mon, 18 Sep 2000 17:48:57, Kevin Savetz <savetz@northcoast.com>
wrote:

> The Digital Antic Project is proud to announce that the full text of
> every issue of Antic Magazine is now available on the Web. Devoted to
> the Atari 8-bit and ST computers, Antic magazine published 88 issues
> from April 1982 through July 1990.
>
> This site launched with two issues on July 27, 1996. More than four
> years later, the project\'s volunteers uploaded the final issue. The
> site includes 1,700 articles, 2,400 images, and 1,600 downloadable
> program files, using more than 100 MB of disk space. More than 30
> volunteers have contributed time to the project.
>
> Although the Digital Antic Project has reached an important milestone,
> the effort is far from over. The volunteers have already begun
> digitizing two more magazines published by Antic Publishing: STart,
> which focuses on Atari ST computers; and Antic Amiga Plus, which focuses
> on the Amiga platform. (People interested in donating time or magazines
> to the cause are encouraged to send e-mail to savetz@northcoast.com.)
>
> --Kevin Savetz
> Curator of the Digital Antic Project
> --
> Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce -- Atari computer news

2892. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <8q61tf$g4j$1@nnrp1.deja.com>
Source record: 57377
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hey Ken!
Think you'll ever start on A.N.A.L.O.G.? :)
>
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

2893. Power CD From Compo

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <bbwx5.865$095.773@newsfeed.slurp.net>
Source record: 57378

Hello,

Anyone have this CD?? There is an article on it by the author of SoftPC. I am hoping it can help me out. If any has this CD or knows who does, please let me know. Thanks....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2894. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39c6a76a$0$8005@news.zetnet.co.uk>
Source record: 57379

On 16 Sep 2000 21:11:18 , Robert Frederick King wrote:
>On 16 Sep 2000 18:54:33 , Charles Stanley wrote:
>>On 14 Sep 2000 23:25:46 , Robert Frederick King wrote:
>>>On 14 Sep 2000 23:09:34 , Charles Stanley wrote:
>>>>On 13 Sep 2000 10:26:17 , Bob King wrote:
>>>>>Hi Charles again!!!
>>>snips>
>Hi Charles,
>
>Glad you got them, what emailer/news app do you use. My main problem is I think
>my ISP Zetnet, dropping the line while I type in real time as I haven't got the
>knack of typing off-line and sending later. Lost quite a few large responses that
>way. Happy splitting.

Hi Bob,
We're both on Zetnet ... :)
And both using NEWsie 0.96, or 0.961 in my case :))
Have you adjusted your Timeouts under Preferences/Server Address?
I have 100 secs and 50 secs. Sometimes I write and send my replies while
getting the Newsgroups (for Offline reading).

Right - now to get down to some serious splitting...
Charles.

2895. Re: Need good book on 68K M/L programming

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 00:00:00 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1000918230338.8425C-100000@mail2.wayne.edu>
Source record: 57380

Thanks, all! With all the recommendations so far, I have no excuse for not doing well in this class :) Maybe I'll look back to this fondly when we reach the second half of the class, covering the 80x86 architecture.. I'm starting to see a common theme in the microprocessor classes they have at my school. last semester, it was MIPS in the first half, and 80x86 in the second half to show you how nice the MIPS is.. Now we're doing it all over again but with the 68K architecture as the hero and intel once again as the villain! I'm just glad that when we did the 6800, they didn't stick an 8080 in our faces.. :)

On Sat, 16 Sep 2000 ae2598@wayne.edu
wrote:

> Hello, I figured the best recommendations would be from STers! I'm in a
> class that covers the motorola 68000 programming and internal
> architecture. Since the prof didn't even offer us a textbook, I would
> appreciate any reccomendations of a good book that goes over the 68K in
> pretty good detail. It need not pertain to the ST specifically, but it
> does need to go into pretty good detail on the addressing modes, explain
> what each instruction does, etc.
>
> Now THIS won't make anyone here too happy, but does anyone know of a 68K
> cross assembler that runs on the PC?
>
> thanks,
> kevin spears
>
>
>
>
>

2896. Re: FS: 520 STE plus monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969383966-168086AEicMi@bun.com>
Source record: 57381

Hi Al

>I've a load of software that I can copy as well if the buyer provides the blank
>disks. Great for someone just looking to start out in Atari computing or who
>fancies a low-cost pro sequencing setup.

Isnt Pro-sequencing software commercial, and therefore something that shouldnt
be offered as copies?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2897. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 01:06:28 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8q3pqk$s64$1@cubacola.tninet.se>
Source record: 57369

On 16 Sep 2000 18:54:37 , Charles Stanley wrote:
>
>Thanks, everyone, for these ideas: there's much for me to experiment with.
>Bob King's programs will be first, which will be with a smaller file, to
>see if the Mac's Stuffit can deal with it.
>
>Great NG, this.
>Charles.
>.
Hi Charles

Well if you try Splitter then it should work, at least it did for me.
When you drop it on Stuffit, drop the index file first, can't remember
if it was called 0 or 1, was some time ago. But when I did that,
Stuffit knew which the other files were. Happy splitting!

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

2898. WTB:1040 STE UK

Newsgroup: comp.sys.atari.st
Date: 2000-09-18 05:14:31 UTC
From: mark arstall <strega@lineone.net>
Message-ID: <8q489c$e3r$1@supernews.com>
Source record: 57370

anyone got one of these for sale? cheap as poss!
strega@lineone.net
mark
manchester uk

2899. NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <P9Nx5.1679$W61.4371587@nnrp1.proxad.net>
Source record: 57296

From july to september, the CT60 'First Design' received only 83 buyers
promises.
It's a pity to see a such low enthousiasm from the TOS community !
I propose now, with the 'New Design' a new approach, cheap and expandable.
This is my last proposition and I need at least 100 buyers to finish the
design...
The previous CT60 design is now dead !

Visit my web site at : www.czuba-tech.com
Dis you see the counter ? Not bad since July 1st....

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

2900. Re: WDIALOG.PRG update?

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <8q8epr$a21$1@nnrp1.deja.com>
Source record: 57297

Hi Alphonso!

In article <8pgpaokpa1@news6.svr.pol.co.uk>,
sonik@wearelondon.fsnet.co.uk (Al Ferrier) wrote:
> I was just wondering if there is an update to WDIAlOG.PRG v.2.04
AFAIK this _is_ the latest version.

> I'd like to replace the one that's currently running in my AUTO
> folder as my
> part of my hard drive boot-up routine.

Well you could buy MagiC then you wouldn't have to it installed at
all ;-)

Cheers
Sean
--
* Atari STe Veloce+4 (4MB ST-RAM 4MB TT RAM) 68020/68000 Processor *
* Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *

Sent via Deja.com http://www.deja.com/
Before you buy.

2901. Re: FS: 520 STE plus monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: djhh212@aol.com
Message-ID: <20000919171239.10782.00000860@ng-fz1.aol.com>
Source record: 57298

<<<Isnt Pro-sequencing software commercial, and therefore something that
shouldnt
be offered as copies?>>>

gimme a break

2902. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009191716430.98-100000@TT030>
Source record: 57299

On Tue, 19 Sep 2000, Rodolphe Czuba wrote:

> From july to september, the CT60 'First Design' received only 83 buyers
> promises.
> It's a pity to see a such low enthousiasm from the TOS community !
> I propose now, with the 'New Design' a new approach, cheap and expandable.
> This is my last proposition and I need at least 100 buyers to finish the
> design...
> The previous CT60 design is now dead !

I have noticed that your plans keep, changing.. and
changing... and then when you think it's ready... no it changes
again. There is a trend here and probably why you only have
83 buyers. Surely I am not the only one who has noticed this?
I imagine there are some people like myself who must see such a thing
before they will commit to a purchase. You are dealing with a market
that has heard many promises from many people over the years...
It only takes getting burnt once, and then promises mean nothing.

If your product is good it will sell itself.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2903. Re: FS: 520 STE plus monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39c7df46$0$8006@news.zetnet.co.uk>
Source record: 57300

On 19 Sep 2000 21:12:39 , DJHH212 wrote:

|<<<Isnt Pro-sequencing software commercial, and therefore something that
|shouldnt
|be offered as copies?>>>
|
|gimme a break

I take that to mean that it shouldn't be copied but that he/she
doesn't care.

2904. New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39c7df46$1$8006@news.zetnet.co.uk>
Source record: 57301

Sorry, deleted the original so may not have got the header exactly.

If it is possible to construct a new superfast 68060 based add-on for a Falcon, is it not possible to produce it as a stand alone item? By that I do not mean an entire computer but a populated motherboard to which could be added graphic cards, drives, keyboard, case etc.

We have learnt that the Hades, though fast, has some fundamental flaws and I assume, though not an expert, that it is not as fast as a more modern design. Phenix is dead and it sounds from what has been written here recently that Milan 060 is going the same way.

I would buy a "better Hades" (faster, more stable). I would not particularly want to buy a modification for a Falcon as I do not have one.

2905. SV: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <laRx5.11741$Fl2.98192@nntpserver.swip.net>
Source record: 57302

Hi,
I've always seen accurate speed measurements with HOWFAST. Mind you that the Falcon's SCSI-prt can't go faster than 2MB/s regardless of the maximum speed of the drive itself, due to the SCSI-controller... :(If you use HDDriver, you can change the cache-settings in the drive itself to Read-cache only. Don't use Write-cache!
When I had my Falcon up and running with an accellerator before the accellerator broke down - old one called Speed Resolution - I reached about 2.9 MB/s on both IDE-drives (Quantum Fireball 1.3GB and 2.1GB), and about 1.9MB/s with the SCSI-drive - tried several different brands and models, including UW-disks...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

"Mark Bedingfield" <mark@baypc.com.au> skrev i meddelandet
news:8q6fk7ojo1@perki.connect.com.au...
> -snip-
>
> I have just fitted my Falcon into a full tower and setup a 3.2 gig IDE
> Quantum Fireball and a 2.1 gig SCSIUW ibm dcs drive both are bloody
fast but
> Rate HD dosent seem to be anywhere acurate enough as a bench mark. It
only
> reports amout 1meg a second. I know this is wrong and I suspect the
Drive's
> cacheing is causing the drama. But I was wondering what software you
used to
> bench the drive with?
>
>
> > Also, the 3.5" in the Falcon is a godsend because I had to remove
the
> infernal
> > (er, internal!) speaker!! 2.6MB/sec is usual with the 1.2GB Quantum
> Fireball
> > I'm using in my bird, which is better than any 2.5" drive I've
seen...
> >
> > Kind regards,
> >
> > Chris Wilkinson, Christchurch, New Zealand.

> > /|\ ATARI Falcon030 owner.
>
>

2906. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C7ED03.D0BEEE66@earthlink.net>
Source record: 57303
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,comp.sys.atari.8bit

kenames@pacbell.net wrote:
>
> Hi Kevin,
> I would like to thank you AND all the volunteers for this heroic
> effort and the repository you all created.
>
> Ken

Agreed and seconded. This is one of the greatest achievements of preservation in the emulation scene, hands down. I think I feel a tear coming on....<sniffle> My heartfelt thanks to everyone who worked on it.

Now we just need to work on an Analog archive. :)

Mike
--
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
Mike Kohary Seattle, WA http://www.kohary.com
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½

2907. Re: Complete Antic Magazine library now on the Web-ATARI USER Anyone?

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <39C7ED8C.D3FD84D4@earthlink.net>
Source record: 57304
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Aaron Wheeler wrote:
>
> As Antic is now finished, Is there anyone interested in starting on the UK
> Mag Atari User, or Page 6(New Atari User) ??
>
> I'd be happy to help with the issues I have of these mags.

I don't have of those, but I'd like to echo the sentiment for Analog,
which ranked right up there as a top-notch Atari magazine for many, many
years. I have about half the collection myself (40-50 mags, and growing
through Ebay - my goal is to get them all) and a scanner, and would be
happy to help.

Mike
--
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½
Mike Kohary Seattle, WA http://www.kohary.com
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ï¿½ï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½

2908. Re: Complete Antic Magazine library now on the Web-ATARI USER Anyone?

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Ben Jirou <bluesky6@ix.netcom.com>
Message-ID: <a5qfsssa4140qkii1i7ddjhhsbjtr9hhff@4ax.com>
Source record: 57305
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Yes, please, yes, please. Atari User was a great mag.

Ben

"Aaron Wheeler" <aaronat@ihug.co.nz> wrote:

%As Antic is now finished, Is there anyone interested in starting on
the UK
%Mag Atari User, or Page 6(New Atari User) ??
%
%I'd be happy to help with the issues I have of these mags.
%
%Aaron
%Holmes Atari 8bit Games
%http://homepages.ihug.co.nz/~aaronat/atari.html
%
%
%
%

2909. Re: Complete Antic Magazine library now on the Web-ATARI USER Anyone?

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-D72EA6.16414719092000@news.northcoast.com>
Source record: 57306
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Someone has started an ANALOG archive -- it's at
http://www.cyberroach.com/analog/default.htm but only a few issues
are there, and it hasn't seen much activity lately. I have e-mailed the
curator asking if he intends to keep things moving.

--Kevin Savetz

In article <39C7ED8C.D3FD84D4@earthlink.net>, Mike Kohary
<mkohary@earthlink.net> wrote:
> Aaron Wheeler wrote:
> >
> > As Antic is now finished, Is there anyone interested in starting on the
> > UK
> > Mag Atari User, or Page 6(New Atari User) ??
> >
> > I'd be happy to help with the issues I have of these mags.
>
> I don't have of those, but I'd like to echo the sentiment for Analog,
> which ranked right up there as a top-notch Atari magazine for many, many
> years. I have about half the collection myself (40-50 mags, and growing
> through Ebay - my goal is to get them all) and a scanner, and would be
> happy to help.
>
> Mike
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

2910. Re: Info WenSuite4

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39c7287a1eead80@online.be>
Source record: 57307

on Sun 17-09-2000 22:28 Bob King wrote:

>On 17 Sep 2000 20:33:26 , "Martin \"Nightowl\" Byttebier" wrote:
>>on Sat 16-09-2000 10:26 Robert Frederick King wrote:

>>AFAIK, Oxo has started the development of Wensuite 4. There is a change
>>that Oxo will release it as Open Source.

>Hi Martin,
>
>perhaps this will enable some bright spark to enable printing and the correct
>showing of JPGs in other than TC.

No correct showing of jpg's in other than TC???
The only resolutions that aren't supported are 15 bits and 32 bits. In
256k, 16b and 24b colormode WS3 works just fine.

>I'm surprised they are developing after the slating they had from this
>NG.

They are only working (?) on a French version. An English version isn't
planned at all.

For those who understand French I've include a part of the original
message from Oxo

==========quote==========

Message-ID: <39856383.9E73DD1B@online.fr>
Newsgroups: fr.comp.sys.atari
Subject: Wensuite et le Javascript
Date: Mon, 31 Jul 2000 11:38:19 GMT

Bonjour,

Bref, c'est vrai qu'il y en a marre de ces incompatibilitï¿½s de sites
avec les browsers Atari. Sur Wensuite, nous sommes trï¿½s en retard sur
les derniers "standards", et c'est vrai que l'on ne peut pas fournir.
Je rï¿½flï¿½chi actuellement ï¿½ passer une GROSSE partie de WS IV en
"opensource", ce qui permettrait ï¿½ chacun d'apporter sa pierre ï¿½
l'ï¿½difice, et d'en faire bï¿½nï¿½ficier tout le monde. Qui dit "opensource"
dit aussi gratuitetï¿½ dans ce cas !!!

Le Java n'est, ï¿½ mon sens, pas utile dans le cas d'un browser, au
contraire du Javascript. Cependant, qui dit Javascript, dit aussi
compatibilitï¿½ Netscape ou Explorer, dit aussi feuilles de style, DHTML
...

La bonne nouvelle dans tout ï¿½a, c'est que la structure interne de WS
permet d'implanter tout ï¿½a sans modifications majeures. Par exemple,
l'"Open Display" (une technologie made in Oxo) est similaire ï¿½ du XML
...

Quand aux reproches qui nous sont fait de ne pas vendre nos produits ï¿½
l'ï¿½tranger, je me permet de rappeler que ï¿½a ne regarde personne dans le
sens que ï¿½a n'accï¿½lï¿½rerait pas le developpement, BIEN AU CONTRAIRE. Je
rappele d'ailleurs ï¿½ ce sujet qu'ï¿½ une certaine pï¿½riode, nous subissions
des attaques en rï¿½gle sur ce newsgroup de la part d'une certaine
personne, par ailleurs trï¿½s apprï¿½ciï¿½e sur les newsgroups ï¿½trangers, et
qu'il ï¿½tait hors de question de nous laisser dï¿½molir sans rï¿½agir (car
nous n'avions pas la possibilitï¿½ de nous dï¿½fendre aussi en anglais et en
allemand). A partir de lï¿½, j'ai annoncï¿½ publiquement que nous ne ferions
pas (ou plus) de versions ï¿½trangï¿½res de nos produits, afin d'ï¿½viter
d'ï¿½tendre la polï¿½mique ï¿½ l'ï¿½tranger. Cette remarque a fait ricanï¿½,
pensant que c'ï¿½tait du chantage. Mais bon, on ne va pas nous reprocher
maintenant de respecter notre parole.

Fabrice Bamas, gï¿½rant d'Oxo Systems

==========unquote==========

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2911. Re: New Atari T-Shirt for sale

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969474156-005109AEicMi@bun.com>
Source record: 57308

Hi Lonny

>It's dark blue, with a large Atari Fuji logo on the front.

Yummee!!.

>It's XL size.

Fat git!!!

>Cost me $18 bucks. I will send the reciept along to prove it. ;-)

Send me the shirt as proof.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2912. Re: BOMBS

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969474158-005545AEicMi@bun.com>
Source record: 57309

Hi Don

> When I'm on a web page and want to move to another page or follow a
> link, sometimes CAB will bomb and give me 2 error messages the (
> 68000 Exception error-69) and one up on the menu bar (Connection
> Reset by Peer! error #-316)

Its possible that something is corrupted on your machine, or maybe your IP has started using different software, as has happened to me on numerous occasions. Try reinstalling your .OVL file first, maybe check for an upgraded version whilst your at it?. Then reinstall you browser software.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2913. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8q750n$5b4$1@news.ihug.co.nz>
Source record: 57389
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Thank You Kevin and your great team for keeping this up for so long.
It is so hard to find Antic magazines now, And your webpages fill the
gaps in my collection, allowing access to those mags, I probably never
will ever find.
The effort gone into the archiving of Antic is very much appreciated
by myself, and I know it is appreciated by many others too.

Thanks again,

Aaron
Holmes Atari 8bit Games
http://homepages.ihug.co.nz/~aaronat/atari.html

Kevin Savetz <savetz@northcoast.com> wrote in
> The Digital Antic Project (http://www.atarimagazines.com) is proud to
> announce that the full text of every issue of Antic Magazine is now
> available on the Web. Devoted to the Atari 8-bit and ST computers, Antic
> magazine published 88 issues from April 1982 through July 1990.
>
> This site launched with two issues on July 27, 1996. More than four
> years later, the project's volunteers uploaded the final issue. The site
> includes 1,700 articles, 2,400 images, and 1,600 downloadable program
> files, using more than 100 MB of disk space. More than 30 volunteers
> have contributed time to the project.

2914. Re: Complete Antic Magazine library now on the Web-ATARI USER Anyone?

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <8q750p$5b4$2@news.ihug.co.nz>
Source record: 57390
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

As Antic is now finished, Is there anyone interested in starting on the UK
Mag Atari User, or Page 6(New Atari User) ??

I'd be happy to help with the issues I have of these mags.

Aaron
Holmes Atari 8bit Games
http://homepages.ihug.co.nz/~aaronat/atari.html

2915. I'm going to Australia

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5ED0692.AD4A%aowen@mail.ru>
Source record: 57391

Hi,

I know I don't post very often to this group but occasionally I have
something useful to contribute. However, I'm going to Australia for 12
months and I won't be bothering with newsgroups so if anyone needs to
contact me for any reason please do so via email (aowen@mail.ru). Thanks

-Andrew

2916. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8q7jpi$85k$1@nnrp1.deja.com>
Source record: 57392
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <39c6e248.414711@news.CIS.DFN.DE>,
DCM01@USA.NET (Daniel Miller) wrote:
> Way to go!
>
> And the C64 crowd will just have to suffer
> 'cause all their magazines rotted!
>
But they have their own magazine archives :-)

Greetings,
Matthias

Sent via Deja.com http://www.deja.com/
Before you buy.

2917. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <39C76E14.9884D56B@ataritimes.com>
Source record: 57393
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Kevin Savetz wrote:

> The Digital Antic Project is proud to announce that the full text of
> every issue of Antic Magazine is now available on the Web.

Awesome work guys! I never thought the DAP road would ever have an end! Man, I
can't wait to read all those articles I missed when I was 10!

--Greg

^^
^ ||| LATEST ATARI NEWS: TAT's BATTLESPHERE DRAWING! ^
^ ||| Enter the BattleSphere drawing! ^
^ / | \ http://www.ataritimes.com/online/issue13/bs_drawing.html ^
^ ATARI ^
^ ~~~~~~~~~~~~~~~~~ ^
^ Visit the NEW Atari Times Website! ^
^ http://www.ataritimes.com ^
^^

2918. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <IfLx5.20344$4d.2879076@news02.optonline.net>
Source record: 57394
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Kevin,

A grateful community thanks you and your volunteers. I happen to know at
least one of them, and they and you deserve all the kudos we can muster!

Alan

"Kevin Savetz" <savetz@northcoast.com> wrote in message
news:savetz-0730CB.10485718092000@news.northcoast.com...
> The Digital Antic Project is proud to announce that the full text of
> every issue of Antic Magazine is now available on the Web. Devoted to
> the Atari 8-bit and ST computers, Antic magazine published 88 issues
> from April 1982 through July 1990.
>
> This site launched with two issues on July 27, 1996. More than four
> years later, the project\'s volunteers uploaded the final issue. The
> site includes 1,700 articles, 2,400 images, and 1,600 downloadable
> program files, using more than 100 MB of disk space. More than 30
> volunteers have contributed time to the project.
>
> Although the Digital Antic Project has reached an important milestone,
> the effort is far from over. The volunteers have already begun
> digitizing two more magazines published by Antic Publishing: STart,
> which focuses on Atari ST computers; and Antic Amiga Plus, which focuses
> on the Amiga platform. (People interested in donating time or magazines
> to the cause are encouraged to send e-mail to savetz@northcoast.com.)
>
> --Kevin Savetz
> Curator of the Digital Antic Project
> --
> Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce -- Atari computer news

2919. aMail puzzle

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39c796a9$0$8007@news.zetnet.co.uk>
Source record: 57395

Hi all,

can any one help.

I pre-type a message in qed for aMail, save and quit, click on (send) later and quit amail.
I then open aMail and send the message. all's well so far. however when I want to quit aMail
I get the message aSock still running, why, the message has been sent?

Bob

2920. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 00:10:56 UTC
From: rking@zetnet.co.uk
Message-ID: <39c6af10$0$8006@news.zetnet.co.uk>
Source record: 57382

On 18 Sep 2000 23:38:18 , Charles Stanley wrote:
>On 16 Sep 2000 21:11:18 , Robert Frederick King wrote:
>>On 16 Sep 2000 18:54:33 , Charles Stanley wrote:
>>>On 14 Sep 2000 23:25:46 , Robert Frederick King wrote:
>>>>On 14 Sep 2000 23:09:34 , Charles Stanley wrote:
>>>>>On 13 Sep 2000 10:26:17 , Bob King wrote:
>>>>>>Hi Charles again!!!
>>>>snips>
>>Hi Charles,
>>
>>Glad you got them, what emailer/news app do you use. My main problem is I think
>>my ISP Zetnet, dropping the line while I type in real time as I haven't got the
>>knack of typing off-line and sending later. Lost quite a few large responses that
>>way. Happy splitting.
>
>Hi Bob,
>We're both on Zetnet ... :)
>And both using NEWsie 0.96, or 0.961 in my case :))
>Have you adjusted your Timeouts under Preferences/Server Address?
>I have 100 secs and 50 secs. Sometimes I write and send my replies while
>getting the Newsgroups (for Offline reading).
>
>Right - now to get down to some serious splitting...
>Charles.
>.
Hi charles,

Yep I use Newsie, its all there is in reality! but I use aMail for e-mail and
aFTP for geues what ftp, trying to use aFTP from within CAB 2.8 always give me
a 'can't form file' type of error. I use qed as my editor. If the line is
dropped while typing, I just Save and Quit and click for send later - no hastle.
Had two intersting e-mails with attachments from work using Netscape. One had a
multimegabyte AVI movey of a Tesla coil in full action with sound. Able to display
and hear with Aniplyer. Second was an e-mail which should have had GIF forn=ming
the background. aMail not up to that, just showed GIF as an attachment. Very
pleased about the AVI. I will send it to you if you like, takes a while though!!

Bob King.

2921. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 02:35:18 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8q6fk7ojo1@perki.connect.com.au>
Source record: 57383

-snip-

I have just fitted my Falcon into a full tower and setup a 3.2 gig IDE Quantum Fireball and a 2.1 gig SCSIUW ibm dcs drive both are bloody fast but Rate HD dosent seem to be anywhere acurate enough as a bench mark. It only reports amout 1meg a second. I know this is wrong and I suspect the Drive's cacheing is causing the drama. But I was wondering what software you used to bench the drive with?

> Also, the 3.5" in the Falcon is a godsend because I had to remove the infernal
> (er, internal!) speaker!! 2.6MB/sec is usual with the 1.2GB Quantum Fireball
> I'm using in my bird, which is better than any 2.5" drive I've seen...
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

2922. Re: Foul Language on this NG

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 02:41:29 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8q6g01$oq8$1@perki.connect.com.au>
Source record: 57384

I have been told I am only allowed to use the Computers 2 nights a week now.
Computer widow getting really upset:-(. Just recased the Falcon and it is
running like a cut cat, so I think you are probably right.....gotta run

Mark Bedingfield
-snip-

> Sorry guys, I've missed the original(s) to this thread. Is it about foul
> disgusting language like 'girlfriend', 'wife', 'commitment', 'shared bank
> -account', and other hideous stuff like that? <shudder!> ;^)
>
> ...ooops, I'd better send this quick, else I get into deep trouble!! 8^)
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

2923. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 03:53:41 UTC
From: DCM01@USA.NET
Message-ID: <39c6e248.414711@news.CIS.DFN.DE>
Source record: 57385
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Way to go!

400 years from now, our descendants will load the data into their holograph machines, walking into a virtual room to pull a copy from the shelf of 88 mags. And the C64 crowd will just have to suffer 'cause all their magazines rotted!

On Mon, 18 Sep 2000 10:48:57 -0700, Kevin Savetz <savetz@northcoast.com> wrote:

>The Digital Antic Project is proud to announce that the full text of
>every issue of Antic Magazine is now available on the Web. Devoted to
>the Atari 8-bit and ST computers, Antic magazine published 88 issues
>from April 1982 through July 1990.

2924. WTB: in the US, ST for backup

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 04:14:50 UTC
From: drichard@execpc.com
Message-ID: <39c6e839$0$62631$726baab@news.execpc.com>
Source record: 57386

Hi all,

Anyone in the US selling an ST for a good price? I currently have a Mega ST and am thinking I might like a backup machine. Pleaes Email me if interested at drichard@execpc.com.

Thanks,

Dean

2925. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 05:44:06 UTC
From: admnelson@my-deja.com
Message-ID: <8q6uf3gjd1@nnrp1.deja.com>
Source record: 57387
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <39c6e248.414711@news.CIS.DFN.DE>,
DCM01@USA.NET (Daniel Miller) wrote:
> Way to go!
>
> 400 years from now, our descendants will load the data into their
> holograph machines, walking into a virtual room to pull a copy from
> the shelf of 88 mags. And the C64 crowd will just have to suffer
> 'cause all their magazines rotted!
>
> Well said,Dan!

And a tip of the hat and a huge thanks to Ken and his dedicated
group of volunteers for an outstanding achievement!

Sent via Deja.com http://www.deja.com/
Before you buy.

2926. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-19 06:58:45 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8q72r5$2fc$1@snipp.uninett.no>
Source record: 57388

Lyndon Amsdon <bindon@madasafish.com> wrote:

> I've just checked on the schematics and pin 27 goes through a gate
> (probably an OR) to the WD1772 INT pin and to FDINT on the ACSI port.
> So this could be the problem I'm experiencing with STinG as it's when
> I access my Hard Disk.

Ahh, I see. Both the C't interface and Mario's interface connects directly
to the ACSI port (on the inside ofcourse).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2927. Re: New Atari T-Shirt for sale

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009201753530.85-100000@TT030>
Source record: 57196

On Tue, 19 Sep 2000, Steve Sweet wrote:

> >It's XL size.
>
> Fat git!!!

You snipped to much, you missed the part where I said
I bought the wrong size. It was too large for me
as I'm just skin and bone. ;-)

The XL size also gone, but I've gotten the correct smaller
size now, so now I have a new "favorite shirt".

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2928. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <39C93908.D312D099@ataritimes.com>
Source record: 57197
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Mindfield wrote:

> Congrats! Antic was definitely my Atari resource way back. I did buy
> Analog from time to time, but Antic had that warm 'n fuzzy feel to it
> that Analog lacked, and it had game type-ins that were much more fun.
> Particularily those by J.D. Castin

I totally agree with you, especially about J.D. Casten! He my favorite Antic game programmer. I never did finish Escape from Epsilon! And Max B. was very clever.

Anyone know what he's doing these days? I didn't see his name in the "Where are they now?" on the DAP site. I sure hope that he's working in the games industry somewhere. He sure had a talent for it!

--Greg

^^
^ ||| LATEST ATARI NEWS: TAT's BATTLESPHERE DRAWING! ^
^ ||| Enter the BattleSphere drawing! ^
^ / | \ http://www.ataritimes.com/online/issue13/bs_drawing.html ^
^ ATARI ^
^ ~~~~~~~~~~~~~~~~~~ ^
^ Visit the NEW Atari Times Website! ^
^ http://www.ataritimes.com ^
^^

2929. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009201800050.85-100000@TT030>
Source record: 57198

On Wed, 20 Sep 2000, Janka Gerhard wrote:

> Lonny Pursell wrote:
> > I have noticed that your plans keep, changing.. and
> > changing... and then when you think it's ready... no it changes
> > again. There is a trend here and probably why you only have
> > 83 buyers. Surely I am not the only one who has noticed this?
> > I imagine there are some people like myself who must see such a thing
> > before they will commit to a purchase. You are dealing with a market
> > that has heard many promises from many people over the years...
> > It only takes getting burnt once, and then promises mean nothing.
> >
> > If your product is good it will sell itself.
>
> 1) Why shouldn't he try another spec when nobody is interested
> in the old one ? If you propose a product and there's not
> enough people interested in it do you stick to it regardless
> of the economic desaster that's likely to happen ?
>
> 2) What's wrong with asking who would buy a product before
> manufacturing it ? If he'd first let it build and afterwards
> wait for customers he would have to make it much more expensive.
> I bought one of the CentRam cards he supplied a few month ago
> using the same scheme. Since he knew exactly how many pieces
> he'd sell he could let manufacture the exact number of pieces
> and so they were quite cheap for us. Of course we had to wait
> whether there would be enough buyers but what's the problem
> there ? Being on a list of interested people doesn't cost anything.
>
> 3) I won't buy a CT60 but the only reason is that I'm very satisfied
> with my CT2 falcon and don't want to throw it away and don't have
> room enough for a second falcon.

And I flat out won't buy anything I don't see first.
That is my right as a consumer. The Atari market is not
a good one for promises or polls. It would not suprise
me if there was enough people with the "see it first approach"
to take that number well above 100. Obviously the maker
has just as low expectations to yank the idea so quickly.
I have waited to many times for things that don't appear, and so again
another one. On top of that from the same individual. See only
what you want to see... that too is a trend around here. What good
is a site full of vaporware projects.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2930. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <39C93818.8F84B081@boeing.com>
Source record: 57199

If you don't mind soldering a lot of tiny wires, it is possible to
install a non-EDO SIMM from a PC in a 1040ST to get 4 megs. There
was an article in the German magazine ST Computer on how to do this
a couple of years ago. I have personally done this to two 1040's
but no, I am not volunteering to do it again.

Milton Horst
Seattle, WA USA

Tim Conrardy wrote:
>
> Hello All
>
> One of my Atari-Midi members is getting frustrated that he can't run
> some of the mem-hungry midi apps on his 1 meg 1040ST. What he needs is
> a 4 meg machine.
>
> Can anyone help here?. He has tried on Ebay, but 4 meggers have been
> going for outragious prices which he can't afford.He is in the USA.
>
> Or...can a 1040St be upgraded to 4 megs? another alternative.
>
> Thanks for any responses.
>
> Tim Conrardy
> ---------------------------------------
> I would like to invite anyone of you to the Atari-midi mailing list.
> ____
> Tim's Atari Midi World http://atari.atlantis-bbs.com
> Mirror Site: http://sites.netscape.net/timconrardy/index.htm
> Atari-Midi Mailing List:http://www.egroups.com/group/atari
> tconrardy@hotmail.com
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2931. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39c946da$0$8005@news.zetnet.co.uk>
Source record: 57200

I wonder if the problem is one of trying to do too much with a single design. I can't speak for anyone else but I would be happy with a single user, monochrome, high resolution, TOS based computer. It would have a 68060, up to e.g. 128 MB memory, modern SCSI interface; all as fast as possible and be stable. I am not aware that having acess to a PCI bus helps at all. I am not certain about USB. Obviously it is popular.

The Hades is fine but I suspect the new designs have faster processor and memory and certainly I have had problems with the SCSI interface to a scanner.

Since TOS exists in various forms on ROM at present would it not be possible to select one suitable version (3 or 4) and use that as the operating system?

2932. Moscow calling for help in Bonn\Cologne URGENT!!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: TZAR-CLUB <tzarclub@chat.ru>
Message-ID: <8qb2rr$1mvk$1@news.rinet.ru>
Source record: 57201

Who could look into my beloved ATARI 1040 ST this weekend and next week in
Bonn\Cologne, Germany.
Mein Floppy streikt <:O(
It was not possible to find any help in Russia.

Konstantin

2933. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39C96EDF.840D17E1@greeleynet.com>
Source record: 57202

Tim Conrardy wrote:
>
> Can anyone help here?. He has tried on Ebay, but 4 meggers have been
> going for outragious prices which he can't afford.He is in the USA.

So what is an outrageous price? Was there any software or
monitors or anything included?

Thanks,

Ken

2934. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39C992B4.9AF157C6@qnet.com>
Source record: 57203

Rob wrote:

> In article <8qb3cn$194$2@snipp.uninett.no>,
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> > Rob <rmahlert@delphi.com> wrote:
> >
> > > Do you have a TT? He also has a C-TT on his site.. a 64mhz board for
> > > the TT.. Now I'm VERY interested in that! Add Mario's
> Graphics/Ethernet
> > > VME Card.. (Drooling!)
> >
> > This is very old news. It will probably never see the light of day,
> > Rodolphe asked for a certain amount of committed buyers before he
> would
> > make even one card but I don't think the interest was high enough. Not
> > really a big surprise, from the mail I received on that project (I
> can't
> > remember if it was from Rodolphe himself) he wouldn't base production
> on a
> > poll, but a certain amount of people that would commit to buy the CT-
> TT -
> > before it even existed.
> >
> > I can understand that Rodolphe doesn't want to take any chances, but
> this
> > is not a very realistic business-model.
> >
> > --
> >
> > /*
> > ** Jo Even Skarstein http://home.nvg.org/~joska/
> > */
> >
> Jo,
> All He is/was asking for was 20 people.. Are telling me We don't
> have 20 TT users in the world that wouldn't buy it? If the price is
> right on his site.. that's $70 US$. I'll buy one!
> --
>
>

Jo,

I think your math is wrong.. The price of the CTT is 150 Euro Dollars. If you convert that into US dollars its about $128 US Dollars.Seems somewhere

you lost about $60 US Dollars. The current rate is about $1USD= $1.18 Euro.

I emailed about the CTT and he replied saying he would go ahead with doing the project if I was interested. He had 15 people on the list I guess that would make me 16. I was and still interested but, I really hate hacking on my TT motherboard.

Don

2935. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39c918a41fbb6e0@online.be>
Source record: 57204

on Wed 20-09-2000 18:20 Jeff Armstrong wrote:

>On Wed, 20 Sep 2000 14:15:39 GMT, Rob <rmahlert@delphi.com> wrote:
>
>AS a TT owner, I must agree with you! I can't wait for the CTT or
>Mario's cards. If only the CTT had an 040 or 060 or something. But
>the CTT gives moderate acceleration at the right price!
>
>Good work Rudophe! You have one supporter here!

A year ago Rudophe announced he was working on a acceleration board for the TT. Just like with the CT060 he needed 50 buyer. Although there were more then 50 (according to some rumours) possible buyers he didn't release the card at all. The same happened with some other projects too. Some people says he release vapourware and to be honest I start to believe then. None of his announced projects saw ever the light.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2936. Re: FS: 520 STE plus monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969555136-144070AEicMi@bun.com>
Source record: 57205

Hi Ji

>>>|Isnt Pro-sequencing software commercial, and therefore something that
>>>|shouldnt be offered as copies?

>>|gimme a break

>I take that to mean that it shouldn't be copied but that he/she doesn't care.

Hm!, i wonder if he steals cars and mugs old ladies, as well as stealing software.

I also wonder if thats why muso's are always skint, they seem to like theiving more
than earning.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2937. Re: FS: 520 STE plus monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969555138-144558AEicMi@bun.com>
Source record: 57206

Hi Al

>>Isnt Pro-sequencing software commercial, and therefore something that shouldnt
>>be offered as copies?.

>True enough, but I've heard it said before that if the ST software in question is
>now longer actively marketed by its makers, then no-one's being robbed really.

Ah!, now all is clear, so as the Aston martin DB4 is no longer in production i can go and steal one, is that what your saying???.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2938. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8q9orojag3@kohl.informatik.uni-bremen.de>
Source record: 57317
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,comp.sys.atari.8bit

In comp.sys.atari.8bit Mike Kohary <mkohary@earthlink.net> wrote:
> Now we just need to work on an Analog archive. :)

Exactly what I was thinking. ;) I loved Analog. Really.

Still, the Antic archive is a big acievement. Congrats.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www.tmeyer.de/

2939. TT Monitor Pinout

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39c86fe8$0$8004@news.zetnet.co.uk>
Source record: 57318

Someone was asking for the TT monitor pinout. The connector is a
High Density DB15 and the connections are as follows:

1 Analogue red
2 Analogue green
3 Analogue blue
4 High resolution monochrome (ECL)
6 Ground
7 Green return
8 Blue return
9 Monochrome monitor detect
10 Ground
11 Not connected
12 Not connected
13 Horizontal sync (TTL)
14 Vertical sync (TTL)
15 High resolution monochrome (ECL)

Symmetry would dictate that 6 should be labeled "Red return" but
this is not what the manual says. I presume in practice returns and
grounds are the same.

2940. Re: SV: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8q9stm$p4e$1@draco.stochastik.rwth-aachen.de>
Source record: 57319

In article <IaRx5.11741$Fl2.98192@nntpserver.swip.net>,
Claes Holmerup <claes@holmerup.com> wrote:

>maximum speed of the drive itself, due to the SCSI-controller... :(If
>you use HDDriver, you can change the cache-settings in the drive itself
>to Read-cache only. Don't use Write-cache!

Why?

Enabling the write cache *in the drive* gives a huge performance boost on
many drives, and is a low risk compared to any kind of caching in main
memory.

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

2941. Re: FS: 520 STE plus monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <8q9tgc$26b$1@news6.svr.pol.co.uk>
Source record: 57320

On 18 Sep 2000 19:19:24 , Steve Sweet wrote:
Hi Al

>I've a load of software that I can copy as well if the buyer provides the blank
>disks. Great for someone just looking to start out in Atari computing or who
>fancies a low-cost pro sequencing setup.

Isnt Pro-sequencing software commercial, and therefore something that shouldnt
be offered as copies?.

True enough, but I've heard it said before that if the ST software in question is
now longer actively marketed by its makers, then no-one's being robbed really.
Certainly people have offered me disks of well-known commericial music software
for buttons...

Anyone interested (still) please get in touch

Cheers and keep the faith!
Al

2942. Re: HTML -> ASCII

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39C882B0.6CAFC593@siemens.at>
Source record: 57321

JI Logan wrote:
> Papyrus 8 (including the demo) will do that. There are other
> programs including HTMLHELP, 1stHTML etc but I use Papyrus.

That was the only way that worked for all of the files even
with my old 6.x version. Thanks !

Gerhard

2943. Re: Hd driver with CTII

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39C88454.6C78EC68@siemens.at>
Source record: 57322

Mark Friedman wrote:
>
> Hi there, I would like to know if any one uses HD Driver with their
> Falcon and Centurbo II installed? If so, which version, and are there
> any special settings?

I just disabled Cecile and use HDDRIVER (7.8 I think) instead.
But I had to throw away the original IDE drive because HDDRIVER
does not know the special slow access mode Cecile has built in.

Gerhard

2944. Re: Info WenSuite4

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39C884D4.CB262206@patent.gov.uk>
Source record: 57323

Martin \"Nightowl\" Byttebier wrote:
>
> on Sun 17-09-2000 22:28 Bob King wrote:
>
> >On 17 Sep 2000 20:33:26 , "Martin \"Nightowl\" Byttebier" wrote:
> >>on Sat 16-09-2000 10:26 Robert Frederick King wrote:
>
> >>AFAIK, Oxo has started the development of Wensuite 4. There is a change
> >>that Oxo will release it as Open Source.
>
> >Hi Martin,
> >
> >perhaps this will enable some bright spark to enable printing and the correct
> >showing of JPGs in other than TC.
>
> No correct showing of jpg's in other than TC???
> The only resolutions that aren't supported are 15 bits and 32 bits. In
> 256k, 16b and 24b colormode WS3 works just fine.
>
> >I'm surprised they are developing after the slating they had from this
> >NG.
>
> They are only working (?) on a French version. An English version isn't
> planned at all.
>
> For those who understand French I've include a part of the original
> message from Oxo
>
> ==========quote==========
>
> Message-ID: <39856383.9E73DD1B@online.fr>
> Newsgroups: fr.comp.sys.atari
> Subject: Wensuite et le Javascript
> Date: Mon, 31 Jul 2000 11:38:19 GMT
>
> Bonjour,
>
>
> Bref, c'est vrai qu'il y en a marre de ces incompatibilitï¿½s de sites
> avec les browsers Atari. Sur Wensuite, nous sommes trï¿½s en retard sur
> les derniers "standards", et c'est vrai que l'on ne peut pas fournir.
> Je rï¿½flï¿½chi actuellement ï¿½ passer une GROSSE partie de WS IV en
> "opensource", ce qui permettrait ï¿½ chacun d'apporter sa pierre ï¿½
> l'ï¿½difice, et d'en faire bï¿½nï¿½ficier tout le monde. Qui dit "opensource"

> dit aussi gratuitetï¿½ dans ce cas !!!
>
> Le Java n'est, ï¿½ mon sens, pas utile dans le cas d'un browser, au
> contraire du Javascript. Cependant, qui dit Javascript, dit aussi
> compatibilitï¿½ Netscape ou Explorer, dit aussi feuilles de style, DHTML
> ...
>
> La bonne nouvelle dans tout ï¿½a, c'est que la structure interne de WS
> permet d'implanter tout ï¿½a sans modifications majeures. Par exemple,
> l'"Open Display" (une technologie made in Oxo) est similaire ï¿½ du XML
> ...
>
> Quand aux reproches qui nous sont fait de ne pas vendre nos produits ï¿½
> l'ï¿½tranger, je me permet de rappeler que ï¿½a ne regarde personne dans le
> sens que ï¿½a n'accï¿½lï¿½rerait pas le developpement, BIEN AU CONTRAIRE. Je
> rappele d'ailleurs ï¿½ ce sujet qu'ï¿½ une certaine pï¿½riode, nous subissions
> des attaques en rï¿½gle sur ce newsgroup de la part d'une certaine
> personne, par ailleurs trï¿½s apprï¿½ciï¿½e sur les newsgroups ï¿½trangers, et
> qu'il ï¿½tait hors de question de nous laisser dï¿½molir sans rï¿½agir (car
> nous n'avions pas la possibilitï¿½ de nous dï¿½fendre aussi en anglais et en
> allemand). A partir de lï¿½, j'ai annoncï¿½ publiquement que nous ne ferions
> pas (ou plus) de versions ï¿½trangï¿½res de nos produits, afin d'ï¿½viter
> d'ï¿½tendre la polï¿½mique ï¿½ l'ï¿½tranger. Cette remarque a fait ricanï¿½,
> pensant que c'ï¿½tait du chantage. Mais bon, on ne va pas nous reprocher
> maintenant de respecter notre parole.
>
> Fabrice Bamas, gï¿½rant d'Oxo Systems
>
> ==========unquote==========
>
> CU
> Martin
>
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be **********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Hi all:
and for those who don't understand (including moi), a machine
translation:

"In short, it is true that there is enough of these incompatibilities
of sites with the browsers Atari. On Wensuite, we are very late on
last the " standard ones ", and it is true that one cannot provide. I
considered currently to pass a LARGE part of WS IV in " opensource ",
which would make it possible each one to add its contribution to the

building, and to make some profit everyone. Who known as " opensource " also says gratuitetï¿½ in this case!!!

Java is not, with my direction, useful in the case of a browser, on the contrary Javascript. However, which says Javascript, known as also Netscape compatibility or To explore, known as also style sheets, DHTML...

The good news in all that, it is that the internal structure of WS makes it possible to establish all that without major modifications. For example, the "Open Display " (a technology made in Oxo) is similar with XML...

When the reproaches which are made to us not sell our products abroad, I allows itself to recall that that does not look at anybody in the sense that that does not accï¿½liï¿½rerait the development, Quite to the contrary. I rappele besides on this subject that at a certain period, we undergo attacks regulates some on this newsgroup of by certain people, in addition very appreciated on the foreign newsgroup, and that it was out of question of letting to us demolish without reacting, we did not have the possibility of also defending us in English and in German. From there, I publicly announced that we would not make > not (or more) foreign versions of our products, in order to avoid > to extend the polemic abroad. This remark made laughed, > thinking that it was blackmail. But good, one will not reproach us > maintaining to respect our word."

'nuf said,

Bob King.

2945. ...

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Grozdanic Predrag <gpredrag@EUnet.yu>
Message-ID: <8qa0q6$ag3$1@SOLAIR2.EUnet.yu>
Source record: 57324

my friend has Atari Mega-1, and he dont have a hard disk for it... do any one know how to find it or how to plug in orinary IDE hard disk...

send to gpredrag@EUnet.yu

2946. Re: HTML -> ASCII

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39C890D3.F70E62FC@patent.gov.uk>
Source record: 57325

Janka Gerhard wrote:
>
> JI Logan wrote:
> > Papyrus 8 (including the demo) will do that. There are other
> > programs including HTMLHELP, 1stHTML etc but I use Papyrus.
>
> That was the only way that worked for all of the files even
> with my old 6.x version. Thanks !
>
> Gerhard

Hi Gerhard,

there's a utility simply known as HTM2ASCI, I'll send it to you tonight,

Bob.

2947. Re: ST floppy images

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Rudy <pax@golden.net>
Message-ID: <Pine.BSI.4.05L.10009200725280.13542-100000@shell.golden.net>
Source record: 57326

Lo:

The computer is searching between the internal drive and the external or
if you have the original 520ST it has no internal drive but.. keeps
checking back and forth tween the drive and it's setup...

It is faster if you put a readable disk in Dr "A" and perhaps drive "B"
or... if it only has the 1 drive put a disk in it.

To transfere files tween ST and PC there was a way to use no-modem cables
Software was needed though... and cables Eh
someone here must still have that knowledge

There is also a problem created if drive "B" is in the off position.

The ST can read IBM disks (720k) but not the 1.44 IBM's, that requires an
IBM drive and knowhow...

If the drive's are single sided, there is more complexity...

One needs software to read and display Image files on an STfm

Am sure some file-transfere-site has these

Rudy pax@golden.net {Canada}
On Sat, 9 Sep 2000, Michael Drüing wrote:

> Hi,
>
> I recently got an old Atari 520ST and a floppy disk drive and I finally
> managed to get it to run. But:
>
> 1. Is it normal that the computer needs about 1-2 minutes to boot up when
> there's a floppy connected? Without floppy it boot within seconds...
> 2. How do I put floppy image files on disk from my PC? I have absolutely no
> software on an ST disk so I can't make a direct serial connection...
>
> Thanks,
> --Michael
>
>
>
>

2948. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39C8A584.14781252@siemens.at>
Source record: 57327

Lonny Pursell wrote:
> I have noticed that your plans keep, changing.. and
> changing... and then when you think it's ready... no it changes
> again. There is a trend here and probably why you only have
> 83 buyers. Surely I am not the only one who has noticed this?
> I imagine there are some people like myself who must see such a thing
> before they will commit to a purchase. You are dealing with a market
> that has heard many promises from many people over the years...
> It only takes getting burnt once, and then promises mean nothing.
>
> If your product is good it will sell itself.

1) Why shouldn't he try another spec when nobody is interested
in the old one ? If you propose a product and there's not
enough people interested in it do you stick to it regardless
of the economic desaster that's likely to happen ?

2) What's wrong with asking who would buy a product before
manufacturing it ? If he'd first let it build and afterwards
wait for customers he would have to make it much more expensive.
I bought one of the CentRam cards he supplied a few month ago
using the same scheme. Since he knew exactly how many pieces
he'd sell he could let manufacture the exact number of pieces
and so they were quite cheap for us. Of course we had to wait
whether there would be enough buyers but what's the problem
there ? Being on a list of interested people doesn't cost anything.

3) I won't buy a CT60 but the only reason is that I'm very satisfied
with my CT2 falcon and don't want to throw it away and don't have
room enough for a second falcon.

Gerhard

2949. FS(UK): Atari Laser Printer 50ukp

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: CHMCAW@leeds.ac.uk
Message-ID: <2000Sep20.115524.22001@leeds.ac.uk>
Source record: 57328

I need to make some space so I'm selling my laser printer. Its in perfect working order and I only want 50 ukp for it, but it is very heavy so posting may not be a reasonable option.
I live in Leeds, West Yorkshire.

Chris

2950. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39C8B991.5E36DF5E@patent.gov.uk>
Source record: 57329

Janka Gerhard wrote:
>
> Lonny Pursell wrote:
> > I have noticed that your plans keep, changing.. and
> > changing... and then when you think it's ready... no it changes
> > again. There is a trend here and probably why you only have
> > 83 buyers. Surely I am not the only one who has noticed this?
> > I imagine there are some people like myself who must see such a thing
> > before they will commit to a purchase. You are dealing with a market
> > that has heard many promises from many people over the years...
> > It only takes getting burnt once, and then promises mean nothing.
> >
> > If your product is good it will sell itself.
>
> 1) Why shouldn't he try another spec when nobody is interested
> in the old one ? If you propose a product and there's not
> enough people interested in it do you stick to it regardless
> of the economic desaster that's likely to happen ?
>
> 2) What's wrong with asking who would buy a product before
> manufacturing it ? If he'd first let it build and afterwards
> wait for customers he would have to make it much more expensive.
> I bought one of the CentRam cards he supplied a few month ago
> using the same scheme. Since he knew exactly how many pieces
> he'd sell he could let manufacture the exact number of pieces
> and so they were quite cheap for us. Of course we had to wait
> whether there would be enough buyers but what's the problem
> there ? Being on a list of interested people doesn't cost anything.
>
> 3) I won't buy a CT60 but the only reason is that I'm very satisfied
> with my CT2 falcon and don't want to throw it away and don't have
> room enough for a second falcon.
>
> Gerhard

Hi all,

just to add a little bit of support for Rodolphe's caution.

He is after all a professional producer of hardware in a minority and
shrinking market. He does not just produce software, which Lord knows is
hard enough and a thankless process in itself, but at least does not
take money, only time and intellect . Hardware development on the other
hand takes at least the cost of the prototype production, and the
hunting around for commercial producers willing to tool up for a small

to medium hardware final product run (look at the trouble Milan/Axro are in with their Milan II production). On top of this, if there is anything truly novel in his design he will have to consider IP protection, and that I can assure you costs ï¿½1000s. What is Rodolphe to do, pay for the production of a limited run of beta type CT60s, out of his own pocket just to give these away, in the hope that the recipients of his benevolence will say ï¿½yes wonderful, we will pay for and keep'. Prior form makes likely a best scenario of a long winded backwards and forwards list of requests for adding this and trimming that, all the time the clock is ticking and the interest on his loan mounting. He would basically be a bloody fool not to seek some form of insurance in a FIRM list of customers, if he didn't, I expect his bank manager would.

Bob..

2951. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8qagpn$lr2$1@nnrp1.deja.com>
Source record: 57330

In article <39c7df46$1$8006@news.zetnet.co.uk>,
jlog@zetnet.co.uk (JI Logan) wrote:
> Sorry, deleted the original so may not have got the header exactly.
>
> If it is possible to construct a new superfast 68060 based add-on
> for a Falcon, is it not possible to produce it as a stand alone
> item? By that I do not mean an entire computer but a populated
> motherboard to which could be added graphic cards, drives, keyboard,
> case etc.
>
> We have learnt that the Hades, though fast, has some fundamental
> flaws and I assume, though not an expert, that it is not as fast as
> a more modern design. Phenix is dead and it sounds from what has
> been written here recently that Milan 060 is going the same way.
>
> I would buy a "better Hades" (faster, more stable). I would not
> particularly want to buy a modification for a Falcon as I do not
> have one.
>

Do you have a TT? He also has a C-TT on his site.. a 64mhz board for
the TT.. Now I'm VERY interested in that! Add Mario's Graphics/Ethernet
VME Card.. (Drooling!)

He also has a U60 design on his page.. it's a frozen project.
It is a NEW computer including NEW HARDWARE and MINT as the OS.
if you haven't.. check His site out.. http://www.czuba-tech.com

Rob
webmaster@atari-users.net

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

2952. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: steeltoe@kickass.com
Message-ID: <8qagj3irr0@198.69.29.144>
Source record: 57331

On Sun, 20 Sep 3900 13:54:44, Janka Gerhard
<gerhard.janka@siemens.at> blessed us with these
henscratchings:

> I bought one of the CentRam cards he supplied a few month ago
> using the same scheme. Since he knew exactly how many pieces
> he'd sell he could let manufacture the exact number of pieces
> and so they were quite cheap for us. Of course we had to wait
> whether there would be enough buyers but what's the problem
> there ? Being on a list of interested people doesn't cost anything.
>

Could you describe this aftermarket card and
advise as to its availability? Sounds like it
gives you '100mb' of ram using (which?) memory
chips. Will it work on a basic Falcon or is it
only for 'CTx' Falcons?

> 3) I won't buy a CT60 but the only reason is that I'm very satisfied
> with my CT2 falcon and don't want to throw it away and don't have
> room enough for a second falcon.
>
> Gerhard

If you list your Atari configuration(s) in your
sig, it is easier for outsiders to keep up with
what is currently working and available. Thus it
is more than just shameless self-promotion. :)

Vacuo
~~~~~~
~~~~~~~

2953. Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qahv2nan1@nnrp1.deja.com>
Source record: 57332

Hello All

One of my Atari-Midi members is getting frustrated that he can't run some of the mem-hungry midi apps on his 1 meg 1040ST. What he needs is a 4 meg machine.

Can anyone help here?. He has tried on Ebay, but 4 meggers have been going for outragious prices which he can't afford.He is in the USA.

Or...can a 1040St be upgraded to 4 megs? another alternative.

Thanks for any responses.

Tim Conrardy

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

2954. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sshil5gm1ulpa9@corp.supernews.com>
Source record: 57333

On 19 Sep 2000 06:58:45 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> I've just checked on the schematics and pin 27 goes through a gate
>> (probably an OR) to the WD1772 INT pin and to FDINT on the ACSI port.
>> So this could be the problem I'm experiencing with STinG as it's when
>> I access my Hard Disk.
>
>Ahh, I see. Both the C't interface and Mario's interface connects directly
>to the ACSI port (on the inside ofcourse).

Hmm thats interesting. How does he get around soldering as IIRC
Mario's is said to not require soldering. I thought Mario's was
simply a plug over the top of CPU type job, but I'm wrong.

I'm going to see what speed disk access I can get, compared to Marios
and maybe the C't. I'm interested because mine (TUS) needs 16mhz from
the shifter.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

2955. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: sf0218@aol.com
Message-ID: <20000920134733.26590.00000091@ng-fi1.aol.com>
Source record: 57334

Check Chromagic and Systems For Tomorrow. I believe the carry a memory upgrade (to 4 megs) kit for the 1040 ST.
I had a 1040 ST which I had this done to by Toad Computer, but they have since left the Atari market.
Good luck,
Sam Ferrer

2956. New email

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: d.briel@free.fr
Message-ID: <VP6y5.1996$m74.5213263@nnrp1.proxad.net>
Source record: 57335

My old account at imaginet.fr will be closed in a few days. Anyone
wanting to contact me can now reach me at d.briel@free.fr

--
Didier BRIEL
New address, nouvelle adresse
d.briel@free.fr

2957. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39C8FA53.942DFDF7@cfc.dnd.ca>
Source record: 57336

no soldering with the STe version.
unless you want to boot from TOS 2.06

the ACSI connect is clip on, not soldered, but still very secure
ken

Lyndon Amsdon wrote:
>
> On 19 Sep 2000 06:58:45 , Jo Even Skarstein wrote:
> >Lyndon Amsdon <bindon@madasafish.com> wrote:
> >
> >> I've just checked on the schematics and pin 27 goes through a gate
> >> (probably an OR) to the WD1772 INT pin and to FDINT on the ACSI port.
> >> So this could be the problem I'm experiencing with STinG as it's when
> >> I access my Hard Disk.
> >
> >Ahh, I see. Both the C't interface and Mario's interface connects directly
> >to the ACSI port (on the inside ofcourse).
>
> Hmm thats interesting. How does he get around soldering as IIRC
> Mario's is said to not require soldering. I thought Mario's was
> simply a plug over the top of CPU type job, but I'm wrong.
>
> I'm going to see what speed disk access I can get, compared to Marios
> and maybe the C't. I'm interested because mine (TUS) needs 16mhz from
> the shifter.
>
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--------------------------------------+

2958. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <39c8ff8f.1682466@news.cwru.edu>
Source record: 57337

On Wed, 20 Sep 2000 14:15:39 GMT, Rob <rmahlert@delphi.com> wrote:

>In article <39c7df46$1$8006@news.zetnet.co.uk>,
>
>Do you have a TT? He also has a C-TT on his site.. a 64mhz board for
>the TT.. Now I'm VERY interested in that! Add Mario's Graphics/Ethernet
>VME Card.. (Drooling!)

AS a TT owner, I must agree with you! I can't wait for the CTT or
Mario's cards. If only the CTT had an 040 or 060 or something. But
the CTT gives moderate acceleration at the right price!

Good work Rudophe! You have one supporter here!

>
>He also has a U60 design on his page.. it's a frozen project.
>It is a NEW computer including NEW HARDWARE and MINT as the OS.
>if you haven't.. check His site out.. http://www.czuba-tech.com
>
>Rob
>webmaster@atari-users.net
>
> Atari-Users Network
> Atari Chat, Forums, Links, Webring and Banner Exchange.
> http://www.atari-users.net
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

2959. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39c90f24$0$8006@news.zetnet.co.uk>
Source record: 57338

On 20 Sep 2000 14:15:39 , Rob wrote:

| . . . .
|Do you have a TT? He also has a C-TT on his site.. a 64mhz board for
|the TT.. Now I'm VERY interested in that! Add Mario's Graphics/Ethernet
|VME Card.. (Drooling!)

I do have a TT but a later post suggests that the C-TT does not have
a 040 or 060. Would it not be easier to design a self-contained new
board rather than trying to adapt a design to an already existing
computer. After all, the add-on seems to have processor, memory etc.

2960. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8qb3cn$194$2@snipp.uninett.no>
Source record: 57339

Rob <rmahlert@delphi.com> wrote:

> Do you have a TT? He also has a C-TT on his site.. a 64mhz board for
> the TT.. Now I'm VERY interested in that! Add Mario's Graphics/Ethernet
> VME Card.. (Drooling!)

This is very old news. It will probably never see the light of day,
Rodolphe asked for a certain amount of committed buyers before he would
make even one card but I don't think the interest was high enough. Not
really a big surprise, from the mail I received on that project (I can't
remember if it was from Rodolphe himself) he wouldn't base production on a
poll, but a certain amount of people that would commit to buy the CT-TT -
before it even existed.

I can understand that Rodolphe doesn't want to take any chances, but this
is not a very realistic business-model.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2961. Power CD

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <969478323.25574.0.nnrp-08.9e983130@news.demon.co.uk>
Source record: 57340

I have Volume 1

What specifically do you want?

Regards

Mike Bedford

2962. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <mIQjjXAKvRy5Ew4o@steverosie.demon.co.uk>
Source record: 57341

In article <8qahv2nan1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
> Hello All
>
>One of my Atari-Midi members is getting frustrated that he can't run
>some of the mem-hungry midi apps on his 1 meg 1040ST. What he needs is
>a 4 meg machine.
>
>Can anyone help here?. He has tried on Ebay, but 4 meggers have been
>going for outragious prices which he can't afford.He is in the USA.
>
>Or...can a 1040St be upgraded to 4 megs? another alternative.
>

Hi

Which model ST have they got STF/STFM/STM or better still an STE?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2963. Re: BOMBS

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <8qb7mliut1@nnrp1.deja.com>
Source record: 57342

Hi Don
>
> > When I'm on a web page and want to move to another page or
follow a
> > link, sometimes CAB will bomb and give me 2 error messages the (
> > 68000 Exception error-69) and one up on the menu bar (Connection
> > Reset by Peer! error #-316)
>

I have also received this error for quite a while now but _only_ with Dan's OVL. When using Olivier Booklage's OVL I don't seem to receive this error at all. Maybe you could try Olivier's just to see if you find the same thing. I have contacted all concerned but atm it seems a dificult one to crack. If it's any relief, you are not alone here! ;-)

Best Wishes
Sean
--
* Atari STe Veloce+4 (4MB ST-RAM 4MB TT RAM) 68020/68000 Processor *
* Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *

Sent via Deja.com http://www.deja.com/
Before you buy.

2964. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <ssi7ua8fpn8b11@corp.supernews.com>
Source record: 57343

On 17 Sep 2000 23:14:24 , Mario Becroft wrote:
>Lyndon Amsdon (bindon@madasafish.com) wrote:
>: I've just checked on the schematics and pin 27 goes through a gate
>: (probably an OR) to the WD1772 INT pin and to FDINT on the ACSI port.
>: So this could be the problem I'm experiencing with STinG as it's when
>: I access my Hard Disk.
>
>It would appear that the IDE interface you have needs this pin cut so as
>to pass the existing disc interrupt sources through an OR gate with the
>IDE interrupt, so as to get the IDE interrupt into the system. My IDE
>interface attaches to the IDE interrupt to the wire-ORed ACSI interrupt
>pin, so no pin cutting is required.

Thanks for the info. I always wondered what that was for.

>I have never had problems with the power supply or
>heat, but the 2.5" drive can use a significant amount of power and could
>potentially be a problem in some cases.

Maybe you missed some of the other posts but I had heat problems with
_3.5"_ drives in a ST case! 2.5" drives generate very litlle heat.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

2965. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <ssi7udlrrc4o13@corp.supernews.com>
Source record: 57344

On 20 Sep 2000 12:28:25 , "Mark Bedingfield" wrote:
>Where can howfast be retrieved from? Sounds better than Ratehd:-)
>
>Mark Bedingfield

I would like to know where to get it from too, please.

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

2966. ...

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 00:00:00 UTC
From: Grozdanic Predrag <gpredrag@EUnet.yu>
Message-ID: <8qba4f$st3$1@SOLAIR2.EUnet.yu>
Source record: 57345

can any one send me schematic of atari mega 1... is there on the board and
SCSI adapter...Interface...???

gpredrag@EUnet.yu

2967. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 02:28:25 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8q93j8$2ic$1@perki.connect.com.au>
Source record: 57310

Where can howfast be retrieved from? Sounds better than Ratehd:-)

Mark Bedingfield

2968. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 02:32:16 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8q93qf$2pt$1@perki.connect.com.au>
Source record: 57311
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Kevin Savetz <savetz@northcoast.com> wrote in message
news:savetz-0730CB.10485718092000@news.northcoast.com...
> The Digital Antic Project is proud to announce that the full text of
> every issue of Antic Magazine is now available on the Web. Devoted to
> the Atari 8-bit and ST computers, Antic magazine published 88 issues
> from April 1982 through July 1990.
>
> This site launched with two issues on July 27, 1996. More than four
> years later, the project\'s volunteers uploaded the final issue. The
> site includes 1,700 articles, 2,400 images, and 1,600 downloadable
> program files, using more than 100 MB of disk space. More than 30
> volunteers have contributed time to the project.
>
> Although the Digital Antic Project has reached an important milestone,
> the effort is far from over. The volunteers have already begun
> digitizing two more magazines published by Antic Publishing: STart,
> which focuses on Atari ST computers; and Antic Amiga Plus, which focuses
> on the Amiga platform. (People interested in donating time or magazines
> to the cause are encouraged to send e-mail to savetz@northcoast.com.)
>
Excellent work, would you consider providing copies of the mag's on CDRom?
Might make a couple of quid for your hard work.

Mark Bedingfield

2969. Re: I'm going to Australia

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 02:34:15 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8q93u5$2qr$1@perki.connect.com.au>
Source record: 57312

Where are you headed? There are still Atari club's here in Melbourne and in Hobart.

Mark Bedingfield

Andrew Owen <aowen@mail.ru> wrote in message
news:B5ED0692.AD4A%aowen@mail.ru...
> Hi,
>
> I know I don't post very often to this group but occasionally I have
> something useful to contribute. However, I'm going to Australia for 12
> months and I won't be bothering with newsgroups so if anyone needs to
> contact me for any reason please do so via email (aowen@mail.ru). Thanks
>
> -Andrew
>

2970. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 02:36:25 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8q942c$2st$1@perki.connect.com.au>
Source record: 57313

What is the price of this cheap and expandable 68060 card?

Mark Bedingfield

Rodolphe Czuba <rczuba@free.fr> wrote in message
news:P9Nx5.1679$W61.4371587@nnrp1.proxad.net...
> From july to september, the CT60 'First Design' received only 83 buyers
> promises.
> It's a pity to see a such low enthousiasm from the TOS community !
> I propose now, with the 'New Design' a new approach, cheap and expandable.
> This is my last proposition and I need at least 100 buyers to finish the
> design...
> The previous CT60 design is now dead !
>
> Visit my web site at : www.czuba-tech.com
> Dis you see the counter ? Not bad since July 1st....
>
> --
> Rodolphe CZUBA
> 28, rue des Sorbiers
> F-60290 LAIGNEVILLE
> FRANCE
> email : rczuba@free.fr
> WEB : www.czuba-tech.com
>
>
>

2971. Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 03:30:23 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <nobgssoq9jbe5bpc7bg8rpud37fcjrafr3@4ax.com>
Source record: 57314
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Mon, 18 Sep 2000 10:48:57 -0700, Kevin Savetz
<savetz@northcoast.com> drooled an embarassing wet spot in his lap as
he typed:

>The Digital Antic Project is proud to announce that the full text of
>every issue of Antic Magazine is now available on the Web. Devoted to
>the Atari 8-bit and ST computers, Antic magazine published 88 issues
>from April 1982 through July 1990.
>
>This site launched with two issues on July 27, 1996. More than four
>years later, the project\'s volunteers uploaded the final issue. The
>site includes 1,700 articles, 2,400 images, and 1,600 downloadable
>program files, using more than 100 MB of disk space. More than 30
>volunteers have contributed time to the project.
>
>Although the Digital Antic Project has reached an important milestone,
>the effort is far from over. The volunteers have already begun
>digitizing two more magazines published by Antic Publishing: STart,
>which focuses on Atari ST computers; and Antic Amiga Plus, which focuses
>on the Amiga platform. (People interested in donating time or magazines
>to the cause are encouraged to send e-mail to savetz@northcoast.com.)
>
>--Kevin Savetz
>Curator of the Digital Antic Project

Congrats! Antic was definitely my Atari resource way back. I did buy
Analog from time to time, but Antic had that warm 'n fuzzy feel to it
that Analog lacked, and it had game type-ins that were much more fun.
Particularily those by J.D. Castin -- Rebound was probably the best
type-in I spent hours doing, followed by its construction set. I had
loads of fun with those...

Then there was mini-golf and its construction set... ah, the memories.
:-)

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

2972. Re: Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 03:33:26 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ttbgssckom3vb64i6m47d3b08l4o9bp36k@4ax.com>
Source record: 57315
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Mon, 18 Sep 2000 21:36:49 GMT, admnelson@my-deja.com drooled an
embarassing wet spot in his lap as he typed:

>Hey Ken!
>Think you'll ever start on A.N.A.L.O.G.? :)

The Digital A.N.A.L.O.G. Archive already has a start by a different
group of fans. The scans are sort of low quality, and the site is
still in its fledgeling stages, but you can have a look through
several complete issues and a few incompletes by pointing your browser
at http://www.cyberroach.com/analog/default.htm

>>
>>
>>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

2973. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-20 06:02:27 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8q9jtj$ld6$2@snipp.uninett.no>
Source record: 57316

Rodolphe Czuba <rczuba@free.fr> wrote:
> From july to september, the CT60 'First Design' received only 83 buyers
> promises.
> It's a pity to see a such low enthousiasm from the TOS community !

No wonder considering that most of the commercial market is corrupt and regularly rips off it's customers. I would never commit to buy something that doesn't exist yet, especially not when not even the specs are definite...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2974. Re: SV: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <57by5.12127$FI2.100448@nntpserver.swip.net>
Source record: 57207

>
> >maximum speed of the drive itself, due to the SCSI-controller...
If
> >you use HDDriver, you can change the cache-settings in the drive
itself
> >to Read-cache only. Don't use Write-cache!
>
> Why?
>
> Enabling the write cache *in the drive* gives a huge performance boost
on
> many drives, and is a low risk compared to any kind of caching in main
> memory.
>

I like to play it safe - and I do have a UPS on my computer at home -
and one for the rest of the home studio too... ;)
I never noticed any difference in performance when I tried with/without
the write-cache - on several drives. The Falcon's SCSI-port can't go
faster than 2MB/s due to the design (theoretically 2MB/s - in real life
it's slightly lower), so I guess that the drive doesn't notice the
difference - the data probably never comes in such a high speed that the
cache is actually needed... The risk of loosing data in some situations
seems to be larger than what you might gain from using the write-cache.
Besides - Cubase Audio is always a little picky about details - it may
work with some HD's and not with some, so it's safer never to use the
write-cache at all. If the write-cache is disabled, you'll get all the
cache in the drive for read-cache instead, which might increase the
performance when you read several audio tracks at the same time - and
that's more important since you probably need more power for replaying
all the already recorded audio tracks than for the one or two you record
at the same time (yes, I know that writing is slower than reading on all
drives, but I still think it's better not to use the write-cache)...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2975. Re: Re: Complete Antic Magazine library now on the Web

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <2poisssgfdthaaeskodgjuti5ac3kh0ocq@4ax.com>
Source record: 57208
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Wed, 20 Sep 2000 22:28:39 GMT, "Gregory D. George"
<greg@ataritimes.com> drooled an embarassing wet spot in his lap as he
typed:

>I totally agree with you, especially about J.D. Casten! He my favorite Antic
>game programmer. I never did finish Escape from Epsilon! And Max B. was very
>clever.

Escape was an excellent game, too, and another I enjoyed immensely.
He may have used redefined character sets, but his games *always* had
fantastic gameplay -- and replay value. I played Rebound not too long
ago, and for the first time in may years, and it seems my reflexes
have slowed down since the first time I played them, 'cos frankly, I
suck at that game, now. :-) But it's still lots of fun.

Another of my favourites was Uncle Henry's Nuclear Waste Dump, which I
thought was really very clever. I was working on an updated ST
version of that years ago. I got as far as having done all of the
graphics, animations, and some basic code down for displaying things
and moving the crane around before I unfortunately left the ST scene.
I'd still like to remake it, though...

>Anyone know what he's doing these days? I didn't see his name in the "Where
>are they now?" on the DAP site. I sure hope that he's working in the games
>industry somewhere. He sure had a talent for it!

It's funny, but I seem to recall hearing something years ago, but I
can't remember what. (my mind, as well as my reflexes, has degraded
since then, too. :-)

>
>--Greg
>
>^^
>^ ||| LATEST ATARI NEWS: TAT's BATTLESPHERE DRAWING! ^
>^ ||| Enter the BattleSphere drawing! ^
>^ / | \ http://www.ataritimes.com/online/issue13/bs_drawing.html ^
>^ ATARI ^
>^ ~~~~~~~~~~~~~~~~~~ ^
>^ Visit the NEW Atari Times Website! ^
>^ http://www.ataritimes.com ^
>^^
>

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

2976. Re: SV: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qbq6qbou1@perki.connect.com.au>
Source record: 57209

> >maximum speed of the drive itself, due to the SCSI-controller... :(If
> >you use HDDriver, you can change the cache-settings in the drive itself
> >to Read-cache only. Don't use Write-cache!
>
> Why?

He mean's don't enable write cache in HDDriver - main memory caching. Which I never do.

> Enabling the write cache *in the drive* gives a huge performance boost on
> many drives, and is a low risk compared to any kind of caching in main
> memory.

This is what I was saying - the on drive cache is causing rateHD to misreport.

Mark

2977. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8qbt8jcbe1@nnrp1.deja.com>
Source record: 57210

```
In article <8qb3cn$194$2@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> Rob <rmahlert@delphi.com> wrote:
>
> > Do you have a TT? He also has a C-TT on his site.. a 64mhz board for
> > the TT.. Now I'm VERY interested in that! Add Mario's
Graphics/Ethernet
> > VME Card.. (Drooling!)
>
> This is very old news. It will probably never see the light of day,
> Rodolphe asked for a certain amount of committed buyers before he
would
> make even one card but I don't think the interest was high enough. Not
> really a big surprise, from the mail I received on that project (I
can't
> remember if it was from Rodolphe himself) he wouldn't base production
on a
> poll, but a certain amount of people that would commit to buy the CT-
TT -
> before it even existed.
>
> I can understand that Rodolphe doesn't want to take any chances, but
this
> is not a very realistic business-model.
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */
>
Jo,
All He is/was asking for was 20 people.. Are telling me We don't
have 20 TT users in the world that wouldn't buy it? If the price is
right on his site.. that's $70 US$. I'll buy one!
--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.
```

2978. NEW FALCON NEMESIS ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <3Tfy5.936$4j7.436075@ratbert.tds.net>
Source record: 57211

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=444711913

2979. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <pWfy5.938$4j7.436454@ratbert.tds.net>
Source record: 57212

yes 4 meg upgrades are available for the Atari 1040. They are very nice.
Contact ATY Computer or BEST Electronics.

Donald
"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:8qahv2nan1@nnrp1.deja.com...
> Hello All
>
> One of my Atari-Midi members is getting frustrated that he can't run
> some of the mem-hungry midi apps on his 1 meg 1040ST. What he needs is
> a 4 meg machine.
>
> Can anyone help here?. He has tried on Ebay, but 4 meggers have been
> going for outragious prices which he can't afford.He is in the USA.
>
> Or...can a 1040St be upgraded to 4 megs? another alternative.
>
>
> Thanks for any responses.
>
> Tim Conrardy
> ---------------------------------------
> I would like to invite anyone of you to the Atari-midi mailing list.
> ____
> Tim's Atari Midi World http://atari.atlantis-bbs.com
> Mirror Site: http://sites.netscape.net/timconrardy/index.htm
> Atari-Midi Mailing List:http://www.egroups.com/group/atari
> tconrardy@hotmail.com
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2980. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qc4v2$km1$1@nnrp1.deja.com>
Source record: 57213

In article <39C96EDF.840D17E1@greeleynet.com>,
Ken Springer <wordworks@greeleynet.com> wrote:
> Tim Conrardy wrote:
> >
> > Can anyone help here?. He has tried on Ebay, but 4 meggers have been
> > going for outragious prices which he can't afford.He is in the USA.
>
> So what is an outrageous price? Was there any software or
> monitors or anything included?
>
> Thanks,
>
> Ken

Hi Ken, and all who have responded.

First: he has a 1040Stf to answer one question.

Second: Outrageous prices would be between 300 to well over 500 dollars. (that is 1040 Ste's or mega Ste's.) However that includes monitor and mouse. Comparitivly, a mac IIci goes for less then 20.oo! Also look at TT's. They go over 1000.00! That is OUTRAGEOUS! Why the hi ticket prices on Ebay for 10 year old technology? (don't get me wrong...I love the technolgy!! I have 4 atari computers set up in my own studio!) It used to be where you could get an atari sytem next to nothing. Now they are skyrocketed out of reach for some one who could use it for an excellent midi system, but can't afford the hi=ticket and configuration problem on PC/Mac.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

2981. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8qcaq7$7il$1@snipp.uninett.no>
Source record: 57214

Rob <rmahlert@delphi.com> wrote:
> All He is/was asking for was 20 people.. Are telling me We don't

It was a lot more back then, 50 or 100 IIRC.

> have 20 TT users in the world that wouldn't buy it? If the price is

Probably, but hopefully there's not that many *stupid* TT owners who would
committ (too many m's or t's there?) to buy a piece of hardware that
doesn't even exist yet. I would certainly buy one of those if it...

a) ...worked.
b) ...was reliable.
c) ...doesn't need irreversable changes on my precious TT.
d) ...was compatible with the software I use now.

It's difficult to judge this if the product doesn't even exist.

> right on his site.. that's $70 US$. I'll buy one!

Hmm, $70? Then why doesn't he just make a batch? Mario Becroft has made
more expensive hardware than this for the TT without pre-orders.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

2982. Need "fdisk.prg" for OS-9/68000

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Carlo Nocho <ccn80z@uswest.net>
Message-ID: <39C9C03F.BB79C20C@uswest.net>
Source record: 57215
Cross-posted to: bit.listserv.coco,comp.os.os9,comp.sys.atari.st

Hi. I have been searching for sometime now for the "fdisk" hard disk partitioning software for the Atari ST version of Microware Personal OS-9/68000 V2.2 (3 disks). The file 'fdisk.prg' from the startup disk has been damaged and I have no backup for this disk. Could anyone provide this file?

Thank you. Carlo.

2983. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <WUVv0KAfYdy5EwfJ@steverosie.demon.co.uk>
Source record: 57216

In article <8qc4v2$km1$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>In article <39C96EDF.840D17E1@greeleynet.com>,
> Ken Springer <wordworks@greeleynet.com> wrote:
>
>
>Hi Ken, and all who have responded.
>
>First: he has a 1040Stf to answer one question.
>
>Second: Outrageous prices would be between 300 to well over 500 dollars.
>(that is 1040 Ste's or mega Ste's.)

Yes STE's and Mega STE's do fetch more than STF's! as they are easier
and cheaper to upgrade, run slightly faster, have DMA sound, hardware
scrolling and a few other bits and pieces.

The STF's I've come across have all run under TOS 1.09. Another drawback
is that they have no internal modulator, so running on a standard tv is
a problem.

> However that includes monitor and
>mouse. Comparitivly, a mac IIci goes for less then 20.oo! Also look at
>TT's. They go over 1000.00! That is OUTRAGEOUS! Why the hi ticket
>prices on Ebay for 10 year old technology?

But even today's technology can't deliver a rock solid operating system
with MIDI built in as standard, without any special drivers and you
don't have to wait that long to be up and running!.

I'd rather stick just my Atari and hard drive in a bag rather than a pc
case, monitor, speakers, keyboard... OK there are laptops, but the midi
on the pc is not the best thing, unless you've got plenty of dosh!

> (don't get me wrong...I love
>the technolgy!! I have 4 atari computers set up in my own studio!) It
>used to be where you could get an atari sytem next to nothing. Now they
>are skyrocketed out of reach for some one who could use it for an
>excellent midi system, but can't afford the hi=ticket and configuration
>problem on PC/Mac.
>
>Tim
>
>
>---
>I would like to invite anyone of you to the Atari-midi mailing list.

>_____
>Tim's Atari Midi World http://atari.atlantis-bbs.com
>Mirror Site: http://sites.netscape.net/timconrardy/index.htm
>Atari-Midi Mailing List:http://www.egroups.com/group/atari
>tconrardy@hotmail.com
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2984. Atari Printer - compatible toner?

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <969542325.12247.0.nnrp-04.9e98e6ee@news.demon.co.uk>
Source record: 57217

Does anyone know if the drum/toner for Atari printers
is still available - or if its possible to use an equivalent
(Cannon?) alternative?

Ian

2985. Re: Atari Printer - compatible toner?

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39CA0BE4.35FBAB34@greeleynet.com>
Source record: 57218

info wrote:
>
> Does anyone know if the drum/toner for Atari printers
> is still available - or if its possible to use an equivalent
> (Cannon?) alternative?
>
> Ian

Where are you? I got a couple of toner carts from American
Printer Ribbon in Fl. They had to work a bit to find them.
They have a web site.

Ken

2986. FA: PGS MAX-15 Multisync (15.75KHz capable)

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.1433d0a54ed3a3b59897e5@news.prodigy.net>
Source record: 57219

The starting bid on this item is $4. I have listed it before and received no bids, so if you want it, it appears there is a good chance you could win it for the minimum bid.

There is more info, including pics, video input pinouts, etc. in the listing at eBay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=444453112

As noted in the listing, I don't have a cable to plug this monitor directly into an Atari ST, but if you win the bid and mention it is for an ST, I will include a DIN-13 plug to help you on the way to building a cable for it.

As this monitor handles scan rates from 15KHz - 36KHz, one could also rig a switch on the mono detect line that would allow it to be used in all 3 resolutions.

For TT owners or Falcon030 owners with the VGA monitor block, a HDB-15 cable is included with the monitor.

This monitor is one of the few multisyncs to also accept composite input. It is, however, a monochrome monitor. OTOH, gives the best clarity (as SM124 users can attest), and this monitor has a significantly larger screen than the SM124.

--
==========
lonniemcclure@prodigy.net

2987. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <39ca20f0.663644@news.cwru.edu>
Source record: 57220

This is the same subject. I've read all the posts thus far in these message strings referring to Rudolphe Czuba's projects. Why the hell is everyone so damn negative? I mean, the guy is trying to provide some accelerators for some obsolete systems. I happen to own a TT and I do not have any options for accelerators (except Cattamaran maybe?). And you know what, I think my Atari is too slow. I can't even stand watching the web browsers try and format a page. tHere's not enough time in the day.

So this is trying to bring a solution to market. And yes, he's asking for people to commit to purchase by e-mail. But has he sent me a bill yet? No. And have I had to send money in order to insure that the project goes forward? No. All I had to do is say that if he did produce a working product I would most likely purchase one. That's all. And from what I've seen, this guy has not run away with anyone's money yet. Sure some people have done this and tainted the Atari hardware market. But he hasn't yet. Should he get a reputation based on other people's actions?

I support his projects. And if he produces the batch of CTT boards, I will pay for mine when they are ready to ship. No earlier, of course. That ony makes sense. But, like I said, I don't believe he has asked for up-front payment.

I'm sorry if I did upset anyone or hurt anyone's feelings. This was definitely not meant as a flame. I just don't want the few negative comments about Czuba's projects to stop the projects altogether. I just want a faster TT.

Thanks for your time everyone! Just thought I'd givce my 2 cents ;-)

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

2988. Cable STF -> SCART needed...

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Peter Machala <Peter.Machala@alcatel.de>
Message-ID: <39CA204D.9DD67A45@alcatel.de>
Source record: 57221

Hi.

Anybody out there near Berlin or Bratislava capable of selling me
%subj? I am too crappy for making it myself... Thanks.

--
Peter Machala | till 29th of September 2k in Berlin
ext 6311 | homepage http://home.sk/web/substance242

2989. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8qd8uk$33n$1@news.asu.edu>
Source record: 57222

>Second: Outrageous prices would be between 300 to well over 500 dollars.
>(that is 1040 Ste's or mega Ste's.) However that includes monitor and
>mouse. Comparitivly, a mac IIci goes for less then 20.oo! Also look at
>TT's. They go over 1000.00! That is OUTRAGEOUS! Why the hi ticket
>prices on Ebay for 10 year old technology?

I've learned that if you want to get something for a reasonable price,
don't go to Ebay. I don't know what the phenomenon is on Ebay, but
the huge-audience auction format generates enormously inflated prices
for just about everything. Great for the seller, bad for the buyer.
I'll bet that $20 for the Mac wasn't from Ebay.

But back on topic, I've got a Marpet memory expansion in my STfm, and
have been very pleased with it. The only disappointment is I don't see
how I could add Mario's IDE adapter. Oh, well. Is the Marpet still
available anywheres? I'd recommend it to anyone wanting to upgrade
their ST. Very easy installation, good instructions.
--

2990. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <m%qy5.4393$864.208982@news.flash.net>
Source record: 57223

On 20 Sep 2000 21:05:18 , "Martin \"Nightowl\" Byttebier" wrote:
> A year ago Rudophe announced he was working on a acceleration board for
> the TT. Just like with the CT060 he needed 50 buyer. Although there were
> more then 50 (according to some rumours) possible buyers he didn't release
> the card at all. The same happened with some other projects too. Some
> people says he release vapourware and to be honest I start to believe
> then. None of his announced projects saw ever the light.

Also, I don't know if anyone else noticed this, but as far as the CT60 goes, his required number of potential buyers has constantly been increasing. He started out saying it'll be produced if he gets 50 buyers, then 70, now 100. Each time we've reached the "magic number", it goes up. This is discouraging.

Also, on a more personal note, he's said some very rude things to me that have kind of turned me off to his products. I asked some very simple questions, like "Would the CT60 work with Nemesis?" since I was once told that the Nemesis is next to impossible to remove without damaging the motherboard, and "How can I tell the difference between an ATX powersupply and others?" since that's what was required of his original design, and I have no experience with PC powersupplies. He replied with extremely rude and insulting comments basically implying that I was stupid not to know these things, and why would I want a Nemesis anyway, and haven't I seen an ATX powersupply before?!?!?! So trying to put a positive spin on this, I had hoped it was just liguistic problems with something getting lost in the translation. I E-mailed him back letting him know that this was how it appeared to me, but I was just checking again to give him the benefit of the doubt, and he returned with another insulting E-mail. So at this point, he would have to come up with something pretty darned impressive to get me interested again. I just hope Cortex gets things back together with the Tempest card, so I have at least SOMETHING to upgrade my Falcon with.

Anyway, I'm done with my ranting fit... :)

Mike Freeman
nameerf@flash.net

2991. Re: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969560310-179413AEicMi@bun.com>
Source record: 57224

Hi Steve

>>Does anybody know where I can get a harddisk for my 4mb STE new or second
>>hand...
>>Benny

>Hmmm!!! in which country are you Benny:) reminds me of Crossroads
>though!

Thats why he disappeared all them years ago to find that spanner, he wanted to tinker with his puter.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2992. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8qdlq0$f8s$1@nnrp1.deja.com>
Source record: 57225

In article <m%qy5.4393$864.208982@news.flash.net>,
nameerf@flash.net (Michael and Nicole Freeman) wrote:
> On 20 Sep 2000 21:05:18 , "Martin \"Nightowl\" Byttebier" wrote:
> > A year ago Rudophe announced he was working on a acceleration board
for
> > the TT. Just like with the CT060 he needed 50 buyer. Although there
were
> > more then 50 (according to some rumours) possible buyers he didn't
release
> > the card at all. The same happened with some other projects too.
Some
> > people says he release vapourware and to be honest I start to
believe
> > then. None of his announced projects saw ever the light.
>
> Also, I don't know if anyone else noticed this, but as far as the
> CT60 goes, his required number of potential buyers has constantly
> been increasing. He started out saying it'll be produced if he gets
> 50 buyers, then 70, now 100. Each time we've reached the "magic
> number", it goes up. This is discouraging.
>
> Also, on a more personal note, he's said some very rude things to me
> that have kind of turned me off to his products. I asked some very
> simple questions, like "Would the CT60 work with Nemesis?" since I
> was once told that the Nemesis is next to impossible to remove
> without damaging the motherboard, and "How can I tell the difference
> between an ATX powersupply and others?" since that's what was
> required of his original design, and I have no experience with PC
> powersupplies. He replied with extremely rude and insulting comments
> basically implying that I was stupid not to know these things, and
> why would I want a Nemesis anyway, and haven't I seen an ATX
> powersupply before?!?!?! So trying to put a positive spin on this, I
> had hoped it was just liguistic problems with something getting lost
> in the translation. I E-mailed him back letting him know that this
> was how it appeared to me, but I was just checking again to give him
> the benefit of the doubt, and he returned with another insulting E-
> mail. So at this point, he would have to come up with something
> pretty darned impressive to get me interested again. I just hope
> Cortex gets things back together with the Tempest card, so I have at
> least SOMETHING to upgrade my Falcon with.
>
> Anyway, I'm done with my ranting fit... :)
>
> Mike Freeman

>
nameerf@flash.net
:)

I think your much safer removing a Nemesis than trying to take a CT2B Falcon back to stock configuration without the Falcons SMT 030 on the mainboard:)

I don't know what the final price for the CT060 card would be, but lets say he can have a "final" design PCB prototyped for $125.00 each. That may be high, depends on the quanity of the run. If there is a design flaw, he has to fix, say, all 100. Time wise, probably best to have a short run to test the concept, then have the final boards made. Add the logic cmos and flash ROM SMT devices, SIMM socket, PLCC socket for the 060, headders to mount to the Falcon expansion bus, oscillator, SMT resistors, ect..... could get expensive just to make a 100 cards. Then, IF you can find 100 68060's in one spot, your surely going to pay over $150.00 each. The lead time for those runs in the years if they have to be ordered..... Just guessing, but looks to me like the price is up to around $300.00-$350.00 USD, plus a floppy, manual, box and static wrap. The guy honestly must do it for the love of labor, as it doesn't look like much profit could be had.
The CT2 concept (flash ROM, and just the manufacture of the card itself aside from any other technically superior intergration methods to the Falcon (or inferior, depends on how you look at it)) is probably better than the Afterburner design, but the Afterburner can almost be (actually was) produced in a garage. It would be much less expensive for someone technically inclined to "copy" the AB design, consider the changes needed in Logic to acomodate the 68060, and have them reproduced. There is nothing expensive about them, they are reliable, and easy to fit (if abit large).
The last Rumor that I heard about GE Soft was they had to file bankruptcy, and that the last run of AB's was actually produced by one of the other popular German Electronics shops that happens to also deal in Atari products (MW Electronics?, the name escapes me ATM). Maybe Gehard took the design to them, and let them make a buck (or mark) off of it. I doubt that anyone would care. They would have to have the equipment to read the programmable logic off the card (the AB has it's bus sizer done in software, bad idea, but cheap).
Maybe this rumor was bad. Who knows. Waiting for something that doesn't exist is something that everyone in this group is use to. Problem is, most of these young college types that design a computer for a project generally loose interest in Ataris before walking the walk, and that just leaves us hackers to fend for ourselves.
Anyway, i'm still hacking the Afterburner. When Petr gets time to finish a ROM image for me, maybe the world will see the first Falcon 060.

Lost in Space, and as usual, excuse the spelling,

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

2993. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39ca556c$0$8008@news.zetnet.co.uk>
Source record: 57226

On 21 Sep 2000 15:02:19 , Jeff Armstrong wrote:
>This is the same subject. I've read all the posts thus far in these
>message strings referring to Rudolphe Czuba's projects. Why the hell
>is everyone so damn negative? I mean, the guy is trying to provide
>some accelerators for some obsolete systems. I happen to own a TT and
>I do not have any options for accelerators (except Cattamaran maybe?).
>And you know what, I think my Atari is too slow. I can't even stand
>watching the web browsers try and format a page. tHere's not enough
>time in the day.
>
>So this is trying to bring a solution to market. And yes, he's asking
>for people to commit to purchase by e-mail. But has he sent me a bill
>yet? No. And have I had to send money in order to insure that the
>project goes forward? No. All I had to do is say that if he did
>produce a working product I would most likely purchase one. That's
>all. And from what I've seen, this guy has not run away with anyone's
>money yet. Sure some people have done this and tainted the Atari
>hardware market. But he hasn't yet. Should he get a reputation based
>on other people's actions?
>
>I support his projects. And if he produces the batch of CTT boards, I
>will pay for mine when they are ready to ship. No earlier, of course.
>That ony makes sense. But, like I said, I don't believe he has asked
>for up-front payment.
>
>I'm sorry if I did upset anyone or hurt anyone's feelings. This was
>definitely not meant as a flame. I just don't want the few negative
>comments about Czuba's projects to stop the projects altogether. I
>just want a faster TT.
>
>Thanks for your time everyone! Just thought I'd givce my 2 cents ;-)
>
>
>Jeffrey Armstrong (jba4@po.cwru.edu)
>Case Western Reserve University
>.

Hi Jeffrey,

I hope you didn't include me in your 'negative' assessment!!

As I've said in this news group before, there seems to a complete blindness
on the part of a large section of the Atari community to some simple home truths:

a. the Atari market is a minority market, verging on the hobby,

b. as a result of a. no manufacturer large enough, ie with other lines to
fall back on, is going to mass produce low priced, ie comparable with the equivelant item
in the PC/Mac world, innovative goods for the atari market. New items, hardware
and software for the PC/Mac market are produced and sold in 100,000's or millions.
This is what keeps their price down.

c. the golden days of 'Power without the Price' died long ago. There is another
'mail in this NG, complaining about the very high prices asked for 'new' atari goods,
that's the supply and demand, market driven world we live in. If it's still 'Power without
the Price' that turns you on, then get out of the Atari market and get a PC/Mac.

d. any new software of hardware for the atari or clones is going to be dearer than its PC or Mac
equivelent, the producers are out to make a profit and the smaller the market, the more per good will
that profit have to be.

d. sure there have been some rogues in the Atari market, offering 'vapourware',
there are even firms of some considerable repute and with first class innovative goods
to their name, who, possibly because of unwise and/or inadequate foreward planning, look
as if they will not be able to fullfill their promises, but that is no reason to distrust
every one,

e. we should at the very least give people like Rudolphe the benefit of the doubt.If you object
to what you think is taking a gamble on his honesty, then what the hell are you expecting from
him but to take a gamble on you. It will cost him time, sweat and money up front to produce the goods that
you want to sample before you may buy or may not buy. All he is asking from you is a promise of an interest,
no money is at risk, at least not yours.

Bob King.

2994. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39ca564b_1@huge.aa.net>
Source record: 57227

Hi,

Regarding Tempest (and Expose), I went to the newsgroup
comp.sys.atari.announce and there was info on Titian's progress.
They don't have any updates on their web page, but the newsgroup
article had an address to go to for lots of info. Worth checking
out.

Clayton Murray
Seattle, WA USA

newsgroup article follows:

*Kevin Savetz says:
*
*Are you dissappointed by the little information
*that is available on the net about the two latest
*Falcon030 hardware developments, the PowerPC
*accelerator Tempest or the PCI-Interface Eclipse?
*
*No need to be dissappointed anymore. There are
*pages about all the Fmax-projects by Cortex Design
*and Istari Software available now, featuring
*everything Oliver Heun could squeeze out of the developers,
*preliminary benchmarks, specs and technical data.
*
*http://fmax.atari.org
*http://www.uni-mainz.de/~heuno000/FMAX

On 21 Sep 2000 16:50:26 , Michael and Nicole Freeman wrote:
<snip>
>pretty darned impressive to get me interested again. I just hope
>Cortex gets things back together with the Tempest card, so I have at
>least SOMETHING to upgrade my Falcon with.

2995. David Snows Atari-Midi Apps reviewed on SOS

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qdltmfbi1@nnrp1.deja.com>
Source record: 57228

Hello All:

Go here:

Sound On Sound Magizine

http://www.sospubs.co.uk

Click on the picture of the new issue. Then Computer notes, Then
Atari Notes.

You will see an excellent review of David Snows Atari-Midi apps now
freeware.

Midi Master Drummer will be next issue!

GOOD JOB DEREK!!

Anybody hear of David Snow's Stuff or use it?

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

2996. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ca5b8a$0$8005@news.zetnet.co.uk>
Source record: 57229

On 21 Sep 2000 05:05:46 , Tim Conrardy wrote:

| . . . .
|Second: Outrageous prices would be between 300 to well over 500 dollars.
|(that is 1040 Ste's or mega Ste's.) However that includes monitor and
|mouse. Comparitivly, a mac IIci goes for less then 20.oo! Also look at
|TT's. They go over 1000.00! That is OUTRAGEOUS!

It's unfortunate for your friend but encouraging for the Atari
community as it indicates a renewed interest in our machines.

2997. Calamus Exporting

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qdnet$h8i$1@nnrp1.deja.com>
Source record: 57230

Hello All

Just got Calamus. (I answered that post a while back on that guy in Sunnyvale, CA, USA who was giving away his Atari stuff. Calamus was part of the package along with 4 monitors, a laser printer and a mega 2 and STf!)

I was wondering if there was a way to EXPORT a Calamus Document to either HTML or RTF/Word Format.???

The reason being is that I would like to have the TRACKMAN DOCS available for those that do not have Calamus, as they are available only in Calamus format.

Thanks in advance

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

2998. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009211524440.84-100000@TT030>
Source record: 57231

On 21 Sep 2000, Jo Even Skarstein wrote:

> Rob <rmahlert@delphi.com> wrote:
> > All He is/was asking for was 20 people.. Are telling me We don't
>
> It was a lot more back then, 50 or 100 IIRC.
>
> > have 20 TT users in the world that wouldn't buy it? If the price is
>
> Probably, but hopefully there's not that many *stupid* TT owners who would
> *committ* (too many m's or t's there?) to buy a piece of hardware that
> doesn't even exist yet. I would certainly buy one of those if it...
>
> a) ...worked.
> b) ...was reliable.
> c) ...doesn't need irreversable changes on my precious TT.
> d) ...was compatible with the software I use now.
>
> It's difficult to judge this if the product doesn't even exist.
>
> > right on his site.. that's $70 US$. I'll buy one!
>
> Hmm, $70? Then why doesn't he just make a batch? Mario Becroft has made
> more expensive hardware than this for the TT without pre-orders.

You hit the nail right on the head. In fact 100 committed sales
is probably no risk at all for Roudolphe, so you have to wonder
where the lack of faith really sits. Mario can't get some of the
stuff done fast enough to meet demand.

Not to mention if said product will even hit my shores, which
further reduces the chances I'll ever see it. The only item
I've seen hardware-wise actually running was a Hades060.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2999. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009211535380.84-100000@TT030>
Source record: 57232

On Thu, 21 Sep 2000, Jeff Armstrong wrote:

> I'm sorry if I did upset anyone or hurt anyone's feelings. This was
> definitely not meant as a flame. I just don't want the few negative
> comments about Czuba's projects to stop the projects altogether. I
> just want a faster TT.
>
> Thanks for your time everyone! Just thought I'd givce my 2 cents ;-)

If you wish to confuse being negative with being realistic
well that is your option. You have to question what good
is a site with vaporware projects. I could easily come up
with designs, put them on a page and make up prices. So
far the only use they seem to have is to let Czuba
vent his frustrations on us the users, they don't exist
and it's our fault... we won't commit... blah...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3000. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009211541410.84-100000@TT030>
Source record: 57233

On Thu, 21 Sep 2000, Michael and Nicole Freeman wrote:

> Also, on a more personal note, he's said some very rude things to me
> that have kind of turned me off to his products. I asked some very
> simple questions, like "Would the CT60 work with Nemesis?" since I
> was once told that the Nemesis is next to impossible to remove
> without damaging the motherboard, and "How can I tell the difference
> between an ATX powersupply and others?" since that's what was
> required of his original design, and I have no experience with PC
> powersupplies. He replied with extremely rude and insulting comments
> basically implying that I was stupid not to know these things, and
> why would I want a Nemesis anyway, and haven't I seen an ATX
> powersupply before?!?!?!

I also had the same problem via e-mail, asked some very simple
questions about the Rio-Red PPC whatever project. Not one question
was anwered and he told me to look at some amiga website.

So if anyone wishes to know why I won't commit....

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3001. Re: Atari Printer - compatible toner?

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8qdpdqkgv1@nnrp1.phx.gblx.net>
Source record: 57234

```
Ken Springer <wordworks@greeleynet.com> wrote:
: info wrote:
: >
: > Does anyone know if the drum/toner for Atari printers
: > is still available - or if its possible to use an equivalent
: > (Cannon?) alternative?
: >
: > Ian

Which printer? Best Electronics and B & C Computer have both. And,
if it is a SLM 804, any office supply store has toner, and perhaps drums.
for a TEC LB 1301, which went into half a hundred different printers.

Jim
-----------------------------------------------------_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /
```

3002. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200009211114.a12046@b2.maus.de>
Source record: 57235

hello Jo Even ...

JES>No wonder considering that most of the commercial market is corrupt

by the way ... you still not legalized your copy of N.AES 2.0 ...

neither with System Solutions neither with us ...

with best regards, Konstantin Woller (woller systeme, Berlin)

3003. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8qdq0u$f50$2@snipp.uninett.no>
Source record: 57236

Konstantin Woller <Konstantin_Woller@b2.maus.de> wrote:

> JES>No wonder considering that most of the commercial market is corrupt

> by the way ... you still not legalized your copy of N.AES 2.0 ...

I think I explained why...

> neither with System Solutions neither with us ...

Ssolutions was closed for holiday until a few days ago.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

3004. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qdto3$p9j$1@nnrp1.deja.com>
Source record: 57237

In article <39ca5b8a$0$8005@news.zetnet.co.uk>,
jlog@zetnet.co.uk (JI Logan) wrote:
> On 21 Sep 2000 05:05:46 , Tim Conrardy wrote:
>
> | . . . .
> |Second: Outrageous prices would be between 300 to well over 500
dollars.
> |(that is 1040 Ste's or mega Ste's.) However that includes monitor and
> |mouse. Comparitivly, a mac IIci goes for less then 20.oo! Also look
at
> |TT's. They go over 1000.00! That is OUTRAGEOUS!
>
> It's unfortunate for your friend but encouraging for the Atari
> community as it indicates a renewed interest in our machines.

Well...I would have to agree with you there. Especially since all this
nice Atari-Midi Freeware is being released it has really pecked the
interest of midi enthusists and people are looking for ST's just to run
these applications that you won't be able to find the likes of on other
platforms.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3005. Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
Source record: 57238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

Hi

I'm in need of as much info as I can get for the file format used by
Cubase. Especially if it has a header.

Many thanx

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3006. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <C2vy5.87$ml6.346@newsfeed.slurp.net>
Source record: 57239

On 19 Sep 2000 21:48:54 , JI Logan wrote:

>We have learnt that the Hades, though fast, has some fundamental >flaws and I assume, though not an expert, that it is not as fast as >a more modern design. Phenix is dead and it sounds from what has >been written here recently that Milan 060 is going the same way.

Yes the flaws are there, but they do not get in the way of me using my Hades to it's fullest. I would love for it to be faster and would gladly upgrade to a better version, but for now I will stay with what I have.

>I would buy a "better Hades" (faster, more stable). I would not >particularly want to buy a modification for a Falcon as I do not >have one.

Actually the Hades is pretty stable as it is. It really depends on what OS you are running. I have found Geneva to be the most stable, but I still use Magic most often.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3007. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <E2vy5.88$ml6.346@newsfeed.slurp.net>
Source record: 57240

On 20 Sep 2000 23:23:06 , JI Logan wrote:

>The Hades is fine but I suspect the new designs have faster
>processor and memory and certainly I have had problems with the SCSI
>interface to a scanner.

You are correct about the processor and memory of today's machines being faster, but I still prefer my Hades over them. I have had no problems using my SCSI scanner with my Hades.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3008. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <G2vy5.89$mI6.346@newsfeed.slurp.net>
Source record: 57241

On 20 Sep 2000 18:06:56 , Lonny Pursell wrote:

>And I flat out won't buy anything I don't see first.
>That is my right as a consumer. The Atari market is not
>a good one for promises or polls. It would not suprise
>me if there was enough people with the "see it first approach"
>to take that number well above 100

Well Lonny you can come over and see my hades in action anytime you want. You live in Ohio and I am in Northern Indiana near Notre Dame. Maybe after you see it you will want to order one eventhough you would have to get from overseas. I still say ordering the just the motherboard with TOS/Ram chips installed is the way to go. Building the computer would be simple.... It is the cheapest way...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3009. Re: Atari Printer - compatible toner?

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-D70E87.17554621092000@bigmomma.idirect.com>
Source record: 57242

In article <8qdpdqkgv1@nnrp1.phx.gblx.net>, Jim DeClercq
<jimd1@primenet.com> wrote:

> Ken Springer <wordworks@greeleynet.com> wrote:
> : info wrote:
> : >
> : > Does anyone know if the drum/toner for Atari printers
> : > is still available - or if its possible to use an equivalent
> : > (Cannon?) alternative?
> : >
> : > Ian
>
> Which printer? Best Electronics and B & C Computer have both. And,
> if it is a SLM 804, any office supply store has toner, and perhaps
> drums.
> for a TEC LB 1301, which went into half a hundred different printers.
>

if it's an SLM 605, even more good news - those printers were
manufactured by Epson, and therefore use Epson toner and drums.

last night at our TAF meeting, one of our members mentioned that he
had no problems finding the toner for his SLM.

3010. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qe4co$1f4$1@nnrp1.deja.com>
Source record: 57243
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <k+6DOVAitny5Ewas@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> wrote:
> Hi
>
> I'm in need of as much info as I can get for the file format used by
> Cubase. Especially if it has a header.
>
> Many thanx

HMMMM...There are several file formats for Cubase: ARR/ALL/PRT/DRM/IPS
and even MID! Which one.???.not that I know anything about it! However
a "WHY" might be in order to see what you actually want.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3011. SV: Moscow calling for help in Bonn\Cologne URGENT!!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <gkwy5.12423$Fl2.105489@nntpserver.swip.net>
Source record: 57244

"TZAR-CLUB" <tzarclub@chat.ru> skrev i meddelandet
news:8qb2rr$1mvk$1@news.rinet.ru...
> Who could look into my beloved ATARI 1040 ST this weekend and next
week in
> Bonn\Cologne, Germany.
> Mein Floppy streikt <:O(
> It was not possible to find any help in Russia.
>
> Konstantin

Hi Konstantin,
Buy a regular PC-drive where you have a jumper that enables you to choose between "DS0" (Drive Select 0) and "DS1". As default, all PC-drives are set to DS1, while the Atari needs it to be DS0. Next thing to do, is to twist the flat ribbon cable (!!!NOT the 4-pin power connector!!!) the "wrong" way around according to the guiding ridge on the connector. Violï¿½ - you've got yourself an Atari drive - well, almost... You may have problems with disks that don't keep to the standard format 720kB - and in some computers, a disk change won't be recognised until you press <Esc> to force media change - but otherwise there are no problems - even though the PC drive is 1.44MB instead of 720kB.
Remember to check for a jumper to select the correct drive unit number before you buy it - without such a jumper, it's probably very hard to find out how to do it!

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3012. Mount Neverest

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Odi Kosmatos <KosmatosO@xceedsoft.com>
Message-ID: <8qe6b0$3u3$1@pr0n.openface.ca>
Source record: 57245

Hi,

My name is Odisseas Kosmatos. A long, long time ago I wrote some Atari ST "online games" that people who run Atari ST BBS programs could run so that their users can play games ("doors").

The one I am writing about was known as "Mount Neverest".

I lost the source code to Mount Neverest, but I think I might be able to find the actual package somewhere on the net. I need the installable package so I can confirm the copyright I had on it... and then proceed to put the game online on the web.

Does anyone A) Know where I can download it (I had even uploaded it to CompuServe back when I released it)
or B) Know where I can get atari ST files that were widely available in the past?

Thanks!

Odi Kosmatos
odi@icox.com

3013. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009212251140.91-100000@TT030>
Source record: 57246

On Thu, 21 Sep 2000, Edward S. Baiz Jr. wrote:

> On 20 Sep 2000 18:06:56 , Lonny Pursell wrote:
>
> >And I flat out won't buy anything I don't see first.
> >That is my right as a consumer. The Atari market is not
> >a good one for promises or polls. It would not suprise
> >me if there was enough people with the "see it first approach"
> >to take that number well above 100
>
> Well Lonny you can come over and see my hades in action anytime you want.
> You live in Ohio and I am in Northern Indiana near Notre Dame. Maybe after
> you see it you will want to order one eventhough you would have to get from
> overseas. I still say ordering the just the motherboard with TOS/Ram chips
> installed is the way to go. Building the computer would be simple.... It is
> the cheapest way...

I seen a hades already, and would buy it from a US dealer site
unseen. It's only the overseas ordering that bothers me.
You see a small thing like naes can be much trouble
and we are talking alot more $ here. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3014. ...

Newsgroup: comp.sys.atari.st
Date: 2000-09-21 00:00:00 UTC
From: Grozdanic Predrag <gpredrag@EUnet.yu>
Message-ID: <8qgb85$7qv$1@SOLAIR2.EUnet.yu>
Source record: 57247

can anyone tell me where can I found old atari hard disk with 20MB of space... I know that is stuped to ask... but :)

gpredrag@EUnet.yu

3015. Re: FPU Speed

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969706940-52574AEicMi@bun.com>
Source record: 57146

Hi Phantom

>Got a FPU here in a Falcon and not sure about the Speed of it.
>
>Here's the info from the chip...
>
>MC68882FN16A

^^ 16Mhz

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3016. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200009221906.a12097@b2.maus.de>
Source record: 57147

JES>I think I explained why...

also after our last discussion i saw no useable reason
to use illegal copies of our software ...

we can't accept that !!!

regards, Konstantin Woller (woller systeme, Berlin)

3017. NEW David Snow Atari-Midi Apps on TAMW!

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qevn5vnu1@nnrp1.deja.com>
Source record: 57252

Just got some NEW Apps from David Snow tonight. So I did not waste
anytime, but quickly did up the HTML and put them on my site.

The new ones (released as Freeware) are:

Phraser, an interactive real-time MIDI file generator for the Atari
ST/TT/Falcon family of computers
by David Snow

Instant psuedo-12-tone composition is here! Hook up a MIDI keyboard
to your ST's MIDI output and double-click on PHRASER.PRG. At the
first prompt, enter a tempo (beats per minute) value. At the second
prompt, enter a beat-subdivision value (2=eighth notes, 3=eighth note
triplets, 4=sixteenth notes, etc.). Start playing single notes on
the
MIDI keyboard. Phraser responds by creating random phrases triggered
by the notes you play. Note density is controlled by how loudly you
play. To quit, press the Esc key. You can save the performance as a
MIDI file, or click on "Cancel" in the file selector to discard it.

NEW WAVE
A MIDI Sound Design Tool for the Falcon030
by David Snow

New Wave is a GEM application that allows you to create original
16-bit sound files using a powerful technique called "additive
synthesis". New Wave samples can be downloaded to any sampler or
sample-player that supports the MIDI Sample Dump standard, and also
be saved to disk in Sound Designer format. Even if you don't don't
own a sampler, you can still audition the samples you create.

For a QUICK FIX go here:

http://sites.netscape.net/timconrardy/snow.htm

Scroll to the bottom of the page. Did not have time to do a screen
shot. perhaps sometime soon.

ENJOY!!!!!

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari

tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3018. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39CB0F3C.3BB0B1C1@siemens.at>
Source record: 57253

Lonny Pursell wrote:
> If you wish to confuse being negative with being realistic
> well that is your option. You have to question what good
> is a site with vaporware projects. I could easily come up
> with designs, put them on a page and make up prices. So
> far the only use they seem to have is to let Czuba
> vent his frustrations on us the users, they don't exist
> and it's our fault... we won't commit... blah...

1) at least one of these vapourware projects runs in my falcon
and was the best investment on any atari item I ever made

2) if I were Rodolphe I've had been fed up long time ago and
deserted the atari market. I find it very strange to let out
an endless stream of insults on him and his ideas and then
act offended if he is not willing to risk lots of his private
money for you without any safety net.

Gerhard

3019. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8qf5up$s5o$1@user2.teleport.com>
Source record: 57254
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3020. Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8qf666sek1@user2.teleport.com>
Source record: 57255

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3021. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8qf698shn1@user2.teleport.com>
Source record: 57256
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3022. tos upgrade..

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Amiga2000@bigpond.nospam.com
Message-ID: <39cb1d9d@naylor.cs.rmit.edu.au>
Source record: 57257

Is it possible or legal to burn eproms with the tos version
I reqiure?

Is it a matter of getting a 27C256 eprom and writing the
tos version i want and plugging it in?

Atari's I'm talking about are STe STfm, and MEGA 1.

--
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_o /_ _ \\o (_)__/o (_)
_< _ _>(_) (_)/<_ _| \ _|/' \/
(_)>(_) (_) (_) (_) (_)' _\o_

C.Harrison - charriso@cs.rmit.edu.au - RMIT UNI
A2000 CSA/030/25/882/16MB/1.2GB/8xCDROM
CS280 Tutor - CS209 Tutor - Duty Programmer

3023. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39CB2964.930B7324@greeleynet.com>
Source record: 57258

"DAVID L. ORMAND" wrote:
>
> I don't know what the phenomenon is on Ebay, but
> the huge-audience auction format generates enormously inflated prices
> for just about everything. Great for the seller, bad for the buyer.

That's entirely the buyer/bidders fault. You'll find this
phenomenon at live auctions as well.

So if you want a bargain, don't go to any auction. <G>

Ken

3024. Re: Atari Printer - compatible toner?

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39CB29CD.25DD956@greeleynet.com>
Source record: 57259

"Daniel L. Dreibelbis" wrote:
>
> if it's an SLM 605, even more good news - those printers were
> manufactured by Epson, and therefore use Epson toner and drums.

The Epson Action printers were a TEC engine also. Once I learned this years ago, it made sense why Atari was able to use the same controller for both the 804 and the 605.

You never know what's behind the scenes. I've owned and HP Laserjet 4 since almost when they first came out. I didn't know until this last week that Canon marketed a laser printer that uses the same toner cartridge. Then I also remembered that Canon has made a lot of the print engines for HP lasers. Or at least that's what the biological memory banks say. <G>

Ken

3025. Re: Calamus Exporting

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39CB2A50.22CCDF3E@greeleynet.com>
Source record: 57260

Tim Conrardy wrote:
>
> I was wondering if there was a way to EXPORT a Calamus Document to
> either HTML or RTF/Word Format.???

Calamus has lots of export features, but I don't think
either one of these is possible. Go to
http://www.calamus.net/us/forum/ and post the question. Ulf
or someone more knowledgeable than me will probably reply.

Ken

3026. FPU Speed

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8qeesm$6i3$1@nd.eastky.net>
Source record: 57261

Got a FPU here in a Falcon and not sure about the Speed of it.

Here's the info from the chip...

MC68882FN16A

OC35H
|
___or 0 ?

QEQB9037
|
___or O ?

Any help is appreciated

phantomm@eastky.net

3027. TeStInG...tEsTiNg...

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8qeta5$c4o$1@nd.eastky.net>
Source record: 57262

```
Atari
Test
XXX
```

3028. Re: FS: 520 STE plus monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <8qfe91$dj9$1@newsg4.svr.pol.co.uk>
Source record: 57263

On 20 Sep 2000 19:49:08 , Steve Sweet wrote:

>Hm!, i wonder if he steals cars and mugs old ladies, as well as stealing software.

>I also wonder if thats why muso's are always skint, they seem to like theiving more
>than earning.

No hang on a minute! Seeing as how our platform is not what you'd call at the very forefront of technology any longer, isn't this a bit pointless? I'm trying to get someone else involved with Ataridom who might otherwise be lost to Mr Gates so implying that I'm a criminal is a bit strong! Besides, are you really saying that you have never copied something and given it gratis to a friend? This 'we need our revenue to develop new bands/write new programs' stuff seems a load of crap to me - very EMI. Witness Napster. Who really owns anything anyway, especially anything creative?

Careful what you say about thieves: I think libel still applies...

Al

3029. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39CB40F6.F9F9FDCD@patent.gov.uk>
Source record: 57264

Janka Gerhard wrote:
>
> Lonny Pursell wrote:
> > If you wish to confuse being negative with being realistic
> > well that is your option. You have to question what good
> > is a site with vaporware projects. I could easily come up
> > with designs, put them on a page and make up prices. So
> > far the only use they seem to have is to let Czuba
> > vent his frustrations on us the users, they don't exist
> > and it's our fault... we won't commit... blah...
>
> 1) at least one of these vapourware projects runs in my falcon
> and was the best investment on any atari item I ever made
>
> 2) if I were Rodolphe I've had been fed up long time ago and
> deserted the atari market. I find it very strange to let out
> an endless stream of insults on him and his ideas and then
> act offended if he is not willing to risk lots of his private
> money for you without any safety net.
>
> Gerhard

Hi Gerhard,

It's nice to know that there are at least three of us in the 'Give Rodolphe' camp.

If you read my postings of 20 and 21 Sep, you will understand my puzzlement on Lonny Pursell's exhortation for 'realism', when IMHO it is he (and others) who are living in the cloud cuckoo land of yesteryear.

And yes, I am posting my interest to Rodolphe in his CT60.

Bob King.

3030. Re: FPU Speed

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8qfg34$22mm$1@news.comnet.co.nz>
Source record: 57265

"Phantomm" <phantomm@eastky.net> wrote ...
> Got a FPU here in a Falcon and not sure about the Speed of it.
>
> Here's the info from the chip...
>
> MC68882FN16A

The chip is a 68882, and the "16" in the chip number indicates 16 MHz.

AFAIK, most 68k-family chips have their speed rating in the chip number.

(Based on casual observations of 68k chips over the last decade or so)

--

Due to the amount of junkmail I've received in the past, this message
has bogus From and ReplyTo names and addresses. I can be contacted via
an intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

3031. ZIP drive has me baffled

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39CB6EA6.75DB758C@greeleynet.com>
Source record: 57266

Hi, All,

Well, my ZIP drive has me baffled. It won't read *some* of
my TOS & DOS compatible ZIP cartridges. :-(

The computer is a Hades 060 and HDDriver 6.22 or 7.54,
external SCSI ZIP.

A couple of years ago, I bought a package of ZIP Carts after
I bought this windows machine. But I never took the time to
make them TOS and DOS compatible. I had space on older
carts that I had already made compatible. Now I need some
more compatible disks.

So I went to the Hades, *thought* I had made them
compatible, but the Hades cannot read them. At first, I
just partitioned all of the thinking that should be fine, it
wasn't, and then I actually formatted one, partitioned, and
it still wasn't. Yet I can take any of the older disks and
the Hades sees them just fine.

I also have a TT at work with an external SCSI ZIP. I
haven't taken any of the disks that cannot be read by the
Hades out to work yet. That may be my next step.

Does the Hades/HDDriver combination have problems creating
TOS & DOS compatible ZIP carts? I've read Uwe's posts about
no longer officially supporting the Hades due to cache
problems. Too bad they will never be fixed, AFAIK. :-(
I do not remember which computer I used to create the carts
that can be read.

Hopefully Uwe will see this post and offer some suggestions.

Thanks,

Ken

3032. New Milan 2 rumour

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39CB7ACC.284BC75A@patent.gov.uk>
Source record: 57267

Hi all,

Yet a new rumour re the reason for the silence from Milan/Axro.
According to:

http://www.milanstation.de/at/red.tos/tos1a.htm

they are thinking of replacing at least part of TOS by a Linux kernal.
A press releas from Milan/Axro is promised.

Bob King

3033. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8qg0a4$qg1$1@snipp.uninett.no>
Source record: 57268

Janka Gerhard <gerhard.janka@siemens.at> wrote:

> 2) if I were Rodolphe I've had been fed up long time ago and
> deserted the atari market. I find it very strange to let out
> an endless stream of insults on him and his ideas and then

I don't have any sympathy for Rodolphe. If you had seen some of the
language he has used in private mails - not only to me - you wouldn't
either.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3034. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8qg0oi$qg1$2@snipp.uninett.no>
Source record: 57269

Bob King <robert.king@patent.gov.uk> wrote:

> Yet a new rumour re the reason for the silence from Milan/Axro.
> According to:

> http://www.milanstation.de/at/red.tos/tos1a.htm

> they are thinking of replacing at least part of TOS by a Linux kernal.

Looks very confusing... The only reason for doing something like this
AFAICS is to be able to use faster and cheaper CPU's (PPC, Athlon or
something like that) by running a 68k/TOS-emulator under a
Linux-kernel. But why develop a Milan in the first place then, a
bog-standard PC would be *much* cheaper?

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3035. Re: ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <VHLy5.15960$ks.620598@newsread1.prod.itd.earthlink.net>
Source record: 57270
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

Ben, you keep making commercial posts to a non commercial newsgroup. The frequency is extremely high, about once a week, but the 3 separate posts is borderline spamming. Could you please combine the 3 posts a week into a single post?

"Benjamin Smith" wrote in message
news:8qf698shn1@user2.teleport.com...
> For faster service, Please direct all replies through E-Mail to Ben at:
> atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
> am swamped and I find it hard to keep up with reading the NewsGroups.
>
> For News not mentioned in this Ad about +NEW in the BOX Games and other
> Software? Jump to my WebSite! Or keep reading this Ad for more News!
>
>
Click for WebSite!

>
> Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari
> Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving
> Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get
> your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or
> more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just
> GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE!
> Not Just Games! To find NEW Items, search my Catalogs/Text files for
> the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking,
> check out my +NEW in BOX HardWare as well as some not so new HardWare,
> SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64
> Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line!
> Act fast! Sale ends without !WARNING! To take advantage of my Insanity!
> (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars!
> Get New Catalogs, Request them in E-Mail or Download from my WebSite!
> So for my Free Atari catalogs read on!
>
>
e-mail: atari@benjamin.net

>
> ***FREE*** Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
> 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
> View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
> to my FTP site linked to my WebSite so you can Download Free Catalogs
> or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If

> you can't get Catalogs that way, Feel free to Request catalogs through
> E-Mail. Really, it's not an inconvenience. I do ask that you specify
> Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
> by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
> attach text files to your E-Mail. Catalogs are just regular ASCII text
> files so you can download them into your text editor & view them, edit
> them or print them out! It would make things easier for me if you take
> my Catalogs, load them into your text editor, delete what you don't
> want to order and E-Mail me the rest of what you do want to order! To
> expedite things, include your complete Mailing address so I can figure
> Shipping/Postage and Handling. I'll be back after the weekend.
>
> So if you don't come see me, I can't save you any money! ;-(
>
> Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
> atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
> Web info in my Signature attached to the bottom of any of my messages!
> --
> Atari 8 Bit, ST & Jaguar Hardware, Software, Books &
Accessories(503)256-9974
> DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite
at
> http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain
at
> http://www.atari.benjamin.net Catalogs Requested by & Received Through
E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or
Jaguar!
>

3036. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <ssn3kdn9l413df@corp.supernews.com>
Source record: 57271

On 21 Sep 2000 15:19:48 , DAVID L. ORMAND wrote:
<<<SNIP>>>
>But back on topic, I've got a Marpet memory expansion in my STfm, and
>have been very pleased with it. The only disappointment is I don't see
>how I could add Mario's IDE adapter. Oh, well. Is the Marpet still
>available anywheres? I'd recommend it to anyone wanting to upgrade
>their ST. Very easy installation, good instructions.

I have a Marpet kicking around, with two 256k simms for getting a 520
up to a 1040. What do you see as the problem with the Marpet and the
IDE board. The marpet hogs the MMU and shifter and the IDE board uses
the CPU. Shouldn't be a conflict hardware wise.

If it's space I bet it would fit if you removed the old shielding. I
did this on my STE and it didn't seem to affect near by TVs or radios.

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

3037. [PUB]: New on the ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39cb9caeffd3e4@online.be>
Source record: 57272
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/falcamp106.zip (154.752 bytes)
(MP3 player for Falcon)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq0144.zip (78.683 bytes)
(AtarICQ, an ICQ-clone for ATARI GEM )

**mint**
ftp://chapelie.rma.ac.be/atari/mint/misc/wakegem.tar.gz (3.022 bytes) (WakeGEM daemon
release X)
ftp://chapelie.rma.ac.be/atari/mint/misc/sms.tar.gz (22.211 bytes)
(The SMS is an AES extension developed to facilitate the interprocess
communication between kernel processes (and their instances, like
threads and signal handlers) and GEM applications.)
ftp://chapelie.rma.ac.be/atari/mint/misc/startgem.tar.gz (42.692 bytes)
(StartGEM is a replacement for the execmtos command coming along with
virtual consoles. In fact, this is modified version of execmtos.)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/cd-rom/pmcd_fr_307.zip (235.552 bytes)
(Joueur CD, version franï¿½ais)
ftp://chapelie.rma.ac.be/atari/utilities/cd-rom/pmcd_uk_307.zip (200.724 bytes)
(CD player, English version)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
```

But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3038. Re: [PUB]: New on the ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: "dixie.csa" <dixie.csa@wanadoo.fr>
Message-ID: <WS3.1f1bbabf.9d105a60.dixie.csa@wanadoo.fr>
Source record: 57273
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Dans le message <39cb9caeffd3e4@online.be>
Martin \ a ï¿½crit:
>New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
>--
((voir message d'origine))

bonjour martin
hello martin

MERCI pour les infos
THANK YOU for news
patrick

ps
quelqun peut t'il traduire en francais l'essenciel
de ce message je ne conprent pas tres bien l'anglais

SVP-MERCI
patrick

--

~~~~~~
///// // // // // ////// CIVIL WAR 1861~65 ///// ///// ////
// // // //// // // // // // //
// // // / // //// MUSIC OF DIXIE // //// //////
// // // //// // // // // // //
///// // // // // ////// ATARI~MILAN/STE ///// ///// // //
~~~~~~
RAMSKINDT PATRICK E.MAIL dixie.csa@wanadoo.fr
~~~~~~
~~~~~~

3039. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
Source record: 57274
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qe4co$1f4$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>HMMMM...There are several file formats for Cubase: ARR/ALL/PRT/DRM/IPS
>and even MID! Which one.???.not that I know anything about it! However
>a "WHY" might be in order to see what you actually want.
>
>
>Tim

Hi

Good point, not having used Cubase I was unaware of the range of formats
used:) The format I need is for the .ARR files.

Cheeers!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3040. Re: need ST floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <sj$RZEB2x6y5EwKP@steverosie.demon.co.uk>
Source record: 57275

In article <UmDy5.4431$kY3.553606@news.uswest.net>, Chris Mansfield
<chrism@dontmindme.net> writes
>Help!
>
>I need a floppy disk that is formatted in Atari ST format (720K).
>Preferably with a copy of ECOPY or some other program that can read files
>from PC floppies. I am in the U.S.
>
>Please contact me via email if you can help me.
>
>Thanks
>Chris
>
>

Hi

If I try and understand what you are asking, you want a way of
transferring data between your Atari and PC using floppies!

If this is the case, all you need to do (if you don't have access to an
Atari, but then how would you transfer data!!) is format a DOUBLE
DENSITY (720k) disk on the pc, you will then be able to read and write
to that disk with the Atari.

Now formatting on the pc is alright, but you only get the standard
format and space it gives you. So why not use a program on the Atari
which allows EXTENDED formatting, for even more valuable disk space!

I use DC Format 3.0 to format via my ST's using an extended format, or
just standard if you prefer:)

The program can be downloaded from my LaST PD library web site:

www.last-pd.co.uk

-- Cheers! For Now
Steve <><
WWW: www.last-pd.co.uk * * *
Email: steve@last-pd.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3041. Re: [PUB]: New on the ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Christian Marillat <marillat.christian@wanadoo.fr>
Message-ID: <871yyc2q5p.fsf@falcon.wanadoo.fr>
Source record: 57276
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

>>>> "dc" == dixie csa <dixie.csa@wanadoo.fr> writes:

[...]

dc> ps
dc> quelqun peut t'il traduire en francais l'essenciel
dc> de ce message je ne conprent pas tres bien l'anglais

Et le Franï¿½ais ?

Christian

3042. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8qgelj$m7$1@plutonium.compulink.co.uk>
Source record: 57277

In message <39C992B4.9AF157C6@qnet.com>, dons@qnet.com said:

>I think your math is wrong.. The price of the CTT is 150 Euro Dollars. If
>you convert that into US dollars its about $128 US Dollars.Seems somewhere
>you lost about $60 US Dollars. The current rate is about $1USD= $1.18 Euro.

For the sake of clarity: There is no such thing as Euro Dollars - just
Euros! The symbol is a C with an = sign in the middle. Can't reproduce
it on screen but have included it in some printer drivers as C BS =.
Later fonts have it in their set, but you need means of accessing it.

Regards, /Peter/

3043. offers on stacy

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <39cbbeb7$0$8008@news.zetnet.co.uk>
Source record: 57278

I am on the verge of selling my Atari stuff and just for starters I would like some offers on my stacy 4meg 1gig internal HD and High density floppy, new screen fitted and spare one that is not as bright
Kevin

3044. Re: offers on stacy PS

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <39cbbf8d$0$8004@news.zetnet.co.uk>
Source record: 57279

UK only, I am in the Manchester locale
Kevin
www.kevindermott.co.uk

3045. Re: ...

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <rSPy5.13799$nk3.654613@newsread03.prod.itd.earthlink.net>
Source record: 57280

You could try E-Bay if no one here has one available! I picked up a
Megafile30 which plugs directly into my MegaST4. Also, see if there's one
with the cable included (not SCSI).
John G.

On 21 Sep 2000 17:32:20 , "Grozdanic Predrag" wrote:
>can anyone tell me where can I found old atari hard disk with 20MB of
>space... I know that is stuped to ask... but :)
>
>gpredrag@EUnet.yu
>
>
>.

3046. Re: FS: 520 STE plus monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39cbcf80$0$8005@news.zetnet.co.uk>
Source record: 57281

On 22 Sep 2000 11:02:57 , Al Ferrier wrote:

| . . . .
|No hang on a minute! Seeing as how our platform is not what you'd call at the very
|forefront of technology any longer, isn't this a bit pointless? I'm trying to get
|someone else involved with Ataridom who might otherwise be lost to Mr Gates so
|implying that I'm a criminal is a bit strong! Besides, are you really saying that
|you have never copied something and given it gratis to a friend? This 'we need our
|revenue to develop new bands/write new programs' stuff seems a load of crap to me -
|very EMI. Witness Napster. Who really owns anything anyway, especially anything
|creative?

Do you really mean that if someone pinched your TV or car or
computer that you wouldn't mind a bit on the grounds that you do not
own it?

3047. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39cbcf7d$0$8005@news.zetnet.co.uk>
Source record: 57282

On 21 Sep 2000 21:26:58 , Edward S. Baiz Jr. wrote:

|>We have learnt that the Hades, though fast, has some fundamental >flaws
|and I assume, though not an expert, that it is not as fast as >a more
|modern design. Phenix is dead and it sounds from what has >been written
|here recently that Milan 060 is going the same way.
|
|Yes the flaws are there, but they do not get in the way of me using my
|Hades to it's fullest.

Firstly it stops me from using my scanner in the way that I want. I
can only use a maximum width of about 4000 pixels which means that I
cannot scan an A4 sheet of paper at 600 dpi (my printer resolution).
I have to scan at 300 dpi and increase the size by a factor of two
to do a "photocopy."

Secondly the scanner program (GT Look) does not always work
properly. I have about four different versions and if I change the
configuration of the Hades I often have to change GT Look. (Example
of change of configuration would be installing an updated version of
ExtenDos Gold as I did recently.)

Thirdly there has been a hardware problem with DMA and SCSI access
to the CDR. This has been fixed by Roger Burrows rewriting his
CD.BOS to cope with it.

Fourthly I cannot get it to accept a resolution of 1280 by 1024 in
monochrome - I know this may not be the Hades itself.

|Actually the Hades is pretty stable as it is. It really depends on what OS
|you are running. I have found Geneva to be the most stable, but I still use
|Magic most often.

Single user TOS. I cannot imagine that adding another layer will
improve it but I may be wrong. It certainly is much faster and more
enjoyable than my previous Ataris though the picture quality is not
as good as the TT High.

3048. Re: Atari Printer - compatible toner?

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39cbcf7f$0$8005@news.zetnet.co.uk>
Source record: 57283

On 22 Sep 2000 03:43:41 , Ken Springer wrote:

| . . . .
|You never know what's behind the scenes. I've owned and HP
|Laserjet 4 since almost when they first came out. I didn't
|know until this last week that Canon marketed a laser
|printer that uses the same toner cartridge. Then I also
|remembered that Canon has made a lot of the print engines
|for HP lasers. Or at least that's what the biological
|memory banks say. <G>

I know it's not relevant but I see 1200 x 1200 dpi HP Lasers being
advertised now. The output should be impressive.

3049. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39cbcf7e$0$8005@news.zetnet.co.uk>
Source record: 57284

On 21 Sep 2000 22:53:23 , Lonny Pursell wrote:

| . . .
|I seen a hades already, and would buy it from a US dealer site
|unseen. It's only the overseas ordering that bothers me.
|You see a small thing like naes can be much trouble
|and we are talking alot more $ here. ;-)

Have you talked to System Solutions?

3050. Re: tos upgrade..

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <wUzmUnCFV9y5Ew69@steverosie.demon.co.uk>
Source record: 57285

In article <39cb1d9d@naylor.cs.rmit.edu.au>,
Amiga2000@bigpond.nospam.com writes
>Is it possible or legal to burn eproms with the tos version
>I reqiure?
>
>Is it a matter of getting a 27C256 eprom and writing the
>tos version i want and plugging it in?
>
>Atari's I'm talking about are STe STfm, and MEGA 1.

Well you can make/customise your own os by burning an eprom:)

256 EPROM's (6 x chips sets) are OK for STF/M/FM but not the STE series
as these use a large (2 set EPROM)!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3051. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009221848330.81-100000@TT030>
Source record: 57286

On Fri, 22 Sep 2000, Janka Gerhard wrote:

> 1) at least one of these vapourware projects runs in my falcon
> and was the best investment on any atari item I ever made

Exactly my point, 1 of 3 or 4 or 5 projects...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3052. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009221855030.81-100000@TT030>
Source record: 57287

On 22 Sep 2000, JI Logan wrote:

> On 21 Sep 2000 22:53:23 , Lonny Pursell wrote:
>
> | . . .
> |I seen a hades already, and would buy it from a US dealer site
> |unseen. It's only the overseas ordering that bothers me.
> |You see a small thing like naes can be much trouble
> |and we are talking alot more $ here. ;-)
>
> Have you talked to System Solutions?

No, they are also way to far from my location.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3053. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009221850210.81-100000@TT030>
Source record: 57288

On Fri, 22 Sep 2000, Bob King wrote:

> Hi Gerhard,
>
> It's nice to know that there are at least three of us in the 'Give
> Rodolphe' camp.
>
> If you read my postings of 20 and 21 Sep, you will understand my
> puzzlement on Lonny Pursell's exhortation for 'realism', when IMHO
> it is he (and others) who are living in the cloud cuckoo land of
> yesteryear.
>
> And yes, I am posting my interest to Rodolphe in his CT60.

If you seen the mail I've seen you'd be in cloud cuckoo land too.
At least cloud cockoo land is a safe zone, I don't wish to be
taken for a ride...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3054. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8qgr5q$6ru$1@nnrp1.deja.com>
Source record: 57289

In article <39C992B4.9AF157C6@qnet.com>,
Don <dons@qnet.com> wrote:
>
> I think your math is wrong.. The price of the CTT is 150 Euro
Dollars. If
> you convert that into US dollars its about $128 US Dollars.Seems
somewhere
> you lost about $60 US Dollars. The current rate is about $1USD=
$1.18 Euro.
>
> I emailed about the CTT and he replied saying he would go ahead with
doing
> the project if I was interested. He had 15 people on the list I
guess that
> would make me 16. I was and still interested but, I really hate
hacking on
> my TT motherboard.
>
> Don
>
>
Don,

That was me... not Jo with the price. I must have chosen the wrong currency on the Universal Currency Converter.. But 1.28 is still a good price for a 64mhz TT !!

Rob

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

3055. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1088.300T2350T13905735optimus@canit.se>
Source record: 57290

DAVID L. ORMAND skrev:

>>Second: Outrageous prices would be between 300 to well over 500 dollars.
>>(that is 1040 Ste's or mega Ste's.) However that includes monitor and
>>mouse. Comparitivly, a mac IIci goes for less then 20.oo! Also look at
>>TT's. They go over 1000.00! That is OUTRAGEOUS! Why the hi ticket
>>prices on Ebay for 10 year old technology?

>I've learned that if you want to get something for a reasonable price,
>don't go to Ebay. I don't know what the phenomenon is on Ebay, but
>the huge-audience auction format generates enormously inflated prices
>for just about everything. Great for the seller, bad for the buyer.
>I'll bet that $20 for the Mac wasn't from Ebay.

Actually, it is rather common to find SUN Sparcstations and DECstations, once high-end RISC workstations costing dozens of times as much as Ataris, selling for prices between 10 and 20 US dollars. It's quite like Alice in Wonderland, everything seems upside down, right?

--
En ligne avec Thor 2.6.

I use OpenBSD 'coz it has a cool blowfish logo. The other BSDs look satanic.
- Anonymous Coward

3056. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009222221520.96-100000@TT030>
Source record: 57291

On Sat, 23 Sep 2000, Mario Becroft wrote:

> Lonny Pursell (atari@SYNTAX.ERROR) wrote:
> : On 21 Sep 2000, Jo Even Skarstein wrote:
>
> : > Hmm, $70? Then why doesn't he just make a batch? Mario Becroft has made
> : > more expensive hardware than this for the TT without pre-orders.
>
> : You hit the nail right on the head. In fact 100 committed sales
> : is probably no risk at all for Roudolphe, so you have to wonder
> : where the lack of faith really sits. Mario can't get some of the
> : stuff done fast enough to meet demand.
>
> I would like to make a few comments on this.

snip

> Perhaps Rodolphe is not as good as he could be at communicating, but this
> does not influence any of the issues that I have discussed.

I would of prefered you replied to the original post that
mentioned your name. Wasn't me that made the first comparison
and I only refered to you in regards to demand, not pre-orders.
Anyway, regardless I will NOT commit. If someone sees that
as negative... well I can't help that and if you look at past
projects dropped why should I bother. It's questionable
if the one project released is even worth getting, and lets not
even get into that, but it just adds to my being very skeptical.

I feel my concerns are valid regardless.
I'll stop posting to this thread so it will appear more positive.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3057. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39CC36D9.D7F0237C@qnet.com>
Source record: 57292

Rob wrote:

> In article <39C992B4.9AF157C6@qnet.com>,
> Don <dons@qnet.com> wrote:
> >
> > I think your math is wrong.. The price of the CTT is 150 Euro
> Dollars. If
> > you convert that into US dollars its about $128 US Dollars.Seems
> somewhere
> > you lost about $60 US Dollars. The current rate is about $1USD=
> $1.18 Euro.
> >
> > I emailed about the CTT and he replied saying he would go ahead with
> doing
> > the project if I was interested. He had 15 people on the list I
> guess that
> > would make me 16. I was and still interested but, I really hate
> hacking on
> > my TT motherboard.
> >
> > Don
> >
> >
> Don,
>
> That was me... not Jo with the price. I must have chosen the wrong
> currency on the Universal Currency Converter.. But 1.28 is still a
> good price for a 64mhz TT !!
>
> Rob
>
> --
>

OOPPSS sorry about that and thanks for pointing it out.

I do agree that the price is a decent price for a 64mhz upgrade for the TT. I would like to know how well its going to work. All the specs sound great but, I need to see it before I lay out $150 for something that may not work very well.

Don

3058. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39CC37F7.A4AE76EF@qnet.com>
Source record: 57293

xlator@cix.compulink.co.uk wrote:

> In message <39C992B4.9AF157C6@qnet.com>, dons@qnet.com said:
>
> >I think your math is wrong.. The price of the CTT is 150 Euro Dollars. If
> >you convert that into US dollars its about $128 US Dollars.Seems somewhere
> >you lost about $60 US Dollars. The current rate is about $1USD= $1.18 Euro.
>
> For the sake of clarity: There is no such thing as Euro Dollars - just
> Euros! The symbol is a C with an = sign in the middle. Can't reproduce
> it on screen but have included it in some printer drivers as C BS =.
> Later fonts have it in their set, but you need means of accessing it.
>
> Regards, /Peter/

Peter,

Euro or Euro Dollars really dont care what its called or where I have to go to spend it. Just glad I dont have to use it!!

Don

3059. Re: FS: 520 STE plus monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969706942-53014AEicMi@bun.com>
Source record: 57294

Hi Al

>Careful what you say about thieves: I think libel still applies...

It would, except ive got a printout of the text i commented on that was asking for illegal 'wares', so thats one confession versus a libel, or was that a incitment to conspire to theft i read.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3060. Re: TeStInG...tEsTiNg...

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969706946-53586AEicMi@bun.com>
Source record: 57295

Hi Phantom

>Atari

Ive got a few of those

>Test

Failed miserably.

>XXX

Ooooh!, stud!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3061. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 02:21:45 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qebun$gs1$1@perki.connect.com.au>
Source record: 57248

BIIG SNIP

On the subject of GEsoft, I have a Eaglesonic board, and want to make a few mod's to it. Are there any site's around that have technical doc's on defunct atari mod's? Or just GE-soft for that matter.

Mark Bedingfield

3062. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 03:09:10 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8qeigahiq1@nnrp1.deja.com>
Source record: 57249

In article <8qebun$gs1$1@perki.connect.com.au>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:
> BIIG SNIP
>
> On the subject of GEsoft, I have a Eaglesonic board, and want to make a few
> mod's to it. Are there any site's around that have technical doc's on
> defunct atari mod's? Or just GE-soft for that matter.
>
> Mark Bedingfield
>
>

I haven't seen anything on the Eaglesonic or Mighty Sonic. I run my
Mighty at 40Mhz with a Nemesis.
M

Sent via Deja.com http://www.deja.com/
Before you buy.

3063. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 06:07:58 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qep6n$sj1$1@perki.connect.com.au>
Source record: 57250

> I haven't seen anything on the Eaglesonic or Mighty Sonic. I run my
> Mighty at 40Mhz with a Nemesis.
> M
That is what I am up to, does the Mightysonic has a TTram addition? I am going to have a crack at making a TTram card but need alot more info. Do you have a copy of the doc's and drivers at all?

Mark

3064. need ST floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 07:01:35 UTC
From: Chris Mansfield <chrism@dontmindme.net>
Message-ID: <UmDy5.4431$kY3.553606@news.uswest.net>
Source record: 57251

Help!

I need a floppy disk that is formatted in Atari ST format (720K).
Preferably with a copy of ECOPY or some other program that can read files
from PC floppies. I am in the U.S.

Please contact me via email if you can help me.

Thanks
Chris

3065. Re: [PUB]: New on the ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-22 22:22:10 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39cbe9d44c42241@online.be>
Source record: 57148
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

on Fri 22-09-2000 19:52 dixie.csa wrote:

>Dans le message <39cb9caeffd3e4@online.be>
>Martin \ a ï¿½crit:

>MERCI pour les infos

C'est rien.

>THANK YOU for news

Bedankt.
>
>
>ps
>quelqun peut t'il traduire en francais l'essenciel
>de ce message je ne conprent pas tres bien l'anglais

Je suis dï¿½soler mais je maï¿½trise pas le franï¿½ais aussi bien pour fair un
traduction anglo(allemand)/franï¿½ais moi mï¿½me.
Je cherche une solution par ï¿½a.

Groetjes uit Vlaanderen,

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3066. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Tim Conrardy <timconrardy@my-deja.com>
Message-ID: <8qhk1r$1h2$1@nnrp1.deja.com>
Source record: 57159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

>
> Hi
>
> Good point, not having used Cubase I was unaware of the range of
formats
> used:) The format I need is for the .ARR files.
>
> Cheeers!

Hi Steve

I guess I am trying to understand what you mean by "format". For example: What is SAVED when you save an ARR file from cubase? These would include things like stuff in the Inspect window,patch changes, and sysex material you have on a track. Then you could taker several ARR files and put them together to form a .ALL file or rayher a song which contains many arrangemets.

Or are you talking about if you bring a file into TXT editor: what is there?

HMMMMMM...perhaps if you tell us WHY? Why do you need a "format" on ARR. then I can try to understand what you want.

Tim (thinking too much!)

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3067. Re: [PUB]: New on the ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: "dixie.csa" <dixie.csa@free.fr>
Message-ID: <WS3.320097a4.90485d60.dixie.csa@free.fr>
Source record: 57160
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Dans le message Martin \ a ï¿½crit:

>Je suis dï¿½soler mais je maï¿½trise pas le franï¿½ais aussi bien pour fair un
>traduction anglo(allemand)/franï¿½ais moi mï¿½me.
>Je cherche une solution par ï¿½a.

bonjour martin

non je me suit mal expliquee
je ne demandee pas a toi une traduction
(je sais que tu ne peut le faire)
je demandee si quelqun dans ce forum pouvee le faire
merci a + patrick

--

~~~~~~
///// // // // // ////// CIVIL WAR 1861~65 ///// ///// ////
// // // //// // // // // // //
// // // / // //// MUSIC OF DIXIE // //// //////
// // // //// // // // // // //
///// // // // // ////// ATARI~MILAN/STE ///// ///// // //
~~~~~~
RAMSKINDT PATRICK E.MAIL dixie.csa@wanadoo.fr
~~~~~~
~~~~~~

3068. Software from 30p

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <39CC6DAB.DC391166@cyberpeeps.freeserve.co.uk>
Source record: 57161

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. / 32 Meg. EDO 72
pin. Sims ï¿½25 UKP. all inclusive of U.K. Postage.

3069. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39cc8248$0$8008@news.zetnet.co.uk>
Source record: 57162

On 23 Sep 2000 00:57:34 , Mario Becroft wrote:
>Lonny Pursell (atari@SYNTAX.ERROR) wrote:
>: On 21 Sep 2000, Jo Even Skarstein wrote:
>
>: > Hmm, $70? Then why doesn't he just make a batch? Mario Becroft has made
>: > more expensive hardware than this for the TT without pre-orders.
>
>: You hit the nail right on the head. In fact 100 committed sales
>: is probably no risk at all for Roudolphe, so you have to wonder
>: where the lack of faith really sits. Mario can't get some of the
>: stuff done fast enough to meet demand.
>
>I would like to make a few comments on this.
>
>None of my Atari products really makes a profit. If I was to account for
>the time I spend on designing these I would be working for x dollars/hour;
>I have not calculated it, but x would be extremely small (maybe about 5,
>maybe less, and that is not accounting for business overheads).
>
>There IS demand for the products, and if I got them done faster I would be
>selling them; but once my VMEbus graphics card, for example, is done, I
>will be lucky to sell 20 units. It is nice to think that you are
>supporting the Atari market, but the fact is that for this to be viable
>commercially I would have to sell *at least* 10 times that amount.
>
>I am continuing to work on these projects only because it is interesting,
>it is good experience, and most importantly, I have been fortunate enough
>to have time to work on unprofitable projects. This situation is changing,
>which is why my last two products (VMEbus graphics/ethernet and
>SCSI-ethernet adapter) are taking such a long time to be completed.
>
>So to get back to the topic of this thread. Saying that because I can do
>it, Rodolphe Czuba should be able to do it, is invalid since what I am
>doing is not commercial.
>
>It is pleasant, perhaps, to phantasize about 100 sales of the product, but
>from my experience in the current Atari market this figure is totally
>unrealistic. (Note the 70 USD figure was erroneous; it is really
>advertised at 150 euros.) It is easy to talk, but what Rodolphe needs in
>order to make this a viable proposition is sales, not words. And unless he
>is stupid he will realise that a figure of 100 units sales is unlikely to
>eventuate. Therefore the only realistic option he has is to ask for a
>number of people to commit to buying the device, and proceed if there are
>enough. Even this is risky because someone who was "committed" could

>easily change his mind.
>
>The argument that you cannot commit to buying the product without seeing
>it is understandable, but Rodolphe is in the same position. Just as you
>cannot commit to buying it without seeing, Rodolphe cannot commit to
>producing it without buyers. And I can assure you Rodolphe's commitment in
>producing the unit is much more than yours in buying it; while you are
>committed to spending $150, his committment will amount to thousands, not
>to mention his time.
>
>And if you think about it, this problem can be avoided easily enough.
>Rodolphe must simply quote some firm specifications as to the price and
>performance of the card, and allow anyone who wishes to commit to buying
>it on the basis that it meets or exceeds those specifications. This way
>you are obliged to buy it if it works as advertised, while Rodolphe is
>obliged to make it work as advertised. If you cannot see the product
>working as advertised, you are under no obligation.
>
>In any case, Rodolphe is under no obligation to build products for the
>Atari market, at a loss or otherwise, and I do not see how anybody can
>have any basis for complaint. If anything, we should all be grateful that
>he even considers making a product for this dead platform. No offence to
>the people who disagree, but I think they need to stop dreaming and come
>back to the real world.
>
>Perhaps Rodolphe is not as good as he could be at communicating, but this
>does not influence any of the issues that I have discussed.
>--
>--
>Mario Becroft # Tariland, New Zealand Atari User Group
>mb@gem.win.co.nz # Atari Hardware Developments
>http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<
>.

Hi Mario,

nice to see my arguements, re the commercial realities of producing goods in the
atari market, so soundly vindicated by one so expert as yourself.

Bob King.

3070. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <rxOwNIA0IIz5Ewip@steverosie.demon.co.uk>
Source record: 57163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qhk1r$1h2$1@nnrp1.deja.com>, Tim Conrardy <timconrardy@my-deja.com> writes
>Hi Steve
>
>I guess I am trying to understand what you mean by "format". For
>example: What is SAVED when you save an ARR file from cubase? These
>would include things like stuff in the Inspect window,patch changes,
>and sysex material you have on a track. Then you could taker several
>ARR files and put them together to form a .ALL file or rayher a song
>which contains many arrangemets.
>
>Or are you talking about if you bring a file into TXT editor: what is
>there?
>
>HMMMMMM...perhaps if you tell us WHY? Why do you need a "format" on
>ARR. then I can try to understand what you want.

What I'm after is the format the file is saved in: the header of the file and where/what the segments in the file are.

Very much like an executable program file has to be in a certain format for it to be run; the header which contains all the info for the data, bbs section etc..

I am trying to recover a disk that has nothing but .arr files on. It looks as if the .arr files have header or pointers for the various sections of the file; much like tracker mods etc.

If I can find the start of the file, I want to be able to work out the length (or be very close to it). I will then be able to try and suss out where the other bits of the file has gone, hopefully.

So in a nutshell I am after the header info that tells me where the relevant sections are leading to the total length of the file!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3071. Re: tos upgrade..

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: cjh3@hotmail.com
Message-ID: <39cca5f0.901819@192.168.0.4>
Source record: 57164

>Well you can make/customise your own os by burning an eprom:)

Mmmmm, dont think I'm ready yet too make my own OS for the atari, kind
of stuck trying to get ultra DMA support, and those bloddy AGP
slots....

Naah, I wanna burn tos 2.06 into roms.

>256 EPROM's (6 x chips sets) are OK for STF/M/FM but not the STE series
>as these use a large (2 set EPROM)!

Yes, yes, thats getting there, now what size/part number where those
chips again...
(i.e 27256 = 256K, or do you mean 2x 27128 = 256K or
perhaps 6x??? = 256K)

ch.

3072. Syquest problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Rick Brown <rbrown@ymail.yu.edu>
Message-ID: <Pine.A41.4.05.10009231022360.25392-100000@acis.mc.yu.edu>
Source record: 57165

I'm having touble with my ICD Link2 based system (see my orig post below)
Asked this on the .tech list and got only the one response (Thanks Chris).

I've tested the syquest/link now with ICDboot on a floppy and get the same
results so I don't think this is an issue of conflicting drivers but maybe
somebody her can help. thanks.

-rick

> On 17 Sep 2000 11:15:53 , Rick Brown wrote:

> >I've been using a Link2 and 200Mb SCSI Syquest Drive with my Mega4 ST
> >since learning about that combination from this group and related
> >resources. All has been well for over ayear with this setup. Now I'm
> >starting to get disturbing problems and I'm hoping someone can help me
> >figure out where the fault lies. Typically, the drive will spin up OK and
> >allow me to use it for a while but will unexpectedly stop and (eventually)
> >re-start, re-spin. This is annoying but really bad is when it just
> >sticks, both lights coming on and not allowing any disk access...

On 17 Sep 2000, Chris Simon wrote:

> I've had exactly the same problem with my SCSI 105Mb Syquest! But touch
> wood all has been going well for the last 2 months.
>
> I used to have HDDRIVER v3 installed over the top of AHDI, but recently
> wiped my disk clean and installed HDDRIVER v7. Can't remember if this
> is what solved it, but does that ring any alarm bells with you?

3073. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8qiit2$pt1$1@nnrp1.phx.gblx.net>
Source record: 57166

Don <dons@qnet.com> wrote:

: OOPPSS sorry about that and thanks for pointing it out.

: I do agree that the price is a decent price for a 64mhz upgrade for the
: TT. I would like to know how well its going to work. All the specs sound
: great but, I need to see it before I lay out $150 for something that may
: not work very well.

As far I a can remember, there was an accelerator board for the TT called a Catamaran, and it worked well for some people, and was a disaster for others. There was nothing wrong with the Catamaran. There was nothing wrong with the TTs it did not work with. Its just that some MMU chips did not work that fast, and nobody seemed to find that out until it was too late. For one person, Motorola found a MMU chip that had been tested at a higher speed, and that made the Catamaran work.

I had a Catamaran, it did not work, and I hereby apologize for a lot of nasty thoughts about Cyrex. I would have had fewer of them if I had known about that MMU chip, or if Cyrex had known about that MMU chip.

Far as I know, in accelerator boards, you pay your money and you take your chances, and maybe get out your oscilloscope and try to see what is not working fast enough. Easy it is not.

--

_____
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

3074. Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Frank Eiche <eichef@gmx.de>
Message-ID: <8qijk9$fjqbs$1@ID-36514.news.cis.dfn.de>
Source record: 57167

Does anyone know a good atari st emulator, that needs no
hardware parts (gemulator board or something like that)?

Thanks in advance.

kind regards
Frank

3075. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8qileh$4e5$1@nnrp1.deja.com>
Source record: 57168

In article <39CC36D9.D7F0237C@qnet.com>,
Don <dons@qnet.com> wrote:
> I do agree that the price is a decent price for a 64mhz upgrade for
the
> TT. I would like to know how well its going to work. All the specs
sound
> great but, I need to see it before I lay out $150 for something that
may
> not work very well.
>

Don,
Same here.. I want to know it works, before I'd buy one. The
shipping to the USA will bring the cost to the $200 range. I love my
TT.. but it's just too slow for me now.

Rob

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

3076. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qim8n$5c8$1@nnrp1.deja.com>
Source record: 57169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

> I am trying to recover a disk that has nothing but .arr files on. It
> looks as if the .arr files have header or pointers for the various
> sections of the file; much like tracker mods etc.
>
> If I can find the start of the file, I want to be able to work out the
> length (or be very close to it). I will then be able to try and suss
out
> where the other bits of the file has gone, hopefully.
>
> So in a nutshell I am after the header info that tells me where the
> relevant sections are leading to the total length of the file!

Hi steve

Looks more complicated then I thought. So have you have tried loading these into Cubase, and they do not load? Or are you somehow trying to convert them to midi files? If you want to zip them to me at tconrardy@hotmail.com I can bring them into Cubase and convert them. (which is he only way to convert a Cubase arr into a midi file) I did try taking an ARR file into a TXT editor to see what it looked like. Just code to me. I am not a programmer. perhaps you need a programmer. however, if the above is true, feel free to send me the files and i can convert it. If you have a PC, you can get GEMEXPLORER to read the files onto your PC HD.

Hope this helps a little

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3077. Re: TOS ownership (was: tos upgrade)

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sspopj4ic4ofdf@corp.supernews.com>
Source record: 57170

On 24 Sep 2000 00:26:09 , "G Swaine" wrote:
>"Iggy Drougge" <optimus@canit.se> wrote ...
>> Amiga2000 skrev:
>>
>> >Is it possible or legal to burn eproms with the tos version
>> >I reqiure?
>>
>> Possible, yes. Legal, for some odd reason, no.
>
>Who actually owns TOS?
>
>I can recall that Atari sold Milan Computer some rights to TOS - were
>they ownership or customisation/modification rights?
>
>Or did Atari still own TOS when it was swallowed by Hasbro? (Meaning
>Hasbro will now own TOS)

Interesting thought. When companies like TUS sell TOS 2.06 upgrades
where do they get the TOS image from. Do they have to pay for each
one to someone?

My TOS 2.06 upgrade came from TUS (this TUS/ TOS is getting confusing!)
it looked like standard EEPROMS, as if they're programmed on the spot,
as to say. They didn't have a single ATARI mark on them at all. Also
the TUS upgrade was different as it had 1.62 *and* 2.06 in one.

Surely coping TOS, is coping GEM, and AFAIK GEM/Digital Research are
still going. That would be like pirate software.

What the hell would Hasbro want with TOS as well!!??

>GEM has now been "open sourced", and a number of programmers are working
>on GEM version 5 for the PC (with a very 3D look to it - and it still
>runs within the "640k ought to be enough" memory space of a 1980's PC
>XT)
I heard about this in AC. Might check out some sites about it.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3078. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <402.301T100T12653813optimus@canit.se>
Source record: 57171

Don skrev:

>Euro or Euro Dollars really dont care what its called or where I have to go
>to spend it. Just glad I dont have to use it!!

I'm actually looking forward to the day I may use it. It would make price
comparisons and buying things from foreign lands so much easier.

--
En ligne avec Thor 2.6.

Fernsehen ist das einzige Schlafmittel, das mit den Augen genommen wird.
--- Vittorio de Sica

3079. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <947.301T2750T12686595optimus@canit.se>
Source record: 57172

xlator skrev:

>In message <39C992B4.9AF157C6@qnet.com>, dons@qnet.com said:

>>I think your math is wrong.. The price of the CTT is 150 Euro Dollars. If
>>you convert that into US dollars its about $128 US Dollars.Seems somewhere
>>you lost about $60 US Dollars. The current rate is about $1USD= $1.18 Euro.

>For the sake of clarity: There is no such thing as Euro Dollars - just
>Euros! The symbol is a C with an = sign in the middle. Can't reproduce
>it on screen but have included it in some printer drivers as C BS =.
>Later fonts have it in their set, but you need means of accessing it.

It is incorporated into the new ISO-8859-7 (?) character set, which I think
Martin-Eric has been using some times around here. In old character sets, it
is set to replace the € sign, IIRC. It's present on alt.gr+E on newish PC
keyobards, too.

--
En ligne avec Thor 2.6.

Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

3080. Re: FS: 520 STE plus monitor

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1240.301T2250T12616243optimus@canit.se>
Source record: 57173

JI Logan skrev:

>On 22 Sep 2000 11:02:57 , Al Ferrier wrote:

>| . . . .
>|No hang on a minute! Seeing as how our platform is not what you'd call at
>|the very forefront of technology any longer, isn't this a bit pointless?
>|I'm trying to get someone else involved with Ataridom who might otherwise
>|be lost to Mr Gates so implying that I'm a criminal is a bit strong!
>|Besides, are you really saying that you have never copied something and
>|given it gratis to a friend? This 'we need our revenue to develop new
>|bands/write new programs' stuff seems a load of crap to me - very EMI.
>|Witness Napster. Who really owns anything anyway, especially anything
>|creative?

>Do you really mean that if someone pinched your TV or car or
>computer that you wouldn't mind a bit on the grounds that you do not
>own it?

As a matter of fact, at least according to Swedish law, copying amongst close
friends and relatives is not an illegal practice.

--
En ligne avec Thor 2.6.

Eccovi una delle sigle francesi dedicate a questo shojo... come, non e' uno
shojo? Andate a spiegarlo ai francesi... questa e' una canzone da shojo,
quindi per me Goldrake e' uno shojo :p
Tacchan om den franska signaturmelodin till Goldorak (Grendizer)

3081. Re: NEW David Snow Atari-Midi Apps on TAMW!

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1392.301T950T12734527optimus@canit.se>
Source record: 57174

Tim Conrardy skrev:

>In article <452.301T2350T636263optimus@canit.se>,
> "Iggy Drougge" <optimus@canit.se> wrote:
>> Tim Conrardy skrev:
>>
>> > New Wave is a GEM application that allows you to create original
>> >16-bit sound files using a powerful technique called "additive
>> >synthesis".
>>
>> Could anyone care to enlighten me as to how this "additive synthesis"
>works?
>> Is it by any chance related to FM synthesis?

>Additive synthisis is different then FM as additive is basically SINE
>waves that are mixed together with different frequencies as well as
>Volume levels and different envelopes to create a sound. An Organ is a
>type of Additive synthisis. Kawai and others have excellent additive
>synthisizers. FM can do Additive for eaxample on a DX7, if you select
>algorithm 31 or 32, it is basically 6 sine waves that you can
>minipulate. Wendy Carlos was a pioneer in additive synthisis and had
>several unique additive synths. She prefered them over the Moogs!

And I prefer the moogs, if AS synths are what she's using on Switched-on Bach
2000. =)

>With this program, it turns your sampler basically into an additive
>synth, or more specifically, THE FALCON!!

>there is a lot more on additive synthisis, just do a word search on the
>net...GOOOGLE it!

Thank you for your explication, I will! ^_^

--
En ligne avec Thor 2.6.

Computer hackers do it all night long.

3082. Re: TOS ownership (was: tos upgrade)

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1164.301T1450T12765139optimus@canit.se>
Source record: 57175

G Swaine skrev:

>"Iggy Drougge" <optimus@canit.se> wrote ...
>> Amiga2000 skrev:
>>
>> >Is it possible or legal to burn eproms with the tos version
>> >I reqiure?
>>
>> Possible, yes. Legal, for some odd reason, no.

>Who actually owns TOS?

Hasbro own all of the Tramiel Atari, AFAIK.

>I can recall that Atari sold Milan Computer some rights to TOS - were
>they ownership or customisation/modification rights?

I'd say the latter.

>Or did Atari still own TOS when it was swallowed by Hasbro? (Meaning
>Hasbro will now own TOS)

Most probably. Are there any means for actually looking this upp? A
trademark/patent database of some kind?

>GEM has now been "open sourced", and a number of programmers are working
>on GEM version 5 for the PC (with a very 3D look to it - and it still
>runs within the "640k ought to be enough" memory space of a 1980's PC
>XT)

And TOS has been re-engineered how many times? =)

--
En ligne avec Thor 2.6.

Kimagure Orange Road inneh&#65533;ller v&#65533;ldigt mycket ton&#65533;rsromantik, extremt mycket
ton&#65533;rsromantik faktiskt. Men det &#65533;r samtidigt en av de st&#65533;rsta klassikerna
inom shojo, kanske till och med den absolut st&#65533;rsta.
- Animanga.nu

3083. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
Source record: 57176
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qim8n$5c8$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>Hi steve
>
>Looks more complicated then I thought. So have you have tried loading
>these into Cubase, and they do not load? Or are you somehow trying to
>convert them to midi files? If you want to zip them to me at
>tconrardy@hotmail.com I can bring them into Cubase and convert them.
>(which is he only way to convert a Cubase arr into a midi file) I
>did try taking an ARR file into a TXT editor to see what it looked
>like. Just code to me. I am not a programmer. perhaps you need a
>programmer. however, if the above is true, feel free to send me the
>files and i can convert it. If you have a PC, you can get GEMEXPLORER
>to read the files onto your PC HD.

Hiya

No! what I am trying to do is recover files from a disk that has gone wrong. There are 2 files on the disk, one of which is quite simple as I know the length and start of the file. The other, on the other hand, I don't know the length OR start cluster/sector.

What I need to do is track down the header, start of the file, and try and suss the length out from the header (hopefully). I have already found the end.

I would presume the first few bytes of the file will give info on how long each segment is, whether it be the 1st track, 2nd track or layout, or an offset to the next segment.

There MUST be some documentation, or someone that knows, somewhere!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3084. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39cd2033$0$8008@news.zetnet.co.uk>
Source record: 57177

On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:

| I'm not asking for a handout. All I'm asking is what is there, that
|you would like to see for your computer (within reason, I'm a programmer
|not a hardware guru), that you would be willing to give $10-$20 support.
|I'm not asking for any money up front or anything like that. Just is
|there something that I could write that would be worth that much to you?

Seven days left to the 30th September, the suggested end date for
sending money to Dan Ackerman via Denesh Bhabuta (see below). The
postal address is:

Denesh Bhabuta
PO Box 2023
Wickford
SS12 9RX
UK

Cheques should be made out to Denesh Bhabuta (whose email address is:
denesh@cyberstrider.net)

****
Hi

Saw your posting on csas regarding sending money to Dan Ackerman...

If you and a few others get together and want to send some money for him to
me, then I will gladly write a USD cheque out to him for that amount.

Please let me know and make an announcement on my behalf on csas... It
would also be nice for people to be given a deadline for when the money
should be received by me so that I can pick a day to send out the cheque.

Regards
Denesh
--
Denesh Bhabuta Chairman, CEO and Principal Consultant
Cyberstrider Limited www.cyberstrider.net
Internet and E-Commerce: Strategy, Consultancy and Solutions
****

John Logan

3085. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39cd2036$0$8008@news.zetnet.co.uk>
Source record: 57178

On 23 Sep 2000 00:57:34 , Mario Becroft wrote:

|Lonny Pursell (atari@SYNTAX.ERROR) wrote:
|: On 21 Sep 2000, Jo Even Skarstein wrote:
|
|: > Hmm, $70? Then why doesn't he just make a batch? Mario Becroft has made
|: > more expensive hardware than this for the TT without pre-orders.
|
|: You hit the nail right on the head. In fact 100 committed sales
|: is probably no risk at all for Roudolphe, so you have to wonder
|: where the lack of faith really sits. Mario can't get some of the
|: stuff done fast enough to meet demand.
|
|I would like to make a few comments on this.
|
|There IS demand for the products, and if I got them done faster I would be
|selling them; but once my VMEbus graphics card, for example, is done, I
|will be lucky to sell 20 units. It is nice to think that you are
|supporting the Atari market, but the fact is that for this to be viable
|commercially I would have to sell *at least* 10 times that amount.

Perhaps this tends to support my argument that what is required is a
new TOS and 68060 based motherboard. Simple, fast and not requiring
to be adapted to something else (Falcon, TT etc). The prices being
quoted for the Milan and for the proposed CT60 are way below what
the Hades cost.

| . . . .
|The argument that you cannot commit to buying the product without seeing
|it is understandable, but Rodolphe is in the same position. Just as you
|cannot commit to buying it without seeing, Rodolphe cannot commit to
|producing it without buyers. And I can assure you Rodolphe's commitment in
|producing the unit is much more than yours in buying it; while you are
|committed to spending $150, his committment will amount to thousands, not
|to mention his time.
|
|And if you think about it, this problem can be avoided easily enough.
|Rodolphe must simply quote some firm specifications as to the price and
|performance of the card, and allow anyone who wishes to commit to buying
|it on the basis that it meets or exceeds those specifications. This way
|you are obliged to buy it if it works as advertised, while Rodolphe is
|obliged to make it work as advertised. If you cannot see the product
|working as advertised, you are under no obligation.

All sound common sense but people will be left with the fear that they will send off good money for something that they cannot get to work.

3086. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969745512-766578AEicMi@bun.com>
Source record: 57179

Hi Mario

>There IS demand for the products, and if I got them done faster I would be
>selling them; but once my VMEbus graphics card, for example, is done, I
>will be lucky to sell 20 units. I

Is it possible for you to publish details of this yet, such as colour depth
selections, resolution's whatever, compatability, price in GB ï¿½.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3087. Re: tos upgrade..

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969745514-766990AEicMi@bun.com>
Source record: 57180

Hi Iggy

>>Is it possible or legal to burn eproms with the tos version

>Possible, yes. Legal, for some odd reason, no.

It is legal if he owns the origional and retains ownership of both copies for his personal use.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3088. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: root@gem.win.co.nz
Message-ID: <G1Bxwy.86@gem.win.co.nz>
Source record: 57181

Lonny Pursell (atari@SYNTAX.ERROR) wrote:
: I would of prefered you replied to the original post that
: mentioned your name. Wasn't me that made the first comparison
: and I only refered to you in regards to demand, not pre-orders.
: Anyway, regardless I will NOT commit. If someone sees that
: as negative... well I can't help that and if you look at past
: projects dropped why should I bother. It's questionable
: if the one project released is even worth getting, and lets not
: even get into that, but it just adds to my being very skeptical.

: I feel my concerns are valid regardless.

Lonny,

I did not intend to suggest that your concerns were invalid.

I quoted your message because I thought you mentioned the figure of 100 sales. If you reread my article I think you will see that the quoting was correct, and the original message was attributed to Jo Even Skarstein (whom I have nothing against either). If I really did make a mistake, I apologise.

In any case, my message was not supposed to be personal; I was merely commenting on the views I have seen expressed by several people in this thread. My comments represent my own opinion and I do not expect anyone to agree with me.

I actually agree that Rodolphe Czuba does not appear to be handling this business well at all, and having read some of his emails that he has sent at various times I can certainly understand that some people have been very put off. Well that is their business, and I don't blame them. But this was not the subject of my article.

The points I was trying to get across were:
1. contrary to popular believe, the Atari market is not commercially viable (much as I wish it was);
2. I believe it is unreasonable to expect anyone to do work that is not commercially viable;
3. there is a way, which was described, which I believe would accomodate the concerns put forward by both parties.

I do in fact see where you and others are coming from, but it is my opinion that you may be missing the important facts which I have outlined above, and detailed in my previous article.

--
--

Mario Becroft # Tariland, New Zealand Atari User Group
mb@gem.win.co.nz # Atari Hardware Developments
http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

3089. CCAG 2001!!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <39cd3354_2@athena.netset.com>
Source record: 57182

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 23rd, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

Setup: 22nd, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 9/22/2000
User Groups:
Erie PA Atari Group
TI Chips
Cleveland Classic Atari Group

Vendors:
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
Thomas Mclaren
Andy Frueh
Tim Snider
Curt Vendel(Atari Historical Society)

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room-MAME, etc. We are hoping for some people with arcade systems to bring them-will probably need a small generator for that.

See ya at the CCAG!

3090. Re: FPU Speed

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8qjbqsugm1@nd.eastky.net>
Source record: 57183

Thanks to all for the help on this.
phantomm@eastky.net

Atari Falcon 030 modified with a CenTurbo II B version.
Atari Falcon 030 with factory CPU and FPU, TT Touch keyboard Upgrade.
Teac CDR, 2 Pioneer 6 CD Rom Changers, Misc CD Rom drives & hard drives.
Falcon Hardware: Expose' Color Video Digitiser & Apex Media v2.41,
3 VideoMaster Falcon Cartridges & Splitters, ColorBurst Hand Scanner,
Blowup Hard I (Internal), ScreenBlaster II (external), FalconSpeed,
Cubase Audio Clock (DSP port), Nemesis 25/50 (not installed) and etc.
Atari Mega STE TOS 2.06 internal HD with Vortex ATonce 386SX.
Atari Mega ST4 TOS 1.04 stock. Atari 1040 STE TOS 1.62 4megs stock.
ST/STE Hardware: VideoMaster ST/STE/Falcon cart, VIDI ST & Splitter,
GoldenImage HandScanner, Spectre GCR, SuperCharger, and etc.

3091. Re: TeStInG...tEsTiNg...

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8qjbr1ugm2@nd.eastky.net>
Source record: 57184

On 22 Sep 2000 21:00:28 , Steve Sweet wrote:
> (edited)

8-)

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ST/STE Hardware: VideoMaster ST/STE/Falcon cart, VIDI ST & Splitter,
GoldenImage HandScanner, Spectre GCR, SuperCharger, and etc.
---
phantomm@eastky.net

3092. Eclipse and Tempest

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8qjbriugm5@nd.eastky.net>
Source record: 57185

Does anyone have any info if these cards will ever be available to purchase
from a dealer in the USA?

Or does folks in the USA need to contact Titan/Core directly in order to
purchase these cards?

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Atari Mega ST4 TOS 1.04 stock. Atari 1040 STE TOS 1.62 4megs stock.
ST/STE Hardware: VideoMaster ST/STE/Falcon cart, VIDI ST & Splitter,
GoldenImage HandScanner, Spectre GCR, SuperCharger, and etc.
---
phantomm@eastky.net

3093. Re: tos upgrade..

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8qjbrcugm4@nd.eastky.net>
Source record: 57186

On 22 Sep 2000 19:51:41 , Amiga2000@bigpond.nospam.com wrote:
>Is it possible or legal to burn eproms with the tos version
>I reqiure?
>

An interesting idea...

Has anyone made any upgrades to the Falcon TOS 4.04?

I'd like to see a upgraded version of the TOS 4.04. I would have thought that this should have already been done by now.

And, is there any burners that will work on Atari Computers that will allow TOS 4.04 type chips to be made???

If not, what is the bare essentials computer and hardware/software wise needed to produce TOS 4.04 type chips???

I wouldn't mind having the ability to tinker around with a personal custom version of TOS 4.04 on one of my Falcons.

Any info on this is much appreciated.

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Cubase Audio Clock (DSP port), Nemesis 25/50 (not installed) and etc.
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Atari Mega ST4 TOS 1.04 stock. Atari 1040 STE TOS 1.62 4megs stock.
ST/STE Hardware: VideoMaster ST/STE/Falcon cart, VIDI ST & Splitter,
GoldenImage HandScanner, Spectre GCR, SuperCharger, and etc.
---
phantomm@eastky.net

3094. Re: Wanted: Mega ST 4! Pay upto $100! Buy o

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8qjbr6ugm3@nd.eastky.net>
Source record: 57187

On 22 Sep 2000 01:44:54 , Benjamin Smith wrote:

Hey Ben,

I have the Mega your looking for.
However, I am asking more than $100.00 for it.

But, I am opened to trades for Atari hardware and software that I
don't have.

If interesed, e-mail me a list of Atari Items you have for trade.

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Cubase Audio Clock (DSP port), Nemesis 25/50 (not installed) and etc.
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ST/STE Hardware: VideoMaster ST/STE/Falcon cart, VIDI ST & Splitter,
GoldenImage HandScanner, Spectre GCR, SuperCharger, and etc.
---
phantomm@eastky.net

3095. Grandad's Quest ST question

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <8qjcr3op1@nnrp1.phx.gblx.net>
Source record: 57188

Does anyone have the unlock code for this game? I registered it years back, I think the authors name was Ian Scott. I can not find him anymore, and I did massive websearching and e-mailing trying to contact him. I even sent him snail mail, but got no response at all.

If someone could e-mail me the code I would appreciate it. I think it is just a single 4 or 6 digit number, which is the same code for every copy of the locked shareware version.

I wrote it down on a backed up disk with the game copied on it that I let a friend borrow, and he lost it.

I want to play this through again! It is fun and I miss it! Thanks. -Satcom2

3096. 4 Meg 16mhz STe for classic games trade!

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <8qje9jtg1@nnrp1.phx.gblx.net>
Source record: 57189

I am ready to let go of my favorite Atari computer, to support my game collecting habit.

It has an AdSpeed accelerator installed. TOS 2.06, and 4 megs of memory. Nice clean machine, not yellowed at all. Every rare now and then you have to re-seat (push down on) the processor/accelerator chip (this is fairly normal since the accelerator sets in the main chip socket and has a big board on top, making it easier for the chip to "creep" in the socket), or else you get a black screen, but usually only after a long time of inactivity (ie being in the closet for a year). It is a very stable setup other than that one infrequent, and easily remedied problem. (I used to LOVE web browsing with this back in 1996! Fast and NO Windows crashing on you like Micro***t)). I will throw in a mouse and an Atari joystick.

All I want is 20 points worth of stuff from my want list, if you cant quite get to 20 just let me know what you have for me and we'll work out a deal, but you must have at least 2 items I need please or do not bother e-mailing. Thank you. -Satcom2

Atari 800xl Mountain King cart 2 points
Atari 800xl Super Zaxxon cart 7 points
Atari 800xl Zaxxon cart 5 points
Atari 5200 Meteorites cart 7 points
Atari 5200 Bounty Bob Strikes Back cart 20 points
Atari 5200 Krazy Shootout cart 4 points
Atari 2600 Megamania NO spotting on label! 1 point
Atari 800 Ultima 2,3 or 4 complete 4 points
Atari ST Zool complete 4 points
Any Atari ST Ultima game Complete 3 points
Atari 7800 Mean 18 Golf (NTSC only) 5 points
Atari 7800 Alien Brigade (NTSC only) 4 points
Atari 7800 Sentinel (NTSC only) 6 points

3097. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10009232011180.11447-100000@moose.erie.net>
Source record: 57190

This sounds similar to the problem that I had with an earlier
version of the sting.stx module. It wouldn't connect to my ISP but an
earlier version worked. I don't recall the version numbers off-hand, but
it was before Ron was handling STing.

On 22 Jul 2000, Djordje Vukovic wrote:

> On 19 Jul 2000 21:03:00 , Berthold Woesle wrote:
>
> >This is the relevant part of Ronald Andersson's mail:
> >
> >>The big question is _why_ the newer serial.stxmodule doesn't
> >>work for you.Checking back on the feedback I got when it was first released, I
> >>notethat most complaints came from people who eventually fixed it by makinga
> >>new installation and configuration of the HSMODA07 package.
>
> I think that the new serial.stx (V1.20) has som hidden problem. It made
> trouble to me here (Mega ST4, TOS1.4- or 2.06, Intel144/144e modem) and
> sometime crashed in Dialer during or after initialization. Whether it would
> work or not depended on to which node of my ISP I was connecting- it seemed
> they used two different sets of software on their nodes, which did not respond
> in the same way during login and initialization (coincidence or not, the nodes
> with which serial.stx v1.20 had problems were those where ISP had 56K modems;
> the nodes with which serial.stx worked ok were those with 33.6K modems).
> The older serial.stx (V1.15) worked OK all the time.
>
> I contacted Ronald too, and he has even sent me a STiNG suite adjusted by
> himself, together with configured HSMODA7 files, to be used from a floppy on
> a bare machine, but that crashed, too. So, for the time being, I am using old
> serial.stx v1.15 with STiNG V1.26 and it works.
>
> Ronalds final comment was that one of the variants of my ISP's software
> somehow sent some wrong data during initialization, and there were also some
> doubts that maybe my modem did not have quite complete rts/cts protocol
> (true, the documentation is unclear, yet everything had always worked before)
> BUT IT REMAINED UNCLEAR why the older serial.stx was more tolerant to these
> faults. Hopefully some new version may clear that?
>
>

3098. Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:00:00 UTC
From: "Jose Olivera Jr." <ace942@gate.net>
Message-ID: <39CD6B05.C1B2BAFE@gate.net>
Source record: 57191

You can download several good emulators from the Little Green Desktop site. The URL is:

http://lgd.fatal-design.com/

I recommend WinSTon. Please note that some of the emulators might require you to have a TOS ROM image. The site above also has them but you should only download the ROM images if you actually have an actual TOS as part of your Atari ST. The latest version of WinSTon (version 0.4) has a version of TOS built in.

Hope that helps.

Frank Eiche wrote:

> Does anyone know a good atari st emulator, that needs no
> hardware parts (gemulator board or something like that)?
>
> Thanks in advance.
>
> kind regards
> Frank

--
Jose Olivera Jr.
<ace942@gate.net>
http://members.tripod.com/ace942/index.htm

3099. Re: NEW David Snow Atari-Midi Apps on TAMW!

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:03:47 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <452.301T2350T636263optimus@canit.se>
Source record: 57149

Tim Conrardy skrev:

> New Wave is a GEM application that allows you to create original
>16-bit sound files using a powerful technique called "additive
>synthesis".

Could anyone care to enlighten me as to how this "additive synthesis" works?
Is it by any chance related to FM synthesis?

--
En ligne avec Thor 2.6.

G&#65533; med i SUGA, Swedish Usergroup of Amiga!
WWW: http://swedish.usergroup.amiga.tm/
BBS: 08-6582572, telnet sua.ath.cx, port 42512.

3100. Re: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:17:49 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <811.301T2450T775751optimus@canit.se>
Source record: 57150

Steve Stupple skrev:

>In article <39C40B02.777C65D@qnet.com>, Don <dons@qnet.com> writes
>>Why waste everyones time asking this over and over to everyone who post a
>>wanted or for sale. READ before you ask the question over and over his
>>Organization line says that he is from Norway. Hell maybe Im wrong but I
>>thought there was only one Norway.

>It all depends on what newsgroup client you use. Some display
>organisations some don't. Yet again you can't take too much for
>granted!!!

All news reader display full headers if requested. My reader (Thor) doesn't
display the organisation header by default, but by displaying all the headers,
it is very much visible.

--
En ligne avec Thor 2.6.

Vi m�ste vara r�dda om varandra
- det �r det enda reciproka pronomen vi har.

3101. Re: tos upgrade..

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:19:58 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <541.301T2900T796145optimus@canit.se>
Source record: 57151

Amiga2000 skrev:

>Is it possible or legal to burn eproms with the tos version
>I reqiure?

Possible, yes. Legal, for some odd reason, no.

>Is it a matter of getting a 27C256 eprom and writing the
>tos version i want and plugging it in?

2.x ROMs need adaptor boards due to different physical and logical layout.

>Atari's I'm talking about are STe STfm, and MEGA 1.

Don't know about the STE, though.

--
En ligne avec Thor 2.6.

Schont die Sockel, wenn ihr die Denkm�ler st�rzt. Sie k�nnten noch gebraucht
werden.
--- Stanislaw Jerzy Lec

3102. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 00:57:34 UTC
From: mb@gem.win.co.nz
Message-ID: <G1BE7w.Dt@gem.win.co.nz>
Source record: 57152

Lonny Pursell (atari@SYNTAX.ERROR) wrote:
: On 21 Sep 2000, Jo Even Skarstein wrote:

: > Hmm, $70? Then why doesn't he just make a batch? Mario Becroft has made
: > more expensive hardware than this for the TT without pre-orders.

: You hit the nail right on the head. In fact 100 committed sales
: is probably no risk at all for Roudolphe, so you have to wonder
: where the lack of faith really sits. Mario can't get some of the
: stuff done fast enough to meet demand.

I would like to make a few comments on this.

None of my Atari products really makes a profit. If I was to account for the time I spend on designing these I would be working for x dollars/hour; I have not calculated it, but x would be extremely small (maybe about 5, maybe less, and that is not accounting for business overheads).

There IS demand for the products, and if I got them done faster I would be selling them; but once my VMEbus graphics card, for example, is done, I will be lucky to sell 20 units. It is nice to think that you are supporting the Atari market, but the fact is that for this to be viable commercially I would have to sell *at least* 10 times that amount.

I am continuing to work on these projects only because it is interesting, it is good experience, and most importantly, I have been fortunate enough to have time to work on unprofitable projects. This situation is changing, which is why my last two products (VMEbus graphics/ethernet and SCSI-ethernet adapter) are taking such a long time to be completed.

So to get back to the topic of this thread. Saying that because I can do it, Rodolphe Czuba should be able to do it, is invalid since what I am doing is not commercial.

It is pleasant, perhaps, to phantasize about 100 sales of the product, but from my experience in the current Atari market this figure is totally unrealistic. (Note the 70 USD figure was erroneous; it is really advertised at 150 euros.) It is easy to talk, but what Rodolphe needs in order to make this a viable proposition is sales, not words. And unless he is stupid he will realise that a figure of 100 units sales is unlikely to eventuate. Therefore the only realistic option he has is to ask for a number of people to commit to buying the device, and proceed if there are enough. Even this is risky because someone who was "committed" could easily change his mind.

The argument that you cannot commit to buying the product without seeing it is understandable, but Rodolphe is in the same position. Just as you

cannot commit to buying it without seeing, Rodolphe cannot commit to producing it without buyers. And I can assure you Rodolphe's commitment in producing the unit is much more than yours in buying it; while you are committed to spending $150, his committment will amount to thousands, not to mention his time.

And if you think about it, this problem can be avoided easily enough. Rodolphe must simply quote some firm specifications as to the price and performance of the card, and allow anyone who wishes to commit to buying it on the basis that it meets or exceeds those specifications. This way you are obliged to buy it if it works as advertised, while Rodolphe is obliged to make it work as advertised. If you cannot see the product working as advertised, you are under no obligation.

In any case, Rodolphe is under no obligation to build products for the Atari market, at a loss or otherwise, and I do not see how anybody can have any basis for complaint. If anything, we should all be grateful that he even considers making a product for this dead platform. No offence to the people who disagree, but I think they need to stop dreaming and come back to the real world.

Perhaps Rodolphe is not as good as he could be at communicating, but this does not influence any of the issues that I have discussed.
--
--
Mario Becroft # Tariland, New Zealand Atari User Group
mb@gem.win.co.nz # Atari Hardware Developments
http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

3103. Re: FPU Speed

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 03:00:39 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39CC1CD7.A631086E@ihug.co.nz>
Source record: 57153

Hi there,

Phantomm wrote:
>
> Got a FPU here in a Falcon and not sure about the Speed of it.
>
> Here's the info from the chip...
>
> MC68882FN16A

Its a 68882 FPU designed for 16MHz clock speed.

I have an 'MC68882FN20A' in my Falcon, which is designed
to run at 20MHz, but actually runs at the standard 16MHz
that the Falcon uses as its crystal for the FPU socket.

The quoted clock speed on the chip therefore isn't gospel,
and can be under or over-clocked...(over preferably, you'd
be silly wanting to run your hardware slower than it is
designed to run! :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3104. Port of NVDI5 lib for GCC

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 04:13:22 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8qhako$np2$1@nnrp1.deja.com>
Source record: 57154

Port of NVDI5 lib for GCC
Does anyone have this? Has anyone attempted doing this? If you have any information on this, please share it with me. It would really mean a lot to me if there is already something like this available. I need the support for the new GCBITMAP structure (24-bit non-planar graphics, etc...)

nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

3105. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 04:23:12 UTC
From: rsmac@t-online.de
Message-ID: <1ehdij1.1zznmeu9x1tsN%rsmac@t-online.de>
Source record: 57155

Bob King <robert.king@patent.gov.uk> wrote:

> they are thinking of replacing at least part of TOS by a Linux kernal.
> A press releas from Milan/Axro is promised.

Please wait for an OFFICIAL statement of MILAN GMBH.
Watch --MILAN-- website.

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3106. Re: FPU Speed

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 04:23:12 UTC
From: rsmac@t-online.de
Message-ID: <1ehdi80.1ewnuuu1m5qosoN%rsmac@t-online.de>
Source record: 57156

Phantomm <phantomm@eastky.net> wrote:

> Got a FPU here in a Falcon and not sure about the Speed of it.
>
> Here's the info from the chip...
>
> MC68882FN16A

Motorola 68882 16Mhz

> OC35H
> |
> ___or 0 ?
>
> QEQB9037
> |
> ___or O ?
>
>
> Any help is appreciated
>
> phantomm@eastky.net
>

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3107. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 05:26:28 UTC
From: jba4@po.cwru.edu
Message-ID: <39cc3e1b.59397827@news.cwru.edu>
Source record: 57157

Very good comments, Mario! I feel the same way and you laid out the
argument for supporting Rudolphe much better than I ever could. Nice
and logical. Keep on working those projects! I'm still very
interested in that grpahics card!

On Sat, 23 Sep 2000 00:57:34 GMT, mb@gem.win.co.nz (Mario Becroft)
wrote:
>
>I would like to make a few comments on this.
>
>None of my Atari products really makes a profit. If I was to account for
>the time I spend on designing these I would be working for x dollars/hour;
>I have not calculated it, but x would be extremely small (maybe about 5,
>maybe less, and that is not accounting for business overheads).
>
>There IS demand for the products, and if I got them done faster I would be
>selling them; but once my VMEbus graphics card, for example, is done, I
>will be lucky to sell 20 units. It is nice to think that you are
>supporting the Atari market, but the fact is that for this to be viable
>commercially I would have to sell *at least* 10 times that amount.
>
>I am continuing to work on these projects only because it is interesting,
>it is good experience, and most importantly, I have been fortunate enough
>to have time to work on unprofitable projects. This situation is changing,
>which is why my last two products (VMEbus graphics/ethernet and
>SCSI-ethernet adapter) are taking such a long time to be completed.
>
>So to get back to the topic of this thread. Saying that because I can do
>it, Rodolphe Czuba should be able to do it, is invalid since what I am
>doing is not commercial.
>
>It is pleasant, perhaps, to phantasize about 100 sales of the product, but
>from my experience in the current Atari market this figure is totally
>unrealistic. (Note the 70 USD figure was erroneous; it is really
>advertised at 150 euros.) It is easy to talk, but what Rodolphe needs in
>order to make this a viable proposition is sales, not words. And unless he
>is stupid he will realise that a figure of 100 units sales is unlikely to
>eventuate. Therefore the only realistic option he has is to ask for a
>number of people to commit to buying the device, and proceed if there are
>enough. Even this is risky because someone who was "committed" could
>easily change his mind.
>
>The argument that you cannot commit to buying the product without seeing
>it is understandable, but Rodolphe is in the same position. Just as you

>cannot commit to buying it without seeing, Rodolphe cannot commit to
>producing it without buyers. And I can assure you Rodolphe's commitment in
>producing the unit is much more than yours in buying it; while you are
>committed to spending $150, his committment will amount to thousands, not
>to mention his time.
>
>And if you think about it, this problem can be avoided easily enough.
>Rodolphe must simply quote some firm specifications as to the price and
>performance of the card, and allow anyone who wishes to commit to buying
>it on the basis that it meets or exceeds those specifications. This way
>you are obliged to buy it if it works as advertised, while Rodolphe is
>obliged to make it work as advertised. If you cannot see the product
>working as advertised, you are under no obligation.
>
>In any case, Rodolphe is under no obligation to build products for the
>Atari market, at a loss or otherwise, and I do not see how anybody can
>have any basis for complaint. If anything, we should all be grateful that
>he even considers making a product for this dead platform. No offence to
>the people who disagree, but I think they need to stop dreaming and come
>back to the real world.
>
>Perhaps Rodolphe is not as good as he could be at communicating, but this
>does not influence any of the issues that I have discussed.
>--
>--
>Mario Becroft # Tariland, New Zealand Atari User Group
>mb@gem.win.co.nz # Atari Hardware Developments
>http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3108. Re: NEW David Snow Atari-Midi Apps on TAMW!

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 06:41:20 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qhjadmb1@nnrp1.deja.com>
Source record: 57158

In article <452.301T2350T636263optimus@canit.se>,
"Iggy Drougge" <optimus@canit.se> wrote:
> Tim Conrardy skrev:
>
> > New Wave is a GEM application that allows you to create original
> >16-bit sound files using a powerful technique called "additive
> >synthesis".
>
> Could anyone care to enlighten me as to how this "additive synthesis"
works?
> Is it by any chance related to FM synthesis?
>
HI

Additive synthisis is different then FM as additive is basically SINE waves that are mixed together with different frequencies as well as Volume levels and different envelopes to create a sound. An Organ is a type of Additive synthisis. Kawai and others have excellent additive synthisizers. FM can do Additive for eaxample on a DX7, if you select algorithm 31 or 32, it is basically 6 sine waves that you can minipulate. Wendy Carlos was a pioneer in additive synthisis and had several unique additive synths. She prefered them over the Moogs!

With this program, it turns your sampler basically into an additive synth, or more specifically, THE FALCON!!

there is a lot more on additive synthisis, just do a word search on the net...GOOOGLE it!

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3109. TOS ownership (was: tos upgrade)

Newsgroup: comp.sys.atari.st
Date: 2000-09-23 12:26:09 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8qi7s1$c41$1@news.comnet.co.nz>
Source record: 57192

"Iggy Drougge" <optimus@canit.se> wrote ...
> Amiga2000 skrev:
>
> >Is it possible or legal to burn eproms with the tos version
> >I reqiure?
>
> Possible, yes. Legal, for some odd reason, no.

Who actually owns TOS?

I can recall that Atari sold Milan Computer some rights to TOS - were they ownership or customisation/modification rights?

Or did Atari still own TOS when it was swallowed by Hasbro? (Meaning Hasbro will now own TOS)

GEM has now been "open sourced", and a number of programmers are working on GEM version 5 for the PC (with a very 3D look to it - and it still runs within the "640k ought to be enough" memory space of a 1980's PC XT)

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

3110. SVGA on Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <2Niz5.15352$Vu5.746151@newsread2.prod.itd.earthlink.net>
Source record: 57097

Hi All,
My VGA monitor died (boo hoo!) Is an SVGA compatible with the Falcon?
John G.

3111. Re: SVGA on Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.1437776c6b5e40c89897ed@news.prodigy.net>
Source record: 57098

In article <2Niz5.15352$Vu5.746151@newsread2.prod.itd.earthlink.net>,
swampfox1@earthlink.net stated:

> My VGA monitor died (boo hoo!) Is an SVGA compatible with the Falcon?

Yes.

--
==========
lonniemcclure@prodigy.net

3112. Re: NEW David Snow Atari-Midi Apps on TAMW!

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qkiv8$6eq$1@nnrp1.deja.com>
Source record: 57099

> >there is a lot more on additive synthisis, just do a word search on
the
> >net...GOOOGLE it!
>
> Thank you for your explication, I will! ^_^
>
> --
> En ligne avec Thor 2.6.

Also a word of note. If you download the Caged Artist K5 Editor and
just have a look at it, it can give you an idea of what an additive
synth is like. Go to my page under CAGED ARTIST.Very cooool graphics on
that one!

Tim
>

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3113. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qkjab$6us$1@nnrp1.deja.com>
Source record: 57100
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

> No! what I am trying to do is recover files from a disk that has gone
> wrong.
>
> There MUST be some documentation, or someone that knows, somewhere!
Steve

OH...looks like I was barking up the wrg tree. Sorry to lead you around
like that :-) I guess that is out of my feild. perhaps a disc utility
will do the job.

Tim

> --
I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3114. NEW: Midi Joy on TAMW

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Tim Conrardy <timconrardy@my-deja.com>
Message-ID: <8qkjjd$713$1@nnrp1.deja.com>
Source record: 57101

A NEW Atari-Midi application is now available at my site

Harry Koopmans MIDI JOY. Inspired by Laurie Spiegels Music Mouse this
app has to be seen and HEARD to be believed. There is also an HTML
format of the manual, at least it is started (translated from the dutch)

Check it out! Great graphics on this one!

http://sites.netscape.net/timconrardy/midijoy.htm

Tim

--

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3115. Re: FLEXTRAX v0.9 released!

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39cdcef4$0$8004@news.zetnet.co.uk>
Source record: 57102

On 24 Sep 2000 01:19:07 , "Daniel Hedberg" wrote:
>Version 0.9 of FlexTrax, the soundtracker for Atari Falcon030 compatible
>computers is now released!
>
>Version 0.9 has support for both the AVR and WAV sample formats
>and the sample editor has been greatly improved. FlexTrax supports the
>standard MOD file format (up to eight channels) for compatibility reasons
>but also features a new enhanced module format FLX. The FLX format is
>an extended version of the standard MOD file format with support for
>real-time sound effects like reverb and delay. The replay routine used in
>FlexTrax was first developed for our platform game "Willie's Adventures".
>Both VGA and RGB monitors are supported.
>
>Get it from http://home.swipnet.se/newbeat/
>
>All the best,
>Daniel Hedberg
>New Beat
>
>
>
>.
Hi Daniel,

Not so easy to download!!
Get to above URL, then to productions, then where???

CAB 2.8

Lovely pages at first, then all that Swedish!!!

Bob King.

3116. Re: 4 Meg 16mhz STe for classic games trade!

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <BkuqIUA0Idz5EwXC@steverosie.demon.co.uk>
Source record: 57103

In article <8qje9jtg1@nnrp1.phx.gblx.net>, Satcom2
<svenhard@primenet.com> writes
>I am ready to let go of my favorite Atari computer, to support my game
>collecting habit.
>
>It has an AdSpeed accelerator installed. TOS 2.06, and 4 megs of memory.
>Nice clean machine, not yellowed at all. Every rare now and then you have to
>re-seat (push down on) the processor/accelerator chip (this is fairly normal
>since the accelerator sets in the main chip socket and has a big board on
>top, making it easier for the chip to "creep" in the socket), or else you
>get a black screen, but usually only after a long time of inactivity (ie
>being in the closet for a year). It is a very stable setup other than that
>one infrequent, and easily remedied problem. (I used to LOVE web browsing
>with this back in 1996! Fast and NO Windows crashing on you like
>Micro***t)). I will throw in a mouse and an Atari joystick.
>
>All I want is 20 points worth of stuff from my want list, if you cant quite
>get to 20 just let me know what you have for me and we'll work out a deal,
>but you must have at least 2 items I need please or do not bother e-mailing.
>Thank you. -Satcom2
>
>Atari 800xl Mountain King cart 2 points
>Atari 800xl Super Zaxxon cart 7 points
>Atari 800xl Zaxxon cart 5 points
>Atari 5200 Meteorites cart 7 points
>Atari 5200 Bounty Bob Strikes Back cart 20 points
>Atari 5200 Krazy Shootout cart 4 points
>Atari 2600 Megamania NO spotting on label! 1 point
>Atari 800 Ultima 2,3 or 4 complete 4 points
>Atari ST Zool complete 4 points
>Any Atari ST Ultima game Complete 3 points
>Atari 7800 Mean 18 Golf (NTSC only) 5 points
>Atari 7800 Alien Brigade (NTSC only) 4 points
>Atari 7800 Sentinel (NTSC only) 6 points

I take it as you are after NTSC carts that you are outside the UK? If
not I may be able to help you:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3117. Re: Need "fdisk.prg" for OS-9/68000

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Alexander Popov <long@web.bg>
Message-ID: <8qklsf$97v$1@nnrp1.deja.com>
Source record: 57104
Cross-posted to: bit.listserv.coco,comp.os.os9,comp.sys.atari.st

In article <39C9C03F.BB79C20C@uswest.net>,
Carlo Nocho <ccn80z@uswest.net> wrote:
> Hi. I have been searching for sometime now for the "fdisk" hard disk
> partitioning software for the Atari ST version of Microware Personal
> OS-9/68000 V2.2 (3 disks). The file 'fdisk.prg' from the startup
disk
> has been damaged and I have no backup for this disk. Could anyone
> provide this file?
>
> Thank you. Carlo.
>
>

You can try to find one in the os\fficial os-9 archive:

http://os9archive.rtsi.com/

Sent via Deja.com http://www.deja.com/
Before you buy.

3118. Re: FLEXTRAX v0.9 released!

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Daniel Hedberg <nospam@thankyou.com>
Message-ID: <t2mz5.494$d5.19750@newsb.telia.net>
Source record: 57105

Hi Bob,

FlexTrax is listed on the top of the productions page. Just click on the
download button to the right if you want a copy. Let me know if it
doesn't work, and I'll send you a copy of FlexTrax by email!

The pages are entirely in English, no Swedish, so I'm afraid I don't
understand what you mean by "than all that Swedish".

Take care,
Daniel

"Bob King" <rking@zetnet.co.uk> wrote...

> Hi Daniel,
>
> Not so easy to download!!
> Get to above URL, then to productions, then where???
>
> CAB 2.8
>
> Lovely pages at first, then all that Swedish!!!
>
>
> Bob King.

3119. Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: "kevindermott." <k@kevindermott.co.uk>
Message-ID: <39cdfced@news.telinco.net>
Source record: 57106

Frank Eiche <eichef@gmx.de> wrote in message
news:8qijk9$fjqbs$1@ID-36514.news.cis.dfn.de...
> Does anyone know a good atari st emulator, that needs no
> hardware parts (gemulator board or something like that)?
>
> Thanks in advance.
>
> kind regards
> Frank
>
>
latest Gemulator needs no hardware and it's free
http://www.emulators.com/

3120. The 520 is still for sale!

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <8ql0qsnpv1@news6.svr.pol.co.uk>
Source record: 57107

So....

Before we all go off on one about software piracy and the like - a subject which has been gone over a thousand times already - I'd just like to remind anyone who's even vaguely interested in owning an Atari computer that I still have a good condition S20 STE for sale. And for just 25 ukp as well or 50 if you want the (needs attention) mono monitor as well.

Has anyone any argument about this? If it makes certain people happy, I will be happy to only copy free and shareware stuff and not stuff that could be deemed 'commercial' software. I wouldn't like to deny anyone a hot meal would I?

Al

3121. >> Atari Icon Libary updated <<

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8ql2fklop1@nnrp1.deja.com>
Source record: 57108

Hi all,

Just added 6 new archives (74-79) to the icon library,
and updated an old one (46)

Go get some icons! :)

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3122. >> Atari Icon Libary updated <<

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8ql2me$m1r$1@nnrp1.deja.com>
Source record: 57109

Hi all,

Just added 6 new archives (74-79) to the icon library,
and updated an old one (46)

Go get some icons! :)

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

3123. Re: ZIP drive has me baffled

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39ce21be6a71a0@online.be>
Source record: 57110

on Sun 24-09-2000 01:27 Edward S. Baiz Jr. wrote:

>On 22 Sep 2000 08:37:26 , Ken Springer wrote:
>>Hi, All,
>
>>Does the Hades/HDDriver combination have problems creating
>>TOS & DOS compatible ZIP carts? I've read Uwe's posts about
>>no longer officially supporting the Hades due to cache
>>problems. Too bad they will never be fixed, AFAIK. :-(
>>I do not remember which computer I used to create the carts
>>that can be read.
>
>Not to my knowledge. I have used my Hades to create TOS /DOS compatible Jaz
>carts with no problems.

Indeed there is certainly no problem whatsoever to create TOS/DOS
compatible partitions on the Hades. I'm using this option very often.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3124. Re: FLEXTRAX v0.9 released!

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39ce23be837780@online.be>
Source record: 57111

on Sun 24-09-2000 09:52 Bob King wrote:

>
>>Get it from http://home.swipnet.se/newbeat/

>Not so easy to download!!
>Get to above URL, then to productions, then where???
>
>CAB 2.8
>
>Lovely pages at first, then all that Swedish!!!

Whilst I'm writing this message I'm dowloading, using Cab 2.80, flextrax
without any problem. The page is all in English.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3125. Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <39ce2946.3165435@news.cwru.edu>
Source record: 57112

Hey everyone! I just bought a 4x CD ROM for my TT030. It seems to be working perfectly. Now I have some questions.

First off, I'm running SPIN! v0.34 under MINT with AES4.1. The metados driver is loaded first, tyhe the SPIN.XFS is loaded by Mint and everyone is happy. Now I've noticed that if I ever press eject on the CD-ROM and put in a new disc and close the draw, it cannot be read. Now if I use CDPLAYER to eject the drive an dput a new disc in, everything is fine. So does the OS need to eject the disc, or does the SPIN/Metados combo just not work well.

Ok, second, I don't wuite understand the deal with audio on the CD player. Should I expect to hear the sound thru the TT's speaker? 'Cause I definitely do not. The more I thought abnout it, the more it made sense. Perhaps I can only attach speakers to the CD drive's actual audio output. So, is that the only place I'm going to hear sound? Just wondering.

So that's all my questions! Thanks for any help that anyone can give! I really appreciate it!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3126. Re: Syquest problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969813296-257951AEicMi@bun.com>
Source record: 57113

Hi Rick

>I'm having touble with my ICD Link2 based system (see my orig post below)
>Asked this on the .tech list and got only the one response (Thanks Chris).

I dont remember seeing anything in .tech, are you refering to
comp.sys.atari.st.tech

>I've tested the syquest/link now with ICDboot on a floppy and get the same
>results so I don't think this is an issue of conflicting drivers but maybe
>somebody her can help. thanks.

It sounds like the problem could be with your Syquest system itself, i'd be checking the
power supply first myself.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3127. Re: TOS ownership (was: tos upgrade)

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969813300-258455AEicMi@bun.com>
Source record: 57114

Hi Lyndon

>Interesting thought. When companies like TUS sell TOS 2.06 upgrades
>where do they get the TOS image from. Do they have to pay for each
>one to someone?

If they are selling TOS images they should have a license to do so.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3128. Re: SVGA on Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: felice@zetnet.co.uk
Message-ID: <39ce2f38.1321712@news.in2home.co.uk>
Source record: 57115

Yep, any SVGA monitor will work fine with the Falcon. You may need the Falc-VGA adaptor if you are not already using this to connect up.

Cheers,

Richard (Felice - Maggie Team)

On Sun, 24 Sep 2000 03:29:39 -0500, lonniemcclure@prodigy.net (Lonnie McClure) wrote:

>
>In article <2Niz5.15352$Vu5.746151@newsread2.prod.itd.earthlink.net>,
>swampfox1@earthlink.net stated:
>
>> My VGA monitor died (boo hoo!) Is an SVGA compatible with the Falcon?
>
>Yes.
>
>--
>==========================
>lonniemcclure@prodigy.net

3129. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sssc14680l6va5@corp.supernews.com>
Source record: 57116

```
On 23 Sep 2000 21:27:15 , JI Logan wrote:
>On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:
>
>| I'm not asking for a handout. All I'm asking is what is there, that
>|you would like to see for your computer (within reason, I'm a programmer
>|not a hardware guru), that you would be willing to give $10-$20 support.
>|I'm not asking for any money up front or anything like that. Just is
>|there something that I could write that would be worth that much to you?
>
>
>Seven days left to the 30th September, the suggested end date for
>sending money to Dan Ackerman via Denesh Bhabuta (see below). The
>postal address is:

Hi

Could I have Dans email address please. As I'd rather send money
direct, not through someone else.

TIA

+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|***************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+---------------------------------------+
```

3130. makedisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: SylvoDSDS <dsds@gmx.net>
Message-ID: <codsss08dl9stnlg9fcn54713017629pnh@4ax.com>
Source record: 57117

```
hmm..
i got trouble with makedisk, every time i start to write a disk from
an image, it just tells me 'bad sector detected', while the disk has
no bad sectors..
i use 82 trax, 10 sectors, 2 sides (820k) with a classic hd floppy,
where's the problem?
```

3131. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009241354160.81-100000@TT030>
Source record: 57118

On Sun, 24 Sep 2000, Jeff Armstrong wrote:

> Ok, second, I don't wuite understand the deal with audio on the CD
> player. Should I expect to hear the sound thru the TT's speaker?
> 'Cause I definitely do not. The more I thought abnout it, the more it
> made sense. Perhaps I can only attach speakers to the CD drive's
> actual audio output. So, is that the only place I'm going to hear
> sound? Just wondering.

You will need to use headphones or some external speakers attached
directly to the CD player. The SCSI cable will not carry audio
signals. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3132. I'm getting rid of my ST stuff. FREE

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39ce545b$0$35383$53a6afc1@news.erinet.com>
Source record: 57119
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sept. 24, 2000
I'm getting rid of my ST stuff. If nobody wants it in about
two weeks, it goes out to trash.
I don't want to ship it. It is too heavy and probably I
wouldn't get enough to cover my costs and trouble.
If anyone wants to pick the stuff up, they're welcome to it.
I have a 1 meg 520 ST, a stock 520 ST, both work. Two dbl.
sided floppy drives, one doesn't work. Some single sided
drives that I think work. Two SC1224 monitors, both work.
Some software and books. All power supplies and cables.
One ST mouse, it works. If you want ALL this stuff, and can
make a time to pick it up, it's yours. I'm in the Cleveland,
Ohio area.
Russg

3133. Re: FLEXTRAX v0.9 released!

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39ce567a$0$8006@news.zetnet.co.uk>
Source record: 57120

```
On 24 Sep 2000 16:54:32 , "Martin \"Nightowl\" Byttebier" wrote:
>on Sun 24-09-2000 09:52 Bob King wrote:
>
>>
>>>Get it from http://home.swipnet.se/newbeat/
>
>>Not so easy to download!!
>>Get to above URL, then to productions, then where???
>>
>>CAB 2.8
>>
>>Lovely pages at first, then all that Swedish!!!
>
>Whilst I'm writing this message I'm dowloading, using Cab 2.80, flextrax
>without any problem. The page is all in English.
>
>CU
>Martin
>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be ***********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.

Hi Martin (and Daniel),

have repeated my try to download the file. When I get past the intro page, plain
'NEWBEAT' graphic link, into main.html (framed), then into productions.html, the
supposed link under 'Download!' doesn't work for me, I also use CAB 2.8.
Code is:

<FORM NAME="Download" METHOD="post" ACTION="http://cgi.swipnet.se/apps/formmail">
<INPUT TYPE="hidden" NAME="_thankyou" VALUE="productions/FTRAX09.ZIP">
<INPUT TYPE="hidden" NAME="_subject" VALUE="Download: FlexTrax v0.9">
<INPUT TYPE="submit" VALUE =" Download! " onMouseOver="window.status='Download FlexTrax
v0.9'" onMouseOut="window.status=''">
</FORM>

I finish up at http://cgi.swipnet.se/invalidreferer.html

as I said all Swedish!!!
```

Don't get it, either why you succeed and not me or the FTRAX09.ZIP file.
Daniel, please e-mail as promised.

Bob king

3134. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39ce582c$0$8006@news.zetnet.co.uk>
Source record: 57121

```
On 24 Sep 2000 13:55:56 , Lonny Pursell wrote:
>On Sun, 24 Sep 2000, Jeff Armstrong wrote:
>
>> Ok, second, I don't wuite understand the deal with audio on the CD
>> player. Should I expect to hear the sound thru the TT's speaker?
>> 'Cause I definitely do not. The more I thought abnout it, the more it
>> made sense. Perhaps I can only attach speakers to the CD drive's
>> actual audio output. So, is that the only place I'm going to hear
>> sound? Just wondering.
>
>You will need to use headphones or some external speakers attached
>directly to the CD player. The SCSI cable will not carry audio
>signals. ;-)
>
>_____________________________________________________________
>Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>
>.

You could also attach an amplifier to the CD's audio output pins (4 pins at
the left edge) these are where sound cards take their input from, at least that's
where I connected an amplifier for an early CD reader that did not have a front
jack socket. Then fed straight into standard pair of stereo mini speakers.

Bob King.
```

3135. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <9wtz5.17762$nk3.859193@newsread03.prod.itd.earthlink.net>
Source record: 57122

On 24 Sep 2000 16:47:32 , Lyndon Amsdon wrote:
>On 23 Sep 2000 21:27:15 , JI Logan wrote:
>>On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:
>>
>>| I'm not asking for a handout. All I'm asking is what is there, that
>>|you would like to see for your computer (within reason, I'm a programmer
>>|not a hardware guru), that you would be willing to give $10-$20 support.
>>|I'm not asking for any money up front or anything like that. Just is
>>|there something that I could write that would be worth that much to you?
>>
>>
>>Seven days left to the 30th September, the suggested end date for
>>sending money to Dan Ackerman via Denesh Bhabuta (see below). The
>>postal address is:
>
>Hi
>>>>Could I have Dans email address please. As I'd rather send money
>direct, not through someone else.
>
>TIA
>
>
Lyndon,
I E-mailed you his E-mail address and his snail mail address is:

>>> >>Dan Ackerman
>>> >>P.O.Box 361
>>> >>Mt. Vernon, OH
>>> >>43050 USA
John G.

3136. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-E13218.16422424092000@bigmomma.idirect.com>
Source record: 57123

In article <39ce2946.3165435@news.cwru.edu>, jba4@po.cwru.edu (Jeff Armstrong) wrote:

> Hey everyone! I just bought a 4x CD ROM for my TT030. It seems to be
> working perfectly. Now I have some questions.
>
> First off, I'm running SPIN! v0.34 under MINT with AES4.1. The
> metados driver is loaded first, tyhe the SPIN.XFS is loaded by Mint
> and everyone is happy. Now I've noticed that if I ever press eject on
> the CD-ROM and put in a new disc and close the draw, it cannot be
> read. Now if I use CDPLAYER to eject the drive an dput a new disc in,
> everything is fine. So does the OS need to eject the disc, or does
> the SPIN/Metados combo just not work well.

that sounds very unusual - when I had my first CD-ROM unit for my STe and later my Falcon, I never had this sort of problem, neither under ExtenDOS or SPIN! Then again I never used MiNT, so I'm not sure that it's related to that. Maybe it has something to do with modifying the configuration file.

I do remember that Thing has an "eject media" function built into it that can be called up with a keyboard shortcut.

> Ok, second, I don't wuite understand the deal with audio on the CD
> player. Should I expect to hear the sound thru the TT's speaker?
> 'Cause I definitely do not. The more I thought abnout it, the more it
> made sense. Perhaps I can only attach speakers to the CD drive's
> actual audio output. So, is that the only place I'm going to hear
> sound? Just wondering.

unless you can find a cable for the sound output on the back of the unit that would allow it to hook up to a pair of speakers, the only other way would be to hook it up to a stereo system via the headphone jack, using a 1/8" stereo to two RCA jack cable. This is what I've done for years to play my audio CDs, with excellent results.

We're lucky in that just about any brand SCSI CD-ROM drive will work with an Atari - in my recent Mac pursuits I've discovered that only certain drives from certain manufacturers will work out of the box with Macs (Apple-branded and Sony). Anything else like my Toshiba 40X won't work unless I invest in a separate driver program that runs mucho dollars (much more than ExtenDOS or the SPIN! driver), Toshiba has told me that they've stopped development of Mac drivers - or if I hack the CD-ROM driver file that comes with the Mac OS using ResEdit, which works up to a certain point.

Thank goodness for guys like Roger Burrows :)

3137. 1040STf to Scart mod?

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Mark Painter <markpainter@ntlworld.com>
Message-ID: <Ykvz5.9219$6b2.167238@news6-win.server.ntlworld.com>
Source record: 57124

Hi All

Having just been given a 1040STf after being out of the scene for years, I am trying to remember the mod that has to be done to get the monitor output to work on a scart (Peritel) cable to a TV.

I vaguely remember it needing a couple of diodes from the horizontal and vertical sync to somewhere in the cable.

Sorry if this a FAQ, but I have had a look at loads of ST sites and failed to unearth it.

Anyone remember?

Regards

Mark Painter

3138. Re: 1040STf to Scart mod? Now found!

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Mark Painter <markpainter@ntlworld.com>
Message-ID: <kuvz5.9257$6b2.166884@news6-win.server.ntlworld.com>
Source record: 57125

Now found it - thanks

3139. Falcon startup problem...

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000924230930.6514B-100000@halifax.chebucto.ns.ca>
Source record: 57126

I set up NVDI on my Falcon and selected prx-->prg in auto. Now the Falcon stops dead in mid-boot with 'can't find monochrome screen driver' STOP...

Now I can't boot the Falcon to get to the auto folder so I can disable NVDI until I get everything working correctly. IS there a bypass to boot from a:\ insteead? It keeps defaulting to the hd instead and then locks up.

Thanks...

3140. Microdeal or Psygnosis Websites?

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Byron Followell <byronfollowell@hotmail.com>
Message-ID: <8qmd60fjp1@nntp9.atl.mindspring.net>
Source record: 57127

As I fondly recall my old Atari ST days the games I think of most are the ones from Microdeal (Micrograph) and Psygnosis. I was always impressed with the quality of the games that came from these two publishers. Does anyone know if there are any tribute type websites related to either of these two companies and their software or of anywhere I might be able to obtain a full listing of the titles they published for the Atari ST line? Any information would be greatly appreciated. TIA.

Sincerely,
- Byron Followell
byronfollowell@hotmail.com

3141. Re: I'm getting rid of my ST stuff. FREE

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000924203651.14282B-100000@vtn1>
Source record: 57128
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 24 Sep 2000, Russg wrote:

> Sept. 24, 2000
> I'm getting rid of my ST stuff. If nobody wants it in about
> two weeks, it goes out to trash.

Good move. Just keep the real (8-bit) Atari stuff :)

jkp

3142. Re: The 520 is still for sale!

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009242228.a22613@su2.maus.de>
Source record: 57129

```
;> ASSIGN.SYS
;> Zur Benutzung mit GDOS 1.1 oder neuer.
;> Zuletzt geï¿½ndert am 08.01.1996 19:30
;>
PATH = C:\GEMSYS
1P SCREEN.SYS
MONACO08.FNT
MONACO09.FNT
MONACO10.FNT
MONACO20.FNT
BLUE10.FNT
CONNECT.FNT
CONNLIGH.FNT
CHICAGO.FNT
2 XVGA65K.SYS
MONACO08.FNT
MONACO09.FNT
MONACO10.FNT
MONACO20.FNT
BLUE10.FNT
CONNECT.FNT
CONNLIGH.FNT
CHICAGO.FNT
3 XVGA16M.SYS
MONACO08.FNT
MONACO09.FNT
MONACO10.FNT
MONACO20.FNT
BLUE10.FNT
CONNECT.FNT
CONNLIGH.FNT
CHICAGO.FNT
4 XVGA2.SYS
MONACO08.FNT
MONACO09.FNT
MONACO10.FNT
MONACO20.FNT
BLUE10.FNT
CONNECT.FNT
CONNLIGH.FNT
CHICAGO.FNT
5 XVGA16.SYS
MONACO08.FNT
MONACO09.FNT
```

```
MONACO10.FNT
MONACO20.FNT
BLUE10.FNT
CONNECT.FNT
CONNLIGH.FNT
CHICAGO.FNT
6P SCREEN.SYS
MONACO08.FNT
MONACO09.FNT
MONACO10.FNT
MONACO20.FNT
BLUE10.FNT
CONNECT.FNT
CONNLIGH.FNT
CHICAGO.FNT
7 XVGA256.SYS
MONACO08.FNT
MONACO09.FNT
MONACO10.FNT
MONACO20.FNT
BLUE10.FNT
CONNECT.FNT
CONNLIGH.FNT
CHICAGO.FNT
PRES9.FNT
PRES10.FNT
PRES12.FNT
8P SCREEN.SYS
MONACO08.FNT
MONACO09.FNT
MONACO10.FNT
MONACO20.FNT
BLUE10.FNT
CONNECT.FNT
CONNLIGH.FNT
CHICAGO.FNT
9P SCREEN.SYS
MONACO08.FNT
MONACO09.FNT
MONACO10.FNT
MONACO20.FNT
BLUE10.FNT
CONNECT.FNT
CONNLIGH.FNT
CHICAGO.FNT
10 XVGA32K.SYS
MONACO08.FNT
MONACO09.FNT
MONACO10.FNT
MONACO20.FNT
```

```
BLUE10.FNT
CONNECT.FNT
CONNLIGH.FNT
CHICAGO.FNT
11 HPGL.SYS ; Plotter
21 PCL.SYS ; Seitendrucker
PRES9.FNT
PRES10.FNT
PRES12.FNT
22 PIN.SYS ; 24-Nadel-Drucker
23 IMG.SYS ; 300 dpi IMGs
31 META.SYS ; METAFILE-Output
41 IMG.SYS
61 MEMORY.SYS
81 NTOFFICE.SYS
ATSS10SP.FNT
ATSS12SP.FNT
ATSS18SP.FNT
ATSS24SP.FNT
ATTP10SP.FNT
ATTR10SP.FNT
ATTR12SP.FNT
ATTR18SP.FNT
ATTR24SP.FNT
91 IMG.SYS
```

3143. FLEXTRAX v0.9 released!

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 01:19:07 UTC
From: Daniel Hedberg <nospam@thankyou.com>
Message-ID: <fEcz5.361$jk1.18641@newsc.telia.net>
Source record: 57193

Version 0.9 of FlexTrax, the soundtracker for Atari Falcon030 compatible computers is now released!

Version 0.9 has support for both the AVR and WAV sample formats and the sample editor has been greatly improved. FlexTrax supports the standard MOD file format (up to eight channels) for compatibility reasons but also features a new enhanced module format FLX. The FLX format is an extended version of the standard MOD file format with support for real-time sound effects like reverb and delay. The replay routine used in FlexTrax was first developed for our platform game "Willie's Adventures". Both VGA and RGB monitors are supported.

Get it from http://home.swipnet.se/newbeat/

All the best,
Daniel Hedberg
New Beat

3144. Re: Calamus Exporting

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 01:27:53 UTC
From: ebaiz@skyenet.net
Message-ID: <tMcz5.7450$8X6.6046@newsfeed.slurp.net>
Source record: 57194

On 21 Sep 2000 19:27:52 , Tim Conrardy wrote:
> Hello All
>
>Just got Calamus. (I answered that post a while back on that guy in
>Sunnyvale, CA, USA who was giving away his Atari stuff. Calamus was
>part of the package along with 4 monitors, a laser printer and a mega 2
>and STf!)
>
>I was wondering if there was a way to EXPORT a Calamus Document to
>either HTML or RTF/Word Format.???
>
>The reason being is that I would like to have the TRACKMAN DOCS
>available for those that do not have Calamus, as they are available
>only in Calamus format.

In Calamus 2000 I can export out in regular ASCII text.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3145. Re: ZIP drive has me baffled

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 01:27:55 UTC
From: ebaiz@skyenet.net
Message-ID: <vMcz5.7451$8X6.6046@newsfeed.slurp.net>
Source record: 57195

On 22 Sep 2000 08:37:26 , Ken Springer wrote:
>Hi, All,

>Does the Hades/HDDriver combination have problems creating
>TOS & DOS compatible ZIP carts? I've read Uwe's posts about
>no longer officially supporting the Hades due to cache
>problems. Too bad they will never be fixed, AFAIK. :-(
>I do not remember which computer I used to create the carts
>that can be read.

Not to my knowledge. I have used my Hades to create TOS /DOS compatible Jaz
carts with no problems.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3146. Re: tos upgrade..

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 06:02:26 UTC
From: rsmac@t-online.de
Message-ID: <1ehgdgp.11gg7yk1nrz8osN%rsmac@t-online.de>
Source record: 57096

Phantomm <phantomm@eastky.net> wrote:

> Has anyone made any upgrades to the Falcon TOS 4.04?

Yes.

Needs TOS 4.04 image from original TOS Chip.
Original TOS 4.04 was sell by C-LAB, Woller any maybee by BEST

> I'd like to see a upgraded version of the TOS 4.04. I would have thought that
> this should have already been done by now.

Needs JuniorPrommer hardware and the very rare PLCC expansion.
Pinatubo-Software read and write the chips.

Without chip you have to read out the TOS 4.04 on a machine with 4.04
Image is burned into an OPT ROM for -> 60 DM
PLLC eprom in this form are very rare and expensiv too.

Itï¿½s nearly cheaper to take an ready to use 4.04 from somewhere.

> And, is there any burners that will work on Atari Computers that will
> allow TOS 4.04 type chips to be made???

JuniorPrommer. PLCC Expansion. Off, nobody sell them.

> If not, what is the bare essentials computer and hardware/software wise
> needed to produce TOS 4.04 type chips???

Horrable expensiv eprom burners that can handle plcc chips
-> 2000 DM

> I wouldn't mind having the ability to tinker around with a personal custom
> version of TOS 4.04 on one of my Falcons.

Image makes no sense if you doasnï¿½t have the chance to burn it.

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3147. All Tos Atari...

Newsgroup: comp.sys.atari.st
Date: 2000-09-24 23:00:06 UTC
From: Egidio Basso <egidio.basso@wanadoo.be>
Message-ID: <8qm168$aq9$1@buty.wanadoo.nl>
Source record: 57130

Je recherche tous les Tos des Atari ST et STE... Du 1.0 au 2.05 en Fran&#65533;ais : je poc&#65533;de d&#65533;j&#65533; tous les Atari sortis mais pas les Tos en 6 roms : je ne sais pas comment les r&#65533;unir en un seul fichier image ; 2 par 2 &#65533;a va mais il n'en reste 3 &#65533; r&#65533;unir et 2 par 2 il reste 1 et je ne sais que faire avec, d'ou le fichier est incomplet... Ceux en 2 roms c'est facile...Soit les Tos 1.0, 1.2, 1.4, 2.0 et 2.05 en fichiers de ces Tos sur une disquette 1.44 Mb. ou sur mon e-mail egidio.basso@wanadoo.be . Merci beaucoup. A+ :-)

Click here for Free Video!!
http://www.gohip.com/freevideo/

3148. Re: tos upgrade..

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8qnu4a$61n$1@draco.stochastik.rwth-aachen.de>
Source record: 57046

In article <8qjbrcugm4@nd.eastky.net>, Phantomm <phantomm@eastky.net> wrote:
>On 22 Sep 2000 19:51:41 , Amiga2000@bigpond.nospam.com wrote:
>
>Has anyone made any upgrades to the Falcon TOS 4.04?

Yes. The Milan TOS is based on the Falcon TOS sources and is currently at
version 4.08, with both bug fixes and modifications to support the Milan
hardware.

TOS 4.0x can be compiled for other machines (I had it running on my TT
during development, when the Milan hardware was not yet ready), but it would
need some work to get the current sources to work completely on the TT or
other non-Milan machines.

>And, is there any burners that will work on Atari Computers that will
>allow TOS 4.04 type chips to be made???

Yes - the Maxon "Juniorprommer", along with harun Scheutzow's 16-bit adapter
and my Pinatubo software, can be used to burn 27C4096 EPROMs.

>If not, what is the bare essentials computer and hardware/software wise
>needed to produce TOS 4.04 type chips???

Any decent universal EPROM programmer that can handle 16-bit EPROMs, along
with a PLCC adapter.

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3149. Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8qo130$4cu$1@neptunium.btinternet.com>
Source record: 57047

"Frank Eiche" <eichef@gmx.de> wrote in message
news:8qijk9$fjqbs$1@ID-36514.news.cis.dfn.de...
> Does anyone know a good atari st emulator, that needs no
> hardware parts (gemulator board or something like that)?
>
> Thanks in advance.
>
> kind regards
> Frank

If you want good GEM emulation, then you can use either Gemulator 2000, TOSBox or STEmulator. If you want to play ST games, then use WinSTon v0.5 as it is quite simply the best ST games emulator.

Unfortunately, development of WinSTon stopped because of some little toe-rag hacking into the authors PC to steal the source code, amonst other things.

And look out for SainT in December if you like ST demos :)

Simon Osborne

3150. Re: Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: "kevindermott." <k@kevindermott.co.uk>
Message-ID: <39cf9130@news.telinco.net>
Source record: 57048

Mindfield <mindfield@badgers.home.com> wrote in message
news:41atss0ndmdhr9f77r2b86qesq6in8efl6@4ax.com...
> On Sun, 24 Sep 2000 14:06:23 +0100, "kevindermott."
> <k@kevindermott.co.uk> drooled an embarassing wet spot in his lap as
> he typed:
>
> >latest Gemulator needs no hardware and it's free
> >http://www.emulators.com/
>
> It's also still, IMHO, crap, even after 5 years of development. But
> then, I've never liked Derek Mihocka's emulators...
>
> --
> Mindfield

after using it for only 6 weeks I found I was attracting more women and
added 2 inches to my biceps
Kevin
www.kevindermott.co.uk

3151. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <aAcshUA8T5z5Ew3m@steverosie.demon.co.uk>
Source record: 57049
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qkjab$6us$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>OH...looks like I was barking up the wrg tree. Sorry to lead you around
>like that :-) I guess that is out of my feild. perhaps a disc utility
>will do the job.
>
>Tim

A disk utility is no problem, it's finding the structure of .ARR files
that's got me stuck!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3152. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ZgvsZoAyf5z5Ew0+@steverosie.demon.co.uk>
Source record: 57050

In article <39cf382d$0$56644$392904a7@news.execpc.com>, Ken Kosut
<kjcat@execpc.com> writes
>
>Hello,
>
>I am having problems accessing floppy A or B:
>The message reads: Data on the disk may be
>damaged, or the disk is write protected.
>There is nothing on the disk, and it is not write protected.
>I cannot format a new one either.
>When I view the disk structure of A through Diamond Edge,
>I get an error message, DOS -14 boot sector not recognized.
>(It won't access the drive)
>All other hard drive partitions work fine.
>
>Is my floppy drive bad, or did I mess something up internally?
>
>Thanks and appreciate any input.
>
>ken

Hi

I'm a little lost at trying to understand your problem:(

Diamond Edge will not be able to help you if the disk you are trying to
examine IS NOT formatted to start with.

If the disk isn't formatted you WILL get the message that you mentioned.

What you want to do is format the disk, which is easier using the format
routines from the desktop.

Get to the lovely green desktop thing, stick the disk into drive A.
Click on the drive A icon to select it. Then go to the FILE selection on
the menu bar and select FORMAT FLOPPY DISK from that menu.

When you get to that, make sure that DRIVE A is the selected drive,
click on double sided (single sided if you have a single sided drive).

Click on OK and the drive should be formatted for you, this takes a few
minutes so please wait until you are displayed with the amount of space
that's free.

If you're loading a program in from floppy, you haven't mentioned
whether Diamond Edge was from hard drive or floppy so I presumed floppy,
then there shouldn't be much wrong with the drive.

Now if you have done the above and are using HIGH DENSITY (HD, 1.44meg) disks, then that will be why you are having problems! Only use DOUBLE DENSITY (DD, 720k) disks on a double density (standard ST) drive.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3153. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39cfae16145aae1@tripnet.se>
Source record: 57051

On Mon 25-09-2000 08:43 (+0200) Janka Gerhard wrote:

>Jo Even Skarstein wrote:
>> I don't have any sympathy for Rodolphe. If you had seen some of the
>> language he has used in private mails - not only to me - you wouldn't
>> either.
>
>I think I've seen such language in answers to some questions I mailed
>him. And you can bet I got somewhat unfriendly too in return ;-)

And remember: the more skilled you are the less friendly you have to
be to keep your customers!

I am much happier dealing with a unfriendly and competent person. The
nice and friendly types too often tend to cover up there
incompetence...

Actually I bought my first Mega2 from a very unfriendly dealer who
later gave excellent service installing the blitter etc.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3154. Re: What do you need?

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <ssv87smo5l91e@corp.supernews.com>
Source record: 57052

```
On 24 Sep 2000 20:31:01 , John Garone wrote:
>NNTP-Posting-Date: Sun, 24 Sep 2000 13:31:01 PDT
>Organization: EarthLink Inc. -- http://www.EarthLink.net
>Xref: rQdQ comp.sys.atari.st:225267
>
>On 24 Sep 2000 16:47:32 , Lyndon Amsdon wrote:
>>On 23 Sep 2000 21:27:15 , JI Logan wrote:
>>>On 24 Aug 2000 10:20:23 , Dan Ackerman wrote:

Cheers John!

>>Hi
>>>>>Could I have Dans email address please. As I'd rather send money
>>direct, not through someone else.
>>
>>TIA
>>
>>
>Lyndon,
> I E-mailed you his E-mail address and his snail mail address is:
>
>>>> >>Dan Ackerman
>>>> >>P.O.Box 361
>>>> >>Mt. Vernon, OH
>>>> >>43050 USA
> John G.

+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|***************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+---------------------------------------+
```

3155. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <ssv8856g0r3325@corp.supernews.com>
Source record: 57053

On 24 Sep 2000 19:38:20 , Bob King wrote:
>On 24 Sep 2000 13:55:56 , Lonny Pursell wrote:
>>On Sun, 24 Sep 2000, Jeff Armstrong wrote:
>>You will need to use headphones or some external speakers attached
>>directly to the CD player. The SCSI cable will not carry audio
>>signals. ;-)
>
>You could also attach an amplifier to the CD's audio output pins (4 pins at
>the left edge) these are where sound cards take their input from, at least that's
>where I connected an amplifier for an early CD reader that did not have a front
>jack socket. Then fed straight into standard pair of stereo mini speakers.

Hi

I'm going to write a page on my web site that describes how to injet
the audio into the motherboard.

Done this on my computer and works very well. The difference between
mine and a few others I've seen is that mine is placed just before
the LM1772 tone control found in STEs so you can control the volume,
bass, treble and balance.

So it'll only work for STEs, but not sure about Falcon/TT. I assuming
the TT has a LM1772, what about the Falcon?

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3156. Re: Falcon startup problem...

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39cfaeea$0$8006@news.zetnet.co.uk>
Source record: 57054

On 24 Sep 2000 23:12:57 , Tony Cianfaglione wrote:

| . . . .
|Now I can't boot the Falcon to get to the auto folder so I can disable
|NVDI until I get everything working correctly. IS there a bypass to boot
|from a:\ insteead?

Try holding down Alt or Cntrl while it is booting. You might then
need to install C before opening it.

3157. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39cfaeea$1$8006@news.zetnet.co.uk>
Source record: 57055

On 25 Sep 2000 06:34:02 , Ken Kosut wrote:

|I am having problems accessing floppy A or B:
|The message reads: Data on the disk may be
|damaged, or the disk is write protected.
|There is nothing on the disk, and it is not write protected.
|I cannot format a new one either.
|When I view the disk structure of A through Diamond Edge,
|I get an error message, DOS -14 boot sector not recognized.
|(It won't access the drive)
|All other hard drive partitions work fine.
|
|Is my floppy drive bad, or did I mess something up internally?

Sounds as if it is the drive. I presume cables and so on are OK
(should be if untouched).

3158. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Claes Holmerup <claes@holmerup.com>
Message-ID: <8uPz5.13746$FI2.120033@nntpserver.swip.net>
Source record: 57056

> I'm going to write a page on my web site that describes how to injet
> the audio into the motherboard.
>
> Done this on my computer and works very well. The difference between
> mine and a few others I've seen is that mine is placed just before
> the LM1772 tone control found in STEs so you can control the volume,
> bass, treble and balance.
>
> So it'll only work for STEs, but not sure about Falcon/TT. I assuming
> the TT has a LM1772, what about the Falcon?

Hi,
There is a program, SNDTHRU (if I remember the name correctly), which
sends everything present at the audio input directly to the audio output
on the Falcon - so you don't actually need a hardware modification
there...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3159. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8qohnd$l5v$1@nnrp2.phx.gblx.net>
Source record: 57057

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:
: In article <8qiit2$pt1$1@nnrp1.phx.gblx.net>,
: Jim DeClercq <jimd1@primenet.com> wrote:
: >
: >As far I a can remember, there was an accelerator board for the TT called
: >a Catamaran, and it worked well for some people, and was a disaster for
: >others. There was nothing wrong with the Catamaran. There was nothing
: >wrong with the TTs it did not work with. Its just that some MMU chips did
: >not work that fast, and nobody seemed to find that out until it was too
: >late. For one person, Motorola found a MMU chip that had been tested at a
: >higher speed, and that made the Catamaran work.

: Huh? what MMU are you talking about?

: The TT uses a 68030 CPU, where the MMU is integrated into the CPU (the
: memory controller is external, but is not made by Motorola).

: All the cattamaran did was overclock the TT CPU to IIRC 50MHz. This is a
: problem in two ways: first, the CPUs used in the TT are not spec'd for 50MHz
: operation (which is not Motorola's fault at all), and second, the TT's
: internal timing is quite hairy - tiny modifications, even buffering the main
: clock, may lead to an instable system or one not running at all.

OK, MCU. Yes, it is marked as an Atari part, and somebody made it. The
rest is a repetition of a posting in this group as to how he got his Catamaran
working. Guess he and the Motorola rep in his part of probably Germany were
wrong.

Can you be more specific than "timing issues"?

: Do not meddle in the affairs of dragons,
: for you are crunchy and taste good with ketchup.

--
---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

3160. mod files for Atari games!

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.39cfe37c@fmlynet.org>
Source record: 57058

FamilyNet HQ: Telnet:\\www.family-bbs.net

In the realm of the Newton MessagePad I am currently working on making various apps to give the Newton more of an Atari touch. And of course I am putting these on my Atari/Newton Connection site when I'm done.

Having established various connection programs for those two computers to talk to each other, I am now working on MUSIC!

The Newton has a Modplayer. It works great but the Mod files need to be altered slightly to work with the player. I have a way now of doing this quickly (Thanks to the creator of the Modplayer and the creator of the Newton webbrowser), so now I need MODS!!!

So please, if you know of some good mods that are from Atari games, remakes of sounds from Atari games, etc, please let me know, and let me know where to find them. I'll convert them, and bring that Atari flair to the Newton platform!

Thanks in advance!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3161. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <39d01271$0$62633$726baab@news.execpc.com>
Source record: 57059

On 25 Sep 2000, JI Logan wrote:

> On 25 Sep 2000 06:34:02 , Ken Kosut wrote:
>
> |I am having problems accessing floppy A or B:
> |The message reads: Data on the disk may be
> |damaged, or the disk is write protected.
> |There is nothing on the disk, and it is not write protected.
> |I cannot format a new one either.
> |When I view the disk structure of A through Diamond Edge,
> |I get an error message, DOS -14 boot sector not recognized.
> |(It won't access the drive)
> |All other hard drive partitions work fine.
> |
> |Is my floppy drive bad, or did I mess something up internally?
>
> Sounds as if it is the drive. I presume cables and so on are OK
> (should be if untouched).
>
Hello,

cables should be ok. If it is the drive, can I pop one in from
an old 1040stf?

thanks

ken

3162. Re: ZIP drive has me baffled

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39D013B0.317F78AA@greeleynet.com>
Source record: 57060

I thought it should work. But it doesn't. :-(

Do you suppose there is a difference in the way the carts are made, by brand? Of the ones I've tested the carts that do not want to work are Maxell, the ones that do are Iomega. I know this seems way out there for an answer, but I'm really guessing here. The other thing is the Iomega carts were all modified over 2 years ago, the Maxell's just within the last 3 weeks.

Ah, I know, it's the Millennium BUG!!!!!!!!! muahahahahahahahahaha!!!!!!

Ken

3163. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <39d011bc$0$62629$726baab@news.execpc.com>
Source record: 57061

> >I am having problems accessing floppy A or B:
> >The message reads: Data on the disk may be
> >damaged, or the disk is write protected.
> >There is nothing on the disk, and it is not write protected.
> >I cannot format a new one either.
> >When I view the disk structure of A through Diamond Edge,
> >I get an error message, DOS -14 boot sector not recognized.
> >(It won't access the drive)
> >All other hard drive partitions work fine.
> >
> >Is my floppy drive bad, or did I mess something up internally?

Hi Steve,

> I'm a little lost at trying to understand your problem:(
>
> Diamond Edge will not be able to help you if the disk you are trying to
> examine IS NOT formatted to start with.

The disk currently in the floppy was formatted to 720K
When I click on the floppy A or B icon, I get an error instead
of a window.

> If the disk isn't formatted you WILL get the message that you mentioned.

I tried disks that I previously formatted and got the same error.

> What you want to do is format the disk, which is easier using the format
> routines from the desktop.

I was in STScan. Just finished scanning a small document.
Went to save as a .IMG file. Error occurred.
Tried to format within STScan. Because I didn't want to loose the
document I just scanned in.
Disk would not format.

Then went to desktop. Tried to format. Same error.
Then used the format program under Diamond Back III utilites.
Same error.

> Get to the lovely green desktop thing, stick the disk into drive A.
> Click on the drive A icon to select it. Then go to the FILE selection on
> the menu bar and select FORMAT FLOPPY DISK from that menu.
>
> When you get to that, make sure that DRIVE A is the selected drive,
> click on double sided (single sided if you have a single sided drive).
>

> Click on OK and the drive should be formatted for you, this takes a few
> minutes so please wait until you are displayed with the amount of space
> that's free.

Thanks, will try little green desktop, but I don't think it will
format.

> If you're loading a program in from floppy, you haven't mentioned
> whether Diamond Edge was from hard drive or floppy so I presumed floppy,
> then there shouldn't be much wrong with the drive.

Diamond Edge was from hard drive. I can't load anything from the floppy
right now.
I even tried bypassing my AHDI driver, by booting from a floppy.
(and holding down the ALT key while booting)
I get the two floopy icons A and B, but when I click on to them,
no window.

> Now if you have done the above and are using HIGH DENSITY (HD, 1.44meg)
> disks, then that will be why you are having problems! Only use DOUBLE
> DENSITY (DD, 720k) disks on a double density (standard ST) drive.

I have been using DD, 720k's.
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>

3164. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <969951522-98925AEicMi@cwcom.net>
Source record: 57062

Hi Bob,

>Yep I use Newsie, its all there is in reality! but I use aMail for e-mail and

>

ASH's Emailer is much easier to use than NEWSie, however there should be no reason why you shouldn't be able to use the latter in its offline mode for replying? This would also have the desirable side effect that you could then take a little more time to snip quoted text in your replies.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3165. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <969951524-99418AEicMi@cwcom.net>
Source record: 57063

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Sun, 24 Sep 2000 13:55:56 +0000

>On Sun, 24 Sep 2000, Jeff Armstrong wrote:
>
>> Ok, second, I don't wuite understand the deal with audio on the CD
>> player. Should I expect to hear the sound thru the TT's speaker?

>You will need to use headphones or some external speakers attached
>directly to the CD player. The SCSI cable will not carry audio
>signals. ;-)

It's possibly worth pointing out that this will work with a Falcon, so long as
the CDROM drive supports the transfer of audio data as data down the SCSI bus.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3166. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <969951528-100062AEicMi@cwcom.net>
Source record: 57064

From: nameerf@flash.net (Michael and Nicole Freeman)
Date: Thu, 21 Sep 2000 16:50:26 GMT

>Also, on a more personal note, he's said some very rude things to me
>that have kind of turned me off to his products. I asked some very
>simple questions, like "Would the CT60 work with Nemesis?" since I
>was once told that the Nemesis is next to impossible to remove
>without damaging the motherboard, and "How can I tell the difference

FWIW, you would have had to restore the Falcon's motherboard to its normal
configuration before installing the CT60, that was made quite clear on his
website.

--

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/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3167. Re: tos upgrade..

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200009251332.a12164@b2.maus.de>
Source record: 57065

RS>
RS>Needs TOS 4.04 image from original TOS Chip. Original TOS 4.04 was
RS>sell by C-LAB, Woller any maybee by BEST
RS>

but we have exactly only 1 TOS 4.04 piece in stock =} ... DM 149,- ...

regards, Konstantin Woller (woller systeme, Berlin, Germany)

3168. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009252223.a23768@su2.maus.de>
Source record: 57066

Hi Jeff,

JA>Should I expect to hear the sound thru the TT's speaker?
no, because you're running a real computer! No sound card present, you should plug two active (with built-in amp) speakers into your cd rom drive.

Und TTschï¿½
ps

3169. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200009252226.a23769@su2.maus.de>
Source record: 57067

Hi Bob,

BK>where I connected an amplifier for an early CD reader that did not
BK>have a front jack socket.
you should avoid to connect a speaker to the front jack because the cd
drive's amp (for headphones) then is on the line. The back jacks (with
fixed output level) will do much better!

Und TTschï¿½
ps

3170. problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <39cf382d$0$56644$392904a7@news.execpc.com>
Source record: 57137

Hello,

I am having problems accessing floppy A or B:
The message reads: Data on the disk may be
damaged, or the disk is write protected.
There is nothing on the disk, and it is not write protected.
I cannot format a new one either.
When I view the disk structure of A through Diamond Edge,
I get an error message, DOS -14 boot sector not recognized.
(It won't access the drive)
All other hard drive partitions work fine.

Is my floppy drive bad, or did I mess something up internally?

Thanks and appreciate any input.

ken

3171. Re: Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Alex Holland <a1_NOCRAP_exh@hotmail.com>
Message-ID: <8qnhqs$b7a$1@nnrp1.deja.com>
Source record: 57138

> It's also still, IMHO, crap, even after 5 years of development. But
> then, I've never liked Derek Mihocka's emulators...

That's cos it's a Gemulator, not an Atari-ST emulator. It is the best
emulator if you want to run GEM programs. It's far more stable than
PaCifiST, echo and the late WinSTon.

--
Cheers

Alex Holland
Webmaster of the Thalion Webshrine

Sent via Deja.com http://www.deja.com/
Before you buy.

3172. Re: TOS ownership (was: tos upgrade)

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <39CF57C6.F77DFF6F@pcisys.net>
Source record: 57139

TOS is own by Steve of Wiztronics. I briefly talked to him at WOA '98.
He said
he owns the rights to it.

Glenn Bruner
brunergs@pcisys.net
Glenn's Atari Showroom

Steve Sweet wrote:

> Hi Lyndon
>
> >Interesting thought. When companies like TUS sell TOS 2.06 upgrades
> >where do they get the TOS image from. Do they have to pay for each
> >one to someone?
>
> If they are selling TOS images they should have a license to do so.
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3173. STiK2 released

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39cf651a$1_3@athena.netset.com>
Source record: 57140

STiK2 finally released... only 3 years after the initial rumours
;)

STiK2 and it's sources have been released under GPL and can be
found at http://www.netset.com/~baldrick/stik2.html

It has been tested under the major OS's, Aes's and clones.

For more information see the STiK2 page.

Dan Ackerman
aka baldrick

ps. I thought I could at least get this out to thank people for the
support they have shown me.

3174. Re: Re: Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <vqquss810rv0k6ns0slnhsupueuoo5stnt@4ax.com>
Source record: 57141

On Mon, 25 Sep 2000 12:52:52 GMT, Alex Holland
<a1_NOCRAP_exh@hotmail.com> drooled an embarassing wet spot in his lap
as he typed:

>
>> It's also still, IMHO, crap, even after 5 years of development. But
>> then, I've never liked Derek Mihocka's emulators...
>
>That's cos it's a Gemulator, not an Atari-ST emulator. It is the best
>emulator if you want to run GEM programs. It's far more stable than
>PaCifiST, echo and the late WinSTon.

Yes, but not one's preferred choice if one wants to use the ST for all
it's worth. I was one of those power users back in the day who used
it for practically everything under the sun -- gaming, programming,
word processing, telecommunications, graphics, music, etc. so a simple
GEM emulator doesn't cut it for me.

Plus, as I said, I have a thing about Derek. I've never counted him
among the great emulator authors. Hell, it took him 7 years to figure
out how to implement P/M graphics on his 8-bit emulator. And XFormer
STILL doesn't run Alternate Reality! :-) Okay, enough ranting...

The best emulator for the job, really. If all you want is GEM, go for
Gemulator. Otherwise, WinSTon 0.5 or PaCifiST 0.49 are your best bet.
Echo's up-and-coming, too, or STonX-DOS if you have a fast machine.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3175. Re: I'm getting rid of my ST stuff. FREE-> TAKEN!

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <39cf7361$0$34966$53a6afc1@news.erinet.com>
Source record: 57142
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm sorry for inconvenience to anyone.
I have four offers to take the stuff. So I won't take any more
offers.
Please disregard.
Russg

3176. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8qntdj$5ra$1@draco.stochastik.rwth-aachen.de>
Source record: 57143

In article <8qiit2$pt1$1@nnrp1.phx.gblx.net>,
Jim DeClercq <jimd1@primenet.com> wrote:
>
>As far I a can remember, there was an accelerator board for the TT called
>a Catamaran, and it worked well for some people, and was a disaster for
>others. There was nothing wrong with the Catamaran. There was nothing
>wrong with the TTs it did not work with. Its just that some MMU chips did
>not work that fast, and nobody seemed to find that out until it was too
>late. For one person, Motorola found a MMU chip that had been tested at a
>higher speed, and that made the Catamaran work.

Huh? what MMU are you talking about?

The TT uses a 68030 CPU, where the MMU is integrated into the CPU (the
memory controller is external, but is not made by Motorola).

All the cattamaran did was overclock the TT CPU to IIRC 50MHz. This is a
problem in two ways: first, the CPUs used in the TT are not spec'd for 50MHz
operation (which is not Motorola's fault at all), and second, the TT's
internal timing is quite hairy - tiny modifications, even buffering the main
clock, may lead to an instable system or one not running at all.

The real way is to replace the TT's CPU with one which is spec'd at the
faster clock, however, this may still work flaky on some machines due to
timing issues on the TT board which vary from TT to TT.

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3177. Re: TOS ownership (was: tos upgrade)

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8qntm7$5un$1@draco.stochastik.rwth-aachen.de>
Source record: 57144

In article <8qi7s1$c41$1@news.comnet.co.nz>,
G Swaine <g.swaine@the.gluepot.com> wrote:
>
>I can recall that Atari sold Milan Computer some rights to TOS - were
>they ownership or customisation/modification rights?

The latter.

>Or did Atari still own TOS when it was swallowed by Hasbro? (Meaning
>Hasbro will now own TOS)

Correct - at least, I am not aware that Atari sold their right for TOS to
anyone.

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3178. Re: TOS ownership (was: tos upgrade)

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8qntt4$5vr$1@draco.stochastik.rwth-aachen.de>
Source record: 57145

In article <sspopj4ic4ofdf@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>Interesting thought. When companies like TUS sell TOS 2.06 upgrades
>where do they get the TOS image from. Do they have to pay for each
>one to someone?

That depends on the contracts they made with Atari. I know multiple
companies in Germany that had a license to sell either one version (like
2.06) of TOS, or a general license.

>My TOS 2.06 upgrade came from TUS (this TUS/ TOS is getting confusing!)
>it looked like standard EEPROMS, as if they're programmed on the spot,
>as to say. They didn't have a single ATARI mark on them at all. Also
>the TUS upgrade was different as it had 1.62 *and* 2.06 in one.

If they have a license for both versions, that is OK. The look of the
labels will depend on who printed them - I am not aware that the contract
required some special look.

>Surely coping TOS, is coping GEM, and AFAIK GEM/Digital Research are
>still going. That would be like pirate software.

TOS is (C) Atari (or now Hasbro), who have licensed GEM from DRI a long time
ago, along with the right to give out sub-licenses.

>What the hell would Hasbro want with TOS as well!!??

I am not sure if the want it - however, it looks like they got it together
with all the rest.

cu
Michael

--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3179. Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 01:18:40 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <4t9tss4ee2gtkstfnkaklkgmqpv8ijpia4@4ax.com>
Source record: 57131

On Sat, 23 Sep 2000 17:52:39 +0200, "Frank Eiche" <eichef@gmx.de>
drooled an embarassing wet spot in his lap as he typed:

>Does anyone know a good atari st emulator, that needs no
>hardware parts (gemulator board or something like that)?
>
>Thanks in advance.
>
>kind regards
>Frank
>

WinSTon is the best for Windows right now. Unfortunately, Paul, the
Author, just stopped supporting it. The only other reasonable
alternative is PaCifiST, which is a DOS-based emulator, but also very
respectable. There are others out there in various stages of work,
but these two are the most compatible and the most complete, insofar
as they _are_ complete to any degree.

Both can be found at www.vintagegaming.com or www.classicgaming.com.
WinSTon still has a quasi-mirror page and message board at
http://winston.atari.org.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3180. Re: Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 01:19:42 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <41atss0ndmdhr9f77r2b86qesq6in8efl6@4ax.com>
Source record: 57132

On Sun, 24 Sep 2000 14:06:23 +0100, "kevindermott."
<k@kevindermott.co.uk> drooled an embarassing wet spot in his lap as
he typed:

>latest Gemulator needs no hardware and it's free
>http://www.emulators.com/

It's also still, IMHO, crap, even after 5 years of development. But
then, I've never liked Derek Mihocka's emulators...

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3181. WTB:ICD or link cable UK

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 03:09:12 UTC
From: Fr Azodai <strega@lineone.net>
Message-ID: <8qmfi2$is9$1@supernews.com>
Source record: 57133

does anyone have one of these for sale?
strega@lineone.net

3182. Re: Falcon startup problem...

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 03:26:39 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1000925002358.23145A-100000@halifax.chebucto.ns.ca>
Source record: 57134

To answer my own question after some experimenting, hold down the Shift and Control keys to boot into LowRes and it gives you access to your hard drive. Thanks to anyone who might have been considering writing with a solution.

On Sun, 24 Sep 2000, Tony Cianfaglione wrote:

> I set up NVDI on my Falcon and selected prx-->prg in auto. Now the Falcon
> stops dead in mid-boot with 'can't find monochrome screen driver' STOP...
>
> I can't boot the Falcon to get to the auto folder so I can disable
> NVDI until I get everything working correctly. Is there a bypass to
> boot from a:\ instead? It keeps defaulting to the hd instead and then
> locks up.
>
> Thanks...
>
>
>

3183. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 04:15:26 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <yjAz5.1076$24.411605@news0.telusplanet.net>
Source record: 57135
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed email address rather than your reply button. Dealer enquiries are welcome.

- Last Updated 09/24/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25 - Only a couple left

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - 2 units left
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

3184. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 06:43:45 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39CEF421.E16952CD@siemens.at>
Source record: 57136

Jo Even Skarstein wrote:
> I don't have any sympathy for Rodolphe. If you had seen some of the
> language he has used in private mails - not only to me - you wouldn't
> either.

I think I've seen such language in answers to some questions I mailed
him. And you can bet I got somewhat unfriendly too in return ;-)
But in the end he helped me get my falcon to function again. And I
can respect his technical knowledge although for my friends I prefer
less choleric people.

Gerhard

3185. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 23:25:06 UTC
From: Egidio Basso <egidio.basso@wanadoo.be>
Message-ID: <8qon17$15h6$1@buty.wanadoo.nl>
Source record: 57068

How to install a ide hd and a ide cd-rom onto a 1040 STE with 4Mb. ram and
Tos 2.06

--

Click here for Free Video!!
http://www.gohip.com/freevideo/

Lyndon Amsdon <bindon@madasafish.com> a crit dans le message :
smmt8q5ind6155@corp.supernews.com...
> On 11 Jul 2000 12:24:35 , Jeff Armstrong wrote:
>
> >The 8gig drive was partitioned on a DOS machine (DR-DOS actually) and
> >set to use 4x 2 gig patitions set up with 32-bit FAT (if I remember
> >correctly). The drive definitely works.
>
> Hi Jeff!
>
> 1) You'll need FAT 16bit unless you're running magic/mint.
>
> 2) I think you'll need smaller partitions due to tos limitations
> (again unless you're using magic/mint)
>
> 3) Buy HDDriver. Well worth the money. Lots of useful options...
>
> Hope that helps.
>
> +--+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--+

3186. Re: makedisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-09-25 23:31:25 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8qon81$6g6$1@uranium.btinternet.com>
Source record: 57069

"SylvoDSDS" <dsds@gmx.net> wrote in message
news:codsss08dl9stnlg9fcn54713017629pnh@4ax.com...
> hmm..
> i got trouble with makedisk, every time i start to write a disk from
> an image, it just tells me 'bad sector detected', while the disk has
> no bad sectors..
> i use 82 trax, 10 sectors, 2 sides (820k) with a classic hd floppy,
> where's the problem?

Using Makedisk is the problem, it sucks bad

Simon

3187. Re: ST SPEECH

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <st1gnlgoebi0ac@corp.supernews.com>
Source record: 56996

On 26 Sep 2000 13:00:56 , "V.I.P RECORDS ONLINE STORE" wrote:
>I'M searching for the Atari ST 1040 program: ST Speech.
>Does anyone knows where i can download this program ?
>It makes robot voices of the text you typ.

That programme is smart. I used to have it with my ST but lost it somewhere. In a few weeks of getting on the net, I downloaded it. I think it was on the Umich archive site. The way I found it was go to Yahoo, then search for "ST speech".

I can send it to you if you're stuck.

>Thanks in advance !
Your welcome!

<<<got rid of that shitty HTML>>>

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3188. Re: SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <st1gnosure77ad@corp.supernews.com>
Source record: 56997

On 26 Sep 2000 01:25:06 , "Egidio Basso" wrote:
>How to install a ide hd and a ide cd-rom onto a 1040 STE with 4Mb. ram and
>Tos 2.06

Do you want to know how? Or is it a title for a lecture!

>> On 11 Jul 2000 12:24:35
That's a bit old ain't it!?

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

3189. Re: mod files for Atari games!

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <39D0CA22.BA624555@ti.com>
Source record: 56998

Greg Goodwin wrote:

> So please, if you know of some good mods that are from Atari games,
> remakes of sounds from Atari games, etc, please let me know, and let me know
> where to find them. I'll convert them, and bring that Atari flair to the
> Newton platform!

Greg,

I have a few. I'll get them to you later.

You can find some Amiga mods here (yes, I know they are not ATARI mods,
but you can play them on the Atari).

http://wuarchive.wustl.edu/systems/amiga/aminet/mods/

Also check out:

http://leonard.oxg.free.fr/

He has several players for the YM file format files (used with the YM-2149
chip tone generator). There are some good YM files to be had. I don't know
if you can play them on the newton though....

l8r,
Chris

3190. Testing

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <tA4A5.4961$37.2078@newsfeed.slurp.net>
Source record: 56999

```
Never mind...
```

3191. Testing

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <gB4A5.4962$37.2828@newsfeed.slurp.net>
Source record: 57000

```
Never mind...
```

3192. Re: makedisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: SylvoDSDS <dsds@gmx.net>
Message-ID: <b4m1ts8lq7icljikmc25o4bg6juhkgifnk@4ax.com>
Source record: 57001

On Tue, 26 Sep 2000 12:30:26 +1000, "Mark Bedingfield"
<mark@baypc.com.au> wrote:

>
>Simon Osborne <atariactive@btinternet.com> wrote in message
>news:8qon81$6g6$1@uranium.btinternet.com...
>>
>> "SylvoDSDS" <dsds@gmx.net> wrote in message
>> news:codsss08dl9stnlg9fcn54713017629pnh@4ax.com...
>> > hmm..
>> > i got trouble with makedisk, every time i start to write a disk from
>> > an image, it just tells me 'bad sector detected', while the disk has
>> > no bad sectors..
>> > i use 82 trax, 10 sectors, 2 sides (820k) with a classic hd floppy,
>> > where's the problem?
>>
>> Using Makedisk is the problem, it sucks bad
>>
>> Simon
>>
>Try running it under DOS, dosent work too well under any version of Windows.
>
>Mark
>
okay, i'll try that..
but is there any other proggie that does that? writing st disks?

i gotta say, i didn't have the time yet to get used to the atari
system.. i just bought an atari st 520 (damn 20 bucks!) and since i
only got one proggie (appart from the tos), i'd like much to be able
to download games from the internet for it

(can't even do copies, i don't have no hd, nor even a second floppy
disk drive)

thnx all
[DSDS]

3193. Re: ST C compiler

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uUShEXAanN05Ewlj@steverosie.demon.co.uk>
Source record: 57002

In article <39d0b37e@moldnet.md>, Adrian Oboroc <aoboroc@spum-btr.md>
writes
>Ofcouse I am not able to pay for commercial product, because the project is
>non-commercial.

What!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3194. Re: Testing

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8qqp3n$3le$1@plutonium.btinternet.com>
Source record: 57003

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:tA4A5.4961$37.2078@newsfeed.slurp.net...
> Never mind...
>
>

Makes you wonder why they created alt.test doesn't it

Simon

3195. Need for moderator

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d0edef$0$8008@news.zetnet.co.uk>
Source record: 57004

Hi all,

Call me a crusty old wrinkly, but sometimes I think we need a moderator on this NG (They are the bods. who filter off inapropriate subject matter aren't they?). All I did was draw attention to a new Milan II rumour and we get the (to my mind at least) pointless, childish and non-informative prattlings of Sinclap and co. These are all very well for the comp.sys.st advocate NG, but I thought this was a serious NG.

Bob King.

3196. Re: Sting 1.26

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8qqqvppi1@SOLAIR2.EUnet.yu>
Source record: 57005

On Sat, 23 Sep 2000 20:13:36 , Sage wrote:
>On 19 Jul 2000 21:03:00 , Berthold Woesle wrote:
>
>
>>I think that the new serial.stx (V1.20) has som hidden problem. It made
>>trouble to me here (Mega ST4, TOS1.4- or 2.06, Intel144/144e modem) and
>>sometime crashed in Dialer during or after initialization. Whether it would
>>work or not depended on to which node of my ISP I was connecting- it seemed
>>they used two different sets of software on their nodes, which did not respond
>>in the same way during login and initialization (coincidence or not, the nodes
>>with which serial.stx v1.20 had problems were those where ISP had 56K modems;
>>the nodes with which serial.stx worked ok were those with 33.6K modems).
>>The older serial.stx (V1.15) worked OK all the time.
>
> [...] So, for the time being, I am using old
>serial.stx v1.15 with STiNG V1.26 and it works.

>This sounds similar to the problem that I had with an earlier
>version of the sting.stx module. It wouldn't connect to my ISP but an
>earlier version worked. I don't recall the version numbers off-hand, but
>it was before Ron was handling STing.

The problem seems to be solved with Ronalds V1.21 of SERIAL.STX; Ronald
says it involved 32-bit code in a segment that dealt with some watchdog-timer
routines that some ISP use. However, another problem seems to have
appeared, and I am not sure whether it is STinG or my ISP:

Can somebody who had a situation like above (i.e. serial.stx crashed
but earlier version worked), reproduce behaviour like this:

- when I am connected to ISP but doing nothing, ISP's watchdog-timer
routines contact my computer at regular intervals- I see it by blinking
modem send/receivelights, every 10 seconds here.
- when I am doing a longish file transfer, the ISP always disconnects me
after a fixed time period (exactly 1 minute here) after the last
send/receive "blink" that happened before I started file transfer.
This happens to me in Newsie and in Cab. It almost seems that my computer
is not able to answer the watchdog-timer checks while it is doing
file transfer.

I have asked a friend to check a situation like this with his PC on the
same ISP's node (still waiting for the result), but, meanwhile, it would
help if I knew that someone else had the same problem.

3197. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39d103b24b2dc1@tripnet.se>
Source record: 57006

On Mon 25-09-2000 20:00 (GMT) JI Logan wrote:

>On 25 Sep 2000 06:34:02 , Ken Kosut wrote:
>
>|I am having problems accessing floppy A or B:
>|The message reads: Data on the disk may be
>|damaged, or the disk is write protected.
>|There is nothing on the disk, and it is not write protected.
>|I cannot format a new one either.
>|When I view the disk structure of A through Diamond Edge,
>|I get an error message, DOS -14 boot sector not recognized.
>|(It won't access the drive)
>|All other hard drive partitions work fine.
>|
>|Is my floppy drive bad, or did I mess something up internally?
>
>Sounds as if it is the drive. I presume cables and so on are OK
>(should be if untouched).

Also worth noting?:
On my TT I get the same behaviour if I boot with the SLM605 laser
turned off. Harddisk is still accessable, though. When I turn the
laser on (without rebooting!) suddenly drive A can be read again.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3198. ATARI 1040 ST f ---> BOXED like NEW!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: djhh212@aol.com
Message-ID: <20000926174027.03651.00000487@ng-fg1.aol.com>
Source record: 57007

see pics and description on ebay

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=450097674

3199. Re: Astronomy program

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200009262158.a30082@b.maus.de>
Source record: 57008

S>Hmmm, this URL doesn't seem to work either.

Try <http://www.angelcities.com/members/universum/>.

3200. WTB: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: me <sunfriek@intcon.net>
Message-ID: <970022178.496141@localhost.localdomain>
Source record: 57009

```
Wanted 1040STe 1meg or 4 meg
Monitor would be nice but not required
im not picky...

email me ...
```

3201. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <39d173fe$0$99049$726baab@news.execpc.com>
Source record: 57010

> >|cables should be ok. If it is the drive, can I pop one in from
> >|an old 1040stf?

Hello,

Well, this is what happened. I interchanged the 1040STf drive
with the Mega ST4. Same drive. Only difference.
The drive light on the 1040STf was slightly "shaved" so as to
I assume, to allow the top cover to fit snug.
Powered up. Clicked on Icon A: Same dang error:
Drive A: is not responding. Please check the disk drive or
insert a disk.
Then it dawned on me. Dah. All the boot disks I have been using
had gotten corrupted. So I freshly formatted on another computer
and "walla" it worked!
So, Diamond Edge was in fact, diagnosing correctly.
"Cannot recognize boot sector" or something of the sort.

It must be a double sided drive, cause that is what I formatted to.

Thanks for your help and suggesstions.

ken

3202. Re: Syquest problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970071658-180034AEicMi@bun.com>
Source record: 57011

Hi Rick

> Yeah, my original inquiry was to comp.sys.atari.st.tech and the only response
>suggested the possibility of conflict between ICD software and HDDRIVER.

You should really use one or the other, not both.

>Still looking for other possibilities but if it is likely the syquest's power
>supply, what can I do to resolve this? Is it difficult to replace? replacement
>difficult to find?

Very easy to replace, just plug it in!?. As for finding on i dont know dude.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3203. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970071660-180549AEicMi@bun.com>
Source record: 57012

Hi Derryck

>This would also have the desirable side effect that you could then take a little more
>time to snip quoted text in your replies.

By the time youve read this i'd have offered the loan of a nail file at CCC. 8~)

<meow> 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3204. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d05e99$0$8005@news.zetnet.co.uk>
Source record: 57078

On 25 Sep 2000 14:07:06 , Derryck Croker wrote:
>Hi Bob,
>
>>Yep I use Newsie, its all there is in reality! but I use aMail for e-mail and
>
>>
>
>ASH's Emailer is much easier to use than NEWSie, however there should be no
>reason why you shouldn't be able to use the latter in its offline mode for
>replying? This would also have the desirable side effect that you could then
>take a little more time to snip quoted text in your replies.
>
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Hi Derryck,

Do I detect a very mild wrapping of knuckles in your 'mail

MDBNT (Must Do Better Next Time)

:))

Bob

3205. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <I+wIuXAQBH05Ewv4@steverosie.demon.co.uk>
Source record: 57079
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qotbm$13e$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
> Hi Steve
>
>I have submitted your Question to the Atari-midi Egrp. There are 123
>members. Maybe SOMEONE knows the answer! Might be hope yet! I will keep
>you informed of any responses.
>
>Tim

Thanks:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3206. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <BerKWhA+FH05EwsM@steverosie.demon.co.uk>
Source record: 57080

In article <39d03ead$0$8004@news.zetnet.co.uk>, JI Logan
<jlog@zetnet.co.uk> writes
>On 25 Sep 2000 22:05:19 , Ken Kosut wrote:
>
>| . . . .
>|> |
>|> |Is my floppy drive bad, or did I mess something up internally?
>|>
>|> Sounds as if it is the drive. I presume cables and so on are OK
>|> (should be if untouched).
>|>
>|Hello,
>|
>|cables should be ok. If it is the drive, can I pop one in from
>|an old 1040stf?
>
>If the drives are of the same type there should be no problem. The
>connectors are polarised - certainly the power leads are. I think
>sometimes in the non-Atari drives the data lead has to be inverted.

The power lines are pretty much standard, the schugart interface (the
data lead thing) won't do any damage if plugged in the wrong way.

All the odd pins are grounded so if plugged upside down the motor will
be constantly on, and the computer will not detect he drive.

The only problem may be if the STF drive is single sided and if the
other drive is double sided you aren't going to be able to access double
sided format disks!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3207. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <L+NI+sAkMH05EwOG@steverosie.demon.co.uk>
Source record: 57081

Hi

I think it's safe to say that the drive has deceased! hang on a mo
though:))

Have you cleaned the drive heads, I know this may sound silly but I have
come across drives that suddenly pack up due to the heads getting dirty.

The heads are quite easy to do, remove the drive and it's metal cover,
using a cotton wool bud (those things you clean babies parts with) with
some cleaning agent (I use after shave as this is alcohol based)
carefully clean the heads.

You should notice the buds will get e little dingy. Use a dry clean bud
to make sure the head is dry.

CAUTION: don't have the bud dripping as the electronic components won't
like it very much.

I also like to leave the drive 10-15 mins to allow any solution that
I've missed to evaporate before use.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3208. Boot problems with Milan I

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d077b2$0$8007@news.zetnet.co.uk>
Source record: 57082

Hi all,

Any help with following minor niggle.

Have Milan I, latest TOS 4.08 flashed. When I switch on HD whirs a bit, blank
screen. Have to press reset button to go further, 'beep', up comes blue Milan logo,
then white screen. until latest TOS was flashed, boot-up continued. Now remains
at blank white screen until I press a key, I think any key, keyboard is polled, Num Lock,
Caaps Lock and Scroll Lock lights flash and boot up recomences. Bit puzzling as
as computer must be aware of keyboard to react as above, but all (flashing lights etc)
indicate
that this is not so.

Not a major problem, just annoying. Grateful for any help.

Bob King.

3209. ST SPEECH

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: "V.I.P RECORDS ONLINE STORE" <info@vip-records.com>
Message-ID: <8qpvl4$a5fuu$1@reader4.wxs.nl>
Source record: 57083

I'M searching for the Atari ST 1040 program: ST Speech.
Does anyone knows where i can download this program ?
It makes robot voices of the text you typ.

Thanks in advance !

Erik.

3210. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8qq2ng$o7p$1@draco.stochastik.rwth-aachen.de>
Source record: 57084

In article <8qohnd$l5v$1@nnrp2.phx.gblx.net>,
Jim DeClercq <jimd1@primenet.com> wrote:
>
>OK, MCU. Yes, it is marked as an Atari part, and somebody made it. The
>rest is a repetition of a posting in this group as to how he got his Catamaran
>working. Guess he and the Motorola rep in his part of probably Germany were
>wrong.

In that case, it may be either the ST-RAM MCU or the TT-RAM MCU (which is
located on the TT-ram card and may be from Atari or a custom part of the
producer of the TT-ram card, like on the MagnumTT).

Anyway, as there were no datasheets or specified timings for atari custom
chips: if you overclock them and they stop working, that's your fault (or
the accelerator's), *not* the parts fault.

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3211. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Razor Rikel <razor@nunyabidness.net>
Message-ID: <razor-5B3FE4.08284126092000@bigmomma.idirect.com>
Source record: 57085

In article
<sinclap-26090000103430001@1cust169.tnt3.minneapolis.mn.da.uu.net>,
sincrap@nospam.net wrote:

> > they are thinking of replacing at least part of TOS by a Linux kernal.
> > A press releas from Milan/Axro is promised.
>
> What gul! Why is it difficult to release a plain vanilla 68k beige box?

it's spelled "gall". Mebbe ya should go back to remedial
kindergarten? "Gull" 's a good description of Sincrap, who believes
everythin' Jobs spoon-feeds da lil' brat.

howcome it takes Apple SEVEN YEARS to develop a "brand new"
operatin' system - with features dat da penguin pushers dey've had fer
years - and den gouges Apple fans $29.95 for da "privilege" of usin'
unfinished software? (Please don't try sayin' "but dere's OSes 8-9.04" -
we ALL know that dey're th' equivalent of puttin' go-faster stripes on a
Yugo!). Sincrap is sleepin' in a glass house nekked again...

please, all yas Atari pushers note - Sincrap has a problem with
Motorola 680X0 processors. Usin' his way of thinkin', all Macs dat use
dose chips are trash an' only good for fish tanks an' boat anchors ....

da Milan (when it shows) is da equivalent of breyers Natural Vanilla,
compared ta da Mac, which is lookin' more an' more like da brick of
$1.99 cheapjack stuff made with artificial Vanilla dat's been sittin' in
da back of da freezer fer da last five years...

by da way, Sincrap, still playin' da troll ? Take dis craptrap of
yours ta advocacy where it belongs.

> sincrap!
> somewere in mn

probably still sharpenin' pencils.

Razor.

3212. FAQ on TOS burning?

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Adrian Oboroc <aoboroc@spum-btr.md>
Message-ID: <39d0a474@moldnet.md>
Source record: 57086

Hello ST people,

Recently I bought an Atari 1040STF from Germany with german TOS dated with 1987 (1.02 I suppose?). Since I don't know German, and I really like English, I would be simply happy, if I will be able to replace this version of TOS with UK version 1.04 or 2.06. What kind of chips do I need, and is there any issues, which might arrive?

Actually, if someone could describe briefly all the process (some kind of Linux-like howto), I will be very happy!

Ah! One more thing... How much does cost an IDE HDD controller for AtariST? And who sells them nowdays?

Thank you in advance,
Adrian

3213. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <st1cq0c7hjiba5@corp.supernews.com>
Source record: 57087

On 25 Sep 2000 18:10:27 , Michael Schwingen wrote:
>In article <8qiit2$pt1$1@nnrp1.phx.gblx.net>,
>Jim DeClercq <jimd1@primenet.com> wrote:
>>
>>As far I a can remember, there was an accelerator board for the TT called
>>a Catamaran, and it worked well for some people, and was a disaster for
>>others. There was nothing wrong with the Catamaran. There was nothing
>>wrong with the TTs it did not work with. Its just that some MMU chips did
>>not work that fast, and nobody seemed to find that out until it was too
>>late. For one person, Motorola found a MMU chip that had been tested at a
>>higher speed, and that made the Catamaran work.
>
>Huh? what MMU are you talking about?
>
>The TT uses a 68030 CPU, where the MMU is integrated into the CPU (the
>memory controller is external, but is not made by Motorola).

This is the same mistake I made. This is because Atari called the
DRAM memory controller an MMU, which is not really what it should be
called.

I think it was you who got me straight on that matter.

It's an easy mistake to make, if you read the Atari Docs.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3214. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <st1cq5anjhrda8@corp.supernews.com>
Source record: 57088

On 25 Sep 2000 20:56:54 , "Kenneth Medin" wrote:
>On Mon 25-09-2000 08:43 (+0200) Janka Gerhard wrote:
>
>>Jo Even Skarstein wrote:
>>> I don't have any sympathy for Rodolphe. If you had seen some of the
>>> language he has used in private mails - not only to me - you wouldn't
>>> either.
>>
>>I think I've seen such language in answers to some questions I mailed
>>him. And you can bet I got somewhat unfriendly too in return ;-)
>
>And remember: the more skilled you are the less friendly you have to
>be to keep your customers!

Being polite to "your" customers should not be a skill. It's common
sense. I say it ain't going to help your sales figures being rude.

>I am much happier dealing with a unfriendly and competent person. The
>nice and friendly types too often tend to cover up there
>incompetence...

No there are a lot of genuine, nice people out there. I don't like
buying off unfriendly people as it gives the impression they don't give
a damm about you. When I sell someone something, I care about what
they're getting for the money.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

3215. ST C compiler

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Adrian Oboroc <aoboroc@spum-btr.md>
Message-ID: <39d0b37e@moldnet.md>
Source record: 57089

Dear Atari programmers,

I purchased my Atari 1040 STF a week ago, and now I wish to port the disk magazine engine to this platform.

To do this job I need a decent C compiler (or cross-compiler like gcc, if no good native compilers are present). Could you give me any recomendations? Ofcouse I am not able to pay for commercial product, because the project is non-commercial.

Any recomendations are very welcome!

Best regards,
Adrian

3216. Re: Syquest problem

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Rick Brown <rbrown@ymail.yu.edu>
Message-ID: <Pine.A41.4.05.10009261035430.47784-100000@acis.mc.yu.edu>
Source record: 57090

Steve-

Thanks for the response, but you got me worried now. I've been concerned it was the device but had always heard good reports of their stability...

Yeah, my original inquiry was to comp.sys.atari.st.tech and the only response suggested the possibility of conflict between ICD software and HDDRIVER. Still looking for other possibilities but if it is likely the syquest's power supply, what can I do to resolve this? Is it difficult to replace? replacement difficult to find?

Rick Brown
rbrown@ymail.yu.edu

On Sun, 24 Sep 2000, Steve Sweet wrote:

> It sounds like the problem could be with your Syquest system itself,
> i'd be checking the power supply first myself.

3217. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-74B210.10464826092000@bigmomma.idirect.com>
Source record: 57091

having been told by the judge that, even though the proof existed
that he was the subject of Toni Braxton's current hit single "He Wasn't
Man Enough", he still wasn't entitled to any royalties,
sinclap@nospam.net (The iDiot Forever Known As Sinclap), wrote:

<snip usual Anti-Atari claptrap from TiFKAS>

> What gul! Why is it difficult to release a plain vanilla 68k beige box?

no, TiFKAS - "gall" (the way it's supposed to be spelled) is you
pretending to be an "Apple Power Rep".

and now, a translation of what TiFKAS MEANT to say in the above post:

"...Glorious sunset of my heart was fading. Soon the super karate monkey
death car would park in my space. But Jimmy has fancy plans... and
pants to match. The monkey clown horrible karate round and yummy like
cute small babychick would beat the donkey. "

I totally expect that TiFKAS will follow up with another screed
against his imaginary friend "Chunks", who has not now nor ever
existed...

3218. Re: Astronomy program

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10009261102350.26909-100000@moose.erie.net>
Source record: 57092

Hmmm, this URL doesn't seem to work either.

On 25 Jul 2000, Dan wrote:

> Hello,
> There was a mistake in the url (mentioned here recently) of the site
> of the astronomy prg "Universum". It should be :
>
> http://altern.org/wim15041977/universe.htm
>
> The new version: Universe 0.51 from 6 feb 2000 can be downloaded there.
>
> Cheers,
> Dan
>
>

3219. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8qqg3m$1hs$1@nnrp1.deja.com>
Source record: 57093

In article <8qep6n$sj1$1@perki.connect.com.au>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:
> > I haven't seen anything on the Eaglesonic or Mighty Sonic. I run my
> > Mighty at 40Mhz with a Nemesis.
> > M
> That is what I am up to, does the Mightysonic has a TTram addition? I
am
> going to have a crack at making a TTram card but need alot more info.
Do you
> have a copy of the doc's and drivers at all?
>
> Mark
>
>
\
Hi Mark,

I have the installation instructions and the drivers. Mhz32.PRG switches the Mighty from the COMBEL clock to the 32Mhz master clock on the Falcon. Eagle Sonic probably works the same. Then there is FAFAXX.PRG, an application that loads alternate ram with Malloc.
There are 8-30 pin simm slots on the card.
If you get DoItF030, you will find some pics and a poorly worded document (not Roberts fault;) I wrote some time ago when I first connected my Nemesis to the Mighty. I think that I would want to review it for accuracy at this time, it was a long time ago.
Some of us have agreed that one of the speed limits on the Mighty and Afterburner are due to the Mach Chips used on the cards. If yours is just an 030 adapted to the expansion bus, I would think that you could run a Nemesis at 50Mhz no problem (I used the DSP clock wire).
The docs won't help a lot, and it states that the Eagle wires up differently than the Mighty. I think your best bet would be to find an AXIT fast ram card for the Falcon, and run it on top of the Eagle.
Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

3220. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8qqgob$1t8$1@nnrp1.deja.com>
Source record: 57094

In article <8qntdj$5ra$1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:
> In article <8qiit2$pt1$1@nnrp1.phx.gblx.net>,
> Jim DeClercq <jimd1@primenet.com> wrote:
> >
> >As far I a can remember, there was an accelerator board for the TT
called
> >a Catamaran, and it worked well for some people, and was a disaster
for
> >others. There was nothing wrong with the Catamaran. There was
nothing
> >wrong with the TTs it did not work with. Its just that some MMU chips
did
> >not work that fast, and nobody seemed to find that out until it was
too
> >late. For one person, Motorola found a MMU chip that had been tested
at a
> >higher speed, and that made the Catamaran work.
>
> Huh? what MMU are you talking about?
>
> The TT uses a 68030 CPU, where the MMU is integrated into the CPU (the
> memory controller is external, but is not made by Motorola).
>
> All the cattamaran did was overclock the TT CPU to IIRC 50MHz. This is
a
> problem in two ways: first, the CPUs used in the TT are not spec'd for
50MHz
> operation (which is not Motorola's fault at all), and second, the TT's
> internal timing is quite hairy - tiny modifications, even buffering
the main
> clock, may lead to an instable system or one not running at all.
>
> The real way is to replace the TT's CPU with one which is spec'd at
the
> faster clock, however, this may still work flaky on some machines due
to
> timing issues on the TT board which vary from TT to TT.
>
> cu
> Michael
> --
> Do not meddle in the affairs of dragons,

> for you are crunchy and taste good with ketchup.

I played around with a Falcon type clock mod on a TT for a bit (Peter Greens CPU_ACCEL). I managed 40Mhz. SCSI wouldn't work after that, DMA and ICD Link worked fine. The machine had an AXIT TT RAM card installed. Anything above 40Mhz caused problems with the video, and I suspect that it was the ST RAM card causing the problem. The bus was speed up as well with the method I used. It was fast, but not worth the effort (in as much as the Nemesis isn't worth the effort considering the condition of your motherboard after an installation). The TT and service manual are long gone, so I couldn't answer any questions. From what I recall, I think a Nemesis could have been used and likely ran at 40Mhz, but you would still have SCSI problems.

Mike

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

3221. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <st1gnhmqshaqa8@corp.supernews.com>
Source record: 57095

On 25 Sep 2000 23:24:48 , "Claes Holmerup" wrote:
>> I'm going to write a page on my web site that describes how to injet
>> the audio into the motherboard.
>>
>> Done this on my computer and works very well. The difference between
>> mine and a few others I've seen is that mine is placed just before
>> the LM1772 tone control found in STEs so you can control the volume,
>> bass, treble and balance.
>>
>> So it'll only work for STEs, but not sure about Falcon/TT. I assuming
>> the TT has a LM1772, what about the Falcon?
>
>Hi,
>There is a program, SNDTHRU (if I remember the name correctly), which
>sends everything present at the audio input directly to the audio output
>on the Falcon - so you don't actually need a hardware modification
>there...

Yes but I was talking about STEs, and AFAIK IDE drives don't support
audio down their bus. Only a few SCSI drives, as Derryck pointed out,
support Audio down a SCSI bus.

It would take a lot of load off the Falcon as well, as the audio data
is sent in digital form, so it would have to be decoded, right?
(I think you need an external 44.1Khz clock as well for correct
playback)

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

3222. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 01:15:49 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qotbm$13e$1@nnrp1.deja.com>
Source record: 57072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

>
> A disk utility is no problem, it's finding the structure of .ARR files
> that's got me stuck!!!

Hi Steve

I have submitted your Question to the Atari-midi Egrp. There are 123
members. Maybe SOMEONE knows the answer! Might be hope yet! I will keep
you informed of any responses.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
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3223. Re: Falcon startup problem...

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 02:24:43 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qotk0gnv1@perki.connect.com.au>
Source record: 57070

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1000924230930.6514B-100000@halifax.chebucto.ns.ca..
.
>
> I set up NVDI on my Falcon and selected prx-->prg in auto. Now the Falcon
> stops dead in mid-boot with 'can't find monochrome screen driver' STOP...
>
> Now I can't boot the Falcon to get to the auto folder so I can disable
> NVDI until I get everything working correctly. IS there a bypass to boot
> from a:\ instead? It keeps defaulting to the hd instead and then locks
> up.
>
> Thanks...

I had a look through my database of old doc's, the fix is quite simple,
replace the assign.sys file.

Mark

3224. Re: makedisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 02:30:26 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qotun$h0l$1@perki.connect.com.au>
Source record: 57071

```
Simon Osborne <atariactive@btinternet.com> wrote in message
news:8qon81$6g6$1@uranium.btinternet.com...
>
> "SylvoDSDS" <dsds@gmx.net> wrote in message
> news:codsss08dl9stnlg9fcn54713017629pnh@4ax.com...
> > hmm..
> > i got trouble with makedisk, every time i start to write a disk from
> > an image, it just tells me 'bad sector detected', while the disk has
> > no bad sectors..
> > i use 82 trax, 10 sectors, 2 sides (820k) with a classic hd floppy,
> > where's the problem?
>
> Using Makedisk is the problem, it sucks bad
>
> Simon
>
Try running it under DOS, dosent work too well under any version of Windows.

Mark
```

3225. Re: Re: Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 04:45:26 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <bda0tsk575gofprqs4kjitcbcnsemck4an@4ax.com>
Source record: 57073

On Mon, 25 Sep 2000 18:53:46 +0100, "kevindermott."
<k@kevindermott.co.uk> drooled an embarassing wet spot in his lap as
he typed:

>after using it for only 6 weeks I found I was attracting more women and
>added 2 inches to my biceps
>Kevin

See what I mean? It didn't do a THING for hair loss...

>www.kevindermott.co.uk
>

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3226. Re: Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 04:51:41 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <oea0ts8bmqcvh1otvv04vired7r50k2nfj@4ax.com>
Source record: 57074

On Mon, 25 Sep 2000 18:13:08 +0100, "Simon Osborne"
<atariactive@btinternet.com> drooled an embarassing wet spot in his
lap as he typed:

>
>"Frank Eiche" <eichef@gmx.de> wrote in message
>news:8qijk9$fjqbs$1@ID-36514.news.cis.dfn.de...
>> Does anyone know a good atari st emulator, that needs no
>> hardware parts (gemulator board or something like that)?
>>
>> Thanks in advance.
>>
>> kind regards
>> Frank
>
>If you want good GEM emulation, then you can use either Gemulator 2000,
>TOSBox or STEmulator. If you want to play ST games, then use WinSTon v0.5 as
>it is quite simply the best ST games emulator.
>
>Unfortunately, development of WinSTon stopped because of some little toe-rag
>hacking into the authors PC to steal the source code, amonst other things.

The toe-rag incident in question was after the fact. That just made
him decide to release the source code verbatim, rather than release a
version stripped of all DirectX and Windows GUI routines so that
wannabe developers wouldn't just rip off his source, change the name
and call it their own. Paul dropped everything because he works in
the games industry, and was sick at the discovery that someone had
come out with a Gameboy Advance emulator before the thing is even
released. (I presume he's working for a company developing GBA games)
He felt that the emu developer community had lost sight of the
original picture -- that emulators were originally designed to emulate
old, dead, classic systems that neither they, or the software for them
won't be forgotten, and not to pirate games for existing, commercially
viable systems. Pity, really, 'cos WinSTon was the best Windows
emulator out there, and was even marginally more compatible than
PaCifiST.

>And look out for SainT in December if you like ST demos :)

Oh? I'm going to have to keep an eye out for this one; I still have
reams of demo disks...

>
>Simon Osborne
>

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3227. Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 05:25:35 UTC
From: joel@gtp.com.au
Message-ID: <39d03218.12751238@news.starwon.com.au>
Source record: 57075

>Oh? I'm going to have to keep an eye out for this one; I still have
>reams of demo disks...
>

Would you have any ST Action demo disks?
I came home one day to find my ST and all associated software gone.
The only response from may parents was "We sold it"

I had one disk with a game called Myth on it. I posted a query on the Games BBS on LGD and someone said it was a demo but never released as a full game. I thik it was a french company but not sure.

You were this little devil guy with a pitchfork and you flew around killing ther beasties. Similar to R-type style side scroller.

It was released around the same time as Videokid, leander maybe a bit earlier - Heimdall, Baby Joe. Early nineties.

I would really like an image of this demo if you have it.

Thanks
Joel

3228. Re: New Milan 2 rumour

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 06:01:53 UTC
From: sinclap@nospam.net
Message-ID: <sinclap-2609000103430001@1cust169.tnt3.minneapolis.mn.da.uu.net>
Source record: 57076

In article <39CB7ACC.284BC75A@patent.gov.uk>, Bob King
<robert.king@patent.gov.uk> wrote:

> Hi all,
>
> Yet a new rumour re the reason for the silence from Milan/Axro.
> According to:
>
> http://www.milanstation.de/at/red.tos/tos1a.htm
>
> they are thinking of replacing at least part of TOS by a Linux kernal.
> A press releas from Milan/Axro is promised.

What gul! Why is it difficult to release a plain vanilla 68k beige box?

>
> Bob King

sinclap!
somewere in mn

3229. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-26 06:14:05 UTC
From: jlog@zetnet.co.uk
Message-ID: <39d03ead$0$8004@news.zetnet.co.uk>
Source record: 57077

On 25 Sep 2000 22:05:19 , Ken Kosut wrote:

| . . . .
|> |
|> |Is my floppy drive bad, or did I mess something up internally?
|>
|> Sounds as if it is the drive. I presume cables and so on are OK
|> (should be if untouched).
|>
|Hello,
|
|cables should be ok. If it is the drive, can I pop one in from
|an old 1040stf?

If the drives are of the same type there should be no problem. The connectors are polarised - certainly the power leads are. I think sometimes in the non-Atari drives the data lead has to be inverted.

3230. Re: Need for moderator

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39D1BDC7.17A23360@patent.gov.uk>
Source record: 57019

Mike wrote:
>
> In article <39d0edef$0$8008@news.zetnet.co.uk>,
> rking@zetnet.co.uk (Bob King) wrote:
> > Hi all,
> >
> > Call me a crusty old wrinkly, but sometimes I think we need a moderator on this
> > NG (They are the bods. who filter off inapropriate subject matter aren't they?).
> > All I did was draw attention to a new Milan II rumour and we get the (to my mind at
least)
> > pointless, childish and non-informative prattlings of Sinclap and co. These are all
> > very well for the comp.sys.st advocate NG, but I thought this was a serious NG.
> >
> > Bob King.
> >
>
> Ah, ever seen Beatle Juice? Nobody say the "S" word. He scans the groups
> for his name, and zeros in. S**clap is tolerable, at least in C.S.A.A:)
> I say this because I know my life is a hundred fold better then his:)
>
> Mikey
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Hi Mike,

my point is not about Sinclap per se, but about his 'camp followers'. If
he seeks to wander into someone else's pasture, then no one can stop
him, but do all the rest of the sheep have to follow. We need a farmer
at the gate.

Bob King.

3231. Re: AFAN, New Atari Group?

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <8qsi6ujun2@news7.svr.pol.co.uk>
Source record: 57020

On 27 Sep 2000 02:20:05 , "Jessica S. Cornn" wrote:
Hi Everyone,

Thinking seriously of creating a new user group for Atari. It will be called AFAN (Atari Friends and Neighbors). The mission of this group would to create an internet directory of worldwide Atari users to corrosopnd by e-mail, not nessecarily as a help group, but to create common discussion and bonds between those who share common interests and would like to network with others.

So, tell me, what does everyone think of this idea?

Lykewyse/Jessica S. Cornn

P.S: If you would like your name added to the list, please reply to this by e-mail with your name, e-mail address, Atari specifications (like what systems you use), and any ohter interests you would like to share. I will let you know if (and when) the group is created! Thanks!

Great idea, Jessica. Good luck and count me in.
Cheers :)
Al

3232. Re: makedisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: tarbez@chez.com
Message-ID: <39d1d00e.12441640@news.free.fr>
Source record: 57021

Le Sun, 24 Sep 2000 19:38:44 +0200, SylvoDSDS <dsds@gmx.net> crit:

>hmm..
>i got trouble with makedisk, every time i start to write a disk from
>an image, it just tells me 'bad sector detected', while the disk has
>no bad sectors..
>i use 82 trax, 10 sectors, 2 sides (820k) with a classic hd floppy,
>where's the problem?

On my PC, makedisk can't format my floppy.
I use an another program to format floppy (fdformat, a dos program).
Then makedisk can write on floppy.

The Atari ST only read DD floppy, or HD floppy formatted in DD mode.

Some PC can't format HD floppy disk as DD floppy disk, you have to
close the hole for HD detection with tape before.
(It is possible to format a HD floppy disk in HD mode with only 10
sectors/track, but the Atari can't read that.)

Thierry

3233. Re: AFAN, New Atari Group?

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8qsq98otr1@nnrp1.deja.com>
Source record: 57022

Yo! Jessica/Al, Hows that Atari thang going, keep those Atari's humming, that's what I say

Anyway re:Afan and a new Atari group

Mega idea, count me in... Another idea would be to split it into the geographical areas, only reason being is that if Atari dude(s) and lassies want to congregate and hold regular computer shows/ swap meets etc, similar as to what you guy's/gals's had in the US a few years ago

My interests in Atari are mainly several xe's (one with o-s contoller card, one with onmimon/ultimon and ultra spped o/s) 256k xl with o-s controller card, standard canabalized a800 (48k), 4meg 520ste, 2x 1050's (Lazer and archiver 1050) 1x indus gt (a8), I used to own a Jaguar (that Atari thang, not the car)

How about a main Atari search engine instead of this lycos/msn/yahoo shite/crap, and have an online shopping city combining video 61, toad (and the rest) and best electr., a products/ service request forum, electronics buy and sell, a news column, A brief insight into the atari personalities past, present anmd future (incl. Internet geeks/nerdies)... I'm sure you can adf your own... Because according to figures that Tramiels Atari once spouted out, there are supposed to be bet. 35-45million Atari fans out there, so I'm sure that there would be a 'need' for your ideas

Lastly what is it with this LYKEWYSE rubbish, it isn't bad enough that you americans/canadians (north americans) have corrupted and canabalized the greatest spoken language in the known world (English English) you now resort to spouting it on the internet... where do you stop, where does it end

Likewise

Carmel A- Ataridude Extra-ordinaire

Sent via Deja.com http://www.deja.com/
Before you buy.

3234. Re: ST C compiler

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8qt3em$7td$1@news.asu.edu>
Source record: 57023

>I purchased my Atari 1040 STF a week ago, and now I wish to port the disk
>magazine engine to this platform.
>
>To do this job I need a decent C compiler (or cross-compiler like gcc, if no
>good native compilers are present). Could you give me any recomendations?
>Ofcouse I am not able to pay for commercial product, because the project is
>non-commercial.

GCC is available natively on the ST; however, I understand it demands a lot
of resources, so a 4MB machine with a good-size hard drive are requirements.

My preference is Sozobon, which is an ANSI-compliant compiler that isn't quite
so resource-hungry, and is also "free", available on most Atari FTP sites.
Watch this group for the FTP site list, a helpful Atarian posts it on a
regular basis.

Another possibility is Heat 'N' Serve C, which is a cut-down version of Sozobon
that can run from a couple of floppies. This is painful, but works.

Be aware that the compiler simply compiles. To create GEM resources (GUI
features), you will need a resource editor, of which there are several
also freely available. Other tools ("grep", "diff", etc.) are also available.

--

3235. Re: Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <v954tsc6fl47o46sbfe6kt69dgb8kutrc3@4ax.com>
Source record: 57024

On Wed, 27 Sep 2000 04:07:21 GMT, joel@gtp.com.au (Joel Wellington)
drooled an embarassing wet spot in his lap as he typed:

>
>>Actually, the demo disks I was referring to were megademos and the
>>like -- y'know, TCB, Lost Boys, Oxygene, etc.
>
>Thos were the days... Programmers strove to get the most out of a
>processor with a limited amount of memory and speed. Not like today
>where they just add more memory and hard disk space and graphics cards
>blah blah blah.

Yep. That's one of the reasons I loved demos so much; they REALLY
showed off the machine's capability when it was put in the right set
of hands. It's also great fun going through the history of the demos
and seeing which ones came up with what new effects and who figured
out how to do what was previously thought impossible. Both the 8-bit
and the ST demos never ceased to amaze me with the progress the made
and with what they managed to make the machine in question do.

>You buy a computer these days and you cant play the games that come
>out a month later because you dont have enough memory!

Or a fast enough processor, or a good enough 3D card, or the most
recent DirectX, etc, etc. Yeah, it's pretty sad... no one is
interested in pushing the envelope anymore. These days the attitude
is, "Too slow? Upgrade your computer." Back then it was, "Too slow?
Let's optimize!" Optimization is a foriegn concept these days, and is
pretty much left up to the compiler to do -- and of course, compilers
can't optimize worth a damn. It's all about the coders and how well
they write their code in the first place. Plus, everything's done in
C++ these days -- for portability -- so too few people use assembler
to really squeeze out some solid speed. It's too complicated, it's
too slow to program in, yadda yadda... I've written in 80x86
assembler, and quite frankly, except for the serious pain in the ass
known as segmented addressing, I loved it!

Ah, the good ol' days... *sigh*
--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3236. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8qt80d$k3o$1@draco.stochastik.rwth-aachen.de>
Source record: 57025

In article <8qqgob$1t8$1@nnrp1.deja.com>, Mike <magicmac@my-deja.com> wrote:
>
>I played around with a Falcon type clock mod on a TT for a bit (Peter
>Greens CPU_ACCEL). I managed 40Mhz. SCSI wouldn't work after that, DMA
>and ICD Link worked fine. The machine had an AXIT TT RAM card installed.
>Anything above 40Mhz caused problems with the video, and I suspect that
>it was the ST RAM card causing the problem. The bus was speed up as well
>with the method I used. It was fast, but not worth the effort (in as

You might even get it to work on a single machine - however, getting it to
run *stable* and without tweaking on *most* TTs seems to be impossible. You
need to tweak the timing for the special TT in case, and on many machines
the margins are very low - ie. it may be enough for the machine to stop
working when it gets warm/cold.

So this is something you can hack together and enjoy, but nothing which *I*
would sell as a product ;-)

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3237. Atari Software For Sale

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <8qtcp7$r7v$1@neptunium.btinternet.com>
Source record: 57026

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

3238. Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Frank Eiche <eichef@gmx.de>
Message-ID: <8qtk08$gcrtp$1@ID-36514.news.cis.dfn.de>
Source record: 57027

"Simon Osborne" <atariactive@btinternet.com> schrieb

> If you want good GEM emulation, then you can use either Gemulator 2000,
> TOSBox or STEmulator. If you want to play ST games, then use WinSTon v0.5
as
> it is quite simply the best ST games emulator.

Thanks for all the tips! I found everything I needed, I will have to try the
several
emulators I found. As far as I've seen, they do their job quite well :)

> And look out for SainT in December if you like ST demos :)

Nostalgia is back...no matter if you were using an atari, c64, sinclair or
whatever in
early days, it was just something different than today. Demos are a good
example
for that, since they show, what we could get out of these little
machines....

kind regards
Frank

3239. Re: _STinG Updating_

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39d25999$0$8007@news.zetnet.co.uk>
Source record: 57028

Sorry to get back onto this subject but having tried all the ideas put forward back in July I'm still can't get Dialler.APP to run, let alone get online! :-((

Summary: First of all it locked up the system on bootup I got round that by replacing the .stx file with the old one. Then it locked up the system after boot up. I've now taken Sean's advice and put the entire STing/HSModem..etc setup onto a floppy and boot up with the hard drive switched off.

The problem is still that I get 2 bombs on boot up (yes I know Sean, it had stopped doing that but then it started again ...arrgh) but this seems to be ignored as boot up continues. When I go to use Dialler it starts loading up then 2 bombs and returns to the desktop.

All the programs are in the right order in the AUTO folder, the 4 .stx files are also in the correct order and all .inf files are pointing in the right directions.

I'm not using Magic, it's loading into TOS.

Only TCP, Resolve UDP and Serial .stx are being used. There are no blank spaces after entries in the STinG.CFG and Dial.SCR files. There's no Cache.DNS file yet and I'm running in 68020 mode - switching to 68000 made no difference. Am I the only one with/without Veloce who can't get it to work??

I've now run out of ideas but I'm sure it's something obvious that I'm overlooking - but what??

I'd like to get it sorted as I'm finding problems getting on to some erstwhile striaght forward sites plus I refuse to give in!

Anybody any more ideas what the problem(s) may be?

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

3240. TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39d2458050436d0@elis.demon.co.uk>
Source record: 57029

```
Imagecopy and Gemview couldn't read a .tif file sent to me
form Demon's fax to e0mail service. Is there anything available that
can ?
"Augeas"

--
* augeas@elis.demon.co.uk ___ ~|~|_ _ "I gotta clear this *
* http://www.elis.demon.co.uk/ (| \ | ||(/_ town, no sense in hangin' *
* I.C.Q: 75742578 | | ,_ ,_ _ | round. Anything, ANYTHING *
* (\__/ (|||||(/_(| is better than this." *
```

3241. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d2616c$0$8004@news.zetnet.co.uk>
Source record: 57030

```
On 27 Sep 2000 20:07:40 , G. R. Greenway wrote:
>
> Imagecopy and Gemview couldn't read a .tif file sent to me
>form Demon's fax to e0mail service. Is there anything available that
>can ?
> "Augeas"
>
>--
>* augeas@elis.demon.co.uk ___ ~|~|_ _ "I gotta clear this *
>* http://www.elis.demon.co.uk/ (| \ | ||(/_ town, no sense in hangin' *
>* I.C.Q: 75742578 | | ,_ ,_ _ | round. Anything, ANYTHING *
>* (\__/ (|||||||(/_(| is better than this." *
>.
```

Hi Augeas,

There are a lot of different TIF types, different depths etc. Try PhotoLine. I think there is a demo some where, if you haven't got the actual program.

Bob King

3242. Re: STiK2 released

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <8qto6s$o8j$1@slate.INS.CWRU.Edu>
Source record: 57031

Dan,

I just installed STiK2 and I must say that I'm very impressed! I am currently running AES4.1 on top of FreeMiNT 1.15.5 and it works like a dream!

Ihave attempted to use STiNG and MiNTNet on my system before. STiNG just hated MultiTOS, especially the Dialer. And the configuration was very difficult and never quite worked. MiNTNet was impossible to configure. I never once got MiNTNet to do anything at all. I worked on it for weeks and it never once connected. Now I should state here that I have little network experience. I really don't know exactly what I'm doing.

But Stik2 I had runnning about 20 minutes after download. One single file controls the entire configuration. and it was simple to set up. Also, the dialer, Qdialer, is a phenomenal program. It's small and very useful and reports my IP address (my favorite feature). Furthermore, everything runs like a dream under MultiTOS!

I must recommend this program to everyone! STiK2 is a great and very stable program. So far, it has worked with NEWsie, aMail, aFTP, and CAB1.5 with the '030 and '000 binaries and overlays on my system! I'm defintely sticking with STiK2!

(Just wanted to say that this is my first post ever from my TT! I'm very excited!)

On 25 Sep 2000 10:45:46 , Dan Ackerman wrote:

Jeffrey Armstrong
jba4@po.cwru.edu

3243. Re: makedisk problems

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <368.305T1150T12864727optimus@canit.se>
Source record: 57032

SylvoDSDS skrev:

>but is there any other proggie that does that? writing st disks?

XadMaster. But that's for the Amiga, of course. ;-)

--
En ligne avec Thor 2.6.

Georgie beundrade stor�gt sin pappa som med v�ldsamma slag gick l�s p� det stora tr�det. Han badade i svett, och den muskul�sa kroppen bl�nkte i solskenet. Hon �lskade honom.
Lady Georgie, TMS 1983

3244. Re: NEW David Snow Atari-Midi Apps on TAMW!

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <763.305T2600T13696733optimus@canit.se>
Source record: 57033

Tim Conrardy skrev:

>> >there is a lot more on additive synthisis, just do a word search on
>the
>> >net...GOOOGLE it!
>>
>> Thank you for your explication, I will! ^_^

>Also a word of note. If you download the Caged Artist K5 Editor and
>just have a look at it, it can give you an idea of what an additive
>synth is like. Go to my page under CAGED ARTIST.Very cooool graphics on
>that one!

I'm sorry, I have no Falcon, which I trust is required?

I suppose that FM synthesis is described as a "subtractive" or rather
"modulative" synthesis. Additive synthesis seems a tad difficult to implement
on a simple chip, though.

--
En ligne avec Thor 2.6.

Schont die Sockel, wenn ihr die Denkm�ler st�rzt. Sie k�nnten noch gebraucht
werden.
--- Stanislaw Jerzy Lec

3245. Re: ST SPEECH

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <328.305T1600T13735017optimus@canit.se>
Source record: 57034

V.I.P RECORDS ONLINE STORE skrev:

>I'M searching for the Atari ST 1040 program: ST Speech.
>Does anyone knows where i can download this program ?
>It makes robot voices of the text you typ.

1. Please don't post HTML.
2. Please don't post HTML.
3. See above.

--
En ligne avec Thor 2.6.

Computer hackers do it all night long.

3246. Re: tos upgrade..

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <550.305T2250T13905531optimus@canit.se>
Source record: 57035

Steve Sweet skrev:

>Hi Iggy

>>>Is it possible or legal to burn eproms with the tos version

>>Possible, yes. Legal, for some odd reason, no.

>It is legal if he owns the origional and retains ownership of both copies for
>his personal use.

True (though this wasn't the case which I would imagine), but only one copy
may be used at any one time.

--
En ligne avec Thor 2.6.

> well, maybe if it contained ChibiChibi-JarJar pairing..<seg>
Okay, so now I'm thinking about a threesome between ChibiChibi, Jar-Jar and
Pikachu. You bastard.
A. Jones

3247. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <970095620_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 57036

G. R. Greenway wrote:-
> Imagecopy and Gemview couldn't read a .tif file sent to me
>form Demon's fax to e0mail service. Is there anything available that
>can ?

I asked this question sometime last year. I did a lot of searching.
The people here made a lot of helpful suggestions but I never did
find an Atari program that would load those TIFFs. That isn't to say
there aren't any, I just could find one. I concentrated my efforts
on free/shareware.

If you do come up with anything then please let me know.

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk

3248. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d271b7$0$8008@news.zetnet.co.uk>
Source record: 57037

On 27 Sep 00 23:00:20 GM, Richard Elwell wrote:
>G. R. Greenway wrote:-
>> Imagecopy and Gemview couldn't read a .tif file sent to me
>>form Demon's fax to e0mail service. Is there anything available that
>>can ?
>
>I asked this question sometime last year. I did a lot of searching.
>The people here made a lot of helpful suggestions but I never did
>find an Atari program that would load those TIFFs. That isn't to say
>there aren't any, I just could find one. I concentrated my efforts
>on free/shareware.
>
>If you do come up with anything then please let me know.
>
>
>Rich.
>
>--
>
>---
> Richard Elwell rich@rjelwell.demon.co.uk
>---
>
>
>
>.

Hi,

what is the header of the TIF file? Might be able to match it with one of mine
and then at least know what we are dealing with.

Bob King.

3249. FS: Atari ST Hardware & Software

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: David Smith <david@suscom.net>
Message-ID: <39D29935.5B62D84D@suscom.net>
Source record: 57038

I have the very beginning of a web page, at

http://yourpage.suscom.net/david

If I have anything you may be interested in, please inquire or make an
offer by email.

--
David Smith, david@suscom.net, Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david

3250. Re: AFAN, New Atari Group?

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d2cccd@fmlynet.org>
Source record: 57039

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: carmel_andrews@my-deja.com
> Yo! Jessica/Al, Hows that Atari thang going, keep those Atari's humming,
> that's what I say

> Lastly what is it with this LYKEWYSE rubbish, it isn't bad enough that
> you americans/canadians (north americans) have corrupted and canabalized
> the greatest spoken language in the known world (English English) you now
> resort to spouting it on the internet... where do you stop, where does it
> end
> Likewise
> Carmel A- Ataridude Extra-ordinaire
> Sent via Deja.com http://www.deja.com/
> Before you buy.

You start your message off with "Yo!" and sign your name "Carmel
A-Ataridude"
and you have the nerve to rag on someone else's alias? (which I think is cute
actually). What was the saying, "Don't offer to remove the splinter out of
your friend's eye until you have the plank from your own." ;)

Greg Goodwin / Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3251. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Puppy Dawg <swallow@intergate.bc.ca>
Message-ID: <39d2d461@newsserver1.intergate.ca>
Source record: 57040

>>I have never had problems with the power supply or
>>heat, but the 2.5" drive can use a significant amount of power and could
>>potentially be a problem in some cases.
>
>Maybe you missed some of the other posts but I had heat problems with
>_3.5"_ drives in a ST case! 2.5" drives generate very litlle heat.

Hi all.

I've been checking out Mario's IDE kit. And one thing escaped me. Where
are you people getting the power for these drives?

Thanks for your time.

Puppy Dawg

3252. Re: ST floppy images

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Puppy Dawg <swallow@intergate.bc.ca>
Message-ID: <39d2d642$1@newsserver1.intergate.ca>
Source record: 57041

>The computer is searching between the internal drive and the external or
>if you have the original 520ST it has no internal drive but.. keeps
>checking back and forth tween the drive and it's setup...

Are you booting without a diskette in the drive? If you do that, the Atari will sit there for a while, and happily spin it's empty drive. If you boot with a diskette in that drive (any non-bootable program disk), it should boot much faster. Or, at least thats what mine does....

Just my $0.02

Puppy Dawg

3253. Re: Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Puppy Dawg <swallow@intergate.bc.ca>
Message-ID: <39d2d867@newsserver1.intergate.ca>
Source record: 57042

>Actually, the demo disks I was referring to were megademos and the
>like -- y'know, TCB, Lost Boys, Oxygene, etc. I do have a couple of
>ST Action disks lying around though. I'll see if I can convert them
>to disk images (assuming they aren't bit-rotten)

Ooooo! Real Demo disks! Any chance of getting them posted (or emailed, or something, I dunno) in their original ST format? I'm tired of all these "Made for Emulator" demos. I mean, if I'm going to check out these demos, I want to see them the way they were ment to be seen! *sigh* i miss demos... the last demo disks I have are for my C64....

Puppy Dawg

3254. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970124192-52001AEicMi@cwcom.net>
Source record: 57043

From: rking@zetnet.co.uk (Bob King)
Date: 26 Sep 2000 08:30:17 GMT

>Do I detect a very mild wrapping of knuckles in your 'mail
>
>MDBNT (Must Do Better Next Time)
>
>:))

;-)

I know, it's a bugbear of mine. Brought up to the FidoNet/FNT way of doing things, so I've been well and truly disciplined! :-)

Seriously though, you ought to try to resolve your NEWSie problem for your sake at least!

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3255. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970124194-52457AEicMi@cwcom.net>
Source record: 57044

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Tue, 26 Sep 2000 15:38:25 -0000

[Digital audio down the SCSI bus]
>It would take a lot of load off the Falcon as well, as the audio data
>is sent in digital form, so it would have to be decoded, right?

Yep. I actually don't like doing this since (even with a CT2 equipped
Falcon), the result is a little jumpy. IIRC I could only get one track to
play and then had to return to the drive's directory to get the next one
started. I also think that you need to use a driver which presents the audio
track as WAV files to make this work.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3256. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970124196-52897AEicMi@cwcom.net>
Source record: 57045

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Tue, 26 Sep 2000 21:13:52 +0200 (CET DST)

>>On 25 Sep 2000 06:34:02 , Ken Kosut wrote:
>>
>>|I am having problems accessing floppy A or B:

>Also worth noting?:
>On my TT I get the same behaviour if I boot with the SLM605 laser
>turned off. Harddisk is still accessable, though. When I turn the
>laser on (without rebooting!) suddenly drive A can be read again.

I have to say that I also suspected something wrong with the DMA, but it looks like this problem's been resolved.

BTW, I assume that you know that you can quite easily modify your setup so that the controller box gets its 5V from a "wall wart" PSU, so you don't need to power up the laser? There's another mod around which involves some work on the PCB, neater, but my idea's much safer IMHO.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3257. AFAN, New Atari Group?

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 02:20:05 UTC
From: "Jessica S. Cornn" <beadsandbangles@earthlink.net>
Message-ID: <39D159F1.D746A636@earthlink.net>
Source record: 57013
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st

Hi Everyone,

Thinking seriously of creating a new user group for Atari. It will be called AFAN (Atari Friends and Neighbors). The mission of this group would to create an internet directory of worldwide Atari users to corrosopnd by e-mail, not nessecarily as a help group, but to create common discussion and bonds between those who share common interests and would like to network with others.

So, tell me, what does everyone think of this idea?

Lykewyse/Jessica S. Cornn

P.S: If you would like your name added to the list, please reply to this by e-mail with your name, e-mail address, Atari specifications (like what systems you use), and any ohter interests you would like to share. I will let you know if (and when) the group is created! Thanks!

3258. Atari ST stuff FS

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 02:23:11 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8qrlmf$14q$1@mohawk.hwcn.org>
Source record: 57015

ATENTION Southern Ontario Atari ST enthusiasts!

I know, I know, some people have been giving away their Atari ST equipment, and Im selling mine,..... so sue me! hahahaha

I have the following for sale:

1 Atari 1040STf (I think this may have expanded memory in it, but I have not opened it up to determine for sure) let's say it has 1 meg but maybe more....

1 Atari ST Colour Monitor
1 Atari ST Mono Monitor
1 Atari Megafile 20

A few programs, which Include PageStream, Microsoft Write, Sim City, and an Ultima game. (these are program packages, not pirate disks)

I'm asking $100 Canadian for the above, but there is a catch. You MUST pick it up in Hamilton Ontario. Please email me if interested and can pick up.

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

3259. Re: Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 02:34:58 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <vtm2tscj5hq6mtfk98f6vc3lrkb0js1ipf@4ax.com>
Source record: 57014

On Tue, 26 Sep 2000 05:25:35 GMT, joel@gtp.com.au (Joel Wellington)
drooled an embarassing wet spot in his lap as he typed:

>Would you have any ST Action demo disks?
>I came home one day to find my ST and all associated software gone.
>The only response from may parents was "We sold it"

Actually, the demo disks I was referring to were megademos and the
like -- y'know, TCB, Lost Boys, Oxygene, etc. I do have a couple of
ST Action disks lying around though. I'll see if I can convert them
to disk images (assuming they aren't bit-rotten)

>I had one disk with a game called Myth on it. I posted a query on the
>Games BBS on LGD and someone said it was a demo but never released as
>a full game. I thik it was a french company but not sure.
>
>You were this little devil guy with a pitchfork and you flew around
>killing ther beasties. Similar to R-type style side scroller.
>
>It was released around the same time as Videokid, leander maybe a bit
>earlier - Heimdall, Baby Joe. Early nineties.

Sounds vaguely familiar, I'll have to check my archive and disk
collection.

>
>I would really like an image of this demo if you have it.
>
>Thanks
>Joel

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3260. Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 04:07:21 UTC
From: joel@gtp.com.au
Message-ID: <39d1708c.5710226@news.starwon.com.au>
Source record: 57017

>Actually, the demo disks I was referring to were megademos and the
>like -- y'know, TCB, Lost Boys, Oxygene, etc.

Thos were the days... Programmers strove to get the most out of a processor with a limited amount of memory and speed. Not like today where they just add more memory and hard disk space and graphics cards blah blah blah.

You buy a computer these days and you cant play the games that come out a month later because you dont have enough memory!

3261. Re: ST SPEECH

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 04:08:53 UTC
From: joel@gtp.com.au
Message-ID: <39d172a2.6243892@news.starwon.com.au>
Source record: 57016

On Tue, 26 Sep 2000 13:00:56 +0200, "V.I.P RECORDS ONLINE STORE"
<info@vip-records.com> wrote:

>This is a multi-part message in MIME format.
>
>------=_NextPart_000_005D_01C027B9.CF188EA0
>Content-Type: text/plain;
> charset="Windows-1252"
>Content-Transfer-Encoding: quoted-printable
>
>I'M searching for the Atari ST 1040 program: ST Speech.
>Does anyone knows where i can download this program ?
>It makes robot voices of the text you typ.
>
There was also a program called Dr Tiric. I was on an ST Format cover
disk. It converted text to speech and also did drum loops and
sequencing.

Joel

3262. Re: Need for moderator

Newsgroup: comp.sys.atari.st
Date: 2000-09-27 04:17:21 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8qrsce$33t$1@nnrp1.deja.com>
Source record: 57018

In article <39d0edef$0$8008@news.zetnet.co.uk>,
rking@zetnet.co.uk (Bob King) wrote:
> Hi all,
>
> Call me a crusty old wrinkly, but sometimes I think we need a moderator on this
> NG (They are the bods. who filter off inapropriate subject matter aren't they?).
> All I did was draw attention to a new Milan II rumour and we get the (to my mind at
least)
> pointless, childish and non-informative prattlings of Sinclap and co. These are all
> very well for the comp.sys.st advocate NG, but I thought this was a serious NG.
>
> Bob King.
>

Ah, ever seen Beatle Juice? Nobody say the "S" word. He scans the groups
for his name, and zeros in. S**clap is tolerable, at least in C.S.A.A:)
I say this because I know my life is a hundred fold better then his:)

Mikey

Sent via Deja.com http://www.deja.com/
Before you buy.

3263. Re: What kind of RAM?

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39D3048B.3CB2B034@siemens.at>
Source record: 56949

Mark Friedman wrote:
> Hi there, I was wondering what kind of RAM some people
> are using with their Falcon/CT2 set-up?
> AT the moment I have a Wizztronics 14 meg ram card, for my
> "ST" Ram, but I wonder if there are other ram cards available
> for the Falcon?
> Any info is highly appreciated.

First I had a 'Falcon Wings' 14meg card. But that one's definitely
too slow. So since CentRAM was not available I also bought the
Wizztronics card. It works quite well and in case it should ever
quit working I have now a CentRAM card as a backup.

Gerhard

3264. WTB:cd rom connector

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: Fr Azodai <strega@lineone.net>
Message-ID: <8qv0s8$m0i$1@supernews.com>
Source record: 56950

does anyone have a ICD or link 2 connector for the st?
preferably with some driver software
thanks

3265. GDB version ?

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39D30837.7A93F334@siemens.at>
Source record: 56951
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

Currently I'm using GCC 2.8.1 and would like to use GDB (and later
on GPROF) on my program. I found a GDB 1.8 somewhere. Can anybody
tell me if that's usable or which version I would need and where
I could find it (and maybe matching documentation).

Thanks
Gerhard

3266. FS" Mega ST4 (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <39D30B15.679E31FE@darkstar64.freeserve.co.uk>
Source record: 56952

```
For Sale (UK Only)
MegaST4
Keyboard & Mouse
SM124 Monitor
80mb Hard Drive

ï¿½100 Inc Postage

Cheers,
Dave
--
---===---===---===---
ICQ No. 34363311
---===---===---===---
```

3267. Re: GDB version ?

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <970143638.24762.0.nnrp-04.9e98e6ee@news.demon.co.uk>
Source record: 56953
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi, Where did you get GCC 2.8.1 from just out of interest? Im still
using 2.5.x
Ian.

3268. Re: Re: Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <1ne6ts4gvl0c7lkpcl2ln1cfn14795npl5@4ax.com>
Source record: 56954

On Wed, 27 Sep 2000 22:31:45 -0700, "Puppy Dawg"
<swallow@intergate.bc.ca> drooled an embarassing wet spot in his lap
as he typed:

>>Actually, the demo disks I was referring to were megademos and the
>>like -- y'know, TCB, Lost Boys, Oxygene, etc. I do have a couple of
>>ST Action disks lying around though. I'll see if I can convert them
>>to disk images (assuming they aren't bit-rotten)
>
>
>Ooooo! Real Demo disks! Any chance of getting them posted (or emailed, or
>something, I dunno) in their original ST format? I'm tired of all these
>"Made for Emulator" demos. I mean, if I'm going to check out these demos, I
>want to see them the way they were ment to be seen! *sigh* i miss demos...
>the last demo disks I have are for my C64....
>
>Puppy Dawg
>

I'll see what I can do about dumping them to images. I used to
collect demos as a matter of obsession (one that has lost its appeal
-- or perhaps its entire point -- on the PC), so I've got loads of
'em. Perhaps not /all/, but certainly the best. :-) What I can't
dump I may be able to retrieve from umich or elsewhere, so with any
luck I'll be able to rebuild my demo library and use it on the PC. I
can't speak for how well they'll run under the emulators, but as
someone mentioned there's an ST emu on the way that's especially
geared for running demos. <crosses fingers>

What I'm able to dump I'll post to alt.binaries.comp.atari8bit as
they're dumped. They'll also be put on my FTP for those who can't
access that NG, or in the event that the posts don't propagate to some
news providers/servers.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3269. sday Night Chat / Video Game Meeting Info

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0003.39d3677c@fmlynet.org>
Source record: 56955

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hey there, how's the week going for you so far?

Quote of the week:
"Experience varies depending on the amount of equipment broken."
-A warped quote from the WARP9 Screen saver for the Atari ST

This message is being sent out by JYBOLAC (Just Your Basic Online
Atari Computer) with some quick announcements about various meetings and
activities. Hopefully if nothing else, you'll find the above quote at
least useful. :)

-= ATARI COMPUTERS AND GAME SYSTEMS MEETING IN DALLAS =-
Meeting in the area of 635 and Josey Lane. Great chance to get
together, pull out various game systems and play other opponents in your
game of choice on that system. Also showing a server system for the
Atari Jaguar game system, and other topics yet to be announced. Looks
to be fun. If you'd like to attend please drop me a note to RSVP at :
greg.goodwin@fmlynet.org

(Note: If you are no-where near Dallas (for those that live in other
states and countries besides Texas) It is OK IF YOU CAN'T MAKE IT.)
(grin) Got a few messages from people in other states and such
apologizing. This is really understandable.) ;)

-= ATARI JAGUAR GAMERS LIST =-
Randy Femrite, being the absolute Jaguar fanatic that he is, is
putting together a list of the Jaguar players throughout the world. He
has only had this request out two weeks and already he has gotton 65
replies. He would like at least 100.
If you are curious how many Jaguar 64-bit game system players there
are out there, jump on in and tell your friends to give their
information to:
Randy@atarijaguar.net -or- Femriter@aol.com

-= MEGA ATARI LIST 2000 =-
It was a year ago when the first Mega Atari list was put together
(and several have existed before that, like Sir Smedley's list) and now
JYBOLAC would like to update that list. The idea is hopefully bring
together Atari fans from around the world both for the sake of penpals
and trading, but maybe to help establish meetings of Atari users in a
particular location. To have you and your friends added to this list, just
write to:
Jessica Cornn - beadsandbangles@earthlink.net

-TONIGHT!!-
-= ONLINE ATARI (Thursday Night) CHAT: (Weekly Atarian hangout) =-
It's always a great pleasure to kick back in the tail end of a week
and talk about Atari systems, trade hobby secrets, and gab about
everything under the sun. Join us at:

http://stargate.cs.swau.edu/atari

Meeting times....
Pacific: 6:00 pm Mountain 7:00 pm
Central 8:00 pm Eastern 9:00 pm
U.K. 3:00 AM.
Germany 4:00 AM.
China 10:00 AM.

A great remainder of the week to everyone.
Greg Goodwin aka "Doctor Clu"

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3270. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8qvne5$e2m$1@nnrp1.phx.gblx.net>
Source record: 56956

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
: From: "Kenneth Medin" <kennethm@tripnet.se>
: Date: Tue, 26 Sep 2000 21:13:52 +0200 (CET DST)

: >Also worth noting?:
: >On my TT I get the same behaviour if I boot with the SLM605 laser
: >turned off. Harddisk is still accessable, though. When I turn the
: >laser on (without rebooting!) suddenly drive A can be read again.

: I have to say that I also suspected something wrong with the DMA, but it looks
: like this problem's been resolved.

: BTW, I assume that you know that you can quite easily modify your setup so
: that the controller box gets its 5V from a "wall wart" PSU, so you don't need
: to power up the laser? There's another mod around which involves some work on
: the PCB, neater, but my idea's much safer IMHO.

Details, please. I just got a SLM804 out of old demo stock, and
need more information. Have a socket left for a wall wart, and have
PCB drawings for the controller. The hard part is probably mechanical.

--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

3271. Re: Splitting Bin Files?

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d371e4$0$8008@news.zetnet.co.uk>
Source record: 56957

On 27 Sep 2000 17:00:16 , Derryck Croker wrote:
>From: rking@zetnet.co.uk (Bob King)
>Date: 26 Sep 2000 08:30:17 GMT
>
>>Do I detect a very mild wrapping of knuckles in your 'mail
>>
>>MDBNT (Must Do Better Next Time)
>>
>>:))
>
>;-)
>
>I know, it's a bugbear of mine. Brought up to the FidoNet/FNT way of doing
>things, so I've been well and truly disciplined! :-)
>
>Seriously though, you ought to try to resolve your NEWSie problem for your
>sake at least!
>
>--
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> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Hi Derryck,

Must be hell to be so strictured by ones upbringing, but on the other hand I've
been told it can be fun!!
As to my Newsie problems, I assume mean the dropping of line ... I think that's
my ISP not Newsie. If it happens, I just save for later transmission.
On another topic, remember I translated GTLook 2 for you, it had four languages
embedded in the code and defaulted to german. I have found that other multi-language
programs use the trick of if you hold down ALT while you double click on the
program, it comes up with english. Doesn't work with GTLook, but a hint for other
programs.

Bob.

3272. FS (UK): ICD "FA.ST" Tape Streamer

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: CHMCAW@leeds.ac.uk
Message-ID: <2000Sep28.171127.17491@leeds.ac.uk>
Source record: 56958

ICD tape streamer, model name "FA.ST". This has ASCI ports and a 50 way
centronics port (SCSI?). It works fine with my ST.
Comes with three data cassettes (1 unopenend), each tape has a 155Mb capacity.

50ukp o.n.o.

3273. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <8r01b1$4u$2@wanadoo.fr>
Source record: 56959

On 27 Sep 2000 17:08:54 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Tue, 26 Sep 2000 15:38:25 -0000
>
>[Digital audio down the SCSI bus]
>>It would take a lot of load off the Falcon as well, as the audio data
>>is sent in digital form, so it would have to be decoded, right?
>
>Yep. I actually don't like doing this since (even with a CT2 equipped
>Falcon), the result is a little jumpy. IIRC I could only get one track to

I use Extendos 3.3 and the playlist of Aniplayer for listen CD Audio on
my Falcon/CT2B, only 20% of CPU is used and with an external clock quality
is better than audio ADC input. Extendos works fine it's possible to copy
CD to CD by SCSI in 4X (I have a Pionner 10X and a Yamaha CRW8424S), and
the latest version 3.3 can see WAV files like Spin.

>play and then had to return to the drive's directory to get the next one
>started. I also think that you need to use a driver which presents the audio
>track as WAV files to make this work.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

3274. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39d38c541b36c50@elis.demon.co.uk>
Source record: 56960

on Wed 27-09-10 22:16 Bob King wrote:

>what is the header of the TIF file? Might be able to match it with one of mine
>and then at least know what we are dealing with.

GEM-View spits out: "unknown data compression algorithm 0 (0x4)."

There's plenty of .tiff information at:

http://www.faqs.org/faqs/graphics/fileformats-faq/part3/
section-147.html

It points to some faqs and software at: ftp://sgi.com/graphics/tiff/

I couldn't unpack the .tar file containing the software, even using
the Minix partition on my ST, it whinged about being unable to create/
open directories. Could some MiNT hacker build this stuff and distribute
a binary ? This has already been done with JPEG software.

"Augeas"

--
* augeas@elis.demon.co.uk .-. r- /--- "Is Newton's gravitation a *
* http://www.elis.demon.co.uk/ (o)-|---{ natural law ? Naturally not, *
* I.C.Q: 75742578 '-' l_ ___ more likely a crime, because *
* I didn't ask for it." -E.N. *

3275. WTB: Atari ST hard disk

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: Hellraiser <justin@hellraiser.demon.co.uk>
Message-ID: <7ZNA5.15288$gw4.1692525@news1.cableinet.net>
Source record: 56961
Cross-posted to: comp.sys.atari.st,uk.adverts.computer,midlands.adverts

Looking for something like a Megafile 30 for an old 520STE I have, must be real cheap (after all, the hardware is a bit old now). Prefer local to Wolverhampton, West Midlands, and at least within the UK, otherwise shipping would be prohibitive.

If you got something, please email me at justin@hellraiser.demon.co.uk

Thanks!

3276. Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8r0bbb$5vl$1@supernews.com>
Source record: 56962

Just received my latest copy of computer shopper only to read the sad news
that maurice collins Atari page has finished.

My thanks to maurice for flying the Atari flag for so long.Your articles
will be missed (cancelled my subscription already!).

Chris Thorley.

3277. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d3c104$0$8006@news.zetnet.co.uk>
Source record: 56963

On 28 Sep 2000 22:00:38 , "Christopher Thorley" wrote:
>Just received my latest copy of computer shopper only to read the sad news
>that maurice collins Atari page has finished.
>
>My thanks to maurice for flying the Atari flag for so long.Your articles
>will be missed (cancelled my subscription already!).
>
>Chris Thorley.
>
>
>.

I always looked through the latest copy of Computer Shopper, just for his page.
As you say, he always 'flew the flag'. It's too late I suppose to get the editors to change their minds, but I'll find his e-mail address and send him my thanks for his reports over the years. Perhaps others could do likewise.

Bob king.

3278. $&#65533;"^&*

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: abdul <ding@dong.co.uk>
Message-ID: <WXPA5.2752$if2.6828@news1-hme0>
Source record: 56964

cc

3279. Printers FS

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: tonym04@aol.com
Message-ID: <20000928194614.03308.00000167@ng-ch1.aol.com>
Source record: 56965

I have a Panasonic KX-P1150 printer for sale. It is in good working order and near mint condition. The only cosmetic blemish is a small crack on the right end of the plastic cover. Otherwise its great. Asking $40.00. This includes shipping in USA. Money orders only please.

Also have a mint Epson Color Stylus IIs for $40.00 shipped.

Anyone interested please e-mail me directly at:

Tonym04@aol.com

3280. Re: Facon for sale bid

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: David G Misner <excalibur@mminternet.com>
Message-ID: <39D3EB02.84882841@mminternet.com>
Source record: 56966

Gene Pineda wrote:

> At this time 300.00 is my best offer for the Falcon and the CII.
>
> I will sell it on Friday evening about 10:00 pm California time (west coast
> US)

Do you still have this???

3281. Re: Falcon woes

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: David G Misner <excalibur@mminternet.com>
Message-ID: <39D3EB73.9461F856@mminternet.com>
Source record: 56967

Ken Springer wrote:

> Steve Stupple wrote:
>
> > Buy a pair of joystick extenders, or 2 and keep one for spare! These cut
> > the aggro that the joystick/mouse ports get when unplugging and
> > plugging. It makes it dead easy and you don't have to lift the computer
> > up to change again:)
>
> ::laughing:: I've not plugged a joystick into an Atari
> since my old 800's! Just not into games.
>
> Besides, I want to sell the unit anyway. I'll suggest this
> to the new owner.

Did you sell it????

3282. Re: FS/fa Falcon MB 4 megs with case

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: David G Misner <excalibur@mminternet.com>
Message-ID: <39D3EBBD.CC20B8D@mminternet.com>
Source record: 56968

atari-2000 wrote:

> I have a Falcon motherboard for sale with 4 megs memory, FDD, case, ide
> cable. Can also supply cd rom drive with external case and cable and a 3.5"
> ide hard drive 127MB.
>
> Mail me if interested before I put it on ebay.
>
> There is no Power supply or Keyboard in this machine and I can not test it.

I might be

3283. Wanted: Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: David G Misner <excalibur@mminternet.com>
Message-ID: <39D3EC2D.F14AA8CF@mminternet.com>
Source record: 56969

I am looking to buy an Atari Falcon

Thanks

3284. Re:Syquest

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970209804-47488AEicMi@cwcom.net>
Source record: 56970

From: nephelim@zetnet.co.uk (Paul Hopkins)
Date: 28 Sep 2000 01:52:27 GMT

>I had posted the following article on Atari Chat, and I was told that
>the information might be of use to members of this NG. This article
>refers to the Syquest ezflier that uses removable cartridges.

Very informative article :-)

I saw a couple of Syquest EZ135 removable cart. drives at the club a few
months ago with missing heads, so the problem is a little more widespread
than the ezyfliers.

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3285. Re:Syquest

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 01:52:27 UTC
From: nephelim@zetnet.co.uk
Message-ID: <39d2a45b$0$17045@znews.zetnet.co.uk>
Source record: 56946

Hi !

I noticed that there was a posting on this group
concerning trouble with a Syquest drive.I missed the earlier postings,
so I do not know what sort of Syquest is being referred to.

I had posted the following article on Atari Chat, and I was told that
the information might be of use to members of this NG. This article
refers to the Syquest ezflier that uses removable cartridges.
Here is a slightly cut down version :-

I purchased a new Syquest ezflyer a couple of years back which
worked brilliantly until a few months after it's guarantee expired.In
the meantime, I had not realised that Syquest had gone bust,and no one
wanted to try and repair it. I had a stack of cartridges with all my
work on, and no way of getting into them.

Symptoms :-

The drive would cease to function after it had been running for a
period of time - the busy light would not come on. Gradually this
period of time became shorter and shorter until it failed to activate
on turn on.

I found a secondhand 230mb Syquest ezyflier for sale in the small
ads, and desperate to retrieve my data I paid well over the odds for it.
This replacement syquest duly arrived, and I plugged it in and off I
went again..great !

After a few weeks, this replacement drive started to exhibit the same
symptoms as my original one - after a period of time it packed up as
well ,and an examination of the insides revealed that the drive head had
come off.

Now I had two dead syquests ! I was eating the wallpaper !

There was nothing left for me to do but poke about inside to see if
I could identify any obvious fault such as a broken circuit track,
blown diode etc.

A friend visited me and told me that his syquest ezflier broke it's
drive head when he swopped a cartridge.That got me thinking, and I took
a second look at my broken units paying special attention to the tiny
little switches that are activated when a cartridge is inserted, and
also to the other mechanical components.

What I discovered :-

The bearing, upon which the head pivots to read the cartridge
had become slightly stiffer.By slackening off the screw* slightly that holds
the pivot shaft in place (and adding a small drop of watch oil), the
Syquest would burst into life ! In fact it has been running again with
no problems for the last few months.

This would also explain how the drive can shed it's head,if the
pivot arm seizes while in use, then the return spring tension is
unable to swing the arm out of the way. Insert a fresh cartridge and
you lose the head !

So if any of you have an apparently dead syquest,this remedy is
well worth a try. One last thing though... Gently remove the eject
button from the casing by very gently (they tend to break off !)
pressing the two small lugs inwards from the rear of the front
panel.If you try to reassemble the syquest back into it's casing
without first removing the eject button,then you will probably break
the eject switch... as I did ! Lesson learnt !

(* Do not unscrew too far - the magnet attached to this assembly is
very powerful and you don't want to damage the fragile coil that
operates the pivot arm.)

~ Paul ~

3286. What kind of RAM?

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 04:27:02 UTC
From: fried@dragon.achilles.net
Message-ID: <8quham$3c0$1@localhost.localdomain>
Source record: 56947

Hi there, I was wondering what kind of RAM some people
are using with their Falcon/CT2 set-up?
AT the moment I have a Wizztronics 14 meg ram card, for my
"ST" Ram, but I wonder if there are other ram cards available
for the Falcon?
Any info is highly appreciated.
Mark

3287. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-28 05:28:16 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8quktg$bd4$1@snipp.uninett.no>
Source record: 56948

Puppy Dawg <swallow@intergate.bc.ca> wrote:

> I've been checking out Mario's IDE kit. And one thing escaped me. Where
> are you people getting the power for these drives?

2.5" drives are powered by the IDE adapter. If you want to use a
3.5" drive you must get power from the PSU.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3288. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970303148-47438AEicMi@cwcom.net>
Source record: 56896

From: Jim DeClercq <jimd1@primenet.com>
Date: 28 Sep 2000 15:17:25 GMT

>: BTW, I assume that you know that you can quite easily modify your setup so
>: that the controller box gets its 5V from a "wall wart" PSU, so you don't need

>Details, please. I just got a SLM804 out of old demo stock, and
>need more information. Have a socket left for a wall wart, and have
>PCB drawings for the controller. The hard part is probably mechanical.

The approach is to unplug the laser from the controller, and reestablish the connection with a back-to-back pairing of a matching plug and socket. Wire all the connections through pin for pin EXCEPT for the four +5V lines. Solder yourself a suitable socket to the +5V pins on the _controller_ side of this contraption (check in the handbook or your PCB layout diagram for details), and take another wire from the socket to one of the ground connections (chassis ground should be fine). Hopefully, you'll have found a socket which matches the plug on the wall wart - in any case, make absolutely sure that it's set to 5V, and that the polarity switch is set properly before powering it up. I'd strongly recommend a regulated supply, or set the voltage control to a lower voltage (if possible), and check with a meter to make sure it's not over 5V!

I put that assembly into a metal box, which also contained LED extensions of the BUSY and FAULT lights on the controller box and a 7805 regulator.

If you don't mind fiddling with the innards of the controller, then a neater approach is to snip through the 4 connections which carry the 5V from the connector to isolate them, and connect your PSU across the nearby electrolytic capacitor.

As I said, there's another mod around which involves some component replacement - doing this mod means that you don't have to power the controller up if you aren't using it. I don't have a note of it now, but I got it from the web somewhere.

Legal stuff - this is all at your own risk, etc etc.

HTH.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be

xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3289. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d4568c@fmlynet.org>
Source record: 56973

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: rking@zetnet.co.uk (Bob King)
> On 28 Sep 2000 22:00:38 , "Christopher Thorley" wrote:
>> Just received my latest copy of computer shopper only to read the sad news
>> that maurice collins Atari page has finished.
>>
>> My thanks to maurice for flying the Atari flag for so long.Your articles
>> will be missed (cancelled my subscription already!).
>>
>> Chris Thorley.
>>
>>
>> .
>I always looked through the latest copy of Computer Shopper, just for his page
> As you say, he always 'flew the flag'. It's too late I suppose to get the
> editors to change
> their minds, but I'll find his e-mail address and send him my thanks for his
> reports over the years. Perhaps others could do likewise.
> Bob king.

Shame. I didn't even know that was out there. Ah well. That's half the
reason I hang around here in the ST community... to catch the last fleeting
vapours of a proud computing era. Almost like being part of a fireside watch
or dawn patrol.

Thanks indeed Maurice for fanning the embers with us all this time.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3290. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39d4568c@fmlynet.org>
Source record: 56974

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: rking@zetnet.co.uk (Bob King)
> On 28 Sep 2000 22:00:38 , "Christopher Thorley" wrote:
>> Just received my latest copy of computer shopper only to read the sad news
>> that maurice collins Atari page has finished.
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>> My thanks to maurice for flying the Atari flag for so long.Your articles
>> will be missed (cancelled my subscription already!).
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>> Chris Thorley.
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>> .
>I always looked through the latest copy of Computer Shopper, just for his page
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> editors to change
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or dawn patrol.

Thanks indeed Maurice for fanning the embers with us all this time.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3291. WTB Ram Upgrade for STfm

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Ian <info@techsoftware.freeserve.co.uk>
Message-ID: <970215683.19056.0.nnrp-08.9e98e6ee@news.demon.co.uk>
Source record: 56975

Hi, Looking for a RAM upgrade for a STfm. Anything considered - perhaps someone has a spare board? Ian@techsoftware.freeserve.co.uk

3292. falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: steve.rodgers@ts-associates.com
Message-ID: <39d452c7.66065547@news.cix.co.uk>
Source record: 56976

Dusting down my falcon after a period of non-use.

Still waiting for Mario's ethernet iface to complete, but until
then...

Right now I need to upgrade my falcon - it's a a standard 4Meg falcon
with fpu. I'd like to upgrade the CPU and memory but haven't been
keeping up with what, if anything, is still available.

A couple of years ago I'd been looking out for either an Afterburner
board, or a Nemesis, but they were scarce.

What can I buy right now, that works well, has plenty of support from
tos, mint, and hopefully bsd or linuxm68k?

I've tried watching the for sales but that's difficult to keep up
with.

All recommendations appreciated...

Steve

3293. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8r1m98$984$1@user2.teleport.com>
Source record: 56977
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3294. Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8r1mfh$9dk$1@user2.teleport.com>
Source record: 56978

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3295. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8r1mi5$9ht$1@user2.teleport.com>
Source record: 56979
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

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So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3296. Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39D480A5.F38272DC@patent.gov.uk>
Source record: 56980

Hi all,

according to the latest news (dated today), Milan cannot now set a day
for 'roll-out' of the Milan II, due to some of the main board chips
being difficult to obtain or no longer being manufactured.

See:

www.geocities.com/karsten_schaefer/milan_e.htm

Bob King

3297. Wings of Death for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Tom Weustink <t.weustink@home.nl>
Message-ID: <oA%A5.4420$aS3.71880@zwoll1.home.nl>
Source record: 56981

Does anyone have Wings of Death for the Atari ST? Can it be send to me by e-mail or something? in images would be fine. I'm really looking for that game as my 2nd disk is damaged!

Also, I have seen that there is a part 2 as well?

Thanks in advance,
Tom

3298. Re: Wings of Death for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39D48E1C.DCE88768@patent.gov.uk>
Source record: 56982

Tom Weustink wrote:
>
> Does anyone have Wings of Death for the Atari ST? Can it be send to me by
> e-mail or something? in images would be fine. I'm really looking for that
> game as my 2nd disk is damaged!
>
> Also, I have seen that there is a part 2 as well?
>
> Thanks in advance,
> Tom

Hi Tom,

hope I'm not talking about a game still commercial, but it looks from
their home page that Thalion/Eclipse have made both 'wings of death 1'
and 'wings of death 2,Lethal_xs', PD or something. I leave it to you to
determine the legality of it all, but they are available at said home
pages:

http://cus.org.uk/~alexh/games/wod/credits/credits.html

http://cus.org.uk/~alexh/games/lethal_xs/credits/credits.html

Bob.

3299. Re: Wings of Death for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Tom Weustink <t.weustink@home.nl>
Message-ID: <0v1B5.4832$aS3.74320@zwoll1.home.nl>
Source record: 56983

I've downloaded the files and will check them out..thanks!

Tom

"Bob King" <robert.king@patent.gov.uk> wrote in message
news:39D48E1C.DCE88768@patent.gov.uk...
>
>
> Tom Weustink wrote:
> >
> > Does anyone have Wings of Death for the Atari ST? Can it be send to me
by
> > e-mail or something? in images would be fine. I'm really looking for
that
> > game as my 2nd disk is damaged!
> >
> > Also, I have seen that there is a part 2 as well?
> >
> > Thanks in advance,
> > Tom
>
>
> Hi Tom,
>
> hope I'm not talking about a game still commercial, but it looks from
> their home page that Thalion/Eclipse have made both 'wings of death 1'
> and 'wings of death 2,Lethal_xs', PD or something. I leave it to you to
> determine the legality of it all, but they are available at said home
> pages:
>
> http://cus.org.uk/~alexh/games/wod/credits/credits.html
>
> http://cus.org.uk/~alexh/games/lethal_xs/credits/credits.html
>
> Bob.

3300. Re: Marios IDE interface

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <st99rlgvqqt48@corp.supernews.com>
Source record: 56984

On 28 Sep 2000 05:28:16 , Jo Even Skarstein wrote:
>Puppy Dawg <swallow@intergate.bc.ca> wrote:
>
>> I've been checking out Mario's IDE kit. And one thing escaped me. Where
>> are you people getting the power for these drives?
>
>2.5" drives are powered by the IDE adapter. If you want to use a
>3.5" drive you must get power from the PSU.
>

Quite right Jo.

I soldered a fuse board (for both 5 and 12v lines) onto the PSU then
suplied the power for the MB and the drive from there.

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

3301. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: drojo@my-deja.com
Message-ID: <8r2im0$4mf$1@nnrp1.deja.com>
Source record: 56985

Very Sad! every day the Milan is delayed means a lower chance to
succeed. It doesn't sound very serious to me that a new board is
designed with out-of-production chips :(.

I'd like to see Milan official statement!

Daniel.

In article <39D480A5.F38272DC@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
> Hi all,
>
> according to the latest news (dated today), Milan cannot now set a day
> for 'roll-out' of the Milan II, due to some of the main board chips
> being difficult to obtain or no longer being manufactured.
>
> See:
>
> www.geocities.com/karsten_schaefer/milan_e.htm
>
> Bob King
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3302. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39D4D146.2E03C838@patent.gov.uk>
Source record: 56986

drojo@my-deja.com wrote:
>
> Very Sad! every day the Milan is delayed means a lower chance to
> succeed. It doesn't sound very serious to me that a new board is
> designed with out-of-production chips :(.
>
> I'd like to see Milan official statement!
>
> Daniel.
>
> In article <39D480A5.F38272DC@patent.gov.uk>,
> Bob King <robert.king@patent.gov.uk> wrote:
> > Hi all,
> >
> > according to the latest news (dated today), Milan cannot now set a day
> > for 'roll-out' of the Milan II, due to some of the main board chips
> > being difficult to obtain or no longer being manufactured.
> >
> > See:
> >
> > www.geocities.com/karsten_schaefer/milan_e.htm
> >
> > Bob King
> >
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Hi Daniel,

I must say I find it hard to believe that a company that was able to build and market the Milan I, a very very good computer, could be so inept as to fail to seek definite sources for the hardware before even the design stage, let alone get other bodies, eg Motorola, involved. What was so different with the Milan II project that they look like failing, from the Milan I project where they manifestly succeeded. I just don't get it.

Bob King

3303. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <8r2sdc$e4n$1@nnrp1.deja.com>
Source record: 56987

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Before you buy.

3304. Re: Wings of Death for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <33PXcUAo+O15EwRR@steverosie.demon.co.uk>
Source record: 56988

In article <oA%A5.4420$aS3.71880@zwoll1.home.nl>, Tom Weustink
<t.weustink@home.nl> writes
>Does anyone have Wings of Death for the Atari ST? Can it be send to me by
>e-mail or something? in images would be fine. I'm really looking for that
>game as my 2nd disk is damaged!
>
>Also, I have seen that there is a part 2 as well?
>

Alternatively if you get snookered I may be able to recover the disk for
you:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3305. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <st9v2tpji45k21@corp.supernews.com>
Source record: 56989

On 29 Sep 2000 17:14:51 , drojo@my-deja.com wrote:
>
>
>Very Sad! every day the Milan is delayed means a lower chance to
>succeed. It doesn't sound very serious to me that a new board is
>designed with out-of-production chips :(.

Well reading the STC report on Bengy's site (http://magicos.de) says that it's the main CPU 68060 chip that has been out of prodution for a couple of years now.

It does mention the possibility of using a Coldfire, which is very similar to the 060. Only a few modifications needed to make it work, and the Coldfire is capable of going up to 400Mhz.

But why did they develop it for a CPU that was about 5 years out of date, and not even in production. It would have taken dedication and hard work to get most Atari software working on a PPC (or even G3) but I think it would have been worth it.

If the people making the Tempest can do it, why can't Milan. (and I would have thought it was more difficult making a Falcon run a PPC, than a completely new motherboard)

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3306. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39d50012$0$8005@news.zetnet.co.uk>
Source record: 56990

>Have you cleaned the drive heads, I know this may sound silly but I have
>come across drives that suddenly pack up due to the heads getting dirty.
>
>The heads are quite easy to do, remove the drive and it's metal cover,
>using a cotton wool bud (those things you clean babies parts with) with
>some cleaning agent (I use after shave as this is alcohol based)
>carefully clean the heads.

According to an electronics friend the best thing to use is Isopropyl
Alcohol as it leaves no residues, you can get 15ml bottles of it, ours
came with a CD cleaner.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

3307. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: drojo@my-deja.com
Message-ID: <8r33pmkss1@nnrp1.deja.com>
Source record: 56991

Hi Lyndon.
I couldn't find the STC report on Bengy's site, but according to Motorola's site looks like the 68060 is still in production. Don't know about availability though. I've heard that 68060 is mainly used for embedded systems, and still popular, but is the last of the line. In a sense Coldfire it's a better option because is still under development and also cheaper, but a last-minute change is bizarre, specially because some developer's machines were apparently delivered.

Let's wait and see what Milan has to say, but what I definetively won't buy is an AMD-powered Milan (like some rumours say it's being explored).

Daniel

In article <st9v2tpji45k21@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) wrote:
>
> Well reading the STC report on Bengy's site (http://magicos.de) says
> that it's the main CPU 68060 chip that has been out of prodution for
a
> couple of years now.
>
> It does mention the possibility of using a Coldfire, which is very
> similar to the 060. Only a few modifications needed to make it work,
> and the Coldfire is capable of going up to 400Mhz.
>
> But why did they develop it for a CPU that was about 5 years out of
> date, and not even in production. It would have taken dedication and
> hard work to get most Atari software working on a PPC (or even G3)
but
> I think it would have been worth it.
>
> If the people making the Tempest can do it, why can't Milan. (and I
> would have thought it was more difficult making a Falcon run a PPC,
> than a completely new motherboard)

Sent via Deja.com http://www.deja.com/
Before you buy.

3308. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39d51c9c63d262@online.be>
Source record: 56992
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/ftrax09.zip (612.863 bytes)
(Flextrax is a soundtracker for Falcon030 compatibles machines

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-112.zip (925.483 bytes) (e-mail client for
Stik/STing/Gluestik)
ftp://chapelie.rma.ac.be/atari/internet/stik2/qdialer.zip (46.031 bytes) (dialer interface
for STik2)
ftp://chapelie.rma.ac.be/atari/internet/stik2/stik2bin.zip (45.307 bytes) (TCP/IP stack.
Needs qdialer.zip)
ftp://chapelie.rma.ac.be/atari/internet/stik2/stik2doc.zip (36.577 bytes) (STik 2 docs)
ftp://chapelie.rma.ac.be/atari/internet/stik2/stik2src.zip (161.647 bytes) ( sources of
STik2)

**sound-utils**
ftp://chapelie.rma.ac.be/atari/sound-utils/snd14.zip (97.811 bytes)
(SND Player is a program to play SNDH-format audio files.)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

3309. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009291726380.91-100000@TT030>
Source record: 56993

On Fri, 29 Sep 2000, Lyndon Amsdon wrote:

> On 29 Sep 2000 17:14:51 , drojo@my-deja.com wrote:
> >
> >
> >Very Sad! every day the Milan is delayed means a lower chance to
> >succeed. It doesn't sound very serious to me that a new board is
> >designed with out-of-production chips :(.

This actually happens alot where I work. Sometime, but not
all time it simply beyond ones control if some chip maker
suddenly decides to obsolete a certain package type.

> Well reading the STC report on Bengy's site (http://magicos.de) says
> that it's the main CPU 68060 chip that has been out of prodution for a
> couple of years now.
>
> It does mention the possibility of using a Coldfire, which is very
> similar to the 060. Only a few modifications needed to make it work,
> and the Coldfire is capable of going up to 400Mhz.

That could be interesting. Do you know how compatible these chips are?
More insight would be neat to know.

> But why did they develop it for a CPU that was about 5 years out of
> date, and not even in production. It would have taken dedication and
> hard work to get most Atari software working on a PPC (or even G3) but
> I think it would have been worth it.

Agreed. I think if someone wants a 060 bad enough, there is the
hades060 which appears to be fairly well supported considering
the market we are dealing with. Many pricey, but a G3 based
system could make a heades060 look like a good deal price wise?
Intersting idea anyway. ;-)

> If the people making the Tempest can do it, why can't Milan. (and I
> would have thought it was more difficult making a Falcon run a PPC,
> than a completely new motherboard)

That is the same assumption I would make.

I hope milan gets their act together before it's too late.
It seems to me if they would market the Milan I to the USA
they could of gained more finacial backing and so on.
Pity, would of probably gotten one if obtainable locally.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3310. Re: ZIP drive has me baffled

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39D5703F.6F547FDF@greeleynet.com>
Source record: 56994

The mystery is solved. And as usual, totally operator error! <G> Or, rather, his forgetfulness.

On my Hades, I have HDDRiver 6.22, because I could never get 7.54 to read my ZIP drive or my Konica drive. So I reverted to the older version. Also, dialog boxes don't display correctly in 7.54, I suspect due to the graphics resolution I'm using.

Anyway, I had forgotten that only 7? and after allowed you to create both TOS and DOS compatible cartridges. And there was a place to select this when partitioning. I relearned this after I went to work and took new carts to partition with me. I have a TT at work with 7.54 on it, and that's where I relearned everything. With the carts formatted with the TOS and DOS option on, the Hades reads them fine.

I sure am glad, 'cause I didn't want to believe there was anything wrong with the Hades. <G>

Ken

3311. FA: ATARI TT030 System (US)

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39D58DD5.79A18309@qnet.com>
Source record: 56995

I have decided to put on of my 3 TTs up for auction its complete with CD ROM drive and HP 4C Color scanner(SCSI) and all software needed for CD ROM and Scanner plus other programs. A monitor will be included if winner of auction wants it.

Check it out here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=454224499

Thanks Don

3312. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 05:58:36 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8r1b1n$r7c$1@uranium.btinternet.com>
Source record: 56971

"Bob King" <rking@zetnet.co.uk> wrote in message
news:39d3c104$0$8006@news.zetnet.co.uk...
> On 28 Sep 2000 22:00:38 , "Christopher Thorley" wrote:
> >Just received my latest copy of computer shopper only to read the sad
news
> >that maurice collins Atari page has finished.
> >
> >My thanks to maurice for flying the Atari flag for so long.Your articles
> >will be missed (cancelled my subscription already!).
> >
> >Chris Thorley.
> >
> >
> >.
>
> I always looked through the latest copy of Computer Shopper, just for his
page.
> As you say, he always 'flew the flag'. It's too late I suppose to get the
editors to change
> their minds, but I'll find his e-mail address and send him my thanks for
his
> reports over the years. Perhaps others could do likewise.
>
>
> Bob king.

Maybe we could pursuade him to contribute to Atari Active and/or My Atari?

Simon

3313. Re: FS/fa Falcon MB 4 megs with case

Newsgroup: comp.sys.atari.st
Date: 2000-09-29 06:04:02 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8r1bbs$5pi$1@plutonium.btinternet.com>
Source record: 56972

"David G Misner" <excalibur@mminternet.com> wrote in message
news:39D3EBBD.CC20B8D@mminternet.com...
>
>
> atari-2000 wrote:
>
> > I have a Falcon motherboard for sale with 4 megs memory, FDD, case, ide
> > cable. Can also supply cd rom drive with external case and cable and a
3.5"
> > ide hard drive 127MB.
> >
> > Mail me if interested before I put it on ebay.
> >
> > There is no Power supply or Keyboard in this machine and I can not test
it.
>
> I might be

I emailed him about it a few weeks ago. He couldnt tell me it worked, so I
suggest you buy a working machine

Simon

3314. Re: WTB Ram Upgrade for STfm

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8r470g$h15$1@plutonium.btinternet.com>
Source record: 56898

"Ian" <info@techsoftware.freeserve.co.uk> wrote in message
news:970215683.19056.0.nnrp-08.9e98e6ee@news.demon.co.uk...
> Hi, Looking for a RAM upgrade for a STfm. Anything
> considered - perhaps someone has a spare board?
> Ian@techsoftware.freeserve.co.uk
>

Off-topic, but weren't you the chap that was going to do that Atari
magazine? What happened about it?

Simon

3315. The Westfront PC Translation Project

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <8r45nk$5e4$6@usenet.nau.edu>
Source record: 56899

Hello,

I am the author of Westfront PC: The Trials of Guilder, a new
public domain text adventure for the Windows 95/98/Me/NT/2000
operating systems. WFPC has been in development for some time.

Homepage: http://www.geocities.com/dunric/westfront.html

Originally conceived on the Commodore 64/128 in May of 1993,
WFPC has grown considerably in size and now rivals online MUDs
, both in size and overall gameplay.

In addition to the release of WFPC on CD-ROM (in April of 2001,
with 50% of the proceeds going to a charity of the buyer's choice)
I am looking to port the game to the following platforms:

o - Macintosh (68k, others)
o - Unix/Linux
o - Atari ST (520 and 1040)
o - Amiga (600,1000,1200,2000,etc.)
o - TRS-80 (Models 1-4, Color Computers 1-3)
o - ZX Spectrum
o - Apple II/IIe
o - Atari 8-bit
o - CP/M (2.2 or less, with terminal emulation)
o - TI-99/4A
o - Wang (300 meg disk packs not required)

In addition, I'd love to see Westfront PC translated to
large scale computing devices, including:

o - DEC PDP-10
o - IBM 3271/72
o - IBM 709

And if anyone wants to tackle porting the game to the Cray-2
Supercomputer, be my guest. =)

I'm serious about the others, though.

Written in BASIC, WFPC should be convertable to most
modern systems because of the limited use of language-
specific functions and subroutines. As long as the
computer system can get by with Minimal BASIC or
Tiny Basic commands, then WFPC is possible (PRINT, FOR/NEXT,
IF/THEN,DIM,COLOR,CLS,MID$,LEFT$,RIGHT$,RND/INT or equivalent)

Please direct all comments, suggestions and inquirements to:

dunric@yahoo.com

Regards,

Paul
dunric@yahoo.com

--
--
****

Few cats act their age, while most just cough up fur balls.

****

3316. Re: Wings of Death for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: Tom Weustink <t.weustink@home.nl>
Message-ID: <2MhB5.6255$aS3.93505@zwoll1.home.nl>
Source record: 56900

That would be great, but I also have the problem now that I can't seem to dump an image to disk.. from both .Zip files (WoD en LXS) from WoD I can dump wings.st but not any other.. Adrress Mark not found it says in STDisk and in makedisk it gives bas sector errors..but when I format the disks in MS-DOS there arn't any.....

Tom

"Steve Stupple" <Steve@atari.org> wrote in message
news:33PXcUAo+O15EwRR@steverosie.demon.co.uk...
> In article <oA%A5.4420$aS3.71880@zwoll1.home.nl>, Tom Weustink
> <t.weustink@home.nl> writes
> >Does anyone have Wings of Death for the Atari ST? Can it be send to me by
> >e-mail or something? in images would be fine. I'm really looking for that
> >game as my 2nd disk is damaged!
> >
> >Also, I have seen that there is a part 2 as well?
> >
>
> Alternatively if you get snookered I may be able to recover the disk for
> you:)
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3317. Re: Need for moderator

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8r4k1j$s23$1@news8.svr.pol.co.uk>
Source record: 56901

"Bob King" <rking@zetnet.co.uk> wrote in message
news:39d0edef$0$8008@news.zetnet.co.uk...
> Hi all,
>
> Call me a crusty old wrinkly, but sometimes I think we need a
moderator on this
> NG (They are the bods. who filter off inapropriate subject matter
aren't they?).
> All I did was draw attention to a new Milan II rumour and we get the
(to my mind at least)
> pointless, childish and non-informative prattlings of Sinclap and co.
These are all
> very well for the comp.sys.st advocate NG, but I thought this was a
serious NG.

Why not just killfile the twit. Haven't seen a posting from him for
ages...

Also, some newsreaders let you ignore a thread if it goes down the pan.

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

3318. Re: problem accessing floppy

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8r4v49$8jt$1@nnrp1.phx.gblx.net>
Source record: 56902

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
: From: Jim DeClercq <jimd1@primenet.com>
: Date: 28 Sep 2000 15:17:25 GMT

: >: BTW, I assume that you know that you can quite easily modify your setup so
: >: that the controller box gets its 5V from a "wall wart" PSU, so you don't need

Thank you. Those were adequate details, and I have saved them away, and soon
I may get a round tuit. The hardest part seems to be finding a suitable box
for my stack of stuff.

Jim

3319. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10009301707490.260-100000@online.no>
Source record: 56903

On Fri, 29 Sep 2000 drojo@my-deja.com wrote:

> Hi Lyndon.
> I couldn't find the STC report on Bengy's site, but according to
> Motorola's site looks like the 68060 is still in production. Don't know
> about availability though. I've heard that 68060 is mainly used for
> embedded systems, and still popular, but is the last of the line. In a
> sense Coldfire it's a better option because is still under development
> and also cheaper, but a last-minute change is bizarre, specially
> because some developer's machines were apparently delivered.

Yes, I think the 060 is still in production. As said, it is still heavily
used in ebedded systems.

>
> Let's wait and see what Milan has to say, but what I definetively won't
> buy is an AMD-powered Milan (like some rumours say it's being explored).

Me neither! A AMD-powered Milan takes the whole point away...

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

3320. Re: STiK2 released

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <BcnB5.10504$ux3.2012@newsfeed.slurp.net>
Source record: 56904

On 27 Sep 2000 21:18:20 , Jeff Armstrong wrote:
>Dan,
>But Stik2 I had runnning about 20 minutes after download. One single
>file controls the entire configuration. and it was simple to set up.
> Also, the dialer, Qdialer, is a phenomenal program. It's small and
> very useful and reports my IP address (my favorite feature).
> Furthermore, everything runs like a dream under MultiTOS!

That is why I switched. STiK2 is MUCH easier to use and setup. It has and
still does serve me well. We all owe alot to Dan.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3321. Papyrus - Stupid Question

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <DcnB5.10506$ux3.2012@newsfeed.slurp.net>
Source record: 56905

Hello all,

I have a stupid question concerning Papyrus Gold. How does one set Papyrus
to do double-spacing??

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3322. New STE Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: The Steem Team <steemnewsgroup@pyridine.co.uk>
Message-ID: <8r525d$glbm2$1@ID-17495.news.cis.dfn.de>
Source record: 56906

The first release of a brand new Atari STE emulator for Windows is now available. "The Steem Engine" as it is called will run a lot of the game disks available, it's at least as compatible as other freeware emulators available as far as we can tell. It's also designed to be particularly easy to use with a nice interface.

We'd like people to try it and tell us what they think - it is only a small file & doesn't have a nasty installation process.

Have a look at http://steem.atari.org

Hope you enjoy the latest recreation of everyone's favourite computer!

Anthony & Russell Hayward

3323. FS, UK. Mega STE and SM 144.

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <7VkB5.628$p4.116407@newsr1.u-net.net>
Source record: 56907

I have a Mega STE and SM 144 monitor for sale. The Mega STE has 4 mb memory and a 1 GIG SCSI drive. fitted.

Ideal for Cubase, Notator and Notator Logic.

I want £200 for the Mega STE and £70 for the SM 144. £250 for both, plus carriage.

I'm in Cheshire, England.

I also have for sale an STE motherboard fitted with a Veloce accelerator. 1 mb ST memory and 2 mb TT ram. Ideal for Cubase and Notator Logic. You could build it up from an old STFM, I'll throw in a matching bottom case.£175 ono., plus carriage.

Barrie.

3324. FS, UK. Mega STE and SM 144.

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <0klB5.631$p4.116837@newsr1.u-net.net>
Source record: 56908

I have a Mega STE and SM 144 monitor for sale. The Mega STE has 4 mb memory and a 1 GIG SCSI drive. fitted.

Ideal for Cubase, Notator and Notator Logic.

I want ?200 for the Mega STE and ?70 for the SM 144. ?250 for both, plus carriage.

I'm in Cheshire, England.

I also have for sale an STE motherboard fitted with a Veloce accelerator. 1 mb ST memory and 2 mb TT ram. Ideal for Cubase and Notator Logic. You could build it up from an old STFM, I'll throw in a matching bottom case.?175 ono., plus carriage.

Barrie.

3325. Re: New STE Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8r56smevk1@plutonium.btinternet.com>
Source record: 56909

"The Steem Team" <steemnewsgroup@pyridine.co.uk> wrote in message
news:8r525d$glbm2$1@ID-17495.news.cis.dfn.de...
> The first release of a brand new Atari STE emulator for Windows is now
> available. "The Steem Engine" as it is called will run a lot of the game
> disks available, it's at least as compatible as other freeware emulators
> available as far as we can tell. It's also designed to be particularly
easy
> to use with a nice interface.
>
> We'd like people to try it and tell us what they think - it is only a
small
> file & doesn't have a nasty installation process.
>
> Have a look at http://steem.atari.org
>
> Hope you enjoy the latest recreation of everyone's favourite computer!
>
> Anthony & Russell Hayward
>

Excellent work guys!

Simon Osborne

3326. Re: Papyrus - Stupid Question

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39d622e5$0$8007@news.zetnet.co.uk>
Source record: 56910

On 30 Sep 2000 14:58:43 , Edward S. Baiz Jr. wrote:

|I have a stupid question concerning Papyrus Gold. How does one set Papyrus
|to do double-spacing??

Via the spacing control on the bar at the top. There are two
controls:

First sets the spacing to be directly in points (will show integer
eg 13) or in what I take to be multiples of what you have set (will
show a decimal eg 1.4)

Second (up and down arrows and the spacing number itself) allows you
to set the value of spacing required.

Using point size of 10, either set spacing to 20 or 2.0 (depending
on whether you prefer points directly or multiple of point size).

3327. Re: Astronomy program

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39d6380f$0$8008@news.zetnet.co.uk>
Source record: 56911

On 26 Sep 2000 21:58:00 , Detlef Lewin wrote:
>S>Hmmm, this URL doesn't seem to work either.
>
>Try <http://www.angelcities.com/members/universum/>

Couldn't get it on this site either, message keeps coming up cannot find
file.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

3328. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d63de3$0$8005@news.zetnet.co.uk>
Source record: 56912

On 29 Sep 2000 06:58:36 , "Simon Osborne" wrote:
>
>"Bob King" <rking@zetnet.co.uk> wrote in message
>news:39d3c104$0$8006@news.zetnet.co.uk...
>> On 28 Sep 2000 22:00:38 , "Christopher Thorley" wrote:
>> >Just received my latest copy of computer shopper only to read the sad
>news
>> >that maurice collins Atari page has finished.
>> >
>> >My thanks to maurice for flying the Atari flag for so long.Your articles
>> >will be missed (cancelled my subscription already!).
>> >
>> >Chris Thorley.
>> >
>> >
>> >.
>>
>> I always looked through the latest copy of Computer Shopper, just for his
>page.
>> As you say, he always 'flew the flag'. It's too late I suppose to get the
>editors to change
>> their minds, but I'll find his e-mail address and send him my thanks for
>his
>> reports over the years. Perhaps others could do likewise.
>>
>>
>> Bob king.
>
>Maybe we could pursuade him to contribute to Atari Active and/or My Atari?
>
>Simon
>
>
>.

Hi all,

I've just looked at Maurice's last Atari page in Computer Shopper. It makes very sad reading. It is a definitive obituary of Atari. Why now?

Bob King

3329. Req Grandad 2

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: Dwane Dibley <no@email.com>
Message-ID: <4lfctsolc0dithtk3qc1gsicnc2q21togj@4ax.com>
Source record: 56913

Hi ,
Does anybody know where to obtain this ST game Grandad 2

I know D-Bug has it on one of their menus (161) but its not
available for download on their site. Only menus 1-157

I think the game was written in Stos .

Cheers

3330. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <stch7saknf4hb5@corp.supernews.com>
Source record: 56914

On 29 Sep 2000 22:06:48 , drojo@my-deja.com wrote:
>Hi Lyndon.
>I couldn't find the STC report on Bengy's site, but according to
>Motorola's site looks like the 68060 is still in production. Don't know
>about availability though. I've heard that 68060 is mainly used for
>embedded systems, and still popular, but is the last of the line. In a
>sense Coldfire it's a better option because is still under development
>and also cheaper, but a last-minute change is bizarre, specially
>because some developer's machines were apparently delivered.
>
>Let's wait and see what Milan has to say, but what I definetively won't
>buy is an AMD-powered Milan (like some rumours say it's being explored).
>

Hi Daniel,

Try http://bengy.atari-computer.de as I think this might the report.

I think the Coldfire is for embedded systems, and there is a version very similar to the 060, but lacking a few instructions. I'm not too sure though as it's been a long time since I read the 68k FAQ.

I expect the developers machines were running old second hand 060s.

The reason why they could use AMDs is becuase they could be scrapping the idea of it running TOS, which totally ruins the point of it being TOS compatible.

TOS or any Atari OS for that matter would be difficult to get it running on an AMD, let alone the programmes. Use a G5 instead, when it comes out. I reckon ST programmes would run about 1000 times faster on G4. (only a guess mind!)

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

3331. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39D647E7.ECC05A7F@cable.A2000.nl>
Source record: 56915

Hi

Lyndon Amsdon wrote:

> TOS or any Atari OS for that matter would be difficult to get it
> running on an AMD, let alone the programmes. Use a G5 instead, when
> it comes out. I reckon ST programmes would run about 1000 times
> faster on G4. (only a guess mind!)

A PPC is as incompatable to 68K as is a x86.
68K code has to be emulated on both machines.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3332. Atari Active Forums

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8r5i6qghm1@plutonium.btinternet.com>
Source record: 56916

The Atari Active forums are open for chatting!

http://www.atariactive.co.uk and click on chat

Hope you enjoy it

Simon Osborne

3333. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <stcn9kep7b0ld6@corp.supernews.com>
Source record: 56917

>On 30 Sep 2000 19:24:19 , Bob King wrote:
>
>Hi all,
>
>I've just looked at Maurice's last Atari page in Computer Shopper. It makes
>very sad reading. It is a definitive obituary of Atari. Why now?
>
>Bob King

I'll have to get that issue on Monday. It really is a shame. I think
I might send my thanks.

I only recently started cutting out the Atari section to keep in a
ring binder, but I'll only have a few. The rest of the magazine was
pretty much rubbish.

In the May 2000 issue it has his email address.
mcollins@dial.pipex.com

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3334. IFalcon Nemesis On EBAY--LAST DAY

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <09tB5.4176$4j7.951461@ratbert.tds.net>
Source record: 56918

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=444711913

3335. Repost: NG Server or Newsie Problem?

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <kwtB5.4814$mB3.240753@newsread2.prod.itd.earthlink.net>
Source record: 56919

>>>>>>Sorry if this posted twice!

Hi All,
Is anyone else having this problem with their NG server (particularly Earthlink's NG) or could it be a Newsie96 bug? (or both):
It's been happening for about a week which leads me to think it's something new from the server that Newsie96 may not be able to handle!
After connecting to comp.sys.atari.st, at the end of the list of posts to download from:
The first file (by date) is being added a number of times to the end of the list (the date stays the same)! If i click on any one of those last repeated files, all get highlighted. The XOVER.TXT file shows a "Fatal syntax error" message at it's end.

John R., you there?

John G.

3336. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ObVZ3SAAGi15EwUO@steverosie.demon.co.uk>
Source record: 56920

In article <8r0bbb$5vl$1@supernews.com>, Christopher Thorley
<chris_thorley@lineone.net> writes
>Just received my latest copy of computer shopper only to read the sad news
>that maurice collins Atari page has finished.
>
>My thanks to maurice for flying the Atari flag for so long.Your articles
>will be missed (cancelled my subscription already!).
>
>Chris Thorley.
>
>

Yes the article wasn't very good and not true to life. It gave the
impression that Computer shopper was the ONLY thing the Atari (all TOS
machines) had going for it:(

Coincidentally the Amiga section has also had it's last hearing,
although I didn't see/notice the Acorn Archie this time.

Although any publicity is better than none, I always thought of Maurice
as an advert for FaST and System Solutions as he doesn't seem to be able
to steer away from them.

After reading the column, well I didn't manage all of it!!! which is
saying something for me! I felt the message that he gave out was; give
up and get rid of your machines like I'll be doing, buy yourself a Mac
or pc as the Atari's and my obsolete Falcon have no place in the
computer world anymore and on top of that there is no software is
available for them!!!!

This is sad as many people will take his word for it, as it's a national
publication. And as we all know this isn't totally accurate!

It makes you wonder whether the publisher has given it the heave hoo, or
whether Maurice himself has called it a day, I feel from the article
that it's the latter. But he shouldn't have committed to comments that I
feel are untrue though!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3337. CCAG 2001!

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <39d6a138$1_2@athena.netset.com>
Source record: 56921

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 23rd, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

Setup: 22nd, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 9/29/2000
User Groups:
Erie PA Atari Group
TI Chips
Cleveland Classic Atari Group

Vendors:
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
Fred Wagaman
Alan Hewston
Thomas Mclaren
Andy Frueh
Tim Snider
Curt Vendel(Atari Historical Society)

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room- MAME, etc. We are hoping for some people with arcade systems to bring them- will probably need a small generator for that.

See ya at the CCAG!

3338. FS:Atari ST Hardware & Software

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: David Smith <david@suscom.net>
Message-ID: <39D6B2ED.98FA0557@suscom.net>
Source record: 56922

I have added more items to my home page. I am still cleaning out the
closet and may have more items later.

http://yourpage.suscom.net/david

--
David Smith, david@suscom.net, Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david
> Computer Stuff For Sale

3339. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8r6rh4gar1@news6.svr.pol.co.uk>
Source record: 56923

"G. R. Greenway" <augeas@elis.demon.co.uk> wrote in message
news:39d38c541b36c50@elis.demon.co.uk...
> on Wed 27-09-10 22:16 Bob King wrote:
>
> >what is the header of the TIF file? Might be able to match it with
one of mine
> >and then at least know what we are dealing with.
>
> GEM-View spits out: "unknown data compression algorithm 0 (0x4)."

Can't help with the header, but FWIW, they are multi-page CCITT TIFFs,
apparently a format designed for faxes. This question has been raised a
few times but so far nobody has ever found an Atari program which will
handle them.

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

3340. Re: Astronomy program

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39d736f031a61e0@online.be>
Source record: 56924

on Sat 30-09-2000 18:59 Trevor Spencer wrote:

>On 26 Sep 2000 21:58:00 , Detlef Lewin wrote:
>>S>Hmmm, this URL doesn't seem to work either.
>>
>>Try <http://www.angelcities.com/members/universum/>
>
>

Try this one. This surely works.

http://www.ster.kuleuven.ac.be/~wim/

HTH,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3341. Re:Syquest

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 03:36:16 UTC
From: nephelim@zetnet.co.uk
Message-ID: <39d55fb0$0$17045@znews.zetnet.co.uk>
Source record: 56897

Derryck Croker wrote on Thu, 28 Sep 2000

>Very informative article :-)

>I saw a couple of Syquest EZ135 removable cart. drives at the club a few
>months ago with missing heads, so the problem is a little more widespread
>than the ezyfliers.

Thanks for that Derryck.

Yes, I think that it is a widespread problem, and possibly not only
confined to drives with removable cartridges.

I now, never insert a cartridge into my Syquest without first checking
with a penlight torch that the head has returned to the rest position
at the rear of the unit.

I recently had my Connor 500mb IDE drive fail after many years of hard
use. I took it to pieces and discovered that the arm upon which the
head is situated, was well and truly stuck in the mid position. It looks
as if mechanical failure rather than circuit board,or magnetic disk
might possibly be a major cause of HD failures as well.

Has anyone else had any experience of this ?

Cheers,

~ Paul ~

3342. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-09-30 23:55:58 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1027.309T2900T556041optimus@canit.se>
Source record: 56925

Odd Skancke skrev:

>On Fri, 29 Sep 2000 drojo@my-deja.com wrote:

>> Hi Lyndon.
>> I couldn't find the STC report on Bengy's site, but according to
>> Motorola's site looks like the 68060 is still in production. Don't know
>> about availability though. I've heard that 68060 is mainly used for
>> embedded systems, and still popular, but is the last of the line. In a
>> sense Coldfire it's a better option because is still under development
>> and also cheaper, but a last-minute change is bizarre, specially
>> because some developer's machines were apparently delivered.

> Yes, I think the 060 is still in production. As said, it is still heavily
>used in ebedded systems.

One problem with current 060s is the too often-occurring exclusion of the FPU
unit, making it a 68LC060, IIRC.

--
En ligne avec Thor 2.6.

Die Zeit kommt aus der Zukunft, die nicht existiert, in die
Gegenwart, die keine Dauer hat, und geht in die Vergangenheit,
die aufgeh&#65533;rt hat, zu bestehen.
--- Augustinus (R&#65533;m. Kirchenlehrer, 354-430 n. Chr.)

3343. Re: STiK2 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8r83vm$p0c$1@snipp.uninett.no>
Source record: 56846

Jeff Armstrong <jba4@po.cwru.edu> wrote:

> Ihave attempted to use STiNG and MiNTNet on my system before. STiNG
> just hated MultiTOS, especially the Dialer. And the configuration

STiNG is indeed not compatible with the AES in MultiTOS (GEM.SYS) due to a
missing function in the AES. You must install a patch (ra_yield IIRC) to
run STiNG with this configuration.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3344. Re: TOS ownership (was: tos upgrade)

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8r85rs$2r8$1@plutonium.btinternet.com>
Source record: 56847

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:ssslbnlc7l06fe@corp.supernews.com...
> On 24 Sep 2000 13:26:52 , Steve Sweet wrote:
> >>Interesting thought. When companies like TUS sell TOS 2.06 upgrades
> >>where do they get the TOS image from. Do they have to pay for each
> >>one to someone?
> >
> >If they are selling TOS images they should have a license to do so.
>
> Hi Steve
>
> So where do, say TUS, aquire there TOS license from?
>

TUS didnt have a license to use TOS. They were using copied versions on the
old Compo software roms. Even had photocopied compo manuals.

Simon

3345. Re: Req Grandad 2

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <rAAghjAUv515EwBM@steverosie.demon.co.uk>
Source record: 56848

In article <nh5ets050upu9khp0m1bd8hglfqci4mrao@4ax.com>, Dwane Dibley
<no@email.com> writes
>So I guess Grandad will forever be stuck outside the fun park
>:-(

Not if I have my way:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3346. MagiCOnline

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B5FD0252.4EE2%bengy@mac.com>
Source record: 56849

Hi guys,
Magicos.de will become fully active again next weekend, at the latest. This notice is to let everyone know that I once again encourage email and faxes containing information about new program releases, inside info, etc.

E-Mail: bengy@mac.com

Fax: (509) 277-6070

Take Care,
Bengy (Enjoying the Phantom of the Opera Soundtrack..)

3347. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <K8PB5.2098$lf5.119867@newsread1.prod.itd.earthlink.net>
Source record: 56850

Clayton,
It seems to be specifically related to "comp.sys.atari.st" only!!!
It does'nt happen with other Atari NGs like Prgrammer, Announce,
Protocols or Tech or!!! Viral???
John G.

On 1 Oct 2000 01:04:45 -, Clayton Murray wrote:
>Hi John,
>
>YES!, this has been happening with me too. The first post also
>shows up as the last posting, except that there it is repeated
>about 10 times. This has been going on for maybe 1 to 2 weeks
>now. I thought it might be my server too, until I read your post.
>My server is aa.net, and I believe it covers most of western
>Washington. (USA) I wonder if this is a problem with the atari
>newsgroup??? Anybody else having this going on? It's not a big
>problem, but I'd like to know what's causing it.
>
>Clayton Murray
>Seattle, WA USA
>
>
>On 30 Sep 2000 22:09:20 , John Garone wrote:
>>
>>>>>>>>Sorry if this posted twice!
>>
>>Hi All,
>> Is anyone else having this problem with their NG server (particularly
>>Earthlink's NG) or could it be a Newsie96 bug? (or both):
>> It's been happening for about a week which leads me to think it's
>>something new from the server that Newsie96 may not be able to handle!
>> After connecting to comp.sys.atari.st, at the end of the list of posts
>>to download from:
>> The first file (by date) is being added a number of times to the end
>>of the list (the date stays the same)! If i click on any one of those
>>last repeated files, all get highlighted. The XOVER.TXT file shows
>>a "Fatal syntax error" message at it's end.
>>
>>John R., you there?
>>
>> John G.
>.

3348. Any CD-R software for TT?

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Bill Freeman <flipflapx@coastalnet.com>
Message-ID: <011020001848221213%flipflapx@coastalnet.com>
Source record: 56851

I have a Yamaha 6416SZX CD-RW drive for my Mac. Is there any Atari software available to use this drive to write CD-Rs on/for my TT? I'm presently using a Syjet to backup the TT, but would prefer to use the CD-R drive for the TT.

--
e-mail: remove the x

3349. Re: FA: Rare diskless atari workstation

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39D7DBD5.FB5F2C20@qnet.com>
Source record: 56852

I must be missing something. Your "RARE" diskless Atari 520ST looks
like every atari 520ST I have ever seen. I have 3 but, didnt know they
were "RARE". And what is meant by "lots of ram"?

Don

Amiga2000@bigpond.nospam.com wrote:

> http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=454267072
>
> Rare diskless atari (no floppy only HD port/lots of ram)
>
> --
> C.Harrison - charriso@cs.rmit.edu.au - RMIT UNI

3350. Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Puppy Dawg <swallow@intergate.bc.ca>
Message-ID: <39d82e79@newsserver1.intergate.ca>
Source record: 56853

Hi all.

I've got some questions re: the Atari Falcon. I've been using an ST on and off for the last little while, and would really like to replace my PC with something like it. I do not think that my 1040 will handle that task. But the Falcon might. But first, I have a whole pile of questions...

1) I am interested in doing music work, both MIDI and live recording. How well would the falcon handle this? I'm looking around some of the stuff I did find, and noticed the Soundpool Analog 4/8. Anyone have any opinions on this? How about the software side?

2) Does FalcAMP really work? I have a large collection of audio files of various formats, and it would be a great benefit to be able to play them...

3) Can anyone explain the Falcon's RAM system? I've been catching bits (no pun intended) here and there, but it still seems sorta... uhhh...fuzzy....

4) What about compatibility? What are the rules (if any) on connecting PC devices, like modems, printers, scanners, and drives? Anything I need to worry about?

5) I've been looking at Wizztronics. Opinions? Good place? Bad place? Rip-offs?

6) Does *anyone* have a Falcon for sale around Vancouver, BC? I'd feel a lot better about not having to send a large cheque through the mail, and then worry about getting things back/through customs... (Yea, I'm Paranoid, but after dealing with microsoft, can you blame me?)

7) What's the monitor deal? Can someone please explain this on to me? Followed by, how would I connect a Falcon to a SVGA PC monitor?

Well, that's about it for now. If you know of good Falcon websites, I'd be very grateful for URLs. I may have to move away for university (yea, I'm a youngin, but I've grown up with Ataris, and would like to continue the trend), and would really love to have a reliable, compact, powerful system. Any help would be greatly appreciated.

Puppy Dawg

3351. Re: Need for moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970469636-51697AEicMi@cwcom.net>
Source record: 56854

From: "John Whalley" <john_whalley@hotmail.com>
Date: Sat, 30 Sep 2000 10:35:45 +0100

>Why not just killfile the twit. Haven't seen a posting from him for
>ages...

I've had one set up for yonks, but the big problem is that people _will_
rise to the bait, which really doesn't help!

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3352. Re: Reflections about Atari computing future

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200010012319.a30439@b.maus.de>
Source record: 56855

Try again without HTML.

3353. Re: Repost: NG Server or Newsie Problem?

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39d6f01d_2@huge.aa.net>
Source record: 56933

Hi John,

YES!, this has been happening with me too. The first post also shows up as the last posting, except that there it is repeated about 10 times. This has been going on for maybe 1 to 2 weeks now. I thought it might be my server too, until I read your post. My server is aa.net, and I believe it covers most of western Washington. (USA) I wonder if this is a problem with the atari newsgroup??? Anybody else having this going on? It's not a big problem, but I'd like to know what's causing it.

Clayton Murray
Seattle, WA USA

On 30 Sep 2000 22:09:20 , John Garone wrote:
>
>>>>>>>Sorry if this posted twice!
>
>Hi All,
> Is anyone else having this problem with their NG server (particularly
>Earthlink's NG) or could it be a Newsie96 bug? (or both):
> It's been happening for about a week which leads me to think it's
>something new from the server that Newsie96 may not be able to handle!
> After connecting to comp.sys.atari.st, at the end of the list of posts
>to download from:
> The first file (by date) is being added a number of times to the end
>of the list (the date stays the same)! If i click on any one of those
>last repeated files, all get highlighted. The XOVER.TXT file shows
>a "Fatal syntax error" message at it's end.
>
>John R., you there?
>
> John G.

3354. Re: Req Grandad 2

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <PuKJKJA$Bn15EwnX@steverosie.demon.co.uk>
Source record: 56934

In article <4lfctsolc0dithtk3qc1gsicnc2q21togj@4ax.com>, Dwane Dibley
<no@email.com> writes
>Hi ,
> Does anybody know where to obtain this ST game Grandad 2
>
>I know D-Bug has it on one of their menus (161) but its not
>available for download on their site. Only menus 1-157
>
>I think the game was written in Stos .
>
>
>Cheers

Hi

I do have the software you are after in my PD library, 'Grandad and the
search for the sandwiches'.

Unfortunately it is SHAREWARE and you will have to contact the author
for the code to allow you to enter the 'Funland' part of the adventure.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3355. Re: ANYONE GOT STUMPED?

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <N+iJOXAeEn15EwHs@steverosie.demon.co.uk>
Source record: 56935

In article <8mpff2$6mj$1@apple.news.easynet.net>, stephen.mullen
<stephen.mullen@ukonline.co.uk> writes
>Dear All,
>
>I'm trying to track down a shareware STOS cricket game called STumped. I
>know it appeared on a coverdisk. If anyone knows where I can get it from,
>I'd be very grateful.
>
>Steve M
>sm74_1999@yahoo.co.uk

Hiya

Firstly, sorry for the delay. I forgot about this title, oops!

Yes I do have this title in my library, if anyone still wants this
please get in touch and I'll give you the details:)

Disk reference LAPDG53 - Stumped

-- Cheers! For Now
Steve <><
WWW: www.last-pd.co.uk * * *
Email: steve@last-pd.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3356. Re: Req Grandad 2

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Dwane Dibley <no@email.com>
Message-ID: <nh5ets050upu9khp0m1bd8hglfqci4mrao@4ax.com>
Source record: 56936

On Sun, 1 Oct 2000 00:00:15 +0100, Steve Stupple <Steve@atari.org>
wrote:

>In article <4lfctsolc0dithtk3qc1gsicnc2q21togj@4ax.com>, Dwane Dibley
><no@email.com> writes
>>Hi ,
>> Does anybody know where to obtain this ST game Grandad 2
>>
>>I know D-Bug has it on one of their menus (161) but its not
>>available for download on their site. Only menus 1-157
>>
>>I think the game was written in Stos .
>>
>>
>>Cheers
>
>Hi
>
>I do have the software you are after in my PD library, 'Grandad and the
>search for the sandwiches'.
>
>Unfortunately it is SHAREWARE and you will have to contact the author
>for the code to allow you to enter the 'Funland' part of the adventure.
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

Thanks for the kind offer Steve.

Unfortunately , I already have the Shareware Version of Grandad 2
but I've had no Reply off the Author Ian Scott , which I
suppose is not really surprising as the game was written back in
1992 .

So I guess Grandad will forever be stuck outside the fun park
:-(

3357. Re: Hd driver with CTII

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <8r76v0lli1@front1m.grolier.fr>
Source record: 56937

>->Third, HDDriver come up, detect all devices an let MagiV boot from C:
>->That's all. Evry day since i used CT2

hum, I have an idea about that

Have you patched magic.ram with newbeat patch that allows to not
watching after ide hd when such a device is not present ?

If you have done so, falcon boots on ide (cecile) and magboot launch
magic.ram witch ignore your ide hd and boot on the first scsi device.
So you must get an original version of magic.ram and just patch it
with the centek patch.

but perhaps it's another prob...let me know !

cordialement,

3358. Swap UK

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8r78ogheg1@nnrp1.deja.com>
Source record: 56938

I'm looking to swap my Mega STe, 1Gb internal drive and matching Atari monitor (I can't remember if it's a 144, a 146 or a 125, it has the tilt-swivel base that goes onto the top of the Mega...) for a copy of Cubase v3....must be legit boxed with dongle and manual

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

3359. Swap UK (Another one)

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8r78ujhlp1@nnrp1.deja.com>
Source record: 56939

I've got a legit boxed dongled etc Cubase v2.01....has worked fine on my STe and Mega for many years, I need to upgrade cos I'm shifting to a TT. THis software crashes so rarely that my PC owning friends think I've got some sort of demonic pact going.....I'm looking to swap it for a legit full version of Zero-X....my old Mega is up for grabs if you've got a copy of Cubase v3 or upwards going....Keychange can sell you a copy of Cubase v3 (or Score, I can't remember and I'm not fussed) for 150 UKP....

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

3360. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8r7bac$g4g$1@news1.xs4all.nl>
Source record: 56940

THE COLDFIRE NAME WAS MENTIONED IN:

On 30 Sep 2000 19:54:36 , Lyndon Amsdon wrote:
>On 29 Sep 2000 22:06:48 , drojo@my-deja.com wrote:
>>Hi Lyndon.
[...]
>I think the Coldfire is for embedded systems, and there is a version
>very similar to the 060, but lacking a few instructions. I'm not too
>sure though as it's been a long time since I read the 68k FAQ.
[...]
On page 15 in the ST magazine (Dutch) of april 2000 the Coldfire
question is looked at for the Milan.
About 90 % of the instructions of the 68000 are in the Coldfire
series. A problem can be the missing DBcc and ROR/ROL instructions
but those can be handled in software.
There are experiment-boards from Motorola programmable in the normal
Motorola S-record away (there are 2 RS232 ports for this) but there
is a bus with 120 lines containing signals (32 A, 32 D) going out
that looks very much like the old 68000 busstructure.
So putting it in a TT via VME, in a Falcon via Expansion and in
MegaST via mega-bus can be done really simple.
And.. the cheapest Coldfire CPU is 90 MHz!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3361. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <stecur8si1ij82@corp.supernews.com>
Source record: 56941

```
On 1 Oct 2000 04:12:50 G, Bengy wrote:
>in article 8r33pm$kss$1@nnrp1.deja.com, drojo@my-deja.com at
>drojo@my-deja.com wrote on 9/29/00 4:06 PM:
>
>> Hi Lyndon.
>> I couldn't find the STC report on Bengy's site, but according to
>> Motorola's site looks like the 68060 is still in production. Don't know
>
>Hi Lyndon,
>Hmm, I guess it is hard to find.. (The link is at the top right hand corner
>of the page)
>Anyway, you can read it directly at:
>
>http://magicos.de/m_milanii.htm

Hey it wasn't me who couldn't find it Bengy!

+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem   |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|***************************************|
| bindon@madasafish.com                 |
| Lyndon Amsdon                         |
+---------------------------------------+
```

3362. Re: Astronomy program

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d774fa$0$8007@news.zetnet.co.uk>
Source record: 56942

```
On 30 Sep 2000 23:12:48 , "Martin \"Nightowl\" Byttebier" wrote:
>on Sat 30-09-2000 18:59 Trevor Spencer wrote:
>
>>On 26 Sep 2000 21:58:00 , Detlef Lewin wrote:
>>>S>Hmmm, this URL doesn't seem to work either.
>>>
>>>Try <http://www.angelcities.com/members/universum/>
>>
>>
>
>Try this one. This surely works.
>
>http://www.ster.kuleuven.ac.be/~wim/
>
>HTH,
>Martin
>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be ***********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.
Hi Martin,

I haven't got the orinonal posting, but if it's just an astronomy program able
to show stars/nebulea visible and info on same, then I've got 'Stargate'.
It also alows you to see the view 'as from the Star Ship Enterprise' from any
co-ord in space in a 3-D cube. If you or any one else wants give a yell. Mono.

Bob King.
```

3363. MB/s on IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <stevb869n7njf2@corp.supernews.com>
Source record: 56943

Hi!

I'm wondering what speed people are getting on there IDE drives.

I have the TUS interface fitted on my STe and according to DDSTEST.ttp
I'm getting a transfer rate of 260k/s on my 48x cdrom. Also with this
program I have, which reads 10meg of the hard disk, I'm getting 10meg
read in 75 seconds.

Why is it so slow? The hard disk (seagate EIDE) seems to be getting a
transfer rate of 140k/s. This is crap compared to even an ACSI
megafile.

Does anyone have a program that displayed the speed more correctly, as
I can't believe it's that slow.

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

3364. Download Football Games

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: Darren Noyce <d.noyce@cableinet.co.uk>
Message-ID: <dH7XOYNqIINDyr7ChjBnrd=n==oh@4ax.com>
Source record: 56944

at http://www.dazsoft.co.uk you can download Football Management games. If anyone has any of the old classics that are not included then please mail me.

cheers

3365. Re: STiK2 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 00:00:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <39d78660$0$8004@news.zetnet.co.uk>
Source record: 56945

On 30 Sep 2000 14:58:41 , Edward S. Baiz Jr. wrote:
On 27 Sep 2000 21:18:20 , Jeff Armstrong wrote:
>>Dan,
>>But Stik2 I had runnning about 20 minutes after download. One single
>>file controls the entire configuration. and it was simple to set up.
>> Also, the dialer, Qdialer, is a phenomenal program. It's small and
>> very useful and reports my IP address (my favorite feature).
>> Furthermore, everything runs like a dream under MultiTOS!

>That is why I switched. STiK2 is MUCH easier to use and setup. It has and
>still does serve me well. We all owe alot to Dan.

Fully agree with all of the above,except I never changed from STiK
and have followed its progress over the last 3 years,using each
beta as it was issued.Now Dan has set up a message group just for
STiK2 which makes things even easier for those of us who have
benefitted from his very hard and dedicated work.

My humble addition of scripts for Zetnet have also been added to
his site.

Grateful thanks Dan.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

3366. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 04:12:50 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B5FC15EB.4E9D%bengy@mac.com>
Source record: 56926

in article 8r33pmkss1@nnrp1.deja.com, drojo@my-deja.com at
drojo@my-deja.com wrote on 9/29/00 4:06 PM:

> Hi Lyndon.
> I couldn't find the STC report on Bengy's site, but according to
> Motorola's site looks like the 68060 is still in production. Don't know

Hi Lyndon,
Hmm, I guess it is hard to find.. (The link is at the top right hand corner
of the page)
Anyway, you can read it directly at:

http://magicos.de/m_milanii.htm

Take Care,
Bengy

3367. Re: Hd driver with CTII

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 04:45:19 UTC
From: anarkist@idirect.com
Message-ID: <zjzB5.39175$M%3.359815@quark.idirect.com>
Source record: 56927

On 16 Sep 2000 07:52:27 , Robert Schaffner wrote:
->Works clean and fast. No special setting on HDDriver or CT2 Menue.
->On some CT2 falcons HDDriver won't run if an old original 2.5" IDE
->hard drive is used. These drives can't be used well in turbo mode!
->Manual doasn't contain this gag..
->CT2 details -> DOITF30 (most of in german language)

yes. i need a new version! ;-)

->First cecile detects all devices of my chain. And that's a lot..
->Second MagiC start up
->Third, HDDriver come up, detect all devices an let MagiV boot from C:
->That's all. Evry day since i used CT2

yes.I have this also.I thought it strange. I had cecile set to run,
and cecile boot fine. but after rebooting for magic cecile _never_ run,
only hddriver run. I scratch my head over this. but shrug.
after all,it runs!! :-D

->Before i had to change the cheap slow IDE from Atari.
->Regards, Robert
->
->-- -> -= Home of DOIT-Archives =-
-> ____
-> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
->doitarchive@doitarchive.de * www.doitarchive.de
->.
ken

3368. Re: Hd driver with CTII

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 05:28:26 UTC
From: rsmac@t-online.de
Message-ID: <1ehtb26.1qcmbs91gtgncwN%rsmac@t-online.de>
Source record: 56929

Ken Macdonald <anarkist@idirect.com> wrote:

> yes. i need a new version! ;-)

I donï¿½t know, best way mostly, normaly any 7.x release is good engough.

> yes.I have this also.I thought it strange. I had cecile set to run,
> and cecile boot fine. but after rebooting for magic cecile _never_ run,
> only hddriver run. I scratch my head over this. but shrug.
> after all,it runs!! :-D

Same as here, looks normal for me. First time with the CT2 i was
wondering too about that setup but i canï¿½t found another way to use
cecile after magic is started. After magic only hddriver is used.
The hole chain runs since two years perfecly.

Looks like cecile doasnï¿½t work behind magic.

Do not change a winning team :)

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3369. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 05:34:20 UTC
From: anarkist@idirect.com
Message-ID: <w1AB5.39179$M%3.359815@quark.idirect.com>
Source record: 56928

On 20 Sep 2000 06:02:27 , Jo Even Skarstein wrote:
->Rodolphe Czuba <rczuba@free.fr> wrote:
->> From july to september, the CT60 'First Design' received only 83 buyers
->> promises.
->> It's a pity to see a such low enthousiasm from the TOS community !
->
->No wonder considering that most of the commercial market is corrupt and
->regularly rips off it's customers. I would never commit to buy something
->that doesn't exist yet, especially not when not even the specs are
->definite...
->** Jo Even Skarstein http://home.nvg.org/~joska/
->*/

I underSTand your bitterness.
You have had some bad experiences.
I too have had some unfortunate experiences, but fortunately
Woller came through with my n.aes CD-ROM plus some freebees like a clip art CD
and a ton of Revolution mag CD's.
Thank you KonSTantin Woller!
So this only leaves ICD Inc as the outSTanding bad experience,
with chips ordered and paid for but not delivered after more than a year!!

With regard to Rodolphe (to not lose the thread)
I received my CT2 board just fine, but underSTand kellis has had problems. :-(
Unlike the software market,my experience (via Mario Becroft) is that the
hardware market is much more risky Jo.
I can perfectly underSTand Rodolphes position.
For example, all the work done on Phenix is wasted when those rotten programmers
abandonned the project!! I wouldbe very very very careful when making hardware
that I had customers up front before I even STarted _thinking_ about creation.
Mario has done wonders on a shoestring. but his market has not developed.
For example, I think his products would do extremely well in Germany, but the
import duties they have there prohibit this as the coST of his products
then become too expensive for the user. yet because of the coST of necessarily
small production runs, the price cannot be lowered enough tomake it feasible.
This is sad for german atarinauts.
I know the insanity of french customs caused heart attacks for Rodolphe and I
over the CT2 board. If Rodolphe change d'avis, je comprendre. His experience
with the atari hardware market is much better than mine or yours, aslongas I
have not paid for something that I have not received, I wish to encourage, not
discourage, Rodolphe.

c'est tout

ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

3370. Re: Calamus Exporting

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 06:12:39 UTC
From: anarkist@idirect.com
Message-ID: <rBAB5.39185$M%3.359815@quark.idirect.com>
Source record: 56930

On 21 Sep 2000 19:27:52 , Tim Conrardy wrote:
-> Hello All
->Just got Calamus. (I answered that post a while back on that guy in
->Sunnyvale, CA, USA who was giving away his Atari stuff. Calamus was
->part of the package along with 4 monitors, a laser printer and a mega 2
->and STf!)
->I was wondering if there was a way to EXPORT a Calamus Document to
->either HTML or RTF/Word Format.???

depends which version! I used to have a program that would convert
Calamus 1.09 to HTML. It is gone/corrupted now. :-(
try a search on the U.T.S.I.!!

->The reason being is that I would like to have the TRACKMAN DOCS
->available for those that do not have Calamus, as they are available
->only in Calamus format.
->Thanks in advance
->Tim
->--
->I would like to invite anyone of you to the Atari-midi mailing list.
->____
->Tim's Atari Midi World http://atari.atlantis-bbs.com
->Mirror Site: http://sites.netscape.net/timconrardy/index.htm
->Atari-Midi Mailing List:http://www.egroups.com/group/atari
->tconrardy@hotmail.com
->
->
->Sent via Deja.com http://www.deja.com/
->Before you buy.
->.

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html
CT2@50MHz, 78MB RAM, 1.5GB SyJet, TOS,MiNT,MagiC,LiNUX
<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

3371. Re: FPU Speed

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 06:28:52 UTC
From: anarkist@idirect.com
Message-ID: <EQAB5.39187$M%3.359815@quark.idirect.com>
Source record: 56931

On 23 Sep 2000 15:00:39 , J Wilkinson wrote:
-snip-
->The quoted clock speed on the chip therefore isn't gospel,
->and can be under or over-clocked...(over preferably, you'd
->be silly wanting to run your hardware slower than it is
->designed to run! :)

yes.I have a 6882 rated for 32MHz in order to run at 50MHz on my CT2B
Falcon. I would callthat overclocked! :-)

->Kind regards,
->
->Chris Wilkinson, Christchurch, New Zealand.
->/|\ ATARI Falcon030 owner.
->.
ken

---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html
CT2@50MHz, 78MB RAM, 1.5GB SyJet, TOS,MiNT,MagiC,LiNUX
<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

3372. Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 06:44:42 UTC
From: anarkist@idirect.com
Message-ID: <u3BB5.39189$M%3.359815@quark.idirect.com>
Source record: 56932

On 23 Sep 2000 17:52:39 , "Frank Eiche" wrote:
->Does anyone know a good atari st emulator, that needs no
->hardware parts (gemulator board or something like that)?
->Thanks in advance.
->kind regards
->Frank
->
check out STEEM, new STe emulator.
works well for me (so far)
see
http://www.atari.org/

ken
---HOME of the GENEVA eng2ger Translation project!---
http://webhome.idirect.com/~anarkist/gnvamain.html
CT2@50MHz, 78MB RAM, 1.5GB SyJet, TOS,MiNT,MagiC,LiNUX
<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< http://welcome.to/taf http://taf.atari.org >>>
< dg449@toronto.freenet.on.ca - anarkist@idirect.com >

3373. FA: Rare diskless atari workstation

Newsgroup: comp.sys.atari.st
Date: 2000-10-01 23:02:21 UTC
From: Amiga2000@bigpond.nospam.com
Message-ID: <39d7c27d@naylor.cs.rmit.edu.au>
Source record: 56856

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=454267072

Rare diskless atari (no floppy only HD port/lots of ram)

--
C.Harrison - charriso@cs.rmit.edu.au - RMIT UNI

3374. Re: TOS international versions ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-1B5347.14395202102000@bigmomma.idirect.com>
Source record: 56796

In article <8ra4fidsh16$1@news.t-online.com>, "Carl Ratcliffe"
<c.ratcliffe@t-online.de> wrote:

> Does anyone know if TOS was released in German, if so which versions or
> all
> ?

I can confirm that they did release a German TT TOS, in fact a TT I
bought from MGI a few months ago is completely German :)

Falson also has a German TOS, you need to have a program that fiddles
with the NVRAM to configure it.

3375. Re: TT monitor info

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8rampd$9kk$1@nnrp1.phx.gblx.net>
Source record: 56797

chrisc1966@my-deja.com wrote:
: Hi folks..

: I've just got a TT and I need to connect it to a monitor...

: In the short term..what's the pinout of the lead to connect an SVGA to
: the TT monitor out...I know better than to just plug it in, there's an
: ST-High output in there somewhere as well as the TT-High ECL output....

Yes, all those signals exist, but when I had a contract project job
away from home, I took my TT and a mono monitor from a PS2 (otherwise
yecch) and simply plugged it in. Got some odd effects, because the
it did not have monochrome detect wired, but it worked well enough.

--
---_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

3376. Looking for FAQ sites

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8ramoh$o7m$18$1@news.t-online.com>
Source record: 56798

```
Can anyone recommend any good FAQ sites for the ST ?

--

////
(o o)
+-----oo0--(_)--0oo----------------------------------------+
```

3377. Re: What is the differnce between a SM124 and 144 ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <fHLdQJA3RO25Ewvt@steverosie.demon.co.uk>
Source record: 56799

In article <8ra9kvaor14$1@news.t-online.com>, Carl Ratcliffe
<c.ratcliffe@t-online.de> writes
>Grateful for any help !!!
>
>

Hi

It's a 14" monitor the 124 are 12", it has a tilt and swivel stand AND
is more pleasing to the eye:)

What no one else has mentioned is that it has a flatter screen, even
compared with a SM125! So you don't get as much glare from your
surroundings.

The base is designed to sit neatly on top of a Mega STE or TT, and and
has a slot on the front side of the base this is just right for sticking
rulers, pens or anything else neatly underneath.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3378. old game

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Yvonne <yvonne.f@t-online.de>
Message-ID: <8raps7usr11$1@news.t-online.com>
Source record: 56800

Hi,
i am searching for the game "bubble bobble", can anybody tell me where to get?

Thanks
Yvonne

3379. Re: Syquest problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Lawrence Walker <lgwalker@look.ca>
Message-ID: <mpqhts8c3sb1k2ikid5lc15mv422b3rp0f@4ax.com>
Source record: 56801

On Tue, 26 Sep 2000 10:42:51 -0400, Rick Brown <rbrown@ymail.yu.edu>
wrote:

>Steve-
>
> Thanks for the response, but you got me worried now. I've been
>concerned it was the device but had always heard good reports of their
>stability...
>
> Yeah, my original inquiry was to comp.sys.atari.st.tech and the
>only response suggested the possibility of conflict between ICD software
>and HDDRIVER. Still looking for other possibilities but if it is likely
>the syquest's power supply, what can I do to resolve this? Is it
>difficult to replace? replacement difficult to find?
>
>Rick Brown
>rbrown@ymail.yu.edu
>
>
>On Sun, 24 Sep 2000, Steve Sweet wrote:
>
>> It sounds like the problem could be with your Syquest system itself,
>> i'd be checking the power supply first myself.
>

I have a Syquest EZ135 that I bought about 4 years ago. I used it on
several different systems, including an ST with a Link II. I was quite
delighted with it. Unfortunately about the time Syquest went under it
started refusing to mount disks and this was true on ALL the
platforms. Despite my best efforts I was unable to get it functioning
again. So here I sit on 5 disks waiting for a used Syquest 250 with
which supposedly they are compatabe to come along at a reasonable cost
so that I can once more access them. Iomega's "click of death" was
well known but I have heard little about Syquests. Might be time to
back up if you haven't already .

ciao larry

3380. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Gio Ciampa <g.ciampa@cableinet.co.uk>
Message-ID: <D%5C5.28463$gw4.3183136@news1.cableinet.net>
Source record: 56802

<{DB}@cyberstrider.net> wrote in message
news:970452788.699317@red.gradwell.net...
> can he go on? If you ask me - and I have been keeping an eye on the
> column over the past few years - the last few months there wasn;t really
> that much to write about - a lot of the column was filled with letters
> from readers which he answered.

Sad to say I have to agree with you... there's only so long you can rehash a seemingly ever-smaller set of subjects - emulation seemed a fairly regular topic, but even that's showing signs of decline (no more Pacifist or Winston, Gemulator turning inexorably into SoftMac, although the appearance of Steem is welcome, with Saint to come...)

Gio

3381. The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Lister <fache@clara.net>
Message-ID: <4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com>
Source record: 56803
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

someone I knew had one, what a pile of shit it was

--
sigless and fancy free

3382. weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39D8EE56.F4A9EE0E@cfc.dnd.ca>
Source record: 56804
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

hi

I have some TOS-DOS formatted SyJet cartridges, and when I try to view
them in MagiC 5.11 on my CT2bFalcon I get a TOS error -46.
Yet, in normal TOS (CENTEK 7 or 4.04) there is no problem opening
the drive window, same for MiNT(w/ n.aes).
Why can't MagiC view my TOS-DOS SyJet(1.5GB) cartridge?

I can copy to and from the cart in TOS or MiNT, but I can't use
Kobold2.5
to do so as it reports incorrect sectors, AFAICR
another puzzle. I would have thought Kobold disk handling would be more
capable than Ataris??

maybe I need Kobold 3.5? (even if it is in German!)
ken

I am cross posting this as I don't know if this is a hardware/tech
problem
or a software problem.

3383. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Sean Barbieri <barbieris@my-deja.com>
Message-ID: <8rau35aer1@nnrp1.deja.com>
Source record: 56805

In article <4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com>,
Lister <fache@clara.net> wrote:
> someone I knew had one, what a pile of shit it was

Hmmm, Thankyou for that profound insight - I think I shall continue
using mine however. When and if you manage to learn how to switch one
on, you may find that you've made a complete twat of yourself here.

Hope this helps.

Sean
--
* Atari STe Veloce+4 (4MB ST-RAM 4MB TT RAM) 68020/68000 Processor *

Sent via Deja.com http://www.deja.com/
Before you buy.

3384. Re: TOS international versions ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8rat75$9q0$1@snipp.uninett.no>
Source record: 56806

```
Carl Ratcliffe <c.ratcliffe@t-online.de> wrote:
> Does anyone know if TOS was released in German, if so which versions or all

I believe there are German versions of all TOS-versions. There's also
Swedish versions of 1.00-2.06, and I have a Norwegian 1.00 in my STF...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

3385. 4Mb Stacy upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ravnq$a59$1@snipp.uninett.no>
Source record: 56807

```
Hi!

Geir ï¿½yvind Vï¿½lidalo has successfully upgraded his 1Mb Stacy to 4Mb using
a 4Mb PS/2 SIMM, a soldering iron and a day home from work - sick
ofcourse. A full report in the hardware-section on http://atari.nvg.org/

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

3386. Re: TT monitor info

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <IF6C5.21$DP.3987@newsr1.u-net.net>
Source record: 56808

<chrisc1966@my-deja.com> wrote

> I've just got a TT and I need to connect it to a monitor...

It helps to see what's going on......

> In the short term..what's the pinout of the lead to connect an SVGA to
> the TT monitor out...I know better than to just plug it in, there's an
> ST-High output

This appears on the SVGA monitor

> in there somewhere as well as the TT-High ECL output...

This only appears on the TTM194/5 and compatible monitors.

The TT will drive any SVGA up to TT medium res from this socket AS LONG AS
THE SOCKET IS STANDARD, ie, I don't know about the COCO board.
>
> Alternatively connecting to an SM124 or similar would be a good start...

NO. See above.

> Also..It has a Matrix COCO in it ...the manual talks about a 9-pin
> output but mine has a 15pin HD-Dtype...is that a straight SVGA?...

No idea, try it on an old 15 pin SVGA.........
>
> And on the subject of the COCO...can it be expanded to 4Mb (mines a 1Mb
> one) cos it'd be an easy enough project for me to do, if anyone knows
> that it can be done, I'll do it....I can get nearly all the info I need
> off the 1Mb board it's got anyway....I woudl expect to be able to sell
> the upgrade for less than 50 UKP (depends on what the memory costs me
> really....could be as low as 30 UKP....)

I have 2 TT s and TTM 195s plus various VGA and SVGA monitors that all work
from the 15 pin D type.

As I said I'm not familiar with the COCO board.

Of help?

Barrie.

3387. Re: What is the differnce between a SM124 and 144 ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <4J6C5.22$DP.4021@newsr1.u-net.net>
Source record: 56809

"Carl Ratcliffe" <c.ratcliffe@t-online.de> wrote in message
news:8ra9kvaor14$1@news.t-online.com...
> Grateful for any help !!!
>
The difference is about ?40 in price, anyone in the UK got a good SM 146 for
sale?

Barrie.

3388. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39d90bc5$0$8006@news.zetnet.co.uk>
Source record: 56810

My comment below.

On 1 Oct 2000 22:46:02 G, John Garone wrote:
>
>Clayton,
> It seems to be specifically related to "comp.sys.atari.st" only!!!
>It does'nt happen with other Atari NGs like Prgrammer, Announce,
>Protocols or Tech or!!! Viral???
> John G.
>
>On 1 Oct 2000 01:04:45 -, Clayton Murray wrote:
>>Hi John,
>>
>>YES!, this has been happening with me too. The first post also
>>shows up as the last posting, except that there it is repeated
>>about 10 times. This has been going on for maybe 1 to 2 weeks
>>now. I thought it might be my server too, until I read your post.
>>My server is aa.net, and I believe it covers most of western
>>Washington. (USA) I wonder if this is a problem with the atari
>>newsgroup??? Anybody else having this going on? It's not a big
>>problem, but I'd like to know what's causing it.
>>
>>Clayton Murray
>>Seattle, WA USA
>>
>>
>>On 30 Sep 2000 22:09:20 , John Garone wrote:
>>>
>>>>>>>>>>Sorry if this posted twice!
>>>
>>>Hi All,
>>> Is anyone else having this problem with their NG server (particularly
>>>Earthlink's NG) or could it be a Newsie96 bug? (or both):
>>> It's been happening for about a week which leads me to think it's
>>>something new from the server that Newsie96 may not be able to handle!
>>> After connecting to comp.sys.atari.st, at the end of the list of posts
>>>to download from:
>>> The first file (by date) is being added a number of times to the end
>>>of the list (the date stays the same)! If i click on any one of those
>>>last repeated files, all get highlighted. The XOVER.TXT file shows
>>>a "Fatal syntax error" message at it's end.

With Newsie 0.96 I had something similar, not when downloading, but when closing a NG after reading (offline) with a number of deletions scattered through the posts. Next time, I found whole groups of posts apparently

repeated. Took some time to realise it. I had to manually edit the Xover.txt (after quitting the program) against the actual list of posts in the respective folder. It wan't only in this NG, but also in an Amateur Radio NG: both these NGs have a very large number of posts.

Since getting 0.961, I haven't had that problem, only an occasional duplication of one or two posts: not the actual posts, but the titles and numbers. I do not say the improvement was because of the upgrade, because I don't know, but it happened.

I do hope you can get this solved: I feel for you.
Cheers,
Charles.

3389. Re: Papyrus - Stupid Question

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <IZ7C5.45$3P4.588@newsfeed.slurp.net>
Source record: 56811

Thanks much for the reply.

On 30 Sep 2000 17:29:09 , JI Logan wrote:
>On 30 Sep 2000 14:58:43 , Edward S. Baiz Jr. wrote:
>
>|I have a stupid question concerning Papyrus Gold. How does one set Papyrus
>|to do double-spacing??
>
>Via the spacing control on the bar at the top. There are two
>controls:
>
>First sets the spacing to be directly in points (will show integer
>eg 13) or in what I take to be multiples of what you have set (will
>show a decimal eg 1.4)
>
>Second (up and down arrows and the spacing number itself) allows you
>to set the value of spacing required.
>
>Using point size of 10, either set spacing to 20 or 2.0 (depending
>on whether you prefer points directly or multiple of point size).
>.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3390. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d90f41$0$8004@news.zetnet.co.uk>
Source record: 56812

On 2 Oct 2000 18:29:08 -, Lyndon Amsdon wrote:
>On 2 Oct 2000 10:45:14 +, Uwe Seimet wrote:
>>Lyndon Amsdon wrote:
>>
>>> Well reading the STC report on Bengy's site (http://magicos.de) says
>>> that it's the main CPU 68060 chip that has been out of prodution for a
>>> couple of years now.
>>
>>Where's the problem? Since there is a huge market for the Milan II,
>>Motorola decided to produce all the 68060 chipe that are required for
>>the Milan II project, didn't they? At least this is what Milan Computer
>>GmbH has been telling all the time, presenting Motorola as one of the
>>Milan II project partners :-).
>
>Hi Uwe
>
>Yes I knew that but I think it's highly unlikely they're gonna make a
>"special" batch of 060's just for the Milan II.
>
>If you ask me that deal with Motorola is just bullshit, just to get
>the press interested. Where's the proof?
>
>Wouldn't the Milan website have banners saying "sponsored by
>Motorola" or whatever. You get my point.
>

Hi Lyndon,

I agree that's one interpretation, but I cling onto the thought that Milan are the people that successfully produced and marketed the Milan 1. Surely they would not be so stupid and short sighted to use such a cheep ploy, to what end for gods sake, it's not as if time will not out the truth. I hope desparately that I'm wrong, but the more time goes by, with out the 'Press Release' we have been to wait for, the more I think the worst.

Bob King

3391. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: abdul <ding@dong.co.uk>
Message-ID: <To8C5.3191$Z82.2767@news1-hme0>
Source record: 56813
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Lister <fache@clara.net> wrote in message
news:4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com...
> someone I knew had one, what a pile of shit it was
>
>
>
>
> --
> sigless and fancy free

wonder why they sold in their millions then??

3392. Re: Any CD-R software for TT?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8rb64v$hm7$1@nnrp1.deja.com>
Source record: 56814

In article <39d8bd29$0$8008@news.zetnet.co.uk>,
jlog@zetnet.co.uk (JI Logan) wrote:
> On 1 Oct 2000 18:48:22 -, Bill Freeman wrote:
>
> Anodyne Software (anodyne@cyberus.ca) does a range of programs for
> reading and burning CDs. I don't know if your particular model is
> supported but you could ask. Anodyne is particularly helpful.
>
Agreed on the "helpful" part. Roger Burrows responded to my email
about CW-7502 support by adding it to the program (I have a beta copy --
it'll probably be released in a few months). He also is creating
(once again, it's in beta) a program to let you verify your computer
will work with his software. I highly recommend him.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3393. Re: ST on internet

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8rb73higf1@nnrp1.deja.com>
Source record: 56815

In article <8ra51p$e5r$16$1@news.t-online.com>,
"Carl Ratcliffe" <c.ratcliffe@t-online.de> wrote:
> I have just picked up a very cheap 1040ST which I would like to use
on the
> internet.
>
> Can anyone offer any advice / useful sites regarding:
>
> 1. Suitable modems
> 2. ISPs
> 3. etc
>
> Thanks !
>
The basic 1040ST has a 19.2K serial port and 1 MB of RAM. If you do
not have a hard drive, running a browser will be rather difficult.
Email should work fine.

Because of the limited serial port, there is no point to having a modem
over 19.2 (that is, a 28.8K modem). These are found very cheaply on
the used market.

ISPs are specific to area, but if the ISP rep understands what a PPP
connection is and the logon process uses simple ASCII, you should be
fine. (A good sign is if the ISP still offers SLIP). CHAP is bad.

To get online, you will need a handful of programs. I use HSMODEM7,
STING, MYMAIL, AFTP, and NEWSIE. I also use CAB, but that's
commercial. Unlike the Intel world, suites are not common on Ataris,
so most of us make do with separate programs (which are much smaller,
anyway) to do each thing.

You may wish to email atari@chebucto.ns.ca which is an email listserv
for the Halifax Atari group. I know that some of their people have run
the internet on the system you mention, but 1 MB is mighty tough!

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3394. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39d9520d_2@huge.aa.net>
Source record: 56816

Hi John,

Yeah, same here. I don't know if that would be virus. Doesn't seem like it. I'm using Newsie .96.1, and in Newsgroup settings I have "maximum number of articles" set to 400, and "most recent..." also set to 400. Maybe I should try changing those.

Are we the only people experiencing this????

Clayton Murray
Seattle, WA USA

On 1 Oct 2000 22:46:02 G, John Garone wrote:
>
>Clayton,
> It seems to be specifically related to "comp.sys.atari.st" only!!!
>It does'nt happen with other Atari NGs like Prgrammer, Announce,
>Protocols or Tech or!!! Viral???
> John G.

3395. Stacy memory upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39D9694E.C2D70BF9@qnet.com>
Source record: 56817

Would like to take my Stacy2 to 4megs. I can see it takes SIPPs but, are they parity or non-parity. Is there anything else I should know about the memory needed to do this.

Does anyone have suggestions where to find the SIPPs. Ive tried local but, nothing.

Thanks in advance,

Don

3396. To Falcon or not to Falcon? that is the question. (Was: Falcon Questions)

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Puppy Dawg <swallow@intergate.bc.ca>
Message-ID: <39d98345@newsserver1.intergate.ca>
Source record: 56818

Hi again.

I've looked over the replies, and now have some questions to put out to all of you.

It seems to almost be a tied battle between the Falcon and the PC for audio work. Both replies posted suggested that I should probably look towards a PC based solution. I would like to hear how some of you managed to get a PC to do what was required.

My quibbles with my PC:
- HW reqs keep climbing too fast.
- SW doesn't always work when it says it will
- This damn HW keeps dying on me. I've had to send back a hard drive again, and my scsi/video capture board has been tossed, as it was crashing the computer ever 10 minutes. So, now, that $300 CD burner is now just taking up a drive bay...grumble....
- This damned OS. I cannot stand Windows. Switch to linux, you say? Right. I have a hard enough time getting devices to work when they have full driver support...
- MIDI has never worked quite right. (now the drivers have disapeared, and I haven't had the time to reinstall, so there is now *no* MIDI support....) I've used a couple of MIDI sequencers/trackers, and the synching/timing in them is....hideous. The usability of the synching and timing ranges from "almost there, if you're half deaf" to ""holy *$(*&#^^ what is is doing?"

Granted, my PC has an utter load of crap sound card (SB PCI 128. It's never been great.), but it should be fast enough to run a bloody midi sequencer! I do not consider 300 mhz w/ 64 megs ram to be too slow for that task. I know this is an Atari newsgroup, but since many of you are musicians, would any of you have suggestions/ideas on this?

Ok, now where was I? Ah yes, the Falcon. Is it worth me finding a Falcon? I would like to continue to use an Atari, but I know my STf is not up to the task. Would i be better off getting a "fully loaded" STE, and then plunking the rest of the money into a PC?

I'm putting that out to you guys, because I think that you can give me an unbiased opinion (I mean, seriously, look! no Amiga anywhere! :)). Hope someone can help me... ("help me Atari-Wan, you are my only hope...")

Thanks again.

Puppy Dawg

3397. Re: Any CD-R software for TT?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200010022007.a30980@su2.maus.de>
Source record: 56819

Hi Bill,

BF>Is there any Atari software available to use this drive to write CD-Rs
BF>on/for my TT?
CD Recorder 3.x
CD Writer (Anodyne)

Und TTschï¿½
ps

3398. Re: MagiCOnline

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970596746-829829AEicMi@bun.com>
Source record: 56820

Hi Bengy

>Magicos.de will become fully active again next weekend, at the latest. This notice
>is to let everyone know that I once again encourage email and faxes containing
>information about new program releases, inside info, etc.

I'm glad youre back, you had me worried for a while with that holiday announcement.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3399. Re: MagiCOnline

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Berthold_Woesle@gp.maus.de
Message-ID: <200010022208.a14863@gp.maus.de>
Source record: 56821

Hi Bengy,

B>Magicos.de will become fully active again next weekend,

fine. I have missed the informations of your Magic homepage.

Viele Grï¿½ï¿½e aus Oberschwaben
Berthold

3400. WTB Memory Board/Upgrade for ST

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <970475038.29536.0.nnrp-07.9e98e6ee@news.demon.co.uk>
Source record: 56861

```
Looking for a memory upgrade for an ST. Anything
considered. Ian@techsoftware.freeserve.co.uk
```

3401. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39D84B1A.942A3D9A@ooc.de>
Source record: 56862

Lyndon Amsdon wrote:

> Well reading the STC report on Bengy's site (http://magicos.de) says
> that it's the main CPU 68060 chip that has been out of prodution for a
> couple of years now.

Where's the problem? Since there is a huge market for the Milan II,
Motorola decided to produce all the 68060 chipe that are required for
the Milan II project, didn't they? At least this is what Milan Computer
GmbH has been telling all the time, presenting Motorola as one of the
Milan II project partners :-).

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3402. How to acces TOS disks under Winblows?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Maciek Chojnacki <mch@people.pl>
Message-ID: <8r9j6d$4st$1@news.tpi.pl>
Source record: 56863

Hello!

Anyone knows how to read ST disks under Windows 98? I tried Gemulator Explorer but it doesn't work :(Is there any other software that is able to copy TOS files on PC hd?

Thanx in advance and please respond to this post on my e-mail address:

mch@people.pl

Maciek

3403. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: joska@online.no
Message-ID: <8r9ksb$8be$1@nnrp1.deja.com>
Source record: 56864

In article <39d82e79@newsserver1.intergate.ca>,
"Puppy Dawg" <swallow@intergate.bc.ca> wrote:

> off for the last little while, and would really like to replace my PC with
> something like it. I do not think that my 1040 will handle that

I suggest that you try the Falcon for a while before you decide to get rid of the PC...

> 1) I am interested in doing music work, both MIDI and live recording. How
> well would the falcon handle this? I'm looking around some of the

Very well, although I don't think it's quite up to PC-standard. For plain midi-work I don't think you can find anything more reliable than a Falcon or ST, but the Falcon really has too little memory and way too little processing power for audio. I know that a lot of people use Cubase Audio and like it a lot, but a PC with a good soundcard is just so much more powerful.

> 2) Does FalcAMP really work? I have a large collection of audio

Yes, although I haven't tested it on a plain Falcon.

> 3) Can anyone explain the Falcon's RAM system? I've been catching bits (no
> pun intended) here and there, but it still seems sorta... uhhh...fuzzy....

What do you need to know? The Falcon can have either 1, 4 or 14 megs of RAM. With a CenturboII, Mighty Sonic or Afterburner you can have a lot more, atleast 64Mb. But take my advice and stay away from these, they are for enthusiasts only (and also very hard to find).

> 4) What about compatibility? What are the rules (if any) on connecting PC
> devices, like modems, printers, scanners, and drives? Anything I need to
> worry about?

Winmodems and WinWriters only works with Windows, otherwise you can use pretty much anything. Both IDE- and SCSI-drives work (as a rule - some drives won't work), and quite a few recent SCSI-scanners works.

> 5) I've been looking at Wizztronics. Opinions? Good place? Bad place?
> Rip-offs?

I don't know if Wizztronics even exists anymore.

> 6) Does *anyone* have a Falcon for sale around Vancouver, BC? I'd

Almost certainly. Look at the classifieds in magazines for professional musicians. Often you'll get a lot of extra hardware and software as well, but also insanely expensive. A lot of people can't understand why nobody wants to pay $2000 for their computer-system when it cost them $3000 in 1993...

> 7) What's the monitor deal? Can someone please explain this on to me?

You can use any VGA or SVGA, oldfashioned RGB-monitors (like the old SM1224, the Commodore or Philips monitors for the Amiga etc.) or even a TV.

> Followed by, how would I connect a Falcon to a SVGA PC monitor?

With the supplied adapter.

> Well, that's about it for now. If you know of good Falcon websites,

Not much Falcon here, but you can see what happens when a normally sane person looses his mind (and quite a lot of money) when he decides to stay with his Ataris even though he has a perfectly OK PC:
http://atari.nvg.org/my_computers.html

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Before you buy.

3404. [ANN] NoSTalgia 0.7 is out

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: ph.gerin@NOSPAM.be
Message-ID: <1ehvj1r.7q955dx6gxu2N%ph.gerin@NOSPAM.be>
Source record: 56865
Cross-posted to: comp.sys.atari.st,comp.sys.mac.apps,comp.emulators.misc

NoSTalgia 0.7 is available.

NoSTalgia is an AtariST emulator for the PowerMacintosh.

New in this release:

- Multiple partions (TOS 1.4 or better).
- New IKBD code preventing data overrun in the emulated code.
- New hard disk driver (Ver 0.4)
- Improved stability.
- Bugs fixed in the pending interruptions routines.
- Fixed internal debugger.
- Run MagiC 6 and NAES 2.0 (with some limitations).
- ...

NoSTalgia is freeware and the hard disk driver is shareware.

Infos and Downloads at <http://users.skynet.be/sky39147>

Enjoy !

--
NoSTalgia & PowerST AtariST emulator for the Macintosh
<http://users.skynet.be/sky39147/> <http://nostalgia.atari.org>
<ph.gerin@skynet.be>

3405. Re: FA: Rare diskless atari workstation

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8r9ras$cn9$1@nnrp1.deja.com>
Source record: 56866
Body handling: HTML body converted to readable text

I expect its lack of TV modulator will get listed as too :-))....let's face it what do you expect from someone
who dwells in the darkness eternal of Amigadom....

chrisc

In article <39D7DBD5.FB5F2C20@qnet.com>,
Don wrote:
>
> --------------0DFA33122269ACFE527A5380
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> I must be missing something. Your "RARE" diskless Atari 520ST looks
> like every atari 520ST I have ever seen. I have 3 but, didnt know
they
> were "RARE". And what is meant by "lots of ram"?
>
> Don
>
> Amiga2000@bigpond.nospam.com wrote:
>
> > http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=454267072
> >
> > Rare diskless atari (no floppy only HD port/lots of ram)
> >
> > --
> > C.Harrison - charriso@cs.rmit.edu.au - RMIT UNI
>
> --------------0DFA33122269ACFE527A5380
> Content-Type: text/html; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
>
>
> I must be missing something. Your "RARE" diskless Atari 520ST
looks
> like every atari 520ST I have ever seen. I have 3 but, didnt
know
> they were "RARE". And what is meant by "lots of ram"?
>

>
Don

>
Amiga2000@bigpond.nospam.com wrote:
>
http://cgi.ebay.com.au/aw-
cgi/eBayISAPI.dll?ViewItem&item=454267072
>
Rare diskless atari (no floppy only HD port/lots of ram)
>
--
>
C.Harrison - charriso@cs.rmit.edu.au - RMIT UNI

>
>
> --------------0DFA33122269ACFE527A5380--
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3406. Re: Any CD-R software for TT?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8r9rqg$d23$1@nnrp1.deja.com>
Source record: 56867

If that Yamaha is a proper SCSI unit then it is supported by SoundPools (http://www.soundpool.de)CD Recorder Pro 3.....I use this software and it's great though a bit OTT for backups...you might look at Anodynes new version of Extendos + CD Writer (http://anodyne.com IIRC) ....that said there is supposed to be a new shareware CD writing package to do basic stuff with too.......and I guess if you were running Linux 68k then you could compile a linux app to do it for you....

In article <011020001848221213%flipflapx@coastalnet.com>,
Bill Freeman <flipflapx@coastalnet.com> wrote:
> I have a Yamaha 6416SZX CD-RW drive for my Mac. Is there any Atari
> software available to use this drive to write CD-Rs on/for my TT? I'm
> presently using a Syjet to backup the TT, but would prefer to use the
> CD-R drive for the TT.
>
> --
> e-mail: remove the x
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3407. LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8r8u7b$pn1$2@nd.eastky.net>
Source record: 56868

Was wondering if Atari ever released any kind of software to do anything with the Falcon LAN port?

Was any released for the TT's LAN port from Atari?

When using the normal Modem port on my Falcon, My modems TR light comes on soon after I turn on the Falcon. Before any Auto/ACC programs run.

Should this also happen with the Falcons LAN port if I have a LAN Modem Cable connected?

Or is the LAN port Dead until software like HSMODEM7 and STING or etc sets it up?

Also, is it possible to use 2 modems on the Falcon at the same time using the modem port and the LAN port?

If this will work, What Net software will allow this, STinG? MintNet? Iconnect?

Or is one of these ports disabled if using the other one?

phantomm@eastky.net

3408. Anyone outside of the US have a Expose?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8r8t8i$pn1$1@nd.eastky.net>
Source record: 56869

I have NTSC and PAL Splitters for my Expose.

Is there anyone outside the USA that uses a Expose with a PAL Splitter?

If so, and you have the time, contact me by e-mail.
I'd like to go over a few things about the PAL Splitter.

Thanks,

Atari Falcon 030 modified with a CenTurbo II B version.
Atari Falcon 030 with factory CPU and FPU, TT Touch keyboard Upgrade.
Teac CDR, 2 Pioneer 6 CD Rom Changers, Misc CD Rom drives & hard drives.
Falcon Hardware: Expose' Color Video Digitiser & Apex Media v2.41,
3 VideoMaster Falcon Cartridges & Splitters, ColorBurst Hand Scanner,
Blowup Hard I (Internal), ScreenBlaster II (external), FalconSpeed,
Cubase Audio Clock (DSP port), Nemesis 25/50 (not installed) and etc.
Atari Mega STE TOS 2.06 internal HD with Vortex ATonce 386SX.
Atari Mega ST4 TOS 1.04 stock. Atari 1040 STE TOS 1.62 4megs stock.
ST/STE Hardware: VideoMaster ST/STE/Falcon cart, VIDI ST & Splitter,
GoldenImage HandScanner, Spectre GCR, SuperCharger, and etc.
---
phantomm@eastky.net

3409. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: joska@online.no
Message-ID: <8ra0ofgln1@nnrp1.deja.com>
Source record: 56870

In article <8r8u7b$pn1$2@nd.eastky.net>,
phantomm@eastky.net (Phantomm) wrote:

> When using the normal Modem port on my Falcon, My modems TR light comes
> on soon after I turn on the Falcon. Before any Auto/ACC programs run.
>
> Should this also happen with the Falcons LAN port if I have a LAN
> Modem Cable connected?

I don't think so, although I've never checked.

> Or is the LAN port Dead until software like HSMODEM7 and STING or etc
> sets it up?

STiNG can't do this, this is a task for the device-driver (HS-Modem or scc.xdd).

> Also, is it possible to use 2 modems on the Falcon at the same time using
> the modem port and the LAN port?

Yes.

> If this will work, What Net software will allow this, STinG? MintNet?
> Iconnect?

STiNG and MiNT-Net won't have any problems, but I don't think that IConnect can handle more than one connection. IConnect is only designed to handle one dialup-connection, it won't even work without a modem. It will work with the LAN-port, a friend of mine used it with an ISDN-"modem" for about a year.

One problem is that the only device-driver for TOS and MagiC is HS-Modem, and it doesn't do a terribly good job with the DTR-line, atleast not on my Falcon. Ozk's scc.xdd works a lot better, but that's MiNT only.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Before you buy.

3410. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39D88586.503B72F5@cfc.dnd.ca>
Source record: 56871

well, thw 14 MB RAM upgrade from Aixit looks good also!
http://www.aixit.com/atari/

ken

"Donald W. Skaggs" wrote:
>
> yes 4 meg upgrades are available for the Atari 1040. They are very nice.
> Contact ATY Computer or BEST Electronics.
>
> Donald
> "Tim Conrardy" <tconrardy@hotmail.com> wrote in message
> news:8qahv2nan1@nnrp1.deja.com...
> > Hello All
> >
> > One of my Atari-Midi members is getting frustrated that he can't run
> > some of the mem-hungry midi apps on his 1 meg 1040ST. What he needs is
> > a 4 meg machine.
> >
> > Can anyone help here?. He has tried on Ebay, but 4 meggers have been
> > going for outragious prices which he can't afford.He is in the USA.
> >
> > Or...can a 1040St be upgraded to 4 megs? another alternative.
> >
> >
> > Thanks for any responses.
> >
> > Tim Conrardy
> > --
> > I would like to invite anyone of you to the Atari-midi mailing list.
> > ____
> > Tim's Atari Midi World http://atari.atlantis-bbs.com
> > Mirror Site: http://sites.netscape.net/timconrardy/index.htm
> > Atari-Midi Mailing List:http://www.egroups.com/group/atari
> > tconrardy@hotmail.com
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.

3411. New STE Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d8ad7c@fmlynet.org>
Source record: 56872

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "The Steem Team" <steemnewsgroup@pyridine.co.uk>
> The first release of a brand new Atari STE emulator for Windows is now
> available. "The Steem Engine" as it is called will run a lot of the game
> disks available, it's at least as compatible as other freeware emulators
> available as far as we can tell. It's also designed to be particularly easy
> to use with a nice interface.
> We'd like people to try it and tell us what they think - it is only a small
> file & doesn't have a nasty installation process.
> Have a look at http://steem.atari.org
> Hope you enjoy the latest recreation of everyone's favourite computer!
> Anthony & Russell Hayward

From the Atari ST newsgroup
Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3412. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39d8ad7c@fmlynet.org>
Source record: 56873

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: rking@zetnet.co.uk (Bob King)
> On 29 Sep 2000 06:58:36 , "Simon Osborne" wrote:
>>
>> "Bob King" <rking@zetnet.co.uk> wrote in message
>> news:39d3c104$0$8006@news.zetnet.co.uk...
>>> On 28 Sep 2000 22:00:38 , "Christopher Thorley" wrote:
>>> >Just received my latest copy of computer shopper only to read the sad
>> news
>>> >that maurice collins Atari page has finished.
>>> >
>>> >My thanks to maurice for flying the Atari flag for so long.Your articles
>>> >will be missed (cancelled my subscription already!).
>>> >
>>> >Chris Thorley.
>>> >
>>> >
>>> >.
>>>
>>> I always looked through the latest copy of Computer Shopper, just for his
>> page.
>>> As you say, he always 'flew the flag'. It's too late I suppose to get the
>> editors to change
>>> their minds, but I'll find his e-mail address and send him my thanks for
>> his
>>> reports over the years. Perhaps others could do likewise.
>>>
>>>
>>> Bob king.
>>
>> Maybe we could pursuade him to contribute to Atari Active and/or My Atari?
>>
>> Simon
>>
>>
>> .
> Hi all,
> I've just looked at Maurice's last Atari page in Computer Shopper. It makes
> very sad reading. It is a definitive obituary of Atari. Why now?
> Bob King

I'm sorry, I've looked the Computer Shopper and have yet to find this
article. What issue and page are talking about?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3413. TOS international versions ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8ra4fidsh16$1@news.t-online.com>
Source record: 56874

```
Does anyone know if TOS was released in German, if so which versions or all
?
```

3414. ST on internet

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8ra51p$e5r$16$1@news.t-online.com>
Source record: 56875

I have just picked up a very cheap 1040ST which I would like to use on the internet.

Can anyone offer any advice / useful sites regarding:

1. Suitable modems
2. ISPs
3. etc

Thanks !

3415. Re: Swap UK

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <xz0C5.2$DP.778@newsr1.u-net.net>
Source record: 56876

Hello C.

How does one reply directly to you, all I get is MS Exchange asking for a profile, swooosh, over my head.

I'm interested in the Mega, I have Cubase v3.1, email or ring 01925 266120 to discuss.

<chrisc1966@my-deja.com> wrote in message news:8r78ogheg1@nnrp1.deja.com...
> I'm looking to swap my Mega STe, 1Gb internal drive and matching Atari
> monitor (I can't remember if it's a 144, a 146 or a 125, it has the
> tilt-swivel base that goes onto the top of the Mega...) for a copy of
> Cubase v3....must be legit boxed with dongle and manual

Barrie at Keychange.

3416. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ehvtkh.1ie26junasis0N%rsmac@t-online.de>
Source record: 56877

Phantomm <phantomm@eastky.net> wrote:

> Was wondering if Atari ever released any kind of software to do anything
> with the Falcon LAN port?

No, they do nothing for that port.
Do not change Atari LAN with (L)ocal(A)rea(N)etwork!

> Was any released for the TT's LAN port from Atari?

No, same serial port as on falcon.

> When using the normal Modem port on my Falcon, My modems TR light comes
> on soon after I turn on the Falcon. Before any Auto/ACC programs run.

Check HSModem setting!? :)

> Should this also happen with the Falcons LAN port if I have a LAN
> Modem Cable connected?

HSmodem..

Drag SCC.PRG to SETTER.TTP and have a look whatï¿½s going on.
ELSA 33K8 Modem works fine on falcons LAN port here.

> Or is the LAN port Dead until software like HSMODEM7 and STING or etc
> sets it up?

It works as normal serial port here.

> Also, is it possible to use 2 modems on the Falcon at the same time using
> the modem port and the LAN port?

No, falcon only hand ONE modem connection in one time.
Same with magic or any other m-tasking os.

> If this will work, What Net software will allow this, STinG? MintNet?
> Iconnect?

STinG use the port as serial port (To connect another atari)

Check manuals of STinG 1.26, HSmodem7, they contain any information to
use this port well.

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar

doitarchive@doitarchive.de * www.doitarchive.de

3417. Re: WTB Memory Board/Upgrade for ST

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <hI0C5.4$DP.1034@newsr1.u-net.net>
Source record: 56878

Hello.

> Looking for a memory upgrade for an ST.
Anything considered.

Keychange Music. 01925 266120, have a few STFM upgrades in stock
Barrie.

3418. Re: Lttile help with a CDROM please,,,

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39D89E5D.D5FB8D03@cfc.dnd.ca>
Source record: 56879

not quite correct. :-)
I have a Sony external SCSI CD-ROM.
Since it is capable of dumping audio CD's to my hard drive,
I find I can play audio CD's through my Falcons sound system
This give me more control over variables.
I also have headphone outputs on the front and back, which
I sometimes use.
but most CD-ROM drive. it is true, only allow output through the
headphone
ports.
ken

Lonny Pursell wrote:
>
> On Sun, 24 Sep 2000, Jeff Armstrong wrote:
>
> > Ok, second, I don't wuite understand the deal with audio on the CD
> > player. Should I expect to hear the sound thru the TT's speaker?
> > 'Cause I definitely do not. The more I thought abnout it, the more it
> > made sense. Perhaps I can only attach speakers to the CD drive's
> > actual audio output. So, is that the only place I'm going to hear
> > sound? Just wondering.
>
> You will need to use headphones or some external speakers attached
> directly to the CD player. The SCSI cable will not carry audio
> signals. ;-)
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3419. Re: FA: Rare diskless atari workstation

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <NQ0C5.5$DP.1222@newsr1.u-net.net>
Source record: 56880

Hello.

> > Amiga2000@bigpond.nospam.com wrote:
> >
> > > http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=454267072
> > >
> > > Rare diskless atari (no floppy only HD port/lots of ram)

If indeed it is a 'rare' Atari 520 ST, the first 1985 model, I have 4
'resting' in the shed, sorry, workshop.

For info, they will all upgrade, (why!!!!!) to at least TOS 1.4 and 2.5 mb,
I used one with a Mega ST keyboard for ages, ages ago.

Anyone wants one, ????????? ring 01925 266120

Barrie. (tongue firmly in cheek)

3420. Re: FLEXTRAX v0.9 released!

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39D8A0A5.FED60379@cfc.dnd.ca>
Source record: 56881

I have the same problem!
I think the webmaSTer wanted to be 'fancy'
instead of a simple link.
I ended up going to the Belgium site for
the file. ftp is so much easier, and faSTer!
ken

Bob King wrote:
> Hi Martin (and Daniel),
> have repeated my try to download the file. When I get past the intro page, plain
> 'NEWBEAT' graphic link, into main.html (framed), then into productions.html, the
> supposed link under 'Download!' doesn't work for me, I also use CAB 2.8.
> Code is:
> <FORM NAME="Download" METHOD="post" ACTION="http://cgi.swipnet.se/apps/formmail">
> <INPUT TYPE="hidden" NAME="_thankyou" VALUE="productions/FTRAX09.ZIP">
> <INPUT TYPE="hidden" NAME="_subject" VALUE="Download: FlexTrax v0.9">
> <INPUT TYPE="submit" VALUE =" Download! " onMouseOver="window.status='Download FlexTrax
v0.9'" onMouseOut="window.status=''">
> </FORM>
> I finish up at http://cgi.swipnet.se/invalidreferer.html
> as I said all Swedish!!!
> Don't get it, either why you succeed and not me or the FTRAX09.ZIP file.
> Daniel, please e-mail as promised.
> Bob king

3421. FA: Rare diskless atari workstation

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39d8bb8c@fmlynet.org>
Source record: 56882

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Amiga2000@bigpond.nospam.com
> http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=454267072
> Rare diskless atari (no floppy only HD port/lots of ram)
> --
> C.Harrison - charriso@cs.rmit.edu.au - RMIT UNI

Interesting! It looks like a 520ST (not the 520STf)

And someone's bid $40 for it. Wow!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3422. Re: Falcon startup problem...

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39D8A2B5.D8C97C5C@cfc.dnd.ca>
Source record: 56883

holding down the alt or ctrl keys works.
another option if you have HD Driver or ICDboot, is to press the key
denoting the partition you want to boot from when the logo of either
appears.
I have a very basic auto folder set up on my G: partition(logical
drive), which is my
next physical drive. If I have problems with my auto on C:\, I just
press G
when I see the HD driver intro, and I use the auto folder on G:
Note: You are still 'booting' from C:\, as that is where your *.sys file
and boot record are, but you continue the boot process on G: (or
whatever partition
you choose)
ken

Tony Cianfaglione wrote:
>
> I set up NVDI on my Falcon and selected prx-->prg in auto. Now the Falcon
> stops dead in mid-boot with 'can't find monochrome screen driver' STOP...
>
> Now I can't boot the Falcon to get to the auto folder so I can disable
> NVDI until I get everything working correctly. IS there a bypass to boot
> from a:\ insteead? It keeps defaulting to the hd instead and then locks
> up.
>
> Thanks...

3423. Re: TOS international versions ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39D8A650.6C49ECCF@patent.gov.uk>
Source record: 56884

Carl Ratcliffe wrote:
>
> Does anyone know if TOS was released in German, if so which versions or all
> ?

Hi Carl,

if its any help, I once had a program that needed a German version of
TOS to run. I had to run a TSR TOS converter to convert my UK/US TOS
first to run it.

Bob King

3424. Re: Falcon startup problem...

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39D8A806.CA97E355@patent.gov.uk>
Source record: 56885

Ken Macdonald wrote:
>
> holding down the alt or ctrl keys works.
> another option if you have HD Driver or ICDboot, is to press the key
> denoting the partition you want to boot from when the logo of either
> appears.
> I have a very basic auto folder set up on my G: partition(logical
> drive), which is my
> next physical drive. If I have problems with my auto on C:\, I just
> press G
> when I see the HD driver intro, and I use the auto folder on G:
> Note: You are still 'booting' from C:\, as that is where your *.sys file
> and boot record are, but you continue the boot process on G: (or
> whatever partition
> you choose)
> ken
>
> Tony Cianfaglione wrote:
> >
> > I set up NVDI on my Falcon and selected prx-->prg in auto. Now the Falcon
> > stops dead in mid-boot with 'can't find monochrome screen driver' STOP...
> >
> > Now I can't boot the Falcon to get to the auto folder so I can disable
> > NVDI until I get everything working correctly. IS there a bypass to boot
> > from a:\ insteead? It keeps defaulting to the hd instead and then locks
> > up.
> >
> > Thanks...

Hi Ken,

Does this mean that I can get a kind of XBoot effect of multiple AUTO
folders by having a different one for each partition. If so sounds very
intersting indeed. Thanks for the tip, you learn something new everyday
on this NG, but that's what it's for!!!

Bob King.

3425. What is the differnce between a SM124 and 144 ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8ra9kvaor14$1@news.t-online.com>
Source record: 56886

Grateful for any help !!!

3426. Re: FAQ on TOS burning?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39D8ACBC.C3184D2A@cfc.dnd.ca>
Source record: 56887

IDE?
one source is
http://gem.win.co.nz/mario/
ken

Adrian Oboroc wrote:
> Hello ST people,
-snip-
> Ah! One more thing... How much does cost an IDE HDD controller for AtariST?
> And who sells them nowdays?
> Thank you in advance,
> Adrian

3427. Re: What is the differnce between a SM124 and 144 ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8racqd$q95$1@nnrp1.deja.com>
Source record: 56888

In article <8ra9kvaor14$1@news.t-online.com>,
"Carl Ratcliffe" <c.ratcliffe@t-online.de> wrote:
> Grateful for any help !!!
>
>
The 144 is bigger and has a tilt swivel stand and has external screen-
resizing controls to help you lose the border if you want to...It's the
best small monochrome Atari made, apart from the almost identical SM146

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

3428. TT monitor info

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8rad3mqea1@nnrp1.deja.com>
Source record: 56889

Hi folks..

I've just got a TT and I need to connect it to a monitor...

In the short term..what's the pinout of the lead to connect an SVGA to the TT monitor out...I know better than to just plug it in, there's an ST-High output in there somewhere as well as the TT-High ECL output....

Alternatively connecting to an SM124 or similar would be a good start...

Also..It has a Matrix COCO in it ...the manual takjkls about a 9-pin output but mine has a 15pin HD-Dtype...is that a straight SVGA?...

And on the subject of the COCO...can it be expanded to 4Mb (mines a 1Mb one) cos it'd be an easy enough project for me to do, if anyone knows that it can be done, I'll do it....I can get nearly all the info I need off the 1Mb board it's got anyway....I woudl expect to be able to sell the upgrade for less than 50 UKP (depends on what the memory costs me really....could be as low as 30 UKP....)

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

3429. Re: Falcon startup problem...

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39D8B4CD.60D9FCC4@cable.A2000.nl>
Source record: 56890

Hi Bob

Bob King wrote:

> Does this mean that I can get a kind of XBoot effect of multiple AUTO
> folders by having a different one for each partition. If so sounds very
> intersting indeed. Thanks for the tip, you learn something new everyday
> on this NG, but that's what it's for!!!

Read "How I coped with the messy autofolders:" on my homepage (in sig)
:-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3430. Re: Any CD-R software for TT?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39d8bd29$0$8008@news.zetnet.co.uk>
Source record: 56891

On 1 Oct 2000 18:48:22 -, Bill Freeman wrote:

Anodyne Software (anodyne@cyberus.ca) does a range of programs for reading and burning CDs. I don't know if your particular model is supported but you could ask. Anodyne is particularly helpful.

3431. Re: How to acces TOS disks under Winblows?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <lcjhts0q99q1q3cniokjshrvnocjvhkgm2@4ax.com>
Source record: 56892

On Mon, 2 Oct 2000 11:03:03 +0200, "Maciek Chojnacki" <mch@people.pl>
drooled an embarassing wet spot in his lap as he typed:

>Hello!
>
>Anyone knows how to read ST disks under Windows 98? I tried Gemulator
>Explorer but it doesn't work :(Is there any other software that is able to
>copy TOS files on PC hd?
>
>Thanx in advance and please respond to this post on my e-mail address:
>
>mch@people.pl
>
>Maciek
>

Get the PaCifiST emulator and use the utility that comes with it
called MAKEDISK. It will read any Atari floppy disk and write it out
to a .ST disk image. It will also do the reverse, as well as create
blank images. It can autodetect the format of the disk or, for those
disks whose FATs lie, you can specify the number of
tracks/sectors/sides to copy.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3432. Re: What is the differnce between a SM124 and 144 ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <8gjhtsovusaic9cqimvgqpbdkussempea6@4ax.com>
Source record: 56893

On Mon, 2 Oct 2000 17:32:13 +0200, "Carl Ratcliffe"
<c.ratcliffe@t-online.de> drooled an embarassing wet spot in his lap
as he typed:

>Grateful for any help !!!
>

SM124 = 12" monochrome monitor.
SM144 = 14" monochrome monitor on a swivel base.

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3433. Re: Falcon startup problem...

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39D8CE9B.D680CD6A@cfc.dnd.ca>
Source record: 56894

Bob King wrote:
> Ken Macdonald wrote:
> > another option if you have HD Driver or ICDboot, is to press the key
> > denoting the partition you want to boot from when the logo of either
> > appears.
> > I have a very basic auto folder set up on my G: partition(logical
> > drive), which is my
> > next physical drive. If I have problems with my auto on C:\, I just
> > press G
> > when I see the HD driver intro, and I use the auto folder on G:
> > Note: You are still 'booting' from C:\, as that is where your *.sys file
> > and boot record are, but you continue the boot process on G: (or
> > whatever partition
> > you choose)
> > ken

> Hi Ken,
> Does this mean that I can get a kind of XBoot effect of multiple AUTO
> folders by having a different one for each partition. If so sounds very
> intersting indeed. Thanks for the tip, you learn something new everyday
> on this NG, but that's what it's for!!!
> Bob King.

Sure, if you want to take up all that hard drive space! :-)
but I only use it in emergencies. be carefull, some programs seem to be
coded for the C:\ partition.
ken

3434. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sthkvkpsn5rr6c@corp.supernews.com>
Source record: 56895

On 2 Oct 2000 10:45:14 +, Uwe Seimet wrote:
>Lyndon Amsdon wrote:
>
>> Well reading the STC report on Bengy's site (http://magicos.de) says
>> that it's the main CPU 68060 chip that has been out of prodution for a
>> couple of years now.
>
>Where's the problem? Since there is a huge market for the Milan II,
>Motorola decided to produce all the 68060 chipe that are required for
>the Milan II project, didn't they? At least this is what Milan Computer
>GmbH has been telling all the time, presenting Motorola as one of the
>Milan II project partners :-).

Hi Uwe

Yes I knew that but I think it's highly unlikely they're gonna make a
"special" batch of 060's just for the Milan II.

If you ask me that deal with Motorola is just bullshit, just to get
the press interested. Where's the proof?

Wouldn't the Milan website have banners saying "sponsored by
Motorola" or whatever. You get my point.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3435. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:47:01 UTC
From: Gio Ciampa <g.ciampa@cableinet.co.uk>
Message-ID: <9WQB5.25940$gw4.2921244@news1.cableinet.net>
Source record: 56857

"Bob King" <rking@zetnet.co.uk> wrote in message
news:39d3c104$0$8006@news.zetnet.co.uk...
> I always looked through the latest copy of Computer Shopper, just for his
page.
> As you say, he always 'flew the flag'. It's too late I suppose to get the
editors to change
> their minds, but I'll find his e-mail address and send him my thanks for
his
> reports over the years. Perhaps others could do likewise.

I pretty much did the same thing...

Look a few pages earlier and you'll find an article by one Andrew Wright...
looks to me like "Maurice" has jumped ship - I'm assuming that it's the same
Andrew Wright that once edited Atari World, but I don't have a copy of
Shopper to hand to check the details

Gio

3436. Re: Re: Atari ST Emulation?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 00:47:31 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <kmmftsou95eqke98382l6uil19jeb4viom@4ax.com>
Source record: 56858

On Sun, 01 Oct 2000 06:44:42 GMT, anarkist@idirect.com (Ken Macdonald)
drooled an embarassing wet spot in his lap as he typed:

>On 23 Sep 2000 17:52:39 , "Frank Eiche" wrote:
>->Does anyone know a good atari st emulator, that needs no
>->hardware parts (gemulator board or something like that)?
>->Thanks in advance.
>->kind regards
>->Frank
>->
>check out STEEM, new STe emulator.
>works well for me (so far)
>see
>http://www.atari.org/
>
>ken

Have you gotten this to work with sound at all? I can't get it to
spit out anything more than the distorted keyclick sound...

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3437. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 02:13:08 UTC
From: {DB}@cyberstrider.net
Message-ID: <970452788.699317@red.gradwell.net>
Source record: 56859

Gio Ciampa <g.ciampa@cableinet.co.uk> wrote:
> Look a few pages earlier and you'll find an article by one Andrew Wright...
> looks to me like "Maurice" has jumped ship - I'm assuming that it's the same
> Andrew Wright that once edited Atari World, but I don't have a copy of
> Shopper to hand to check the details

Andrew Wright jumped ship years ago - he only continued writing the Atari
section in Computer Shopper as "Maurice Collins" because the page rate
was good. ;)

Maybe, Computer Shopper wanted to drop the pages.. maybe Andrew no longer
had anything to write for Ataris - no new products for review - how long
can he go on? If you ask me - and I have been keeping an eye on the
column over the past few years - the last few months there wasn;t really
that much to write about - a lot of the column was filled with letters
from readers which he answered.

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

3438. 68030/68882/TOS 2.06/8-MEG MEGA ST upgrade on EBAY

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 04:06:46 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <qRTB5.4321$4j7.1061141@ratbert.tds.net>
Source record: 56860

CHECK IT OUT!

If you can find one of these anywhere you have struck GOLD!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=456138284

3439. Re: Any CD-R software for TT?

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 22:28:50 UTC
From: Claes Holmerup <newsgroup@holmerup.com>
Message-ID: <qh9C5.1773$c21.4557@nntpserver.swip.net>
Source record: 56822

"Bill Freeman" <flipflapx@coastalnet.com> wrote:
> I have a Yamaha 6416SZX CD-RW drive for my Mac. Is there any Atari
> software available to use this drive to write CD-Rs on/for my TT? I'm
> presently using a Syjet to backup the TT, but would prefer to use the
> CD-R drive for the TT.

Hi,
SoundPool's CDrecorder is a really great program and the compatibility
list is located here: http://www.soundpool.de/writer.txt .
There are two versions available - one for audio only and one mostly for
data (and limited for audio), so if you don't need the professional
audio features, you don't have to buy the audio version.
I've used CDRecorder (both the audio and the data version) for several
years on my Falcon and it's always worked very well.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3440. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 23:01:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200010030101.a4032@wun.maus.de>
Source record: 56826

Hallo Jo!

J>What do you need to know? The Falcon can have either 1, 4 or 14 megs of
J>RAM. With a CenturboII, Mighty Sonic or Afterburner you can have a lot
J>more, atleast 64Mb. But take my advice and stay away from these, they
J>are for enthusiasts only (and also very hard to find).

With the older CenturboIIA you can only have 32 plus 14 MB.
And there is of course the Magnum Falcon, with which you can have either 4MB + 8MB, or 4MB + 6MB + another 2MB on an extra Nova Graphics Card.
In this case, the 4MB are ST-RAM and the 6MB or 8MB are alternate-RAM (similar to TT-RAM).

I'd recommend to go for a CT2B (installed by Rodolphe), or an Afterburner, because the Falcon becomes way faster with these. Once properly installed, they work as reliably as a normal Falcon does. Don't know about music programme compatibility, though, but this shouldn't be a problem.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

3441. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-02 23:23:55 UTC
From: Claes Holmerup <newsgroup@holmerup.com>
Message-ID: <sh9C5.1774$c21.4557@nntpserver.swip.net>
Source record: 56823

"Puppy Dawg" <swallow@intergate.bc.ca> wrote:

> 1) I am interested in doing music work, both MIDI and live recording. How
> well would the falcon handle this? I'm looking around some of the stuff I
> did find, and noticed the Soundpool Analog 4/8. Anyone have any opinions
> on this? How about the software side?

The Falcon handles it very well. 8 mono audio tracks in DAT quality and lots of midi channels (up to 80 midi channels if you get the MO-4 midi expansion from SoundPool) can be used simultaneously - which should be enough for most people. Midi is super stable and audio is very closely synced to the midi (as long as you don't try to sync it to external things). I haven't measured the latency, but it's ok for most users (as it's been for me during about 7 years or so...). The FA8 is good, but it has only unbalanced outputs with an RCA-connector for each channel. Another unit that's even better is Line Audio Design's JAM-8 (www.lineaudio.se), which has 8 balanced outputs with tele connectors instead - and someone told me the sound quality was better. I didn't get around to make an A/B-test with the FA-8 and the JAM-8 myself, so I'm not sure. The FA-8 worked nicely and with a high sound quality during the years I used it and when I got a JAM-8 instead, it was better - but maybe mostly because of the balanced operation...

> 2) Does FalcAMP really work? I have a large collection of audio files of
> various formats, and it would be a great benefit to be able to play them...

Never tried it - sorry...

> 3) Can anyone explain the Falcon's RAM system? I've been catching bits (no
> pun intended) here and there, but it still seems sorta...
> uhhh...fuzzy....

A standard Falcon has 4MB of ST-RAM, but if you make arrangements with much midi data - or if you need to edit the audio recordings with the waveforms, you'll need a 16MB-card. 16MB actually comes out as 14MB of useable RAM - don't ask me why, but I'm sure someone else has a good explanation.
There are other RAM-cards available, which add TT-RAM to the system. Some programs can be loaded into TT-RAM instead of ST-RAM - and they get somewhat faster then, but there are programs which won't run at all with

TT-RAM, so I'd recommend you to keep to the standard 16MB ST-RAM. There are accellerators around, but they're hard to come by since the manufacturers have stopped making them, gone out of business or other problems, so for a midi+audio system you actually don't have to bother... However, you should absolutely install NVDI since the screen updates in Cubase Audio are terrible without it...

> 4) What about compatibility? What are the rules (if any) on connecting PC
> devices, like modems, printers, scanners, and drives? Anything I need to
> worry about?

Modems are the same. Printers MUST be of a kind that works under DOS and I'd say that a laser printer that's HP laserjet compatible (most of them are) would be the best bet. Scanners need special software, so check out the software for support of available scanners before you buy - SCSI is the way to go. Most IDE-drives work, but you need an adaptor 2.5"->3.5", since the internal IDE-connector in the Falcon was made for 2.5"-drives. Two IDE-drives can be used as Master/Slave if you use HDDriver from Uwe Seimet as your harddisk driver. Cubase Audio can only record on a SCSI-drive, so for that reason you need a SCSI-drive. You can also burn CD's and most Yamaha burners work with SoundPool's CDRecorder 3.2 (www.soundpool.de). Some harddisks don't work well - check out my site for some more info on that.

> 5) I've been looking at Wizztronics. Opinions? Good place? Bad place?
> Rip-offs?

Never dealt with them, so I can't say anything.

> 6) Does *anyone* have a Falcon for sale around Vancouver, BC? I'd feel a
> lot better about not having to send a large cheque through the mail, and
> then worry about getting things back/through customs... (Yea, I'm Paranoid,
> but after dealing with microsoft, can you blame me?)

;)

> 7) What's the monitor deal? Can someone please explain this on to me?
> Followed by, how would I connect a Falcon to a SVGA PC monitor?

You need an adapter whichever monitor you want to use. The best to use is an SVGA-monitor and Cubase Audio works best in the monochrome mode (but you can still use a color monitor, so you can use color in other programs) since the computer is faster then.

> Well, that's about it for now. If you know of good Falcon websites, I'd be
> very grateful for URLs. I may have to move away for university (yea,

I'm a
> youngin, but I've grown up with Ataris, and would like to continue the
> trend), and would really love to have a reliable, compact, powerful
system.
> Any help would be greatly appreciated.

I've actually made the "forbidden" jump to the PC platform - and I
really do love it!
To make a PC work well costs a little extra, but when you get
sample-accurate sync everywhere, plugin effects, as many audio tracks
you can ever use (I've tried my system with 52 simultaneus audio tracks
without any problems) etc etc, it's worth it...
I like the Atari machines, so I'll always support them in my own little
way, but I'd feel bad about keeping quiet about how well a PC actually
works in music applications nowadays. Most of the rumors about bad sync
etc have their origin in old PC's which were too slow to manage the
job - and from people trying to use cheap soundcards and expect them to
work as well as the more expensive ones...
Check out my site for more info on my own PC - and my previous Falcon
system.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3442. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Lister <fache@clara.net>
Message-ID: <mobjts4dia55j01dmv6uk9r18tb04rrqmv@4ax.com>
Source record: 56696
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On Tue, 03 Oct 2000 09:53:25 GMT, "Steve Breech"
<sbreech1@atarist.com> wrote:

>Why are you reading the Atari ST newsgroup, then?

ever heard of a crosspost? I'm not reading your newsgroup at all:P
>

--
sigless and fancy free

3443. FS: Loads Of Atari Kit (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <39D9C836.C2C5D81@darkstar64.freeserve.co.uk>
Source record: 56697

Hi Folks!
It's time for me to have a clearout :(
Here is what I have for sale

Atari MegaST4
4mb RAM
Keyboard & Mouse
Matrix Graphics Card (Untested - No Monitor)
External 60mb Hard Drive
SM124 Monitor
SC1224 Monitor
ï¿½Offers (Buyer Collects)

Atari TT030
2mb ST RAM
8mb TT RAM
800mb Hard Drive + Spare Original 40mb
Keyboard & Mouse
ï¿½Offers (Will Post But If Collected I Will Include A Free SVGA Monitor)

I am located in Lancashire, near Preston if you wish to collect

Cheers,
Dave

PS. Anybody got an SM144 for sale?

Atari

--
---==---==---==---
ICQ No. 34363311
---==---==---==---

3444. Re: TT monitor info

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: joska@online.no
Message-ID: <8rcl7ekpk1@nnrp1.deja.com>
Source record: 56698

In article <8rchbbhuh1@nnrp1.deja.com>,
chrisc1966@my-deja.com wrote:

> Still not heard anything about the MATRIX COCO that is fitted in
> there....

It's a colour VGA card. I don't know much about it, IIRC it's based
around an Intel chip. If you have the drivers you can connect a normal
[S]VGA monitor.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Before you buy.

3445. WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8rco9cncm1@nnrp1.deja.com>
Source record: 56699

I need a second VME connector for my TT, does anybody have one for
sale?

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

3446. Dimond edge

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: &#65533;ke Jonsson <ake@ajo.se>
Message-ID: <GpIC5.1948$jk1.153167@newsc.telia.net>
Source record: 56700

Hi !
I'm searching for "Dimond Edge".
Does anyone knows where i can download that programme?

3447. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Niall Tracey <nipt@genial.dcs.ed.ac.uk>
Message-ID: <8rco8l$u3d$10@kane.dcs.ed.ac.uk>
Source record: 56701
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

In comp.sys.sinclair Lister <fache@clara.net> wrote:
: "abdul" <ding@dong.co.uk> wrote:
:> Lister <fache@clara.net> wrote :

:>> someone I knew had one, what a pile of shit it was

:>wonder why they sold in their millions then??

: because people are generally stupid - well known advertising fact

...that was quite aptly demonstrated by the marvellous Mr. Lister in this
thread.

</Niall>

3448. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Lister <fache@clara.net>
Message-ID: <8fpjtscmllnuoh3psgqs420gp6ufgv90es@4ax.com>
Source record: 56702
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On 3 Oct 2000 13:51:17 GMT, Niall Tracey <nipt@genial.dcs.ed.ac.uk>
wrote:

>In comp.sys.sinclair Lister <fache@clara.net> wrote:
>: "abdul" <ding@dong.co.uk> wrote:
>:> Lister <fache@clara.net> wrote :
>
>:>> someone I knew had one, what a pile of shit it was
>
>:>wonder why they sold in their millions then??
>
>: because people are generally stupid - well known advertising fact
>
>...that was quite aptly demonstrated by the marvellous Mr. Lister in this
>thread.
>
></Niall>

are you calling me a person?

--
sigless and fancy free

3449. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39D9E915.51E96B45@greeleynet.com>
Source record: 56703

Steve Hammond wrote:
>
> Does anyone know what has happened to the Calamus home page?
>
> TIA
>
> Steve Hammond

Try http://www.calamus.net/us/index.html

Ken

3450. Re: To Falcon or not to Falcon? that is the

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d9f19d$0$8004@news.zetnet.co.uk>
Source record: 56704

On 2 Oct 2000 23:53:13 -, "Puppy Dawg" wrote:
>Hi again.
>
>I've looked over the replies, and now have some questions to put out to all
>of you.
>
>It seems to almost be a tied battle between the Falcon and the PC for audio
>work. Both replies posted suggested that I should probably look towards a
>PC based solution. I would like to hear how some of you managed to get a PC
>to do what was required.
>
>My quibbles with my PC:
>- HW reqs keep climbing too fast.
>- SW doesn't always work when it says it will
>- This damn HW keeps dying on me. I've had to send back a hard drive again,
>and my scsi/video capture board has been tossed, as it was crashing the
>computer ever 10 minutes. So, now, that $300 CD burner is now just taking
>up a drive bay...grumble....
>- This damned OS. I cannot stand Windows. Switch to linux, you say?
>Right. I have a hard enough time getting devices to work when they have
>full driver support...
>- MIDI has never worked quite right. (now the drivers have disapeared, and
>I haven't had the time to reinstall, so there is now *no* MIDI support....)
>I've used a couple of MIDI sequencers/trackers, and the synching/timing in
>them is....hideous. The usability of the synching and timing ranges from
>"almost there, if you're half deaf" to ""holy *$(*&#^^ what is is doing?"
>
>Granted, my PC has an utter load of crap sound card (SB PCI 128. It's never
>been great.), but it should be fast enough to run a bloody midi sequencer!
>I do not consider 300 mhz w/ 64 megs ram to be too slow for that task. I
>know this is an Atari newsgroup, but since many of you are musicians, would
>any of you have suggestions/ideas on this?
>
>Ok, now where was I? Ah yes, the Falcon. Is it worth me finding a Falcon?
>I would like to continue to use an Atari, but I know my STf is not up to the
>task. Would i be better off getting a "fully loaded" STE, and then plunking
>the rest of the money into a PC?
>
>I'm putting that out to you guys, because I think that you can give me an
>unbiased opinion (I mean, seriously, look! no Amiga anywhere! :)). Hope
>someone can help me... ("help me Atari-Wan, you are my only hope...")
>
>Thanks again.
>

>Puppy Dawg
>
>
>.

Hi or should I say woof,

I use a C-Lab MkX Falcon for all audio work, running Cubase Audio Falcon to do the recording and the CDRecorder suite for burning CDs. The C-Lab is a special falcon with upgraded audio input and output circuits and a large 2.1 SCSI HD. An ordinary Falcon is just as good if you do not plan running CAF. I have produced a 10 track audio CD, with no problems, of pro quality and sold 10 in one night. The basic Falcon has everything built in MIDI etc, with no timing problems. All you get with a PC is Cubase VST or CAF with colour, big deal, and a load of compatibility and timing problems.

Summerize: Look for a C-Lab MkX with CAF or basic Falcon if not CAF.

Bob King.

3451. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d9f20e$0$8004@news.zetnet.co.uk>
Source record: 56705

On 3 Oct 2000 08:11:33 -, Ken Springer wrote:
>Steve Hammond wrote:
>>
>> Does anyone know what has happened to the Calamus home page?
>>
>> TIA
>>
>> Steve Hammond
>
>Try http://www.calamus.net/us/index.html
>
>Ken
>.

Hi there's even the full 500 page manual in PDF format for all those 'who have lost' their own.

Bob King.

3452. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <IDmC5.113$9k5.350314@nnrp2.proxad.net>
Source record: 56706

> ->No wonder considering that most of the commercial market is corrupt and
> ->regularly rips off it's customers. I would never commit to buy something
> ->that doesn't exist yet, especially not when not even the specs are
> ->definite...
> ->** Jo Even Skarstein http://home.nvg.org/~joska/

I never asked people to send me money for CT60 !!
I asked people to tell me if they would buy or not a CT60 !!
That's a bit different non ??!

After the delay having at least 100 POTENTIAL buyers, I will have to ask
these guys to confirm they still REALLY buyer by sending me a cheque !
Sure, I will not use the cheques and will send back the cheque if someone
don't want still to wait....
Finally the cheques will be used (put at my bank !) WHEN and only WHEN the
CT60 is ready and sent !!

People that know me, know that I'm honnest and never used a cheque without
sending the goods !!
It is not the case for some fucking companies !! Should I name them ?

Regards

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3453. Re: Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <dotjtssi3jf9lngckdtpor6gdmu692829j@4ax.com>
Source record: 56707
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On Tue, 03 Oct 2000 10:16:09 +0100, Lister <fache@clara.net> drooled
an embarassing wet spot in his lap as he typed:

>On Tue, 03 Oct 2000 04:52:28 GMT, Mindfield
><mindfield@badgers.home.com> wrote:
>
>>On Mon, 02 Oct 2000 21:24:37 +0100, Lister <fache@clara.net> drooled
>>an embarassing wet spot in his lap as he typed:
>>
>>>someone I knew had one, what a pile of shit it was
>>
>>Troll...
>
>
>and you replied to it.....

Yes ... just to expose the otherwise painfully obvious fact that you
are a troll and are therefore interested in nothing more than stirring
up some shit for your own personal jollies. Anyone with more than two
or three actively firing neurons is capable of coming to the
conclusion that if they don't like a particular machine, they need not
visit its newsgroup, must less express some random thought (one of few
that get through the concrete of the average troll's skull) about how
crap it was. It is a well known fact however that trolls have no
actively firing neurons, due probably do the fact that their brains
have long since turned to gruel from years of Pokemon, Britney Spears,
and masturbating to National Geographic.

So, once again, I repeat:

Troll...

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3454. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39da1b1c@fmlynet.org>
Source record: 56708

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Lister <fache@clara.net>
> On Tue, 03 Oct 2000 09:53:25 GMT, "Steve Breech"
> <sbreech1@atarist.com> wrote:
>> Why are you reading the Atari ST newsgroup, then?
> ever heard of a crosspost? I'm not reading your newsgroup at all:P
>>
> --
> sigless and fancy free

So are you "Lister of Smeg"? ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3455. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Mike Wynne <mike@wynne91.fsnet.co.uk>
Message-ID: <8rd147pid1@news7.svr.pol.co.uk>
Source record: 56709
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

"abdul" <ding@dong.co.uk> wrote in message
news:To8C5.3191$Z82.2767@news1-hme0...
>
> Lister <fache@clara.net> wrote in message
> news:4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com...
> > someone I knew had one, what a pile of shit it was

> wonder why they sold in their millions then??

Because they had the best games!

On a feature by feature comparason, you'd have to take the '64 over the Speccy, but when you play the games the Speccy wins every time. It was the same with the ST. Comparing the features, you'd gave to go for the Amiga, but I much prefered the Games on the ST....

Mike W

3456. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8rd1ffktg1@snipp.uninett.no>
Source record: 56710

Rodolphe Czuba <rczuba@free.fr> wrote:

> After the delay having at least 100 POTENTIAL buyers, I will have to ask
> these guys to confirm they still REALLY buyer by sending me a cheque !
> Sure, I will not use the cheques and will send back the cheque if someone
> don't want still to wait....
> Finally the cheques will be used (put at my bank !) WHEN and only WHEN the
> CT60 is ready and sent !!

Anybody can say this (please note that I'm not saying that you are a crook), and it would be foolish for a normal consumer to trust complete strangers with their money based simply on this.

I fully understand that you want to minimize your risk, especially with so few potential buyers. But this is capitalism - as the manufacturer/seller, *you* take the risk, not the customer. Normally you research your market (which you've done), calculate the risk and manufacture your product if the risk is acceptable. Most people think this way, even Atari consumers. You can ask for cheques up front, but I doubt that enough people will commit. As a single consumer in a different country I can't do sh*t if I get ripped off. I know this from experience.

Since I bought my Afterburner in 1997 (from Titan, it arrived after just fice days. Cheap too!) I have only had problems when buying stuff for my Ataris (from shops and dealers that is). I've lost enough money to finance a complete PC, I've received defect hardware, support has been non-existant and delivery has been unstable (to put it mildly). Atari-items tends to get lost in the mail a lot more frequent than other gods, especially when it's pre-paid. Can you blame me for being slightly bitter?

> People that know me, know that I'm honnest and never used a cheque without
> sending the goods !!

Well, I don't know you, except from usenet and a few private emails...

> It is not the case for some fucking companies !! Should I name them ?

...and the impression is not that good. Sorry, but that's how it is. You might want to moderate your language.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

3457. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Lister <fache@clara.net>
Message-ID: <852ktskfjhi5348iudblslr8aljoq93as0@4ax.com>
Source record: 56711
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On Tue, 03 Oct 2000 15:24:17 GMT, Mindfield
<mindfield@badgers.home.com> wrote:

>On Tue, 03 Oct 2000 10:16:09 +0100, Lister <fache@clara.net> drooled
>an embarassing wet spot in his lap as he typed:
<snip>>
>So, once again, I repeat:
>
>Troll...

Bah, this lot are no fun

--
sigless and fancy free

3458. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Nat Cross <nathan_c@ys3.co.uk>
Message-ID: <39DA0FF7.928AC696@ys3.co.uk>
Source record: 56712
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Lister wrote:
>
> On Tue, 03 Oct 2000 15:24:17 GMT, Mindfield
> <mindfield@badgers.home.com> wrote:
>
> >On Tue, 03 Oct 2000 10:16:09 +0100, Lister <fache@clara.net> drooled
> >an embarassing wet spot in his lap as he typed:
> <snip>>
> >So, once again, I repeat:
> >
> >Troll...
>
> Bah, this lot are no fun

You, sir, are no fun. Your concept of what constitutes humour is painfully stupid. While an annual flamewar with comp.sys.cbm could be considered an amusing tradition, what you are doing is trolling. You are not being daring and you are not pushing the boundaries of accepted comedy. You are wasting your valuable time. Go away, grow up a bit, and then come back.

Nat
--
YS3 - It's not that bad, really.
http://www.ys3.co.uk/

3459. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970592496-223767AEicMi@cwcom.net>
Source record: 56713

From: Ken Macdonald <macdonald@cfc.dnd.ca>
Date: Mon, 02 Oct 2000 08:54:30 -0400

>well, thw 14 MB RAM upgrade from Aixit looks good also!
>http://www.aixit.com/atari/

I have one of those boards installed in my STFM (which is no longer in
use). I'd describe the fitting as somewhat tricky, and ideally needing
the ST to be recased (mine is in a Lighthouse Tower case).

English docs etc for the Aixit board are available on my web site in the
MISC section.

If anyone in the UK wants to buy this ST from me then drop me a line for
further details.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3460. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970592502-224899AEicMi@cwcom.net>
Source record: 56714

From: claytone@aa.net (Clayton Murray)
Date: 2 Oct 2000 20:27:09 -0600

>Are we the only people experiencing this????

Seems so, no problems here (ASH's Emailer)

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3461. FA: 16 Classic ST Games (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Jamie <jamie.thorp@ntlworld.com>
Message-ID: <zooC5.10949$L12.216235@news2-win.server.ntlworld.com>
Source record: 56715

Hi guys, 16 fantastic games for auction, starting at ?5.00 for the lot.
Check out http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=457450566
Cheers
Jamie
--
Buy a game, kind sir? only 7.50 each starting bid!
Power Stone:
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=454278970
Soul Calibur:
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=454280203

3462. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: scribbler@talk21.com
Message-ID: <hBoC5.10937$uq5.200125@news6-win.server.ntlworld.com>
Source record: 56716
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Blah, blah, blah, blah,blah, blah, blah nathan_c@ys3.co.uk (Nat Cross)
yadda, yadda comp.sys.sinclair, blah:

>You, sir, are no fun. Your concept of what constitutes humour is
>painfully stupid. While an annual flamewar with comp.sys.cbm could be
>considered an amusing tradition, what you are doing is trolling. You are
>not being daring and you are not pushing the boundaries of accepted
>comedy. You are wasting your valuable time. Go away, grow up a bit, and
>then come back.

I quite agree. The Atari ST was much better than the Spectrum, due to it
being 16-bit. However, if Lister was someone crossposting from
comp.sys.amiga, then it would be true, coz compared to the Amiga, the Atari
was cr.... you know what? I'm just going to leave now. Oh, someone has
already retreived my coat... and urinated in the pockets. Oh, gee thanks.
<fx= door slam.... wind howling, wolves.>

--
_o * http://www.scribbler.org.uk
__o //_* http://www.24link.net/scribbler
_ \<,_ __/\ * ICQ: 16528499 (Severely fecked ATM, don't bother.)
(_)/ (_) \ *
****************** I sincerely apologise for having a 5-line sig.

3463. Re: [ANN] NoSTalgia 0.7 is out

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: steve666@clara.co.uk
Message-ID: <1ehxtsz.9q6zch1drr6ruN%steve666@clara.co.uk>
Source record: 56717
Cross-posted to: comp.sys.atari.st,comp.sys.mac.apps,comp.emulators.misc

Nice one, Philippe!!

> NoSTalgia 0.7 is available.
>
> NoSTalgia is an AtariST emulator for the PowerMacintosh.
>
>
> New in this release:
>
> - Multiple partions (TOS 1.4 or better).
> - New IKBD code preventing data overrun in the emulated code.
> - New hard disk driver (Ver 0.4)
> - Improved stability.
> - Bugs fixed in the pending interruptions routines.
> - Fixed internal debugger.
> - Run MagiC 6 and NAES 2.0 (with some limitations).
> - ...
>
> NoSTalgia is freeware and the hard disk driver is shareware.
>
> Infos and Downloads at <http://users.skynet.be/sky39147>

3464. Re: Wings of Death for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: uikt@rz.uni-karlsruhe.de
Message-ID: <8rd4t0$q8o$1@news.BelWue.DE>
Source record: 56718

On 30 Sep 2000 08:46:54 , "Tom Weustink" wrote:
>That would be great, but I also have the problem now that I can't seem to
>dump an image to disk.. from both .Zip files (WoD en LXS) from WoD I can
>dump wings.st but not any other.. Adrress Mark not found it says in STDisk
>and in makedisk it gives bas sector errors..but when I format the disks in
>MS-DOS there arn't any.......

The images are okay, but they have their own filesystem without FAT and
directory and with excuteable bootsector. Maybe it works for you if you
pre-format the disks with 80 tracks, 10 sectors and 2 sides.
(This is for the two files wings2.st and wings3.st with 819200 bytes)

Peter

3465. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Lister <fache@clara.net>
Message-ID: <ke5ktscsj55c61n6hjlppga7j3mkfsbf1b@4ax.com>
Source record: 56719
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On Tue, 03 Oct 2000 17:57:27 +0100, Nat Cross <nathan_c@ys3.co.uk>
wrote:

>Lister wrote:
>>
>> On Tue, 03 Oct 2000 15:24:17 GMT, Mindfield
>> <mindfield@badgers.home.com> wrote:
>>
>> >On Tue, 03 Oct 2000 10:16:09 +0100, Lister <fache@clara.net> drooled
>> >an embarassing wet spot in his lap as he typed:
>> <snip>>
>> >So, once again, I repeat:
>> >
>> >Troll...
>>
>> Bah, this lot are no fun
>
>You, sir, are no fun. Your concept of what constitutes humour is
>painfully stupid. While an annual flamewar with comp.sys.cbm could be
>considered an amusing tradition, what you are doing is trolling. You are
>not being daring and you are not pushing the boundaries of accepted
>comedy. You are wasting your valuable time. Go away, grow up a bit, and
>then come back.
>
>Nat

obviously, your sense of humour is not the same as mine. anyway, I'm
going to leave this thread alone now, seeing as it probably *was*
trolling, sorry :)

--
sigless and fancy free

3466. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <TYAunXAYah25Ew$c@steverosie.demon.co.uk>
Source record: 56720

In article <970569496.137493@red.gradwell.net>, {DB}@cyberstrider.net
writes
>Look at the 'Contents' pages and you can not miss it. ;-)

It comes after the Amiga section:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3467. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: steve666@clara.co.uk
Message-ID: <1ehxvpc.uer4xu1s1x3dcN%steve666@clara.co.uk>
Source record: 56721
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

abdul <ding@dong.co.uk> wrote:

> Lister <fache@clara.net> wrote in message
> news:4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com...
> > someone I knew had one, what a pile of shit it was
> >
> >
> >
> >
> > --
> > sigless and fancy free
>
> wonder why they sold in their millions then??

Oh god!! You've all fallen for it again - never reply to these
morons..... (shit! I have now!!) ;-)

3468. Re: NEW CT60 !

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ehxt13.1m0qd1hnzjsyN%rsmac@t-online.de>
Source record: 56722

Rodolphe Czuba <rczuba@free.fr> wrote:

> I never asked people to send me money for CT60 !!
> I asked people to tell me if they would buy or not a CT60 !!
> That's a bit different non ??!
>
> After the delay having at least 100 POTENTIAL buyers, I will have to ask

Looks like somebody had trouble to read some messages.. :/

Iï¿½m one out of the buyers list. Nobody ask me anytime for money or tell
me i have to send cheque or any money order!

I was happy if someone use the time that was waste to answer some stupid
messages to write any good software and put it to any webside for smal
money.. That supports this market.

> It is not the case for some fucking companies !! Should I name them ?

Yeah :-> I know what you mean :->
Otherside, Rodolphe was the last that take money for nothing.

Someone should ask him what he takes from people they canï¿½t fit CT2
well.. Post an package only. THATs called SERVICE!

Maybee some other "commercials" should cut an part of..

Sorry for that bullshit english, canï¿½t found correct words.

Regards, Robert

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3469. Re: Looking for FAQ sites

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8rd9gkhlv1@uranium.btinternet.com>
Source record: 56723

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:8rbnrg$vd5$1@nnrp1.deja.com...
> In article <8ramoh$o7m$18$1@news.t-online.com>,
> "Carl Ratcliffe" <c.ratcliffe@t-online.de> wrote:
> > Can anyone recommend any good FAQ sites for the ST ?
>
>
>
> There is THE FAQ site: Nicholoas Bales: The Atari Quick Faq.
> Just put that in Google.com and you will find it.
>
> For Atari-midi stuff, there is my own site, along with the LINKS page.
> You will find a lot of Atari resources on the LINKS page on my site.
>
> Tim

http://quickfaq.atari.org for the lazy people ;)

Simon

3470. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8rd9ijilv1@draco.stochastik.rwth-aachen.de>
Source record: 56724

In article <8r7bac$g4g$1@news1.xs4all.nl>,
Ronald van der Kamp <atarist@xs4all.nl> wrote:
>So putting it in a TT via VME, in a Falcon via Expansion and in
>MegaST via mega-bus can be done really simple.

The TT VME bus has no bus arbitration, so putting a CPU on a TT VME card
will not work (at least not to replace the TT's 030).

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3471. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8rd9ilhru1@uranium.btinternet.com>
Source record: 56725
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

"Lister" <fache@clara.net> wrote in message
news:4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com...
> someone I knew had one, what a pile of shit it was
>
>
>
>
> --
> sigless and fancy free

Hey! Leave the ST alone, and flame the C64 again :)

Simon

3472. Re: MO Photo Album

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: aahuls@xs4all.nl
Message-ID: <8rd9mk$g95$1@news1.xs4all.nl>
Source record: 56726

On 3 Oct 2000 03:37:45 G, Bengy wrote:

>PS MagiC Online is active again.

That's wonderfull Bengy ! Thought Magic Online had dissapeared
forever.
Cheers
Dan

3473. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8rd9km$8go$1@neptunium.btinternet.com>
Source record: 56727
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

```
"Mike Wynne" <mike@wynne91.fsnet.co.uk> wrote in message
news:8rd147$pid$1@news7.svr.pol.co.uk...
>
> "abdul" <ding@dong.co.uk> wrote in message
> news:To8C5.3191$Z82.2767@news1-hme0...
> >
> > Lister <fache@clara.net> wrote in message
> > news:4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com...
> > > someone I knew had one, what a pile of shit it was
>
> > wonder why they sold in their millions then??
>
> Because they had the best games!
>
> On a feature by feature comparason, you'd have to take the '64 over the
> Speccy, but when you play the games the Speccy wins every time. It was
the
> same with the ST. Comparing the features, you'd gave to go for the Amiga,
> but I much prefered the Games on the ST....
>
> Mike W

Yup, the ST games were great. Unlike the Amiga, the Atari ST had real
character.

Simon
```

3474. Re: Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8rd9pgigr1@uranium.btinternet.com>
Source record: 56728
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

"Mindfield" <mindfield@badgers.home.com> wrote in message
news:dotjtssi3jf9lngckdtpor6gdmu692829j@4ax.com...
> On Tue, 03 Oct 2000 10:16:09 +0100, Lister <fache@clara.net> drooled
> an embarassing wet spot in his lap as he typed:

> Yes ... just to expose the otherwise painfully obvious fact that you
> are a troll and are therefore interested in nothing more than stirring
> up some shit for your own personal jollies. Anyone with more than two
> or three actively firing neurons is capable of coming to the
> conclusion that if they don't like a particular machine, they need not
> visit its newsgroup, must less express some random thought (one of few
> that get through the concrete of the average troll's skull) about how
> crap it was. It is a well known fact however that trolls have no
> actively firing neurons, due probably do the fact that their brains
> have long since turned to gruel from years of Pokemon, Britney Spears,
> and masturbating to National Geographic.

I and others would appreciate if you kept this kind of comment out of
comp.sys.atari.st, Mindfield.

Simon Osborne

3475. Re: Loads Of Atari Kit (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8rda30$9uj$1@neptunium.btinternet.com>
Source record: 56729

Swap both for PC?

Simon

"David Williams" <Dave@darkstar64.freeserve.co.uk> wrote in message
news:39D9C836.C2C5D81@darkstar64.freeserve.co.uk...
> Hi Folks!
> It's time for me to have a clearout :(
> Here is what I have for sale
>
> Atari MegaST4
> 4mb RAM
> Keyboard & Mouse
> Matrix Graphics Card (Untested - No Monitor)
> External 60mb Hard Drive
> SM124 Monitor
> SC1224 Monitor
> ?Offers (Buyer Collects)
>
> Atari TT030
> 2mb ST RAM
> 8mb TT RAM
> 800mb Hard Drive + Spare Original 40mb
> Keyboard & Mouse
> ?Offers (Will Post But If Collected I Will Include A Free SVGA Monitor)
>
> I am located in Lancashire, near Preston if you wish to collect
>
> Cheers,
> Dave
>
> PS. Anybody got an SM144 for sale?
>
> Atari
>
> --
> ---===---===---===---
> ICQ No. 34363311
> ---===---===---===---
>
>

3476. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Steve Hammond <tthammond@earthlink.net>
Message-ID: <39DA2A7D.36FCAEA5@earthlink.net>
Source record: 56730

Bob King wrote:
>
> On 3 Oct 2000 08:11:33 -, Ken Springer wrote:
> >Steve Hammond wrote:
> >>
> >> Does anyone know what has happened to the Calamus home page?
> >Try http://www.calamus.net/us/index.html
> >
> >Ken
> Hi there's even the full 500 page manual in PDF format for all those 'who have
> lost' their own.
> Bob King.

Thats the address I tried the other night and all I could get was the
web site of the people who make the TT memory board (are they the ones
hosting the Calamus pages?). Any way I tried it again a couple of
minutes ago and it came up correctly. I know it was not a problem with
CAB as I tried on a PC with NetScape and had the same problem.

Thanks

Steve Hammond

3477. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8rdaj7ipu1@draco.stochastik.rwth-aachen.de>
Source record: 56731

In article <8rco9cncm1@nnrp1.deja.com>,
Jo Even Skarstein <joska@online.no> wrote:
>I need a second VME connector for my TT, does anybody have one for
>sale?

You mean the connector only, without a PCB? It is a standard female DIN
VG-96 connector, should be available at any good electronics parts supplier.

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3478. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39da3256$0$8005@news.zetnet.co.uk>
Source record: 56732

On 3 Oct 2000 18:56:50 G, Steve Hammond wrote:
>NNTP-Posting-Date: Tue, 03 Oct 2000 11:56:50 PDT
>Organization: EarthLink Inc. -- http://www.EarthLink.net
>Xref: master.news.zetnet.net comp.sys.atari.st:182604
>
>Bob King wrote:
>>
>> On 3 Oct 2000 08:11:33 -, Ken Springer wrote:
>> >Steve Hammond wrote:
>> >>
>> >> Does anyone know what has happened to the Calamus home page?
>> >Try http://www.calamus.net/us/index.html
>> >
>> >Ken
>> Hi there's even the full 500 page manual in PDF format for all those 'who have
>> lost' their own.
>> Bob King.
>
>Thats the address I tried the other night and all I could get was the
>web site of the people who make the TT memory board (are they the ones
>hosting the Calamus pages?). Any way I tried it again a couple of
>minutes ago and it came up correctly. I know it was not a problem with
>CAB as I tried on a PC with NetScape and had the same problem.
>
>Thanks
>
>Steve Hammond
>.

Hi Steve

I probably made a mistake, but the Manual is there. I'll check. There's the
main one for SL 91 and an Addendum for SL 96. Useful of course for those of
us with the Calamus Demos, saves having to guese the meaning of all that
german.

Bob King

3479. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39da330b$0$8005@news.zetnet.co.uk>
Source record: 56733

On 3 Oct 2000 18:56:50 G, Steve Hammond wrote:
>NNTP-Posting-Date: Tue, 03 Oct 2000 11:56:50 PDT
>Organization: EarthLink Inc. -- http://www.EarthLink.net
>Xref: master.news.zetnet.net comp.sys.atari.st:182604
>
>Bob King wrote:
>>
>> On 3 Oct 2000 08:11:33 -, Ken Springer wrote:
>> >Steve Hammond wrote:
>> >>
>> >> Does anyone know what has happened to the Calamus home page?
>> >Try http://www.calamus.net/us/index.html
>> >
>> >Ken
>> Hi there's even the full 500 page manual in PDF format for all those 'who have
>> lost' their own.
>> Bob King.
>
>Thats the address I tried the other night and all I could get was the
>web site of the people who make the TT memory board (are they the ones
>hosting the Calamus pages?). Any way I tried it again a couple of
>minutes ago and it came up correctly. I know it was not a problem with
>CAB as I tried on a PC with NetScape and had the same problem.
>
>Thanks
>
>Steve Hammond
>.

Hi again Steve,

just checked, funnyly enough the manuals are at the URL:

http://www.calamus.net/us/calamus/manuals.html

The main PDF is 6.63Megs

Bob.

3480. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: The Starglider <starglider@thespian.d.c.u>
Message-ID: <JDvL$tAUkj25EwcX@thespian.demon.co.uk>
Source record: 56734
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

In article <852ktskfjhi5348iudblslr8aljoq93as0@4ax.com>, Lister
<fache@clara.net> writes
>On Tue, 03 Oct 2000 15:24:17 GMT, Mindfield
><mindfield@badgers.home.com> wrote:
>
>>On Tue, 03 Oct 2000 10:16:09 +0100, Lister <fache@clara.net> drooled
>>an embarassing wet spot in his lap as he typed:
><snip>>
>>So, once again, I repeat:
>>
>>Troll...
>
>
>
>Bah, this lot are no fun
>
Possibly because the majority of Speccy owners owned an Atari ST. Well,
they did around these parts, anyway.
--
**********The Starglider********** CHANGE d.c.u PART OF
* E-Mail:starglider@thespian.demon.co.uk * ADDRESS TO:
* Web site:http://www.thespian.demon.co.uk * demon.co.uk
* ADE VS. THE SPACESHIP: AN ONGOING SAGA! * TO REPLY.
* AT:www.thespian.demon.co.uk/effects.htm * _WW_
* "FANTASTIC! MARVELLOUS!" - David Darling * /_ _\
** | O O |
____oOO_\/_OOo__________

3481. Re: Dimond edge

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39da3ec1$0$8006@news.zetnet.co.uk>
Source record: 56735

On 3 Oct 2000 13:45:10 G, "�ke Jonsson" wrote:

```
|I'm searching for "Dimond Edge".
|Does anyone knows where i can download that programme?

Last time I looked it was still for sale from HiSoft at some low
price.
```

3482. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Llama-Wax Len <alan@SPAMOFFauldgreytoon.freeserve.co.uk>
Message-ID: <8rdf5s$4sf$12@news7.svr.pol.co.uk>
Source record: 56736
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

```
abdul wrote in message ...
>
>Lister <fache@clara.net> wrote in message
>news:4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com...
>> someone I knew had one, what a pile of shit it was
>>
>wonder why they sold in their millions then??

Lots of pretty colours.

Len
--
Remove SPAMOFF to reply
"Oh, the nobility of the almost human porpoise!"
LEGAL DISCLAIMER: By replying to this message, you hereby
acknowledge that the ZX Spectrum game "Robocop" was too hard.
```

3483. Re: MB/s on IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8rdfus$2qc$1@plutonium.compulink.co.uk>
Source record: 56737

In message <8rbaq2$b3i$1@plutonium.compulink.co.uk>, xlator@cix.compulink.co.uk said:

>>Does anyone have a program that displayed the speed more correctly, as
>>I can't believe it's that slow.
>
>I have German PD program HOW_FAST which plots write and read speeds
>independently as the file-size increases. Unfortunately it is all in
>German,

I have now translated this and sent it to Derryck to put on the DDP
web-site. (I have also sent a copy to Lyndon.)

3484. Re: Atari Mega st2

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8rdfuu$2qd$1@plutonium.compulink.co.uk>
Source record: 56738
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari

In message <EmjnPHBgEb25EwfX@lovecraft.demon.co.uk>, richard@lovecraft.demon.co.uk said:

>Once upon a time <39D9A0DC.E8E65B42@richcreations.com>, rich
><rich@richcreations.com> grabbed chalk and scrawled:
>>I have a working Atari mega st2 system for sale, includes 2 monitors,
>>one mono, one color, keyboard/mouse, printer, mono/color video switch,
>>and more.
>>no hd, no software. Asking $800 obo.
>
>Thanks! I needed a good laugh this morning :)

I think he just put one zero too much in that message! Even $80 seems a
bit high, mind you...

3485. 68030/68882 for MEGA ST on EBAY HOT!

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <M%rC5.4564$4j7.1174669@ratbert.tds.net>
Source record: 56739

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=456138284

3486. Re: Atari Mega st2

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970608228-125985AEicMi@bun.com>
Source record: 56740

Hi Richard

>>Asking $800 obo.

>Thanks! I needed a good laugh this morning :)

I thought of using it as a tearline.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3487. Re: TT monitor info

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970608232-126912AEicMi@bun.com>
Source record: 56741

Hi Guyz

>> Still not heard anything about the MATRIX COCO that is fitted in
>> there....

>It's a colour VGA card. I don't know much about it, IIRC it's based around an Intel
>chip. If you have the drivers you can connect a normal [S]VGA monitor.

It will work with NVDI, matgraf version IIRC.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3488. Re: Dimond edge

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970608226-125589AEicMi@bun.com>
Source record: 56742

Hi ke

>I'm searching for "Dimond Edge".
>Does anyone knows where i can download that programme?

Its commercial, you have to buy it.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3489. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970608234-127353AEicMi@bun.com>
Source record: 56743

Hi Ken

>
>I have some TOS-DOS formatted SyJet cartridges, and when I try to view them in MagiC
>5.11 on my CT2bFalcon I get a TOS error -46. Yet, in normal TOS (CENTEK 7 or 4.04) there
>is no problem opening the drive window, same for MiNT(w/ n.aes). Why can't MagiC
>view my TOS-DOS SyJet(1.5GB) cartridge?

Magic does not like ICD partition info, what HD-driver software are you using. You
need AHDI compatability for Magic.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3490. Re: TT monitor info

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970608230-126429AEicMi@bun.com>
Source record: 56744

Hi Chris

>Also..It has a Matrix COCO in it ...the manual takjkls about a 9-pin output but mine
>has a 15pin HD-Dtype...is that a straight SVGA?...

I think the one ive got here is a 9 pin but it came with an adaptor.

>And on the subject of the COCO...can it be expanded to 4Mb (mines a 1Mb one) cos it'd be
>an easy enough project for me to do, if anyone knows that it can be done, I'll do
>it....I can get nearly all the info I need off the 1Mb board it's got anyway....I
>woudl expect to be able to sell the upgrade for less than 50 UKP (depends on what the
>memory costs me really....could be as low as 30 UKP....)

I dont know about the memory but there is an add on board available to give you 15bit colour, thats 32000 colours to you and me. I dont/cant use this coco of mine as this particular one doesnt have the correct gals to solve a timing problem on my machine.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3491. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <970608954.880362@red.gradwell.net>
Source record: 56745

Steve Stupple <Steve@atari.org> wrote:
> It comes after the Amiga section:)

;-)

I had a look today when I was at a railway station's magazine shop. I
noticed that they are 'closing' down the MacBite, and Amiga columns too..
so maybe Computer Shopper are restructuring and may make 'better' user of
the space they are saving - maybe they will sell more adverts!

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

3492. Re: Any CD-R software for TT?

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <plsC5.1073$3P4.256@newsfeed.slurp.net>
Source record: 56746

On 2 Oct 2000 23:35:59 G, atarigalen@my-deja.com wrote:
>In article <39d8bd29$0$8008@news.zetnet.co.uk>,
> jlog@zetnet.co.uk (JI Logan) wrote:
>> On 1 Oct 2000 18:48:22 -, Bill Freeman wrote:
>>
>> Anodyne Software (anodyne@cyberus.ca) does a range of programs for
>> reading and burning CDs. I don't know if your particular model is
>> supported but you could ask. Anodyne is particularly helpful.
>>
>Agreed on the "helpful" part. Roger Burrows responded to my email
>about CW-7502 support by adding it to the program (I have a beta copy --
> it'll probably be released in a few months). He also is creating
>(once again, it's in beta) a program to let you verify your computer
>will work with his software. I highly recommend him.

I aggree. I have been using Anodyne's software with my Yamaha CDRW drive
and it all works great...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3493. Re: Atari Mega st2

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: djhh212@aol.com
Message-ID: <20001003185524.22645.00000042@ng-fz1.aol.com>
Source record: 56747

lol =)

3494. Re: Need for moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39da648a$0$8006@news.zetnet.co.uk>
Source record: 56748

On 1 Oct 2000 12:41:58 G, Derryck Croker wrote:
>From: "John Whalley" <john_whalley@hotmail.com>
>Date: Sat, 30 Sep 2000 10:35:45 +0100
>
>>Why not just killfile the twit. Haven't seen a posting from him for
>>ages...
>
>I've had one set up for yonks, but the big problem is that people _will_
>rise to the bait, which really doesn't help!

But killfile doesn't apply to the NGs in Newsie. I wish it did.

Charles.

3495. I'm sorry

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010031838330.103-100000@TT030>
Source record: 56749

I feel the need to apologize to anyone I've upset.
This thing I call a hobby (since 1984) is more of an obsession
and it seems to get the best one me at times.

With that said, I am very sorry. Future posts from me will
either be positive or not at all.

Thank you for your time...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3496. Re: I'm sorry

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <39da7771$1_2@athena.netset.com>
Source record: 56750

Lonny Pursell <fatal@SYNTAX.ERROR> wrote in
<Pine.MNT.4.10.10010031838330.103-100000@TT030>:

>I feel the need to apologize to anyone I've upset.
>This thing I call a hobby (since 1984) is more of an obsession
>and it seems to get the best one me at times.
>
>With that said, I am very sorry. Future posts from me will
>either be positive or not at all.
>
>Thank you for your time...
>
>____
>Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>
>
Hi Lonny!

Are you in Ohio? Where?

Regards,

Jim W. Krych

3497. Re: TOS international versions ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200010031347.a31289@su2.maus.de>
Source record: 56751

Hi Carl,

CR>Does anyone know if TOS was released in German, if so which versions
CR>or all
CR>?
if I'm not wrong all TOS versions were released in German without the
'88 developer version (English only) that was to launched from
(floppy) disk.

Und TTschï¿½
ps

3498. Re: ST on internet

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200010031355.a31290@su2.maus.de>
Source record: 56752

Hi Galen,

A>Because of the limited serial port, there is no point to having a modem
A>over 19.2 (that is, a 28.8K modem). These are found very cheaply on
A>the used market.
you should not confuse the computer<->modem speed with that between
modems. The latter one should exceed of course the first one (because
of compressed transmission and modem buffers) but there's no need to
buy a modem with more than twice the computer<->modem speed.

The serial port of a usual ST may easily be accelerated by a quick and
cheap modification upto (fixed) 38k4.

But as my TT is IMHO too slow for browsing, I'd suggest to stick to
email and refrain from surfing the web with any ST.

Und TTschï¿½
ps

3499. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39DA83B1.132396F6@greeleynet.com>
Source record: 56753

Steve Hammond wrote:
>
> Bob King wrote:
> >
> > On 3 Oct 2000 08:11:33 -, Ken Springer wrote:
> > >Steve Hammond wrote:
> > >>
> > >> Does anyone know what has happened to the Calamus home page?
> > >Try http://www.calamus.net/us/index.html
> > >
> > >Ken
> > Hi there's even the full 500 page manual in PDF format for all those 'who have
> > lost' their own.
> > Bob King.
>
> Thats the address I tried the other night and all I could get was the
> web site of the people who make the TT memory board (are they the ones
> hosting the Calamus pages?). Any way I tried it again a couple of
> minutes ago and it came up correctly. I know it was not a problem with
> CAB as I tried on a PC with NetScape and had the same problem.

That's interesting. I get the home page of Calamus when I
use that address. And on a PC with Netscape 4.73. With
that in mind:

The above address has frames. Try
http://www.calamus.net/us/welcome.html and see what
happens. That simply brings up the info contained in one of
the frames when you see when you use index.htm.

You can also try http://www.calamus.net/us/forum/ and see
what happens. That is the location of the English Calamus
discussion forum. I check it every couple of days. Not
very active, but the URL works.

Ken

3500. Re: I'm sorry

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010032105250.136-100000@TT030>
Source record: 56754

On 3 Oct 2000, J.W. Krych wrote:

> Are you in Ohio? Where?

Yes. Pandora.

I'm quite positive about that. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3501. And now, PC vs Falcon, round 3...

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Puppy Dawg <swallow@intergate.bc.ca>
Message-ID: <39dad321@newsserver1.intergate.ca>
Source record: 56755

Hi again.

First off, I'd like to thank all of you for your help and understanding. You guys have been great! :)

But its not over yet... (insane laughter)

Before I begin, I would like to apologize for sometimes going off topic. I realize that this is an Atari newsgroup, but I do need to refer to the Dark Side (Wintel boxes) once in a while... It's not my fault, really. I blame society. :)

Ok, and onto round 3 of "Puppy Dawg's Battle Royale". The score (approx.) is: Falcon 7, PC 4.

First off, to clarify the hardware comments. Yes, I do realize that hardware can burn out on any machine. I still find it strange that my 1040ST and my 65XE (Can't get rid of that little guy...) are still running strong, while my PC is killing itself. Most of the components are not cheap junk. (actually, the lowest quality parts have had no problems... go figure, eh?)

Now, many of you have been talking about the higher end features on a PC. Yes, all these extended features are great, but the fact remains: I'm just starting here. I'm looking for something reliable and semi portible. (trust me, after a full size PC case, almost anything else is portable...). From what I've learned from these postings, the Falcon should still have enough features and toys to keep me busy for the next while here. Remember: I'm not looking for top of the line, but just decent to good.

Got some more questions for y'all.

1) Is there a LAN adapter for the Falcon? I remember someone working on one for an ST, but don't remember much else about it. I'm talking 10/100 BT connection here... Would make transfering data much easier.

2) I've been getting conflicting reports about SVGA compatibility. Do I just need an adapter, and then I can use all Falcon resolutions on a SVGA monitor?

3) One reason I want to remain on an Atari is the "retro" sounds it can produce. I'm assuming I can reproduce this on modern equipment, but the older stuff still has a nicer tone to it. (Don't ask, I have strange tastes... ;)) Does the Falcon still retain the older style of voice, such as the original ST? (or, at least the capability... am I making any sense here?)

4) Drive capacity. What is the max drive size / partition size supported? I remember seeing 2gigs listed for *some* computer, but it might've been an *cough* amiga *cough*

5) Hardware emulation. Do they make a Falcon-on-a-board for the PC? (hey, it could happen!) What ever happened to the PC emulators for the Falcon? Where they ever any good? Could I kill two birds with one stone in this manner?

Also, it's sort of a repeated question, but does anyone have (or know of anyone) with a Falcon for sale on the west coast? (preferably around Vancouver BC / Seattle WA.) Cheap is good... I have other stuff that someone might one (600XL, some ST stuff, SMS, VCS, 2600, I can let go of my genesis if the price is right...someone must want some of this jun....errr... precious treasure...)

Anyways, that's it from me for tonight. Once again, I really appreciate the help and advice you've been providing me. Thats why I like Ataris: the people are actually proud to own one.

Puppy Dawg

3502. Atari Mega st2

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: rich <rich@richcreations.com>
Message-ID: <39D9A0DC.E8E65B42@richcreations.com>
Source record: 56834
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari

I have a working Atari mega st2 system for sale, includes 2 monitors,
one mono, one color, keyboard/mouse, printer, mono/color video switch,
and more.
no hd, no software. Asking $800 obo.

3503. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39d9b8ac@fmlynet.org>
Source record: 56835

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: "Gio Ciampa" <g.ciampa@cableinet.co.uk>
> <{DB}@cyberstrider.net> wrote in message
> news:970452788.699317@red.gradwell.net...
>> can he go on? If you ask me - and I have been keeping an eye on the
>> column over the past few years - the last few months there wasn;t really
>> that much to write about - a lot of the column was filled with letters
>> from readers which he answered.
> Sad to say I have to agree with you... there's only so long you can rehash a
> seemingly ever-smaller set of subjects - emulation seemed a fairly regular
> topic, but even that's showing signs of decline (no more Pacifist or
> Winston, Gemulator turning inexorably into SoftMac, although the appearance
> of Steem is welcome, with Saint to come...)
> Gio

I'm going to ask this again....

W H A T

P A G E

I S

T H I S

A R T I C L E

S H O W N

O N ? ! ? ! ?

Thanks in advance,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3504. Re: To Falcon or not to Falcon? that is the question. (Was: Falcon Questions)

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: joska@online.no
Message-ID: <8rc8dibkg1@nnrp1.deja.com>
Source record: 56836

In article <39d98345@newsserver1.intergate.ca>,
"Puppy Dawg" <swallow@intergate.bc.ca> wrote:

> My quibbles with my PC:
> - HW reqs keep climbing too fast.

Not as long as you don't upgrade the software...

> - SW doesn't always work when it says it will

Indeed. My experiences with Win98 and "multimedia" of any kind is that it's not very reliable. The most common problem I've had is conflicts between drivers, every time I install new hardware or OS-components I have to fix a lot of problems with older hardware that used to work perfectly well. It's very annoying, since I only want to *use* that PC and not play around with hidden features and secrets in the OS.

> - This damn HW keeps dying on me. I've had to send back a hard drive

This is also very common, low-end PC hardware is quite often of very poor quality. I've had my share of dead hardware, e.g. I once had an AOpen motherboard which set the AGP-cards on fire (yes, the graphics-card actually started to burn - twice).

> - This damned OS. I cannot stand Windows. Switch to linux, you say?
> Right. I have a hard enough time getting devices to work when they
have
> full driver support...

Not only that, but there's very little useful software for Linux, unless you want to buy really expensive workstation-stuff.

> - MIDI has never worked quite right. (now the drivers have

My limited experience with MIDI on the PC is that it depends heavily on the hardware. It's possible that ordinary Soundblaster-cards can be used, but most serious MIDI-users tends to buy rather expensive stuff.

> Ok, now where was I? Ah yes, the Falcon. Is it worth me finding a
Falcon?

I'd say that you should find yourself a cheap, second-hand Falcon for the MIDI-stuff, and use the PC for recording. The Falcon is fine for recording too, but a PC will be much more flexible and powerful. You should probably replace your soundcard though.

> I would like to continue to use an Atari, but I know my STf is not up
to the

> task. Would i be better off getting a "fully loaded" STE, and then plunking
> the rest of the money into a PC?

For plain MIDI I'd say that a 4Mb ST or STE with a harddrive (perhaps a Zip, so you can easily transfer your stuff between the PC and Atari) would do very well. But a Falcon is faster and more comfortable, and quite cheap too. I wouldn't be surprised if a 4Mb Falcon with a built-in 65Mb harddrive (IIRC the standard configuration when it was launched almost a decade ago) turns out cheaper than a hot-rodded ST. I wouldn't spend more than USD200-250 on a plain Falcon in good condition.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Before you buy.

3505. Re: What is the differnce between a SM1

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: joska@online.no
Message-ID: <8rc8ll$bu6$1@nnrp1.deja.com>
Source record: 56837

In article <39d97b77$0$8008@news.zetnet.co.uk>,
jlog@zetnet.co.uk (JI Logan) wrote:

> I don't think the quality was as good as the 124/125 - the focus
> across the screen was poor.

I agree. I've had a 144 myself, and while it's bigger and looks a bit
better, it's not nearly as crisp and flicker-free as my SM124.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Before you buy.

3506. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Steve Breech <sbreech1@atarist.com>
Message-ID: <p0iC5.20105$Ic.356565@typhoon.columbus.rr.com>
Source record: 56838
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Why are you reading the Atari ST newsgroup, then?

"Lister" <fache@clara.net> wrote in message
news:4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com...
> someone I knew had one, what a pile of shit it was
>
>
>
>
> --
> sigless and fancy free

3507. Re: To Falcon or not to Falcon? that is the question. (Was: Falcon Questions)

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Carl Rowlands <c.rowlands@removethis.talk21.com>
Message-ID: <39D9AF98.DC6D27F0@removethis.talk21.com>
Source record: 56839

Do not cross to the Dark Side, young Puppy Dawg. I have a page at
http://56030.atari.org which gives a pretty fair reflection of the
Falcon. And yes, Falcamp works well for 90% of MP3s on an unaccelerated
Falcon. The only problem is realaudio files, Aniplayer is limited to 14K
ones AFAIK.

Puppy Dawg wrote:
>
> Hi again.
>
> I've looked over the replies, and now have some questions to put out to all
> of you.
>
> It seems to almost be a tied battle between the Falcon and the PC for audio
> work. Both replies posted suggested that I should probably look towards a
> PC based solution. I would like to hear how some of you managed to get a PC
> to do what was required.
>
> My quibbles with my PC:
> - HW reqs keep climbing too fast.
> - SW doesn't always work when it says it will
> - This damn HW keeps dying on me. I've had to send back a hard drive again,
> and my scsi/video capture board has been tossed, as it was crashing the
> computer ever 10 minutes. So, now, that $300 CD burner is now just taking
> up a drive bay...grumble....
> - This damned OS. I cannot stand Windows. Switch to linux, you say?
> Right. I have a hard enough time getting devices to work when they have
> full driver support...
> - MIDI has never worked quite right. (now the drivers have disapeared, and
> I haven't had the time to reinstall, so there is now *no* MIDI support....)
> I've used a couple of MIDI sequencers/trackers, and the synching/timing in
> them is....hideous. The usability of the synching and timing ranges from
> "almost there, if you're half deaf" to ""holy *$(*&#^^ what is is doing?"
>
> Granted, my PC has an utter load of crap sound card (SB PCI 128. It's never
> been great.), but it should be fast enough to run a bloody midi sequencer!
> I do not consider 300 mhz w/ 64 megs ram to be too slow for that task. I
> know this is an Atari newsgroup, but since many of you are musicians, would
> any of you have suggestions/ideas on this?
>
> Ok, now where was I? Ah yes, the Falcon. Is it worth me finding a Falcon?
> I would like to continue to use an Atari, but I know my STf is not up to the
> task. Would i be better off getting a "fully loaded" STE, and then plunking
> the rest of the money into a PC?

>
> I'm putting that out to you guys, because I think that you can give me an
> unbiased opinion (I mean, seriously, look! no Amiga anywhere! :)). Hope
> someone can help me... ("help me Atari-Wan, you are my only hope...")
>
> Thanks again.
>
> Puppy Dawg

3508. Re: FA: Rare diskless atari workstation

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <d20h76A9Cb25Ewdf@lovecraft.demon.co.uk>
Source record: 56840

Once upon a time <39d7c27d@naylor.cs.rmit.edu.au>,
Amiga2000@bigpond.nospam.com grabbed chalk and scrawled:
>
>
>http://cgi.ebay.com.au
>
>Rare diskless atari (no floppy only HD port/lots of ram)

Description:
Rare Diskless Atari
(In otherwords - common as muck early 520ST)

This rare Atari computer is similar to the 520 st, only it was not made
with the internal disk drive.
(I'm a moron, and found this computer without knowing that the first
Atari ST models /didn't have disk drives/ and it's lacking the fairly
essential external drive so rather than working out what it /really/ is,
I made up some bullshit)

These 68k based workstations where intended for use
with external peripherals (networks/HD's/etc).
(This is despite the fact that there is an /external/ floppy port, there
were no proper Atari networks marketed, and the HDs weren't introduced
until some time after)

Unit shows some yellowing but is otherwise is excellant condintion.
(It's a typical Atari. I swapped my dictionary for it).

Includes power supply.
(So I knew it powered up, and being an Amiga owner, I assumed that
having the whole OS in ROM meant it was something special).

The bid is $40 Australian. So it's not real money anyway.

I hate eBay ;)

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

3509. Re: Atari Mega st2

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <EmjnPHBgEb25EwfX@lovecraft.demon.co.uk>
Source record: 56841
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari

Once upon a time <39D9A0DC.E8E65B42@richcreations.com>, rich
<rich@richcreations.com> grabbed chalk and scrawled:
>I have a working Atari mega st2 system for sale, includes 2 monitors,
>one mono, one color, keyboard/mouse, printer, mono/color video switch,
>and more.
>no hd, no software. Asking $800 obo.

Thanks! I needed a good laugh this morning :)

Richard

--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

3510. Re: Computer Shopper

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <970569496.137493@red.gradwell.net>
Source record: 56842

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> I'm sorry, I've looked the Computer Shopper and have yet to find this
> article. What issue and page are talking about?

Look at the British edition.. the Atari section does not appear in the
US edition.

Look at the 'Contents' pages and you can not miss it. ;-)

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

3511. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Lister <fache@clara.net>
Message-ID: <1u8jtssiruqtrons3plncj5g250l8u1ltn@4ax.com>
Source record: 56843
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On Tue, 03 Oct 2000 04:52:28 GMT, Mindfield
<mindfield@badgers.home.com> wrote:

>On Mon, 02 Oct 2000 21:24:37 +0100, Lister <fache@clara.net> drooled
>an embarassing wet spot in his lap as he typed:
>
>>someone I knew had one, what a pile of shit it was
>
>Troll...

and you replied to it.....

--
sigless and fancy free

3512. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: Lister <fache@clara.net>
Message-ID: <5v8jtsk2h5fvrqgma6b2o56hsaamboqtmd@4ax.com>
Source record: 56844
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On Mon, 2 Oct 2000 23:55:59 +0100, "abdul" <ding@dong.co.uk> wrote:

>
>Lister <fache@clara.net> wrote in message
>news:4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com...
>> someone I knew had one, what a pile of shit it was
>>
>>
>>
>>
>> --
>> sigless and fancy free
>
>wonder why they sold in their millions then??
>

because people are generally stupid - well known advertising fact

--
sigless and fancy free

3513. Re: TT monitor info

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8rchbbhuh1@nnrp1.deja.com>
Source record: 56845

Thanks for all the replies folks...

Now I know that the TT output is SVGA/VGA so I can plug in a VGA
happily......

Still not heard anything about the MATRIX COCO that is fitted in
there....
chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

3514. Re: MB/s on IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 00:55:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8rbaq2$b3i$1@plutonium.compulink.co.uk>
Source record: 56824

In message <stevb869n7njf2@corp.supernews.com>, bindon@madasafish.com said:

>Does anyone have a program that displayed the speed more correctly, as
>I can't believe it's that slow.

Hi Lyndon!

I have German PD program HOW_FAST which plots write and read speeds independently as the file-size increases. Unfortunately it is all in German, but if you want I can send it to you - it's only 44 kB uncompressed. On my IBM internal IDE with a Nemesis at high this shows read and write speeds rising up to 1400 Kb/sec with larger files (around 200 Kb).

3515. Re: MB/s on IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 02:40:50 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8rbd5m$q7l$1@perki.connect.com.au>
Source record: 56825

G'day, I dont suppose you could forward me a copy, too. I am trying to bench
my Quatum Fireball on my Falcon and cant find a decent test program>

Thanks
Mark

<xlator@cix.compulink.co.uk> wrote in message
news:8rbaq2$b3i$1@plutonium.compulink.co.uk...
> In message <stevb869n7njf2@corp.supernews.com>, bindon@madasafish.com
said:
>
> >Does anyone have a program that displayed the speed more correctly, as
> >I can't believe it's that slow.
>
> Hi Lyndon!
>
> I have German PD program HOW_FAST which plots write and read speeds
> independently as the file-size increases. Unfortunately it is all in
> German, but if you want I can send it to you - it's only 44 kB
> uncompressed. On my IBM internal IDE with a Nemesis at high this shows
> read and write speeds rising up to 1400 Kb/sec with larger files
> (around 200 Kb).

3516. MO Photo Album

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 03:37:45 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B5FEB0B2.4F83%bengy@mac.com>
Source record: 56827

New section, The Atari Photo Album. Wouldnt it be nice to see the face of the programmer who created that program you use every day ? Or to put a face to the person you engage in discussions with on an Atari newsgroup? I ask all active Atari users, programmers, and webmasters to please submit their picture, in either jpeg,gif, or png , to be added to the new page.

E-Mail web-ready (Jpeg/Gif/PNG, properly cropped etc) photo's, including your full name (And system setup if desired) to bengy@mac.com

PS MagiC Online is active again.

Take Care,
Bengy

3517. Re: Looking for FAQ sites

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 04:38:08 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8rbnrg$vd5$1@nnrp1.deja.com>
Source record: 56828

In article <8ramoh$o7m$18$1@news.t-online.com>,
"Carl Ratcliffe" <c.ratcliffe@t-online.de> wrote:
> Can anyone recommend any good FAQ sites for the ST ?

There is THE FAQ site: Nicholoas Bales: The Atari Quick Faq.
Just put that in Google.com and you will find it.

For Atari-midi stuff, there is my own site, along with the LINKS page.
You will find a lot of Atari resources on the LINKS page on my site.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3518. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 04:52:28 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <eepitscb82b5em05rd0clj7mjv2jhrlot6@4ax.com>
Source record: 56829
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On Mon, 02 Oct 2000 21:24:37 +0100, Lister <fache@clara.net> drooled
an embarassing wet spot in his lap as he typed:

>someone I knew had one, what a pile of shit it was

Troll...

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3519. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 05:14:09 UTC
From: Steve Hammond <tthammond@earthlink.net>
Message-ID: <39D969C5.2F86D779@earthlink.net>
Source record: 56830

Does anyone know what has happened to the Calamus home page?

TIA

Steve Hammond

3520. Re: What is the differnce between a SM1

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 06:23:51 UTC
From: jlog@zetnet.co.uk
Message-ID: <39d97b77$0$8008@news.zetnet.co.uk>
Source record: 56831

On 2 Oct 2000 20:39:35 +, Steve Stupple wrote:

|It's a 14" monitor the 124 are 12", it has a tilt and swivel stand AND
|is more pleasing to the eye:)
|
|What no one else has mentioned is that it has a flatter screen, even
|compared with a SM125! So you don't get as much glare from your
|surroundings.
|
|The base is designed to sit neatly on top of a Mega STE or TT, and and
|has a slot on the front side of the base this is just right for sticking
|rulers, pens or anything else neatly underneath.

I don't think the quality was as good as the 124/125 - the focus
across the screen was poor.

3521. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 06:52:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8rbvn1fcu2@snipp.uninett.no>
Source record: 56832

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:

> I'd recommend to go for a CT2B (installed by Rodolphe), or an Afterburner,
> because the Falcon becomes way faster with these. Once properly installed, they
> work as reliably as a normal Falcon does. Don't know about music programme
> compatibility, though, but this shouldn't be a problem.

I'm afraid it is :-(Both the CT2 and Afterburner causes DMA-problems in
the sense that most programs that use DMA does so directly in hardware and
by ignoring the fastram-buffer (after all, there's no fastram on a
standard Falcon so why bother...). You can work around it, but that often
means that you can't run the CPU at full speed (no copyback on the AB) and
that you can't use the fastram.

Then there's also a small DSP-problem with the CT2. It can also be
patched, but as far as I've been told, this doesn't solve the problem
completely. I must admit that I've long gone forgotten what the problem
actually *is*, something interrupt-related IIRC.

The only software I know that's fully compatible with these accelerators
is the Softjee-stuff. Cubase Audio also works with the Afterburner, but
not flawlessy I think.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3522. Re: Stacy memory upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-10-03 06:56:18 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8rbvuifcu3@snipp.uninett.no>
Source record: 56833

Don <dons@qnet.com> wrote:
> Would like to take my Stacy2 to 4megs. I can see it takes SIPPs but,
> are they parity or non-parity. Is there anything else I should know

The Stacy doesn't use parity, but you can use SIMMs/SIPPs with parity.

> Does anyone have suggestions where to find the SIPPs. Ive tried local
> but, nothing.

SIPPs are hard to find, it's probably easier to solder pins or wires on a
normal 30-pin 1Mb SIMM. I've done this in my Stacy and it works fine.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3523. Re: MB/s on IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <stmtfd7eoqj05e@corp.supernews.com>
Source record: 56646

On 3 Oct 2000 00:55:30 G, xlator@cix.compulink.co.uk wrote:
>In message <stevb869n7njf2@corp.supernews.com>, bindon@madasafish.com said:
>
>>Does anyone have a program that displayed the speed more correctly, as
>>I can't believe it's that slow.
>
>
>I have German PD program HOW_FAST which plots write and read speeds
>independently on a graph as the file-size increases.
>On my IBM internal IDE with a Nemesis at high this shows
>read and write speeds rising up to 1400 Kb/sec with larger files
>(around 200 Kb).

Hi!

I've just managed 1100kb/s read on my HD, using IDEal interface on an
unaccelerated STE. (not bad me thinks)
CDROM (48x Atapi) only managed 300k, which is quite strange. I would
have thought it would have been about the same as the HD.

I would like to know what the results are using a CT2 and Mario's IDE
card.

BTW How_fast is an excellent piece of software. Old ('93) but very
smart.

```
+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|***************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+---------------------------------------+
```

3524. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8rftel$5q5$1@snipp.uninett.no>
Source record: 56647

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:

>>No, I mean the complete PCB. Unless I can just hook up a single
>>connector in parallel then, do you know if that's possible? I'm going

> What else would you do with the second PCB? You just need to connect both
> connectors in parallel - this is more a mechanical (and wiring) than an
> electrical problem.

OK, I see. I haven't studied the PCB in my Falcon for quite some time.

> However, since the TTï¿½s VME bus is no real VME bus that conforms to the
> spec, hooking up more than one card may cause problems due to increased
> loading on the signals - however, I know that this has been done
> successfully multiple times, but it may depend on the cards.

I'll just have to try :-) I just checked with ELFA, the connector is quite
cheap so it won't cost much except an hour with a soldering iron...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3525. i-monitor for the ST? (funny yet a serious question)

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39db7aac@fmlynet.org>
Source record: 56648

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hey folks,

You know there are two facts that are coming to light....

1) CAB on a 1040 ST at ST-LOW produces some colorful graphics! Just HUGE!
(Due to resolution)

2) ST (color) monitors are practically given away.

So what I was thinking of was to stack about 4, 6, or 8 of these side by
side and surf in ST-LOW! Take about increased monitor size and colors! And
you won't have to worry about having to hit the scrollbar all that often
because you'll have the monitor space to match the resolution!

You know what I'm talking about right? Macintosh has a system where you
can have multiple monitors side by side as one monitor.

If any one has anymore questions, let me know.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3526. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8rftkh$5q5$2@snipp.uninett.no>
Source record: 56649

"Martin \"Nightowl\" Byttebier" <tos4ever@online.be> wrote:

> For this purpose AG Computertechnic sells one-to-two VME bus adapter. I've

Probably a bit too expensive when I don't even know if the cards will work
together (possible address- and interrupt-conflicts)...

> adapter itself. You see to add that adapter I let someone rebuild my TT
> into a tower. So there might be some damage somewhere.

What? You let *someone else* mess around with your TT? It's a lot more fun
(and probably a lot cheaper) to do this yourself ;-)

> kindly has giving me a new design adapter which should work, at least it
> works with nova cards/Riebl but he isn't sure if that story goes for the
> Crazy Dots aswell. For the moment I haven't found the time to try the new

I found one guy (Michael Ruge) who use a Pam's ethernet card and a Matrix
graphics card together, but that's all. I guess I'll just have to try it.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3527. Re: Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970685286-475095AEicMi@bun.com>
Source record: 56650

Hi Mindfeild

> It is a well known fact however that trolls have no actively firing neurons, due
>probably do the fact that their brains have long since turned to gruel from years of
>Pokemon, Britney Spears, and masturbating to National Geographic.

S'never done me any harm, although i personaly prefer boping to the discovery
channel..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3528. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970685290-475555AEicMi@bun.com>
Source record: 56651

Hi Dezza

>>Are we the only people experiencing this????

>Seems so, no problems here (ASH's Emailer)

Or here, ASH eMailer also.

S'about time we had some bugfixes aint it??.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3529. Re: I'm sorry

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970685284-474535AEicMi@bun.com>
Source record: 56652

Hi Lonny

>I feel the need to apologize to anyone I've upset.

Eek!, whats brought this on man, is the bottle empty??. 8~)

>This thing I call a hobby (since 1984) is more of an obsession and it seems to get the
>best one me at times.

This thing i call an obsession is turning out more of a hobby for me and always has mu
undivided attention..

>With that said, I am very sorry.

Snap out of it man, lets step into the street for some of our usual fisty cuff's.

>Future posts from me will either be positive or not at all.

Youve never been anything but positive, just a touch over-quoted, but wether its in
agreement with the current issue is another matter.

>Thank you for your time...

The bills in the post..
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3530. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <stn33epba3k981@corp.supernews.com>
Source record: 56653

On 4 Oct 2000 15:50:45 +, Bob King wrote:
>
>
>JI Logan wrote:
>>
>> On 3 Oct 2000 19:27:07 G, Bob King wrote:
>>
>> | . . . . .
>> |Hi again Steve,
>> |
>> |just checked, funnyly enough the manuals are at the URL:
>> |
>> |http://www.calamus.net/us/calamus/manuals.html
>> |
>> |The main PDF is 6.63Megs
>>
>> Which leads to the question of how you read PDF files. I have been
>> trying to get Ghostscript 3.53 running but it won't touch the
>> Motorola .PDF files.
>
>Hi Ji,
>
>It does, at least on my Falcon and Milan, on the latter each page takes
>about 15 secs. In this case, there are no fonts involved the whole thing
>is bitmapped. In practice Ghostscript is too slow for PDF even with a
>Milan and is stumped by faulty code, eg it refuses to display the DA's
>LayoutTC Manual. I have to resort to Adobe Acrobat, they invented PDF so
>have the best decoder, eg with the Layout manual the errors were
>recognised and corrected on the run.

You could try sending it to PDF2TXT@adobe.com, MIME encoded as an
attachment. They'll convert it to you in quite a quick time. It only
converts to ASCII, so pictures etc will be lost.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3531. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <683.312T1200T12875013optimus@canit.se>
Source record: 56654

Robert Schaffner skrev:

>Phantomm <phantomm@eastky.net> wrote:

>> Was wondering if Atari ever released any kind of software to do anything
>> with the Falcon LAN port?

>No, they do nothing for that port.
>Do not change Atari LAN with (L)ocal(A)rea(N)etwork!

Why not? Isn't that what the port was intended for? IIRC, it's identical to
Mac ports, and the Localtalk Apple is a LAN running on high-speed serial
ports.

--
En ligne avec Thor 2.6.

A Spanish MSX Group "Matra" visited to this Fair. I lent Spanish stand to
them. They showed and did Promotion play of SEX BOMB BUNNY. And this Game has
tema song of Majingar-Z! Why they know Japanese TV animation?
K. Ikeda, MSX-Print

3532. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <39DB9B2D.MD-1.4.4.unsatisfactory@bigfoot.com>
Source record: 56655
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On Wed, 4 Oct 2000 13:36:20 +0100, Geoff Winkless (of comp.sys.sinclair "fame")
wibbled on for an age:

> Heh. I ordered it from jungle.com back in May, it was sat on my desk waiting
> for me this monday morning :)

I take it you paid the extra for "express delivery"?

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

AMAZING! AMAZING! AMAZING! FANTASTIC!

3533. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <39DB9BFE.MD-1.4.4.unsatisfactory@bigfoot.com>
Source record: 56656
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On Wed, 4 Oct 2000 14:48:45 +0100, Richard Kilpatrick (of comp.sys.sinclair "fame")
wibbled on for an age:

> Once upon a time <XnFC5.3153$d4.186403@nnrp4.clara.net>, neuro
> <neuro@well.egg.chips.beans.spam> grabbed chalk and scrawled:
>
> >The Atari connection probably comes from the Amiga team leaving Commodore to
> >develop the Lynx ...
>
> How many versions of this story are there?

There was definitely someone who was 'involved' with the Amiga who
went to work on the ST, or vice versa. I just can't remember who. Or
what. Or anything which happened before today.

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

AMAZING! EXCELLENT! EXCELLENT! AMAZING!

3534. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39db9531$0$8005@news.zetnet.co.uk>
Source record: 56657

```
On 4 Oct 2000 20:00:46 -, Lyndon Amsdon wrote:
>On 4 Oct 2000 15:50:45 +, Bob King wrote:
>>
>>
>>JI Logan wrote:
>>>
>>> On 3 Oct 2000 19:27:07 G, Bob King wrote:
>>>
>>> | . . . . .
>>> |Hi again Steve,
>>> |
>>> |just checked, funnyly enough the manuals are at the URL:
>>> |
>>> |http://www.calamus.net/us/calamus/manuals.html
>>> |
>>> |The main PDF is 6.63Megs
>>>
>>> Which leads to the question of how you read PDF files. I have been
>>> trying to get Ghostscript 3.53 running but it won't touch the
>>> Motorola .PDF files.
>>
>>Hi Ji,
>>
>>It does, at least on my Falcon and Milan, on the latter each page takes
>>about 15 secs. In this case, there are no fonts involved the whole thing
>>is bitmapped. In practice Ghostscript is too slow for PDF even with a
>>Milan and is stumped by faulty code, eg it refuses to display the DA's
>>LayoutTC Manual. I have to resort to Adobe Acrobat, they invented PDF so
>>have the best decoder, eg with the Layout manual the errors were
>>recognised and corrected on the run.
>
>You could try sending it to PDF2TXT@adobe.com, MIME encoded as an
>attachment. They'll convert it to you in quite a quick time. It only
>converts to ASCII, so pictures etc will be lost.
>
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem  |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--------------------------------------+
>.
```

Hi Lyndon,

as far as I can remember no fonts were loaded in for the Calamus manual, which indicates that it was a scanned it bit map job, ie nothing but pictures. Hope i'm wrong because what you describe sounds a very useful service.

Bob

3535. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <yMMC5.16605$TP6.356001@newsread2.prod.itd.earthlink.net>
Source record: 56658

Hi all,
Changing the settings nor upgrading to .961 has'nt helped here and the problem is getting worse! It started out (a couple of weeks ago) with about 7 added repetitive lines of the first file on the list and is now up to 15 !!!
Yes Steve, it's time for a bug fix!!!
John R., H..E..L..P
John G.

On 2 Oct 2000 20:27:09 -, Clayton Murray wrote:
>Hi John,
>
>Yeah, same here. I don't know if that would be virus. Doesn't
>seem like it. I'm using Newsie .96.1, and in Newsgroup settings I
>have "maximum number of articles" set to 400, and "most
>recent..." also set to 400. Maybe I should try changing those.
>
>Are we the only people experiencing this????
>
>Clayton Murray
>Seattle, WA USA
>
>On 1 Oct 2000 22:46:02 G, John Garone wrote:
>>
>>Clayton,
>> It seems to be specifically related to "comp.sys.atari.st" only!!!
>>It does'nt happen with other Atari NGs like Prgrammer, Announce,
>>Protocols or Tech or!!! Viral???
>> John G.
>.

3536. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Mike Wynne <mike@wynne91.fsnet.co.uk>
Message-ID: <8rg86m$15p$1@news7.svr.pol.co.uk>
Source record: 56659
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

> Well, they got the Amiga OS right. The only thing they *ever* got right.
> Of course, they completely ruined it by letting the machine rot and
> marketing it as a games machine.

Perhaps they shoud have called it the C256? I was once tempted to but an
Amiga, but the ST was £100 cheaper, so guess which one I bought.

Mike W

--
Visit Speccybob, the Spectrum you can make...
www.wynne91.fsnet.co.uk

3537. Re: Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <nmantscgjpon61jv74c3vqrc2m4frkenkg@4ax.com>
Source record: 56660
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On Wed, 4 Oct 2000 14:48:45 +0100, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>There's also a link with Epyx in the Flair system, which became the
>Panther (unreleased 32-bit system, some Falcon architecture was derived
>from it) and Jaguar.

Flair was the company that approached Atari with what eventually
became the Jaguar, which Atari dropped work on the Panther in favour
of, since it was considerably more advanced (and complete) than the
Panther was at the time.

>Richard

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

3538. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: BB <bb1678@my-deja.com>
Message-ID: <8rgbri$pg9$1@nnrp1.deja.com>
Source record: 56661

> Blokes responsible for 400/800 architecture form Amiga, Inc. and work
on
> Lorraine, the computer that became the Amiga. Atari /were/ going to
use
> it, but didn't want to pay the asking price (Tramiel's tight fists),
so
> Amiga, Inc. offered Lorraine to CBM - who took it on. Atari developed
> the ST, which really is a simple system and has nothing tying it to
the
> earlier platforms. The ST is essentially a 68000-based CP/M computer
> with a graphical front end and fairly basic graphics and sound - but
for
> the time, decent I/O including MIDI.

At last someone that actually knows something!

How ironic is this? When Tramiel left Commodore he took a number of
Commodore engineers with him, so as it turns out commodore (and atari?)
engineers designed the "Atari" ST! LOL.

Also when you people can't defend the ST, bring the Amiga into thread
and bash it huh...? Must be comp.sys.atari.st's SOP.
I have both machines and the Amiga is better, sorry that just my
opinion, but the ST isn't shite (just not as good).

Bill

Sent via Deja.com http://www.deja.com/
Before you buy.

3539. Re: I'm sorry

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010042208430.80-100000@TT030>
Source record: 56662

On Wed, 4 Oct 2000, Steve Sweet wrote:

> Eek!, whats brought this on man, is the bottle empty??. 8~)

Never took a drink in my life.

> Snap out of it man, lets step into the street for some of our usual fisty cuff's.

lol

> >Future posts from me will either be positive or not at all.
>
> Youve never been anything but positive, just a touch over-quoted, but wether its in
> agreement with the current issue is another matter.

I havn't over-quoted for sometime, in fact I notice others
who are worse than me now. Anyway I will just keep plugging
away at my irc project and take things alot less lighter
around here.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3540. Anyone in Iceland up for some trades?

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <39DBE850.22111DAB@mindspring.com>
Source record: 56663
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

I will be in Iceland (Reykjavik) from Oct. 9 to Oct. 16. Does anyone from the newsgroups live out there or know anyone who does who is up for some trading? How about any good flea markets or videogame stores?

I'll have a car in case we need to meet outside of the city..

Thanks!

Joe
jgrand@mindspring.com

(sorry for the cross-post)

3541. symbol font Logic 2.5 (music)

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <39dbef73$0$62623$726baab@news.execpc.com>
Source record: 56664

Hello,

I was working on a piece of music in score edit mode.
I can't explain the details right now,
but somehow figured out how to use the symbol font
like text.
When using the symbol font, music symbols are assigned to
certain "keys" on the computer.
For example: Shift K would yield || (thin, thin - double bar)

I took the time to figure out all of the music symbols assigned
to the computer keyboard. (Without Shift key and with Shift key)
The music symbols are somewhat limited. Couldn't find clefs, for
instance.

I made a rough hand sketch.
Scanned it in with STScan and saved it as a .IMG file.

Question:

If I attached the .IMG file to an email message, how would one
view this type of file.
(New at this sort of thing)

Would anyone have an interest in this hand made sketch?

The sketch is simple, like a quick reference guide.
I don't think there was one in the manual.
But if one wanted to key in a quick musical symbol, it
would save the time of "plunking" through a bunch of keys.

ken

3542. WTB/WTT for an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Puppy Dawg <swallow@intergate.bc.ca>
Message-ID: <39dbfd10@newsserver1.intergate.ca>
Source record: 56665

Hi all.

From the ongoing thread that I started a while ago, I have decided that I should at least drop a line to see if anyone has a Falcon they might be willing to part with. Cash sale would be viable. I also have various jun... errr... stuff (ST, SMS, VCS, 2600, XL, 32X, Colecovision, etc) that I am willing to trade if anyone is interested, or a a combination of cash and hardware.

I'm in Vancouver, BC, and would like to see a seller from around here (or Seattle area, either work for me.) as it means that I don't get ripped off, and the seller doesn't have to worry about being ripped off, and I don't have to pay shipping. So I'm paranoid... but I think they *are* after me...

Anyways, I'd like to see if there is anyone that can be of asistance here.

Thanks for all your help and patience.

Puppy Dawg

3543. Re: Atari Mega st2

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Thomas Frost <ThomFrost@peoplepc.com>
Message-ID: <39dc1a11@flexnet239.uunt.net>
Source record: 56666

PAK'd MegaSTE??
What is the URL?

"Steve Sweet" <stevesweet@bun.com> wrote in message
news:970608228-125985AEicMi@bun.com...
> Hi Richard
>
> >>Asking $800 obo.
>
> >Thanks! I needed a good laugh this morning :)
>
> I thought of using it as a tearline.
>
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

3544. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970734438-616196AEicMi@cwcom.net>
Source record: 56667

From: Steve Hammond <tthammond@earthlink.net>
Date: Tue, 03 Oct 2000 18:56:50 GMT

>> >> Does anyone know what has happened to the Calamus home page?
>> >Try http://www.calamus.net/us/index.html

>Thats the address I tried the other night and all I could get was the
>web site of the people who make the TT memory board (are they the ones
>hosting the Calamus pages?). Any way I tried it again a couple of

Yep, Aixit are the chaps in question - you'll have seen their link on
the Calamus home page.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3545. Re: MB/s on IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970734442-617252AEicMi@cwcom.net>
Source record: 56668

From: xlator@cix.compulink.co.uk
Date: 3 Oct 2000 20:35:40 GMT

>>I have German PD program HOW_FAST which plots write and read speeds

>I have now translated this and sent it to Derryck to put on the DDP
>web-site. (I have also sent a copy to Lyndon.)

"Howfast" is now available from my web site, URL in sig.

Many thanks to Peter for the translation! :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3546. Re: Need for moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970734444-617680AEicMi@cwcom.net>
Source record: 56669

From: cstanley@zetnet.co.uk (Charles Stanley)
Date: 03 Oct 2000 22:58:18 GMT

>But killfile doesn't apply to the NGs in Newsie. I wish it did.

Emailer does - bug System Solutions.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3547. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970734448-618112AEicMi@cwcom.net>
Source record: 56670

From: Uwe Seimet <us@ooc.de>
Date: Wed, 04 Oct 2000 10:37:00 +0200

>TOS partitions larger than 1.5 GByte are illegal. The maximum size for a
>TOS compatible partition is 1 GByte.

I have MagiC 6.01 and HDDriver 7.71 - going back to an earlier thread, I'm trying to use a 4Gbyte SCSI drive with my Falcon. Best I can do is two partitions of 2Gbyte each, but I'd like to have one single partition of 4Gbyte. I can't find a partitioning scheme that will allow this, is it actually possible? I'd prefer it to be compatible with FAT32 on the PC.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3548. WTB: Pure Pascal

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <970643098.27908.0.nnrp-10.9e98e6ee@news.demon.co.uk>
Source record: 56769

Hi Anyone with a copy of Pure Pascal for sale?
Ian@techsoftware.freeserve.co.uk

3549. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8reo4hdih1@nnrp1.deja.com>
Source record: 56770

In article <8rdaj7ipu1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:

> You mean the connector only, without a PCB? It is a standard female
DIN
> VG-96 connector, should be available at any good electronics parts
supplier.

No, I mean the complete PCB. Unless I can just hook up a single
connector in parallel then, do you know if that's possible? I'm going
to try to connect both a Crazy Dots II and either a Pams or Riebl
ethernet card to my TT.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

3550. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Geoff Winkless <geoff-at-farmline-dot-com@127.0.0.1>
Message-ID: <8repl7$l0t$1@soap.pipex.net>
Source record: 56771
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

"/|ndy |<avanagh" <andyk@nospam.piehouse.freeuk.com> wrote in message
news:6jraOS6UpC=b6m8sXfSiAdDHyMN8@4ax.com...
> Soni tempori elseu romani yeof helsforo nisson ol sefini ill des (ko Mon,
2
> Oct 2000 23:55:59 +0100), sefini jorgo geanyet des mani yeof do
> comp.sys.sinclair, yawatina tan reek esk abdul fornis do marikano es bono
> tan el:
> >
> >Lister <fache@clara.net> wrote in message
> >news:4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com...
> >> someone I knew had one, what a pile of shit it was
> >
> >wonder why they sold in their millions then??
>
> So did the PSx, and look how shit that is.

Nope. The PSX now has Speedball, and that makes it the best console in
the -world- :)

Geoff
(not getting a -lot- of sleep right now :)

3551. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39DAEB62.AC0B8FF8@ooc.de>
Source record: 56772

Lyndon Amsdon wrote:

> Yes I knew that but I think it's highly unlikely they're gonna make a
> "special" batch of 060's just for the Milan II.

Sure. My posting wasn't meant to be taken seriously. Even the Milan II
is highly unlikely.

> If you ask me that deal with Motorola is just bullshit, just to get
> the press interested. Where's the proof?

I completely agree and have never been of a different opinion.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3552. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39DAEC2C.321A44D9@ooc.de>
Source record: 56773
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Ken Macdonald wrote:

> Why can't MagiC view my TOS-DOS SyJet(1.5GB) cartridge?

TOS partitions larger than 1.5 GByte are illegal. The maximum size for a
TOS compatible partition is 1 GByte.

> another puzzle. I would have thought Kobold disk handling would be more
> capable than Ataris??

What would you gain if Kobold could handle larger partitions but the
rest of the operating system couldn't?

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3553. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Mike Wynne <mike@wynne91.fsnet.co.uk>
Message-ID: <8resb2rgm1@news8.svr.pol.co.uk>
Source record: 56774
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

"Simon Osborne" <atariactive@btinternet.com> wrote in message
news:8rd9km$8go$1@neptunium.btinternet.com...

> Yup, the ST games were great. Unlike the Amiga, the Atari ST had real
> character.

How come Commode always have these technically superior machines with crap
software?

Mike W

--
Visit Speccybob, the Spectrum you can make...
www.wynne91.fsnet.co.uk

3554. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Mike Wynne <mike@wynne91.fsnet.co.uk>
Message-ID: <8resg7$32g$1@news7.svr.pol.co.uk>
Source record: 56775
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:8re2ug$pb3$1@perki.connect.com.au...
> Just a quick note, considering Atari was the company that originally
worked
> on the Amiga, and that The Tramiels sold CBM, this post dosent make
> sense^%^%$.

Ermmm not! - The Amiga was developed by a company called Amiga, who were
funded by Atari. Then at the last minute they pulled out of the deal, and
sold it to CBM. Atari didn't actually develop or work on it at all. Well
thats what I was told anyway..

Mike W

--
Visit Speccybob, the Spectrum you can make...
www.wynne91.fsnet.co.uk

3555. Atari 3,25 disk on PC floppy disk

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: ivan <ivan@vtx.ch>
Message-ID: <39daf637$1@cisun5000.unil.ch>
Source record: 56776

My ST crashed today, and I want to get my old files on my PC... I'm running the Steem emulator, but as I have my disks in an Atari format, I'm not able to get them...

Does anyone have an idea ?

Thanks,

Ivan

3556. Re: Atari 3,25 disk on PC floppy disk

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <9mtF4IAvzv25Ew4o@steverosie.demon.co.uk>
Source record: 56777

In article <39daf637$1@cisun5000.unil.ch>, ivan <ivan@vtx.ch> writes
>My ST crashed today, and I want to get my old files on my PC... I'm running
>the Steem emulator, but as I have my disks in an Atari format, I'm not able
>to get them...
>
>Does anyone have an idea ?
>
>Thanks,
>
>Ivan

Hi

Are you saying that your Atari have packed up or just crashed!

If it's just crashed, you can use a program to put the MS-DOS bits
that's needed on for the PC to read it. I use, yes you've guessed it, DC
Format 3.0.

The program allows formatting of disks but you can just select the MS-
DOS/IBM selection and it will do just that.

the file can be downloaded at the following address:

www.last-pd.co.uk

-- Cheers! For Now
Steve <><
WWW: www.last-pd.co.uk * * *
Email: steve@last-pd.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3557. Re: Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ar1mtsstosdvu1dqqqqvs7skthjk2h5h91@4ax.com>
Source record: 56778
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

On Wed, 4 Oct 2000 10:15:22 +0100, "Mike Wynne"
<mike@wynne91.fsnet.co.uk> drooled an embarassing wet spot in his lap
as he typed:

>Ermmm not! - The Amiga was developed by a company called Amiga, who were
>funded by Atari. Then at the last minute they pulled out of the deal, and
>sold it to CBM. Atari didn't actually develop or work on it at all. Well
>thats what I was told anyway..

They weren't funded by Atari, they were their own separate company
who, in their early days had developed a few games for the VCS.
(Mogul Maniac, for example) They developed the Amiga but didn't have
the resources to market it, so initially approached Atari who wanted
nothing to do with it. They then shopped it over to Commodore, and
the rest is history.

>
>Mike W

--
Mindfield

"Nothing works contrary to nature, only to what we know of it." -Scully

Remove the badgers before E-Mailing.

3558. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: neuro <neuro@well.egg.chips.beans.spam>
Message-ID: <ilFC5.3151$d4.186303@nnrp4.clara.net>
Source record: 56779
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

"Geoff Winkless" <geoff-at-farmline-dot-com@127.0.0.1> wrote in message
news:8repl7$l0t$1@soap.pipex.net...
> "/|ndy |<avanagh" <andyk@nospam.piehouse.freeuk.com> wrote in message
> news:6jraOS6UpC=b6m8sXfSiAdDHyMN8@4ax.com...
> > [snip]
> >
> > So did the PSx, and look how shit that is.
>
> Nope. The PSX now has Speedball, and that makes it the best console in
> the -world- :)

BRUTAL DELUXE!!!!! BARRRYYYYY!!!

But the goalie isn't called Barry in Speedball 2100 ... right, time to
change that ... :)

Best purchase I made yesterday ... along with volumes 1, 2, 4 and 5 of Namco
Museum ... the old PSone was bashed to bits last night :) Pacman, Pole
Position, Mappy, Galaga _and_ Speedball!!! Erk!

--
_ __ ___ _ _ _ __ ___ | William Anderson - www.well.com/~neuro
| '_ \ / _ \ | | | '__/ _ \ | "Hell hath no fury like a woman scorned
| | | | __/ |_| | | | (_) || for Sega." -- Brodie, Mallrats
|_| |_|___|__,_|_| ___/ @well.com

3559. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: neuro <neuro@well.egg.chips.beans.spam>
Message-ID: <anFC5.3152$d4.186504@nnrp4.clara.net>
Source record: 56780
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

"The Starglider" <starglider@thespian.d.c.u> wrote in message
news:JDvL$tAUkj25EwcX@thespian.demon.co.uk...
> In article <852ktskfjhi5348iudblslr8aljoq93as0@4ax.com>, Lister
> <fache@clara.net> writes
> >On Tue, 03 Oct 2000 15:24:17 GMT, Mindfield
> ><mindfield@badgers.home.com> wrote:
> >
> >>On Tue, 03 Oct 2000 10:16:09 +0100, Lister <fache@clara.net> drooled
> >>an embarassing wet spot in his lap as he typed:
> ><snip>>
> >>So, once again, I repeat:
> >>
> >>Troll...
> >
> >
> >
> >Bah, this lot are no fun
> >
> Possibly because the majority of Speccy owners owned an Atari ST. Well,
> they did around these parts, anyway.

_I_ didn't ... I went straight from a Speccy to a Megadrive, and stayed in
Consoleland until I started collecting PCs at an alarming rate about 5 yrs
ago ...

... tho I was regularly trying to get some ST time on my uncle's ST-M for
several years ... :)

--
_ __ ___ _ _ _ __ ___ | William Anderson - www.well.com/~neuro
| '_ \ / _ \ | | | '__/ _ \ | "Hell hath no fury like a woman scorned
| | | | __/ |_| | | | (_) || for Sega." -- Brodie, Mallrats
|_| |_|___|__,_|_| ___/ @well.com

3560. Re: Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: neuro <neuro@well.egg.chips.beans.spam>
Message-ID: <XnFC5.3153$d4.186403@nnrp4.clara.net>
Source record: 56781
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

"Mindfield" <mindfield@badgers.home.com> wrote in message
news:ar1mtsstosdvu1dqqqqvs7skthjk2h5h91@4ax.com...
> On Wed, 4 Oct 2000 10:15:22 +0100, "Mike Wynne"
> <mike@wynne91.fsnet.co.uk> drooled an embarassing wet spot in his lap
> as he typed:
>
> >Ermmm not! - The Amiga was developed by a company called Amiga, who were
> >funded by Atari. Then at the last minute they pulled out of the deal,
and
> >sold it to CBM. Atari didn't actually develop or work on it at all.
Well
> >thats what I was told anyway..
>
> They weren't funded by Atari, they were their own separate company
> who, in their early days had developed a few games for the VCS.
> (Mogul Maniac, for example) They developed the Amiga but didn't have
> the resources to market it, so initially approached Atari who wanted
> nothing to do with it. They then shopped it over to Commodore, and
> the rest is history.

The Atari connection probably comes from the Amiga team leaving Commodore to
develop the Lynx ...

--
_ __ ___ _ _ _ __ ___ | William Anderson - www.well.com/~neuro
| '_ \ / _ \ | | | '__/ _ \ | "Hell hath no fury like a woman scorned
| | | | __/ |_| | | | (_) || for Sega." -- Brodie, Mallrats
|_| |_|___|__,_|_| ___/ @well.com

3561. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Geoff Winkless <geoff-at-farmline-dot-com@127.0.0.1>
Message-ID: <8rf8af$1a$1@soap.pipex.net>
Source record: 56782
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

"neuro" <neuro@well.egg.chips.beans.spam> wrote in message
news:ilFC5.3151$d4.186303@nnrp4.clara.net...
> BRUTAL DELUXE!!!!! BARRRYYYYY!!!
>
> But the goalie isn't called Barry in Speedball 2100 ... right, time to
> change that ... :)
>
> Best purchase I made yesterday ... along with volumes 1, 2, 4 and 5 of
Namco
> Museum ... the old PSone was bashed to bits last night :) Pacman, Pole
> Position, Mappy, Galaga _and_ Speedball!!! Erk!

Heh. I ordered it from jungle.com back in May, it was sat on my desk waiting
for me this monday morning :)

Geoff

3562. More Milan II

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39DB299F.7EB08CEC@patent.gov.uk>
Source record: 56783

Hi all

If Milan.Axro have promised more than they can deliver, then one dealer

BitPower will be a bit put out. They have gone so far as to price it on
their web page at

DM 1699.00 or euro 868.68.

Bob King.

3563. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39DB30EB.6AAE9420@cfc.dnd.ca>
Source record: 56784
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

thank you an answer Uwe.

Uwe Seimet wrote:
> Ken Macdonald wrote:
> > Why can't MagiC view my TOS-DOS SyJet(1.5GB) cartridge?
> TOS partitions larger than 1.5 GByte are illegal. The maximum size for a
> TOS compatible partition is 1 GByte.

Actually, the TOS-DOS partion is slightly under 1.5, It is something
like
1.46GB. TOS can read the SyJet, as can MiNT-n.aes w/Thing. It is MagiC
that can't read it!? Is there any reason you can think of for that?

> > another puzzle. I would have thought Kobold disk handling would be more
> > capable than Ataris??
> What would you gain if Kobold could handle larger partitions but the
> rest of the operating system couldn't?

I don't understand what you are saying. It seems to be the opposite of
what I am saying! :-) I am saying that since my operating system _can_
access
the Syjet cart, why can't Kobold?
I can access it under TOS, and MiNT, Why can't Kobold? Perhaps Kobold
can't
handle the sector size?
I don't know, I don't understand this whole problem!! :-)
0
> --
> ---
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

ken

3564. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39DB371C.B8BB1C2E@cfc.dnd.ca>
Source record: 56785

Steve Sweet wrote:
> Hi Ken
> >I have some TOS-DOS formatted SyJet cartridges, and when I try to view them in MagiC
> >5.11 on my CT2bFalcon I get a TOS error -46. Yet, in normal TOS (CENTEK 7 or 4.04) there
> >is no problem opening the drive window, same for MiNT(w/ n.aes). Why can't MagiC
> >view my TOS-DOS SyJet(1.5GB) cartridge?
> Magic does not like ICD partition info, what HD-driver software are you using. You
> need AHDI compatability for Magic.

I am running a CT2b Falcon, TOS 7, HDdriver 7.71
Uwe says that TOS can't handle partitions over 1GB,
yet when I partition the cart in HDutil, it says that only TOS4, Magic,
or BigDOS
will be able to handle the partition size. I don't know about BigDOS,
but TOS can
handle it, but MagiC can't. like I said - weird!
Kobold 2.5 can't handle it either, so I use Things or TOS's file
copying.
ken

>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3565. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Efk3xGE9Uz25EwcW@lovecraft.demon.co.uk>
Source record: 56786
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Once upon a time <XnFC5.3153$d4.186403@nnrp4.clara.net>, neuro
<neuro@well.egg.chips.beans.spam> grabbed chalk and scrawled:

>The Atari connection probably comes from the Amiga team leaving Commodore to
>develop the Lynx ...

How many versions of this story are there?

Blokes responsible for 400/800 architecture form Amiga, Inc. and work on
Lorraine, the computer that became the Amiga. Atari /were/ going to use
it, but didn't want to pay the asking price (Tramiel's tight fists), so
Amiga, Inc. offered Lorraine to CBM - who took it on. Atari developed
the ST, which really is a simple system and has nothing tying it to the
earlier platforms. The ST is essentially a 68000-based CP/M computer
with a graphical front end and fairly basic graphics and sound - but for
the time, decent I/O including MIDI.

Some Amiga designers joined games firm Epyx, who were working on a new
platform - which was the Lynx, which Atari bought when Epyx ran into
trouble.

There's also a link with Epyx in the Flair system, which became the
Panther (unreleased 32-bit system, some Falcon architecture was derived
from it) and Jaguar.

Sources: All over the web, and stuck in my head. Inaccuracies are
inevitable ;)

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

3566. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39db40ff$0$8008@news.zetnet.co.uk>
Source record: 56787

On 3 Oct 2000 19:27:07 G, Bob King wrote:

| . . . . .
|Hi again Steve,
|
|just checked, funnyly enough the manuals are at the URL:
|
|http://www.calamus.net/us/calamus/manuals.html
|
|The main PDF is 6.63Megs

Which leads to the question of how you read PDF files. I have been trying to get Ghostscript 3.53 running but it won't touch the Motorola .PDF files.

3567. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39DB43C5.E564E2F@patent.gov.uk>
Source record: 56788

JI Logan wrote:
>
> On 3 Oct 2000 19:27:07 G, Bob King wrote:
>
> | . . . . .
> |Hi again Steve,
> |
> |just checked, funnyly enough the manuals are at the URL:
> |
> |http://www.calamus.net/us/calamus/manuals.html
> |
> |The main PDF is 6.63Megs
>
> Which leads to the question of how you read PDF files. I have been
> trying to get Ghostscript 3.53 running but it won't touch the
> Motorola .PDF files.

Hi Ji,

It does, at least on my Falcon and Milan, on the latter each page takes about 15 secs. In this case, there are no fonts involved the whole thing is bitmapped. In practice Ghostscript is too slow for PDF even with a Milan and is stumped by faulty code, eg it refuses to display the DA's LayoutTC Manual. I have to resort to Adobe Acrobat, they invented PDF so have the best decoder, eg with the Layout manual the errors were recognised and corrected on the run.

Bob.

3568. Re: FLEXTRAX v0.9 released!

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Daniel Hedberg <nospam@thankyou.com>
Message-ID: <ADHC5.100$YU1.2083@newsc.telia.net>
Source record: 56789

Hi Ken,

Sorry, but the reason we use the CGI-script is not because we want to be fancy.
We use it only to be able to count the number of downloads (as I've said before).
For some reason CAB doesn't seem to be able to handle forms correctly (at least
not earlier versions of CAB). If you have problem downloading a file, just send us
an email and we'll send you the requested file by email. This information is also
available on the homepage.

http://nb.atari.org

Take care,
Daniel Hedberg

"Ken Macdonald" <macdonald@cfc.dnd.ca> wrote:
> I have the same problem!
> I think the webmaSTer wanted to be 'fancy'
> instead of a simple link.
> I ended up going to the Belgium site for
> the file. ftp is so much easier, and faSTer!

3569. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39DB5A2B.1211B2C2@cable.A2000.nl>
Source record: 56790
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Lister wrote:

>
> because people are generally stupid - well known advertising fact
>

The inability of recognizing intelligence in others is one of the
disadvantages of being stupid.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3570. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8rfngm$6vt$1@nnrp1.deja.com>
Source record: 56791

In article <8reo4hdih1@nnrp1.deja.com>,

*S*N*I*P*

> No, I mean the complete PCB. Unless I can just hook up a single
> connector in parallel then, do you know if that's possible? I'm going
> to try to connect both a Crazy Dots II and either a Pams or Riebl
> ethernet card to my TT.
>

It's the sort of thing you might find in an industrial computer
supplies catalogue...VMS bus-extension card....you might have to settle
for four or five extra slots though....

Alternately you coudl settle in for the most boring weekend of all time
with a few wire-wrap DIN96 plugs and sockets and a mini soldering
iron....and a lot of patience...

chrisc
chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

3571. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8rfn13$15c$1@draco.stochastik.rwth-aachen.de>
Source record: 56792

In article <8reo4hdih1@nnrp1.deja.com>,
Jo Even Skarstein <joska@online.no> wrote:
>
>No, I mean the complete PCB. Unless I can just hook up a single
>connector in parallel then, do you know if that's possible? I'm going

What else would you do with the second PCB? You just need to connect both connectors in parallel - this is more a mechanical (and wiring) than an electrical problem.

However, since the TT's VME bus is no real VME bus that conforms to the spec, hooking up more than one card may cause problems due to increased loading on the signals - however, I know that this has been done successfully multiple times, but it may depend on the cards.

cu
Michael

--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3572. Re: Stacy memory upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8rfo3h$7h9$1@nnrp1.deja.com>
Source record: 56793

Umm... I've got 4Mb of SIPP's somewhere in my pile of boxes....I might even have two complete sets.....I know that at least one lot came out of a working 486......

Could you run to 15 UKP or something interesting and not particularly valuable to swap?.....I'd do it for a Portfolio-St parallel link cable for instance.....:-))

chrisc

In article <8rbvuifcu3@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> Don <dons@qnet.com> wrote:
> > Would like to take my Stacy2 to 4megs. I can see it takes SIPPs but,
> > are they parity or non-parity. Is there anything else I should know
>
> The Stacy doesn't use parity, but you can use SIMMs/SIPPs with parity.
>
> > Does anyone have suggestions where to find the SIPPs. Ive tried local
> > but, nothing.
>
> SIPPs are hard to find, it's probably easier to solder pins or wires on a
> normal 30-pin 1Mb SIMM. I've done this in my Stacy and it works fine.
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3573. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: Joseph John Mackay <jjm1@dcs.qmw.ac.uk>
Message-ID: <8rfnocmiu2@beta.qmw.ac.uk>
Source record: 56794
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

In comp.sys.sinclair Mike Wynne <mike@wynne91.fsnet.co.uk> wrote:
: "Simon Osborne" <atariactive@btinternet.com> wrote in message
: news:8rd9km$8go$1@neptunium.btinternet.com...

:> Yup, the ST games were great. Unlike the Amiga, the Atari ST had real
:> character.

: How come Commode always have these technically superior machines with crap
: software?

Well, they got the Amiga OS right. The only thing they *ever* got right.
Of course, they completely ruined it by letting the machine rot and
marketing it as a games machine.

Joe.

3574. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39db820a293fc71@online.be>
Source record: 56795

on Wed 04-10-2000 08:01 Jo Even Skarstein wrote:

>I
>
>No, I mean the complete PCB. Unless I can just hook up a single
>connector in parallel then, do you know if that's possible? I'm going
>to try to connect both a Crazy Dots II and either a Pams or Riebl
>ethernet card to my TT.
>

For this purpose AG Computertechnic sells one-to-two VME bus adapter. I've an early version adapter installed in my TT030 but it doesn't work.:-(. There is a possibility however that this has nothing to do with the adapter itself. You see to add that adapter I let someone rebuild my TT into a tower. So there might be some damage somewhere.

According to Axel the first version of that adapter wasn't good. He kindly has giving me a new design adapter which should work, at least it works with nova cards/Riebl but he isn't sure if that story goes for the Crazy Dots aswell. For the moment I haven't found the time to try the new adapter out. I hope I will be able to do this this weekend.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3575. Re: To Falcon or not to Falcon? that is the question. (Was: Falcon Questions)

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:26:11 UTC
From: Claes Holmerup <newsgroup@holmerup.com>
Message-ID: <UNuC5.2074$c21.5202@nntpserver.swip.net>
Source record: 56756

"Puppy Dawg" <swallow@intergate.bc.ca> wrote:

> It seems to almost be a tied battle between the Falcon and the PC for audio
> work. Both replies posted suggested that I should probably look towards a
> PC based solution. I would like to hear how some of you managed to get a PC
> to do what was required.

This is actually an off-topic question in this group - but since I have much experience from both systems, both as a user and as a technician, I'll try to make some important remarks...

> My quibbles with my PC:
> - HW reqs keep climbing too fast.

That's true. As the hardware gets faster, the programmers can make more of their ideas real - which in it's turn requires even more computer power. It's a never-ending story - but if you're satisfied with the perfomance you have, you don't need to upgrade the software and loose speed because of it.

> - SW doesn't always work when it says it will

If you do things the right way and don't mess around with your system too much, you won't have any problems.
The only (!) time I've had any problems with my PC (which has been running Win98 for two years now, with a heavy load of composing and recording with Cubase VST - as well as installing and de-installing games etc...), was when a harddisk died on me. A harddisk crash can happen regardless of which computer you use.

> - This damn HW keeps dying on me. I've had to send back a hard drive again,
> and my scsi/video capture board has been tossed, as it was crashing the
> computer ever 10 minutes. So, now, that $300 CD burner is now just taking
> up a drive bay...grumble....

As I said above - equipment does break both on Ataris and PC's...

> - This damned OS. I cannot stand Windows. Switch to linux, you say?
> Right. I have a hard enough time getting devices to work when they have
> full driver support...

Don't even think of anything but Windows if you want to do serious studio work. Not even NT is a useful OS since the midi handling and timing issues are different :(

> - MIDI has never worked quite right. (now the drivers have disapeared, and
> I haven't had the time to reinstall, so there is now *no* MIDI support....)
> I've used a couple of MIDI sequencers/trackers, and the synching/timing in
> them is....hideous. The usability of the synching and timing ranges from
> "almost there, if you're half deaf" to ""holy *$(*&#^^ what is is doing?"
>
> Granted, my PC has an utter load of crap sound card (SB PCI 128. It's never
> been great.), but it should be fast enough to run a bloody midi sequencer!

Nope! Keep as far away from SoundBlaster as you can if you plan to do any midi work. Those d**ned cards aren't good for anything but playing games (well, all the cheap "SoundBlaster compatible" cards are crappy and are in fact one of the main reasons why people still believe in the myth that PC's are bad for making music). They're nothing but toys and have extremely poor midi handling. Get an RME soundcard and you'll be in business - oh, and don't forget an external midi interface that connects to a port.

> I do not consider 300 mhz w/ 64 megs ram to be too slow for that task. I
> know this is an Atari newsgroup, but since many of you are musicians, would
> any of you have suggestions/ideas on this?

For use with VST? Use at least 128MB RAM - otherwise you won't get the best possible performance out of the system. I run with 256MB RAM... You should also use two harddisks - one for the system, programs etc, and one separate only for audio. 300MHz should do nicely for most users, but if you start loading the system with lots of plugins and software synths, you'd need a faster machine...

> Ok, now where was I? Ah yes, the Falcon. Is it worth me finding a Falcon?
> I would like to continue to use an Atari, but I know my STf is not up to the
> task. Would i be better off getting a "fully loaded" STE, and then plunking
> the rest of the money into a PC?

Ouch! That sounds terrible. You'll need two monitors and you have to save the songs on two different computers every time. Not a good idea if you ask me. Stick with the Falcon or the PC - so you'll have everything

available on the same computer at all times. It'll save you a lot of confusion...

> I'm putting that out to you guys, because I think that you can give me an
> unbiased opinion (I mean, seriously, look! no Amiga anywhere! :)). Hope
> someone can help me... ("help me Atari-Wan, you are my only hope...")

I've used a Falcon system for many years and it's served me well - but to compare it with a PC system really isn't worth your while, since the difference is huge! The Falcon's latency when recording audio is MUCH higher than my PC. I have sample-accurate audio and midi at all times on my PC, something that the Falcon (or any other Atari for that matter) doesn't have. Ataris are very good for midi, but the sync is actually worse than a PC system with a good midi interface. On the PC you still have development of the hardware and software - and we all know what's happened to the Atari market :(The Falcon has a maximum of 8 mono audio tracks in full DAT quality, while I can play over 50 mono audio tracks at once on my PC system - and I'm still nowhere near an overflow. In VST you can use plugin effects of very good quality, both as insert effects and as effects sends - while the built-in effects in CAF are of rather poor quality and can't be exchanged. Some people claim that the only thing gained from changing from Atari to the PC platform, is that there's a color screen, but that's extremely far from the truth. Everything's better on a PC - and I can say that without any doubt, even though I still have a soft spot for Atari machines. I've saved one Falcon, which I'll never let go for nostalgic reasons, but after using VST on my PC for a while, I realised that I'll probably never use the Falcon again...
Now, there are probably people ready to lynch me for saying the forbidden thing; that something is better than Atari - but I really don't care. All the people who already have changed to the PC platform are evidence enough, as well as my personal experience.
If you can get your hands on a used Falcon and don't need top performance, I'd say that it would probably be enough - but the add-ons for making it really good are actually rather expensive due to the small market, so try to get a complete system that's been used with CAF. If you go for a PC solution, you'll probably have to pay more - but on the other hand, you'll get a much better system.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3576. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 00:27:36 UTC
From: Tardo <rives@gte.net>
Message-ID: <rives-75E884.20314903102000@news.gte.net>
Source record: 56757

In article <8rbvn1fcu2@snipp.uninett.no>, Jo Even Skarstein
<joska@nvg.ntnu.no> wrote:

>Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:
>
>> I'd recommend to go for a CT2B (installed by Rodolphe), or an
>> Afterburner,
>> because the Falcon becomes way faster with these. Once properly
>> installed, they
>> work as reliably as a normal Falcon does. Don't know about music
>> programme
>> compatibility, though, but this shouldn't be a problem.
>
>I'm afraid it is :-(Both the CT2 and Afterburner causes DMA-problems in
>the sense that most programs that use DMA does so directly in hardware and
>by ignoring the fastram-buffer (after all, there's no fastram on a
>standard Falcon so why bother...). You can work around it, but that often
>means that you can't run the CPU at full speed (no copyback on the AB) and
>that you can't use the fastram.
>
>Then there's also a small DSP-problem with the CT2. It can also be
>patched, but as far as I've been told, this doesn't solve the problem
>completely. I must admit that I've long gone forgotten what the problem
>actually *is*, something interrupt-related IIRC.
>
>The only software I know that's fully compatible with these accelerators
>is the Softjee-stuff. Cubase Audio also works with the Afterburner, but
>not flawlessy I think.

CAF does work, also the SoundPool Software. They both work better with
ver 4.xx of the toolkit for the Afterburner. Now is it flawless.....no
but it's about as stable as it was on a standard Falcon. Of course CAF
cannot be run from FastRam etc....

Rich

3577. TransAction... InterActive...

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 01:14:35 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39da9052bc86593@free.fr>
Source record: 56758

Hello!

InterActive's site closed a few weeks ago. All this good work lost :-(

It's a joke, it's not lost :-)
It's now hosted (as is) on TransAction.

Many thanx to DDB for providing me the pages and to Joe Connor (and his
team ?) for the great design and work.

Shame on me, I didn't visit the original site before yesturday. A must
to discover or re-discover some of the bests programs on our plateform.

http://atari.transaction.free.fr/interactive

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

3578. Re: Dimond edge

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 01:17:27 UTC
From: michael@fastlane.net
Message-ID: <39AE855ECDBB835B.9585E9A502180AB5.B2889E7651BBBAC9@lp.airnews.net>
Source record: 56759

On 3 Oct 2000 19:38:14 -, Steve Sweet wrote:
>Hi ke
>
>>I'm searching for "Dimond Edge".
>>Does anyone knows where i can download that programme?
>
>Its commercial, you have to buy it.

Yes it is (thanks Steve).

Diamond Back/Diamond Edge owner (whose real job is taking away from
his Atari time :(,

Michael White (michael@fastlane.net)

3579. Re: FA: Rare diskless atari workstation

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 02:40:16 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8re1ghnvj1@perki.connect.com.au>
Source record: 56760

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote in message
news:d20h76A9Cb25Ewdf@lovecraft.demon.co.uk...
> Once upon a time <39d7c27d@naylor.cs.rmit.edu.au>,
> Amiga2000@bigpond.nospam.com grabbed chalk and scrawled:

> The bid is $40 Australian. So it's not real money anyway.
>
---SNIP---

At least it beats Rubles:-), still at 54.5 cent's US, woopee.....

Mark

3580. Re: HTML -> ASCII

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 02:43:36 UTC
From: swampfox1@earthlink.net
Message-ID: <sPwC5.5756$rO1.228216@newsread1.prod.itd.earthlink.net>
Source record: 56765

On 14 Sep 2000 19:50:21 , Trevor Spencer wrote:
>On 13 Sep 2000 13:05:12 , Janka Gerhard wrote:
>>Hi,
>>
>>Some time ago I saw a utility to convert HTML to ASCII text.
>>Now I would need it and can't find it anymore.
>>Anybody there who knows where to find such a utility ?
>
>I've zipped up and e-mailed you HTML2TXT, it's only a small folder, about
>59Kb. I find it works fine. Let me know if yu have any problems with the
>zip file.
>
>--
>Trevor
>
>6 MB ATARI STe / Veloce+2 / TOS 2.06
>
>
>
>
>.
Hi Trevor,
A bit late here but like I said in my E-mail to you:
Thanks for the HTML2TXT ZIP file. Very nice and usefull program!
For another thread:
Another good one is XURL (thank you Gary Priest) which extracts URL
addresses from HTML documents.
John G.

3581. Re: To Falcon or not to Falcon? that is the

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 02:48:36 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8re205oel1@perki.connect.com.au>
Source record: 56761

Got to agree with Bob, I fix PC's for a livng and as far as robust hard ware goes they suck bad. Mostly due to the fact that thay are churned out before they are ready to compete with everyone else. My Falcon can still hold it's own for what I use it for, yes it is old technology, but who cares. After all would you chuck out a 1972 E-type Jag just because it is old?

Mark Bedingfield

Bob King <rking@zetnet.co.uk> wrote in message
news:39d9f19d$0$8004@news.zetnet.co.uk...
> On 2 Oct 2000 23:53:13 -, "Puppy Dawg" wrote:
> >Hi again.
> Hi or should I say woof,
>
>
> I use a C-Lab MkX Falcon for all audio work, running Cubase Audio Falcon
to do the
> recording and the CDRecorder suite for burning CDs. The C-Lab is a special
falcon with
> upgraded audio input and output circuits and a large 2.1 SCSI HD. An
ordinary Falcon is
> just as good if you do not plan running CAF. I have produced a 10 track
audio CD, with no
> problems, of pro quality and sold 10 in one night. The basic Falcon has
everything
> built in MIDI etc, with no timing problems. All you get with a PC is
Cubase VST or CAF with
> colour, big deal, and a load of compatibility and timing problems.
>
> Summerize: Look for a C-Lab MkX with CAF or basic Falcon if not CAF.
>
>
> Bob King.

3582. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 02:58:54 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8re2je$p0l$1@perki.connect.com.au>
Source record: 56762
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Lister <fache@clara.net> wrote in message
news:5v8jtsk2h5fvrqgma6b2o56hsaamboqtmd@4ax.com...
> On Mon, 2 Oct 2000 23:55:59 +0100, "abdul" <ding@dong.co.uk> wrote:

> because people are generally stupid - well known advertising fact

That is why so many Amiga's were sold

Mark

3583. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 03:03:17 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8re2rl$p9a$1@perki.connect.com.au>
Source record: 56763

Wondered that myself, Mr lister sir:-)

Mark

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.39da1b1c@fmlynet.org...
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> > From: Lister <fache@clara.net>
> > On Tue, 03 Oct 2000 09:53:25 GMT, "Steve Breech"
> > <sbreech1@atarist.com> wrote:
> >> Why are you reading the Atari ST newsgroup, then?
> > ever heard of a crosspost? I'm not reading your newsgroup at all:P
> >>
> > --
> > sigless and fancy free
>
> So are you "Lister of Smeg"? ;)
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

3584. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 03:04:48 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8re2ug$pb3$1@perki.connect.com.au>
Source record: 56764
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Just a quick note, considering Atari was the company that originally worked on the Amiga, and that The Tramiels sold CBM, this post dosent make sense^%^%$.

Mark

Lister <fache@clara.net> wrote in message news:4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com...
> someone I knew had one, what a pile of shit it was
>
>
>
>
> --
> sigless and fancy free

3585. Tims Atari Midi World: Change of URL

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 05:28:05 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8ref51$6ap$1@nnrp1.deja.com>
Source record: 56766

Hello All:

For some reason my old provider has taken out my redirection, so unfortunatly, there are a lot of pages out there with the OLD LINK that will not work anymore.

SO...Please Update your LINKS to :

Tims Atari Midi World

http://sites.netscape.net/timconrardy/index.htm

This will hopefully remain stable as I don't think Netscape is going away anytime soon :-) I also changed my opening Pic as the last one was kinda hokey!

It would be great if you mention the Atari-Midi Egrp as well:

http://www.egroups.com/group/atari

We are 128 members and growing. However the More The Merrier!!

Thanks for updating your pages.

I will continue to support the Atari-Midi community

Tim Conrardy

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3586. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 05:53:53 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8reh0r$1tiv$1@news.comnet.co.nz>
Source record: 56767
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

```
"Lister" <fache@clara.net> wrote ...
> "abdul" <ding@dong.co.uk> wrote:
> >Lister <fache@clara.net> wrote ...
> >> someone I knew had one, what a pile of shit it was
> >wonder why they sold in their millions then??
> because people are generally stupid - well known advertising fact

.. so _that_ was why PCs outsold everything else.

Thanks for educating all of us on this point.

--

Quote for the month:

"Daylight Savings. Can I help you?"
"Yes - I'd like to make a withdrawal"

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.
```

3587. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 06:16:14 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39DACB2E.EC1ABFAA@siemens.at>
Source record: 56768

Jo Even Skarstein wrote:
> I'm afraid it is :-(Both the CT2 and Afterburner causes DMA-problems in
> the sense that most programs that use DMA does so directly in hardware and
> by ignoring the fastram-buffer (after all, there's no fastram on a
> standard Falcon so why bother...). You can work around it, but that often
> means that you can't run the CPU at full speed (no copyback on the AB) and
> that you can't use the fastram.
>
> Then there's also a small DSP-problem with the CT2. It can also be
> patched, but as far as I've been told, this doesn't solve the problem
> completely. I must admit that I've long gone forgotten what the problem
> actually *is*, something interrupt-related IIRC.
>
> The only software I know that's fully compatible with these accelerators
> is the Softjee-stuff. Cubase Audio also works with the Afterburner, but
> not flawlessy I think.

I'm mainly using Soundpool Audiomaster and it works without
problems on my CT2B Falcon.

Gerhard

3588. Re: TOS international versions ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 23:00:58 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <445.313T2900T06785optimus@canit.se>
Source record: 56671

Jo Even Skarstein skrev:

>Carl Ratcliffe <c.ratcliffe@t-online.de> wrote:
>> Does anyone know if TOS was released in German, if so which versions or all

>I believe there are German versions of all TOS-versions. There's also
>Swedish versions of 1.00-2.06, and I have a Norwegian 1.00 in my STF...

Does this mean that there is no Swedish version of TOS 4? What a pity.

--
En ligne avec Thor 2.6.

Give your child mental blocks for Christmas.

3589. Re: What is the differnce between a SM1

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 23:07:15 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <773.313T750T73899optimus@canit.se>
Source record: 56672

joska skrev:

>In article <39d97b77$0$8008@news.zetnet.co.uk>,
> jlog@zetnet.co.uk (JI Logan) wrote:

>> I don't think the quality was as good as the 124/125 - the focus
>> across the screen was poor.

>I agree. I've had a 144 myself, and while it's bigger and looks a bit
>better, it's not nearly as crisp and flicker-free as my SM124.

Couldn't the supposedly increased flicker be due to the increased distance the rasterbeam has to move in one sweep?

--
En ligne avec Thor 2.6.

Php/fi: The syntax does a very good job on combining the drawbacks of C with the disadvantages of Perl, in general resulting in a completely unreadable sequence of seemingly random characters. Therefor it became quite popular among Unix-fossils.
-- README for the HTML preprocessor "hsc"

3590. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 23:08:45 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <628.313T2250T85843optimus@canit.se>
Source record: 56673

Michael Schwingen skrev:

>In article <8rco9cncm1@nnrp1.deja.com>,
>Jo Even Skarstein <joska@online.no> wrote:
>>I need a second VME connector for my TT, does anybody have one for
>>sale?

>You mean the connector only, without a PCB? It is a standard female DIN
>VG-96 connector, should be available at any good electronics parts supplier.

I saw a VME extender for the TT which added some VME slots in an external case
on eBay some days ago, if that could be of interest.

--
En ligne avec Thor 2.6.

Sagt, ist noch ein Land, au�er Deutschland, wo man die Nase eher r�mpfen lernt
als putzen?
--- Georg Christoph Lichtenberg

3591. Re: And now, PC vs Falcon, round 3...

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 23:30:04 UTC
From: Claes Holmerup <newsgroup@holmerup.com>
Message-ID: <f4PC5.2368$c21.6640@nntpserver.swip.net>
Source record: 56674

"Puppy Dawg" <swallow@intergate.bc.ca> wrote:

> First off, to clarify the hardware comments. Yes, I do realize that
> hardware can burn out on any machine. I still find it strange that my
> 1040ST and my 65XE (Can't get rid of that little guy...) are still
running
> strong, while my PC is killing itself. Most of the components are not
cheap
> junk. (actually, the lowest quality parts have had no problems... go
> figure, eh?)

Well - I've had harddisk crashes with both my Falcon and my PC, so
there's no difference...
However, it really is amazing that Atari machines in general do tend to
just work and work - maybe they were built with some quality thinking in
spite of the low prices? :)

> Now, many of you have been talking about the higher end features on a
PC.
> Yes, all these extended features are great, but the fact remains: I'm
just
> starting here. I'm looking for something reliable and semi portible.
> (trust me, after a full size PC case, almost anything else is
portable...).
> From what I've learned from these postings, the Falcon should still
have
> enough features and toys to keep me busy for the next while here.
Remember:
> I'm not looking for top of the line, but just decent to good.

I'd say that the Falcon with Cubase Audio is actually enough for most
"normal" musicians - but when it comes to top performance, you need a
PC. I wouldn't go for a Mac because of their relativiely small market
share, since I've been on one loosing team once and don't want that
repeated with vanishing hardware and software support... :(

> 1) Is there a LAN adapter for the Falcon? I remember someone working
on one
> for an ST, but don't remember much else about it. I'm talking 10/100
BT
> connection here... Would make transfering data much easier.

There is a LAN connector, but I've never even tried to use it, so I
leave it to someone else to explain about it...

> 2) I've been getting conflicting reports about SVGA compatibility. Do
I
> just need an adapter, and then I can use all Falcon resolutions on a
SVGA
> monitor?

Any SVGA will do - but you always need an adapter. There are some strange interlaced resolutions which can only be seen on a TV or on an RGB monitor (SC1228 - with another adapter), but I wouldn't bother with that since all programs - except for a lot of demos and some games - work with the VGA monitor.

> 3) One reason I want to remain on an Atari is the "retro" sounds it
can
> produce. I'm assuming I can reproduce this on modern equipment, but
the
> older stuff still has a nicer tone to it. (Don't ask, I have strange
> tastes... ;)) Does the Falcon still retain the older style of voice,
such
> as the original ST? (or, at least the capability... am I making any
sense
> here?)

The terrible sound of the ST? Hmmmm - did you consider therapy...? ;)
The sound system has been altered somewhat, but the built-in sound can probably be compared to the STe - correct me if I'm wrong (never used it for anything but the click in CAF)...

> 4) Drive capacity. What is the max drive size / partition size
supported?
> I remember seeing 2gigs listed for *some* computer, but it might've
been an
> *cough* amiga *cough*

I'm not quite sure about that. Uwe Seimet is probably the man to ask.
You can't use partitions larger than 1GB, but I never got 1GB to work completely stable with CAF when I tried - it had to stay somewhere around 700MB or so - otherwise CAF seemed to get confused (CAF only uses part of the harddisk driver - and has special routines for the harddisk handling...).
As for harddisk size, I don't really know. I tried a 9GB SCSI, but it wouldn't work properly. I've used several 4GB SCSI (both SCSI-2 and SCSI wide) without any problems. Maybe someone has some more info?
Use HDDriver and nothing else - not ICD and certainly not AHDI! Just about everyone else uses HDDriver and it's worth a lot more than it costs, since it works so well - and it still gets rather frequent updates.

> 5) Hardware emulation. Do they make a Falcon-on-a-board for the PC?
(hey,
> it could happen!) What ever happened to the PC emulators for the
Falcon?
> Where they ever any good? Could I kill two birds with one stone in

this
> manner?

No way!
The Atari emulators for PC can't make use of any midi applications, so
that's a waste of money if you plan on using CAF.
The PC emulator that was around for some time was a 286-emulator. Try to
run Win98 on that one and you'll throw the computer out of your window
within 5 minutes...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3592. Re: Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-04 23:45:42 UTC
From: David L <daveykins@theoffice.net.spamtrap>
Message-ID: <IsPC5.1193$44.63087@nnrp3.clara.net>
Source record: 56675
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Mindfield <mindfield@badgers.home.com> wrote in message
news:nmantscgjpon61jv74c3vqrc2m4frkenkg@4ax.com...
> On Wed, 4 Oct 2000 14:48:45 +0100, Richard Kilpatrick
> <richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
> lap as he typed:
>
> >There's also a link with Epyx in the Flair system, which became the
> >Panther (unreleased 32-bit system, some Falcon architecture was derived
> >from it) and Jaguar.
>
> Flair was the company that approached Atari with what eventually
> became the Jaguar, which Atari dropped work on the Panther in favour
> of, since it was considerably more advanced (and complete) than the
> Panther was at the time.

And going back on topic to the Spectrum side of the cross post - Flair were the ex-Sinclair research people who developed the RAM Music Machine and RAM Print interface... after leaving Sinclair where they were working on the "Loki" project.... they then went on to develop the "Flare One" mega machine that never was, which then became the crucial component of the Konix Multi System... and then ended up getting tied up with Atari when that never happened....

3593. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Clucking Bell <Haddock>
Message-ID: <ston8ic4ln8j20@corp.supernews.com>
Source record: 56596
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Lister <fache@clara.net> wrote in message
news:8fpjtscmllnuoh3psgqs420gp6ufgv90es@4ax.com...
> are you calling me a person?

tr-r-r-r-r-r-r-r-r-r-r-r-r-r-r-r-CLASH!!!!!!

3594. Re: Elite Project

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <nenotsgj10dujq6p3delfulk08eqr9hqls@4ax.com>
Source record: 56597

On Thu, 05 Oct 2000 08:01:26 GMT, "Anthony Colson" <AJColson@go.com>
drooled an embarassing wet spot in his lap as he typed:

>a plea to all those who remember Elite and Frontier Elite II. David
>Braben(may he live forever) has created the Elite club which will allow for
>free use of the games (visit www.eliteclub.co.uk or www.frontier.co.uk for
>more details.) Anyway after speaking to several people on the project over
>alt.fan.elite if we could find somebody who would be willing to transfer the
>source code from PC to Atari for the more modern versions of Elite (Frontier
>First Encounters) then this would be fine. Anybody like to talk to me about
>this...please.

This is already being done. A beta of "Elite: The New Kind" is
available for the PC. I'll have a URL later, as I have to leave for
work at the moment. :-)

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

3595. Re: And now, PC vs Falcon, round 3...

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8rhp8e$s22$1@nnrp1.deja.com>
Source record: 56598

Puppy Dawg wrote:
> > First off, to clarify the hardware comments. Yes, I do realize that
> > hardware can burn out on any machine. I still find it strange that
my
> > 1040ST and my 65XE (Can't get rid of that little guy...) are still
running
> > strong, while my PC is killing itself.
>
Atari's do go wrong occasionally, it's one reason why I'm always
picking up manky 520's....strip the bits on some, upgrade some of the
others, trade them on or sell the bits to other enthusiasts adn make
sure I've always got enough spares for mine.....BUt that said, I thrash
all of my Atari's and they'bve been generally reliable...just had my
first HD failre on an Atari (my home Falcon) and it's a horror....still
haven't got the graphics card working, still not online....

> > 2) I've been getting conflicting reports about SVGA compatibility.
Do I
> > just need an adapter, and then I can use all Falcon resolutions on
a SVGA
> > monitor?
Get an SVGA and the adapter (every monitor needs an adapter cos Atari
used a 19-pin D-type for the video out....if you'r TV has a SCART input
I'll make you up a SCART cable....if I can find some 19-pin
connectors...

> > 3) One reason I want to remain on an Atari is the "retro" sounds
it can
> > produce. I'm assuming I can reproduce this on modern equipment,
but the
> > older stuff still has a nicer tone to it. (Don't ask, I have strange
> > tastes... ;)) Does the Falcon still retain the older style of
voice, such
> > as the original ST? (or, at least the capability... am I making any
sense
> > here?)
>
You aren't making sense to me I'm afraid.....For quality audio on the
Falcon it's essential that you get off-board AD/DA converters and a
44kHz clock(for CD). I use a Jam-Clock on my Studio Falcon and the
FAD2/2....very good sound, what comes out is what went in.

If you don't mind a bit of fiddling then you can fit the Phantom SE
accelerator as it comes with a 44kHz clock....

> > 4) Drive capacity. What is the max drive size / partition size
supported?
> > I remember seeing 2gigs listed for *some* computer, but it might've
been an
> > *cough* amiga *cough*
>

I'#ve got a 4Gb 3.5" IDE in mine (they do fit, just) split into
partitions around 650Mb (convenient for CDR backup) and I use
Audiotracker...it works well, takes over about 540Mb of each partition
it's enabled for (<Tape> files)....I use HD-Driver 7.75 IIRC, don't
even think about using anything else, it isn't worth it and don't try
to get a pirate copy from around here, no-one will ever talk to you
again, we all respect Uwe too much....

> > 5) Hardware emulation. Do they make a Falcon-on-a-board for the
PC? (hey,
> > it could happen!) What ever happened to the PC emulators for the
Falcon?
> > Where they ever any good? Could I kill two birds with one stone in
this
> > manner?
> If you got one of the 286 boards you could try one fo those <REV to
486> upgrades, then you'd hav e a machine that ran Windows like a
dog.....quite a lot like a PC in fact <g>......

MArio's about to come out with a SCSI-Ethernet converter, I think the
ideal set-up if you have space is STe 4Mb +NVDI + Cubase for
sequencing, Falcon with Audiotracker and some decent converters
(anything by Line Audio or SoundPool or JAM) plus a clock plus a big
IDE plus a SCSI CDR plus ethernet for Audio recording and a PC plus
ethernet for audio editing....don't trust it with anything timing real-
time critical....the PC OS is not in any way shape of form designed for
it, it normally manages OK by throwing lots of fast hardware at the
problem, but even so it isn't a real-time OS.......modern MIDI and
Audio cards make a big difference on the PC, but I'd suggest that if
you can't get both the PC and a Falcon get the Falcon and register
Squash-It and buy Zero-X....then you can do the editing in there....if
You can't get a Falcon then the next choise would be a Mac with
Digidesign Digi 001....baby ProTools to learn and a whole heap of bucks
to buy, but at least Digi have a reputaion to preserve ..,..

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

3596. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: neuro <neuro@well.egg.chips.beans.spam>
Message-ID: <DKZC5.1746$44.95239@nnrp3.clara.net>
Source record: 56599
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:jATOGjGga825EwoX@lovecraft.demon.co.uk...
> Once upon a time <IsPC5.1193$44.63087@nnrp3.clara.net>, David L
> <daveykins@theoffice.net.spamtrap> grabbed chalk and scrawled:
> >"Loki" project.... they then went on to develop the "Flare One" mega
machine
> >that never was, which then became the crucial component of the Konix
Multi
> >System... and then ended up getting tied up with Atari when that never
> >happened....
>
> Loki being a rather better machine than the SAM Coupe that carried the
> last flickering flames of the Spectrum world (apart from clones, of
> course...)
>
> I always wondered what happened to the Konix MultiSystem. That was quite
> a concept, with interactive seats and such :)

the chassis (the steering wheel one) became a steering wheel joystick thing
that some mail order firms sold a cpl years after the konix disappeared into
vaporware heaven ... think Special Reserve sold em ...

--
```
_ __ ___ _ _ _ __ ___ | William Anderson - www.well.com/~neuro
| '_ \ / _ \ | | | '__/ _ \ | "Hell hath no fury like a woman scorned
| | | | __/ |_| | | | (_) || for Sega." -- Brodie, Mallrats
|_| |_|\___|\__,_|_| \___/ @well.com
```

3597. Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Anthony Colson <AJColson@go.com>
Message-ID: <o4_C5.467$O74.4964@telenews.teleline.es>
Source record: 56600

Does anybody know anything about either of the following:

The AMS Computer and Electronics show at Bingley Hall Staffs where there have been Atari stands in the past and

what has happened to the Ataricomputing web site, I can not get through, has anybody else had this or is it just IE and my work machine/

--
We have all the questions
And no answers

3598. CT60 NEWS

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <%U%C5.254$gw2.1017883@nnrp3.proxad.net>
Source record: 56601

There are now 99 potential buyers in the CT60 list.

The web site has been updated :
- two new paragraphs you should read about the OVERCLOCKING and the FITTING.
- a new technical menu with an Architecture Block Diagram !

Regards

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3599. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ei1hjl.juj6swc6w8jiN%rsmac@t-online.de>
Source record: 56602

Iggy Drougge <optimus@canit.se> wrote:

> Why not? Isn't that what the port was intended for? IIRC, it's identical to

No. It is a simple serial port with a name that sugesst an network.
Iï¿½m sure nobody think about port drives like apple talk.

> Mac ports, and the Localtalk Apple is a LAN running on high-speed serial
> ports.

On any mac, not on atari.

Maybee the main idea behind mean the same.
I canï¿½t remeber me (started from 1985) that anybody in or outside atari
lose any word about "apple talk compatible" port or drives for that
port. Pinout is same as on mac, right, but no drivers..

Use it with STinG to network.
Thatï¿½s neary apple talk ;-)

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3600. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ri8ephnq1@draco.stochastik.rwth-aachen.de>
Source record: 56603

In article <8rfngm$6vt$1@nnrp1.deja.com>, <chrisc1966@my-deja.com> wrote:
>
>It's the sort of thing you might find in an industrial computer
>supplies catalogue...VMS bus-extension card....you might have to settle
>for four or five extra slots though....

With that much extra load, you can be quite sure that it will not work
stable.

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3601. Re: MB/s on IDE drives

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ri8r4hrd1@draco.stochastik.rwth-aachen.de>
Source record: 56604

In article <stmtfd7eoqj05e@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:

>CDROM (48x Atapi) only managed 300k, which is quite strange. I would
>have thought it would have been about the same as the HD.

The problem is that Atari connected the two halves of the data bus swapped
on the IDE bus. This does not matter on harddisks, since the data is written
and read in swapped format (however, beware when accessing such disks on a
PC!).

However, on ATAPI devices, the byte order is defined by the device, so the
driver has to swap the data when reading, and this takes some time
(depending on CPU performance).

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3602. CT60 news (fwd)

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10010051420290.16657-100000@shell2>
Source record: 56605

For the 8th or 9th time, rodolph stop sending your spam email to me.
You work with computers, it shouldn't be too hard to remove 1 name from
your email list; mine.

---------- Forwarded message ----------
Date: Thu, 5 Oct 2000 15:59:23 +0200
From: rodolphe czuba <rczuba@free.fr>
To: <Undisclosed-Recipient:;@free.fr;>
Subject: CT60 news

There are now 99 potential buyers in the CT60 list.

The web site has been updated :
- two new paragraphs you should read about the OVERCLOCKING and the FITTING.
- a new technical menu with an Architecture Block Diagram !

Regards

Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3603. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: steeltoe@kickass.com
Message-ID: <8rihlj$387$0@198.69.29.144>
Source record: 56606

Where is any TT memory card being sold today, other than Best
Electronics? Looked on the Aixit pages but could not see any TT
hardware.

Thanx,
Vacuo

On Sun, 4 Oct 3900 10:36:52, Derryck Croker
<derryck@NOSPAMcix.co.uk> :

> From: Steve Hammond <tthammond@earthlink.net>
> Date: Tue, 03 Oct 2000 18:56:50 GMT
>
> >> >> Does anyone know what has happened to the Calamus home page?
> >> >Try http://www.calamus.net/us/index.html
>
> >Thats the address I tried the other night and all I could get was the
> >web site of the people who make the TT memory board (are they the ones
> >hosting the Calamus pages?). Any way I tried it again a couple of
>
> Yep, Aixit are the chaps in question - you'll have seen their link on
> the Calamus home page.
>
> --

~~~~~~
~~~~~~

3604. Re: Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8rimbjlrs1@nnrp1.deja.com>
Source record: 56607

In article <o4_C5.467$O74.4964@telenews.teleline.es>,
"Anthony Colson" <AJColson@go.com> wrote:
> Does anybody know anything about either of the following:
>
> The AMS Computer and Electronics show at Bingley Hall Staffs where
there
> have been Atari stands in the past and
>
> what has happened to the Ataricomputing web site, I can not get
through, has
> anybody else had this or is it just IE and my work machine/

There will be an Atari presence (quite a big one by the looks of it) at the AMS show this November, at Bingley. I'm definitely having a stand there, and I'll be taking one of the Maggie team with me, so they're there too.....Joe Connor (ex of Atari COmputing) works (sometimes) for Sharward Enterprises, who organise the AMS, and is making sure that the Atari dealers get decent rates adn are all roughly grouped together so that we can shout abuse and throw thigs at each other without it affecting/offending the rest of the Show...until we gang up to throw things at the Sinvclair QL stand and those wierdo's with the Einsteins....

From previsou experience it's also a great place to pick up smallish hard-drives, CDROM's etc quite cheaply, as well as having a lot of the more mainstream PC rubbish there is a very strong retro-computing presence...as well as a load of electronics stuff that I can never resist...

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

3605. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <kP4D5.3920$cV2.106348@newsread1.prod.itd.earthlink.net>
Source record: 56608

Again, I can't seem to duplicate the problem in ANY other NG!
And it's now up to 17 (from 7 a week ago) repeated posts on the list.
Highlight one and all 17 get highlighted.
If I de-select "Create Thread" and select "Collapse Thread" the problem
disappears but with the loss of grouping of same-subject posts!
Re-select "Create Thread" and the problem returns!

In case John R. is watching:
I've tried totally deleting and replacing the PRG, RSC, Killfile, XOVER,
UUD, and Munpack; deleting Log, Mailtest and Newstest letting Newsie
re-create those itself; changing the # of files to show and other
settings but nothing changes.
John G.

On 2 Oct 2000 22:27:17 G, Charles Stanley wrote:
>My comment below.
>
>On 1 Oct 2000 22:46:02 G, John Garone wrote:
>>
>>Clayton,
>> It seems to be specifically related to "comp.sys.atari.st" only!!!
>>It does'nt happen with other Atari NGs like Prgrammer, Announce,
>>Protocols or Tech or!!! Viral???
>> John G.
>>
>>On 1 Oct 2000 01:04:45 -, Clayton Murray wrote:
>>>Hi John,
>>>
>>>YES!, this has been happening with me too. The first post also
>>>shows up as the last posting, except that there it is repeated
>>>about 10 times. This has been going on for maybe 1 to 2 weeks
>>>now. I thought it might be my server too, until I read your post.
>>>My server is aa.net, and I believe it covers most of western
>>>Washington. (USA) I wonder if this is a problem with the atari
>>>newsgroup??? Anybody else having this going on? It's not a big
>>>problem, but I'd like to know what's causing it.
>>>
>>>Clayton Murray
>>>Seattle, WA USA
>>>
>>>
>>>On 30 Sep 2000 22:09:20 , John Garone wrote:
>>>>
>>>>>>>>>>Sorry if this posted twice!
>>>>

>>>>Hi All,
>>>> Is anyone else having this problem with their NG server (particularly
>>>>Earthlink's NG) or could it be a Newsie96 bug? (or both):
>>>> It's been happening for about a week which leads me to think it's
>>>>something new from the server that Newsie96 may not be able to handle!
>>>> After connecting to comp.sys.atari.st, at the end of the list of posts
>>>>to download from:
>>>> The first file (by date) is being added a number of times to the end
>>>>of the list (the date stays the same)! If i click on any one of those
>>>>last repeated files, all get highlighted. The XOVER.TXT file shows
>>>>a "Fatal syntax error" message at it's end.
>
>With Newsie 0.96 I had something similar, not when downloading, but when
>closing a NG after reading (offline) with a number of deletions scattered
>through the posts. Next time, I found whole groups of posts apparently
>repeated. Took some time to realise it. I had to manually edit the
>Xover.txt (after quitting the program) against the actual list of posts
>in the respective folder. It wan't only in this NG, but also in an
>Amateur Radio NG: both these NGs have a very large number of posts.
>
>Since getting 0.961, I haven't had that problem, only an occasional
>duplication of one or two posts: not the actual posts, but the titles
>and numbers. I do not say the improvement was because of the upgrade,
>because I don't know, but it happened.
>
>I do hope you can get this solved: I feel for you.
>Cheers,
>Charles.
>
>.

3606. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Jon Maidment <jon@stealth-cow.freeserve.co.uk>
Message-ID: <39DCFA4E.C732AB53@stealth-cow.freeserve.co.uk>
Source record: 56609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

I managed this once on a logic 2.0 song file
many years ago: it took days with a pencil and paper
and a hex sector editor.
Gemhexed I think.
Good luck ;-)
--
When in trouble, when in doubt;
Run in circles, scream and shout.
http://www.stealth-cow.freeserve.co.uk
cheers from jon

3607. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39dcfe4a$0$8005@news.zetnet.co.uk>
Source record: 56610

On 4 Oct 2000 20:00:46 -, Lyndon Amsdon wrote:

| . . . .
|You could try sending it to PDF2TXT@adobe.com, MIME encoded as an
|attachment. They'll convert it to you in quite a quick time. It only
|converts to ASCII, so pictures etc will be lost.

That's very useful to know - I'll try it. Thank you.

3608. Re: And now, PC vs Falcon, round 3...

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: djhh212@aol.com
Message-ID: <20001005185805.08860.00000456@ng-bk1.aol.com>
Source record: 56611

if you could get a mac go for it....ive been using my 1040ste and was really stubborn about going to mac.....until i worked on one with logic audio and digidesign001 in a friends studio. no timing issues, no crashes and its mind-boggling at what you could do.

3609. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010051919020.99-100000@TT030>
Source record: 56612

On Thu, 5 Oct 2000, Charles Richmond wrote:

> If you can get someone with Milan to email me, I can put them in touch
> with the right people...

Just mail the info to the Milan people and hope it gets
where it has to go. I would hate to see the thing flop
just because someone was holding info that could help. :-)))

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3610. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39dd0d29$0$8005@news.zetnet.co.uk>
Source record: 56613

On 5 Oct 2000 19:22:09 +, Lonny Pursell wrote:
>On Thu, 5 Oct 2000, Charles Richmond wrote:
>
>> If you can get someone with Milan to email me, I can put them in touch
>> with the right people...
>
>Just mail the info to the Milan people and hope it gets
>where it has to go. I would hate to see the thing flop
>just because someone was holding info that could help. :-)))
>
>____
>Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>
>.

Hi Lonny,

If Milan/Axro haven't already 'been there, done that, got the T-shirt', then they are even bigger plonkers than they are making them selves out to be by their silence.

Bob King.

3611. Re: symbol font Logic 2.5 (music)

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <39dd4053$0$51195$392904a7@news.execpc.com>
Source record: 56614

On Thu, 5 Oct 2000, Tim Conrardy wrote:

> > I made a rough hand sketch.
> > Scanned it in with STScan and saved it as a .IMG file.
> >
> > Question:
> >
> > If I attached the .IMG file to an email message, how would one
> > view this type of file.
> > (New at this sort of thing)
>
> Hi Ken
>
> There are Atari programs that convert IMG files to GIF or JPG so they
> can be shared more universally. There are members of Atari-Midi Egrp
> that would be interested. We could even put it up on our FILE section
> for everyone (including the public at large) to use.
>
> If you do not have the program to convert it,you can send the file to
> me personally, and i will be happy to convert it.See sig

Hi Tim,
I do not, as far as I am aware of, have the program to convert
IMG to GIF or JPG.
I Would be willing to send the file to you, but will it upload
properly via Flash-II?
And also keep in mind that is just a rough draft.
My handwriting and line drawing are not the best.

> You could even JOIN US at Atari-midi. Could use your input!
Thanks. will consider.

> Tim
> ----------
> I would like to invite anyone of you to the Atari-midi mailing list.
> _____
> Tim's Atari Midi World
> http://sites.netscape.net/timconrardy/index.htm
> Atari-Midi Mailing List:http://www.egroups.com/group/atari
> tconrardy@hotmail.com
>
>
> Sent via Deja.com http://www.deja.com/

3612. Re: Calamus web page

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970818894-50779AEicMi@cwcom.net>
Source record: 56615

From: jlog@zetnet.co.uk (JI Logan)
Date: 04 Oct 2000 14:38:55 GMT

>|The main PDF is 6.63Megs
>
>Which leads to the question of how you read PDF files. I have been

I put that conundrum to Ulf Dunkel at Calamus. Part of his reply was
that it was easier to distribute manuals in this format for various
reasons. I think it was an odd decision myself!

I have noticed that the manuals for the various modules seem to have
vanished from the web site though :-(

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3613. Update to the translation project

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <8rh3g3$2f3$11@usenet.nau.edu>
Source record: 56683

Hello,

Just a brief update on the Westfront PC translation project to the following systems:

o - Macintosh (68k)
o - Unix/Linux
o - Apple II/IIe
o - TRS-80
o - Tandy 1000
o - Sinclair ZX Spectrum
o - Atari 400/800
o - TI 99/4A
o - Coleco ADAM
o - DEC Rainbow
o - Amstrad

There are others planned; CP/M, in particular, would be a fine choice. For more information on planned releases, go here:

http://www.geocities.com/dunric/westfront.html

The source for translation is here:

http://www.geocities.com/dunric/wftrans.zip

From an older version, 7.00 dated November 4, 1999.

(You may need to copy and paste URLs into URL location bar of browser, as Geocities is picky about offsite download links)

I've been doing some research during the brief moments of free time I have on weekends, and have noticed a few things:

o - Most BASICs before 1978 had only minimal commands
o - Many BASICs were 8K (standard)
o - Most flavors of BASIC had A0-Z9 variables
o - Some didn't have string variables
0 - Most had access to RIGHT$,LEFT$,MID$ and STR$
o - Some used MATEAD Var%(x,y) for subscripted variables
o - Many machine specific statements such as COLOR, CLS and LOCATE did not appear until 1982 (IBM BASIC)

I also noticed some odd structure usages on some machines:

(Honeywell 600/6000)

940 LET X=L\LET Y=M\GOSUB 830

"\" is used in place of the now common ":" separator. Easy enough
to translate.

LET appears to be optional on later versions of BASIC (1978 onward).

I am also aware that file handling is machine specific, i.e.:

```
OPEN f$ FOR OUT AS 1
PRINT #1
CLOSE 1
```

Is an example of an older BASIC that printed output to a printer
or screen (but could also direct output, via special programming,
to a cassette player for tapes or a disk drive)

I looked at APPLE BASIC and noticed this weird usage:

```
D$=CHR$(4)
OPEN D$"DATA.DAT SREADFILE"
OPEN D$"DATA.DAT SWRITEFILE"
CLOSE D$"DATA.DAT"
```

Something like that, anyway (this is all from memory)

A final note is that some (most?) older BASICs before
Extended BASIC was introduced lacked IF/THEN/ELSE, DO/LOOP
and CASE statements.

So...

I am going to be making some assumptions about the BASIC
used, the speed, the monitor/television screen capabilities
and required STATEMEMTS:

Required:

DIM (must support integer _AND_ string variables!)
LET (optional)
REM
FOR/NEXT
TO
READ (MATREAD can be substituted if necessary)
DATA
PRINT (Obviously...)
INPUT (Obviously...)
IF
THEN
GOTO (or GO TO)
GOSUB (or GO SUB)
LEN
VAL
TAB

INT
RND
RESTORE
RANDOMIZE
ON (GOTO, GOSUB)
ABS
MID$
LEFT$
RIGHT$
STR$
CHR$

Not required, but helps

LOCATE (or clone)
CLS (or clone)
COLOR (* - Westfront PC was written in COLOR to differentiate it from other
text adventures that use only one color...Read: Boring!...If your
system does not support a feature of or equivalent, then we have
a problem...IF your system doesn't support color, then PLEASE
say it at least supports HIGHLIGHTING, UNDERLINING or BOLD...this
would be a decent alternative to non-COLOR supported systems)

(** - And 8 or 16 colors would be nice, too!)

If I've missed any, then please let me know at: dunric@yahoo.com

Memory Requirements

I'm going to try to squeeze as much as possible from WFPC into an 8K BASIC...
Yes, it's going to be hell trying to squeeze the first continent (1,014 rooms) of WFPC
(Overall: 1,572 rooms) into 8K, but there are ways around the variable usage (i.e. reading
in rooms from disk, tape, etc)

There are tons of empty rooms...they don't need to be included. The Frequently Asked
Questions
(F.A.Q.) anad Maps for Westfront PC are located here:

http://www.geocities.com/dunric/faqmap.zip

Just copy and paste into URL bar of browser.

So PLEASE have your system at least handle:
---

o - 500-1200 total lines of BASIC code (minimum)
o - IF/THEN/ELSE statements (so I can squeeze as much as possible into 8K)
o - Integer and string variables
o - Tape/Disk file commands, i.e. OPEN/CLOSE,PRINT#,INPUT#, etc.
o - 360KB of Disk space (You could use two disks if necessary)
o - At least 40 columns of text per line (It uses, or will use, line wrapping)

If you'll notice from this picture:

http://www.geocities.com/dunric/tavern.jpg

Color is VERY important to gameplay (room specific commands are highlighted in gray, directions
and other things in yellow, and rooms in white. I also like to use green and purple a lot (for
the inventory and other things).

Necessary commands:

Westfront PC is a text adventure.

Certain commands are necessary, some aren't:

I can make concessions on certain commands, i.e. when a player GETs an object, if it can be worn or wielded,
then the computer will automatically equip it for the player, without having to use WIELD, WEAR
or REMOVE commands. Same with DROP.

BUY and SELL are absolutely necessary. The player needs a way to purchase and sell items.
FIGHT (or an equivalent) is absolutely necessary. The player needs to gain experience points,
find new weapons and armor, and pass certain trials in the game.

OPEN and UNLOCK are necessary, but LOCK isn't. USE is necessary, and so is CLIMB.
LIGHT is necessary (e.g. LIGHT TORCH), but ENTER isn't.

SAY is semi-necessary; just adds to the game.
EXAMINE (and the shorthand, EXA) is absolutely necessary.

PUT is absolutely necessary. SEARCH is absolutely necessary.

I'm probably forgeting several commands, but you get the general idea. :)

If you have any questions, comments, suggestions, inquirements or otherwise, please
send me electronic mail via:

dunric@yahoo.com

If ADVENTURE could be crammed into 16K, then I don't see why WFPC can't either.

Regards,

Paul
dunric@yahoo.com

--
--
****

Few cats act their age, while most just cough up fur balls.

****

3614. Re: And now, PC vs Falcon, round 3...

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8rh8eb$f9f$1@nnrp1.deja.com>
Source record: 56684

In article <39dad321@newsserver1.intergate.ca>,
"Puppy Dawg" <swallow@intergate.bc.ca> wrote:

> 1) Is there a LAN adapter for the Falcon? I remember someone working
on one
> for an ST, but don't remember much else about it. I'm talking 10/100
BT
> connection here... Would make transfering data much easier.

Yes, take a look at http://www.asamnet.de/~hilgarte/. This is a
ethernet-solution for all Ataris with ROM-ports, that includes both
your ST and Falcon. You can install STiNG and use ftp to transfer stuff
between your Atari (or Ataris if you buy two) and PC, and even go
online if you install some sort of ip-masquerading on your PC (e.g.
Wingate).

> 2) I've been getting conflicting reports about SVGA compatibility.
Do I
> just need an adapter, and then I can use all Falcon resolutions on a
SVGA
> monitor?

Get an adapter (it's usually included, all "serious" users use VGA) and
that's it. Some of the low-frequency (15Khz horisontal) resolutions are
not available, and you can't use 16-bit resolutions for anything but
that is no loss unless you want to watch demos all day.

> it could happen!) What ever happened to the PC emulators for the
Falcon?
> Where they ever any good? Could I kill two birds with one stone in
this
> manner?

Definitely not. The only emulator available has a 286 CPU...

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

3615. Re: TOS international versions ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8rh91ffmj1@nnrp1.deja.com>
Source record: 56685

In article <445.313T2900T06785optimus@canit.se>,
"Iggy Drougge" <optimus@canit.se> wrote:

> >I believe there are German versions of all TOS-versions. There's also
> >Swedish versions of 1.00-2.06, and I have a Norwegian 1.00 in my
STF...
>
> Does this mean that there is no Swedish version of TOS 4? What a pity.

TOS 4 is multilingual, but AFAIK it doesn't know Swedish...

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

3616. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8rh9dr$g13$1@nnrp1.deja.com>
Source record: 56686

In article <683.312T1200T12875013optimus@canit.se>,
"Iggy Drougge" <optimus@canit.se> wrote:

> >Do not change Atari LAN with (L)ocal(A)rea(N)etwork!
>
> Why not? Isn't that what the port was intended for? IIRC, it's
identical to
> Mac ports, and the Localtalk Apple is a LAN running on high-speed
serial
> ports.

The LAN-port is a RS422-port, a serial-port similar to RS232 except
that it's electrically balanced (which - in theory - means that it can
handle higher speed and longer wires). On the Falcon it can't handle
more than 230kb/s, not very high-speed at all...

On the Mac this port was used to connect to a bus via tranceivers, I
haven't seen similar solutions for the Falcon and TT.

> A Spanish MSX Group "Matra" visited to this Fair. I lent Spanish
stand to
> them. They showed and did Promotion play of SEX BOMB BUNNY. And this
Game has
> tema song of Majingar-Z! Why they know Japanese TV animation?
> K. Ikeda, MSX-Print

So are you an old MSX-user as well? I still have mine (2x SVI728 and 1x
HitBit), I actually fired up the HitBit to play Nemesis2 last Christmas.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

3617. Elite Project

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Anthony Colson <AJColson@go.com>
Message-ID: <qzWC5.29737$893.214051@telenews.teleline.es>
Source record: 56687

a plea to all those who remember Elite and Frontier Elite II. David Braben(may he live forever) has created the Elite club which will allow for free use of the games (visit www.eliteclub.co.uk or www.frontier.co.uk for more details.) Anyway after speaking to several people on the project over alt.fan.elite if we could find somebody who would be willing to transfer the source code from PC to Atari for the more modern versions of Elite (Frontier First Encounters) then this would be fine. Anybody like to talk to me about this...please.

--
We have all the questions
And no answers

3618. Mark Arstall

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Ian <info@techsoftware.freeserve.co.uk>
Message-ID: <970735575.22709.0.nnrp-13.9e98e6ee@news.demon.co.uk>
Source record: 56688

Hi

Has anyone had any dealings with Mark Arstall from Manchester?

Mark advertised an extended Mega ST in this newsgroup in mid September and I sent him a cheque for 100 ukp. This was cashed on September 20th. Nothing has turned up yet and Mark no longer responds to my email messages or letters.

Ian Frost.

3619. Re: And now, PC vs Falcon, round 3...

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39DC40DA.DA0B590E@siemens.at>
Source record: 56689

Puppy Dawg wrote:
> First off, to clarify the hardware comments. Yes, I do realize that
> hardware can burn out on any machine. I still find it strange that my
> 1040ST and my 65XE (Can't get rid of that little guy...) are still running
> strong, while my PC is killing itself.

Similar here. The 800XL, 1040ST and Falcon all run without problems
for >= 7 years. The first part of the PC I had to replace after
2 month !

> 2) I've been getting conflicting reports about SVGA compatibility. Do I
> just need an adapter, and then I can use all Falcon resolutions on a SVGA
> monitor?

With SVGA adapter and monitor you can display all ST and Falcon
resolutions. Maybe you got confused because with an ST you can't
use ST low resolution on a SVGA monitor but with a Falcon you
definitely can. I did it quite frequently over the last 7 years.

> 3) One reason I want to remain on an Atari is the "retro" sounds it can
> produce. I'm assuming I can reproduce this on modern equipment, but the
> older stuff still has a nicer tone to it. (Don't ask, I have strange
> tastes... ;)) Does the Falcon still retain the older style of voice, such
> as the original ST? (or, at least the capability... am I making any sense
> here?)

I like my Falcon as much as my other Ataris (even more in fact).
It has the same feeling, only more possibilities. BTW I don't use
its AD converters but JAM IN and JAM clock for recording because
of the superior quality of the LINE AUDIO products.

> 4) Drive capacity. What is the max drive size / partition size supported?
> I remember seeing 2gigs listed for *some* computer, but it might've been an
> *cough* amiga *cough*

For TOS partitions it's 1 GB, which is more than enough for a CD
image and therefore sufficient for me. Drive (usable) size, at
least for IDE is limited to 8 GB, unless you have a recent version
of HDDRIVER where the limit is much higher. I use a 20 GB IDE HD
with no problems.

> 5) Hardware emulation. Do they make a Falcon-on-a-board for the PC? (hey,
> it could happen!) What ever happened to the PC emulators for the Falcon?
> Where they ever any good? Could I kill two birds with one stone in this
> manner?

Unfortunately not. The one board I know of only has a 286 CPU on
it and therefore is of no practical use. That's why I had to buy
a PC too.

> Thats why I like Ataris: the
> people are actually proud to own one.

I at least surely am.

Gerhard

3620. Re: What is the differnce between a SM1

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ptswqUAtgE35Ewi5@steverosie.demon.co.uk>
Source record: 56690

In article <1ehyfx9.6ppmrxpjcc6N%northstar2010@yahoo.no>, Hallvard Tangeraas <northstar2010@yahoo.no> writes
>I agree as well. Not sure about the flicker, but I did notice that the
>display wasn't as sharp as the SM-124 (or was it the SM-125, I keep
>forgetting).
>It looks a little out of focus, but I can live with that as I don't use
>it every day. The bigger display is nice though.

Hi

I don't seem to have any problem with the one I have, I've never had flicker problems and I find it easier on the eyes than my 125 or 124!

Maybe it's had some work done on it!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3621. Re: I hope this is the right group...

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <idbyWtAylE35EwBg@steverosie.demon.co.uk>
Source record: 56691

In article <YbXC5.25024$Nb2.582587@news.uswest.net>, suma@secondring.com
writes
>Please help me out
>bigsuma@home.com
>
>suma@secondring.com
>qkfkehliumsbguhgkdyomyuirfqfweepbvzxbjfftvbbljvshggrfnqyxtyjjbkgfhwiorky
>

You don't say a lot do you?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3622. Re: Dock

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <kt+zK4AlmE35Ewjy@steverosie.demon.co.uk>
Source record: 56692

In article <8rgpbt$4bi$1@nnrp1.deja.com>, Nenad <nenad@baxter.net>
writes
>Where can this program be registered? I have tried the e-mail, but no
>response for almost two weeks. How can the author of this cool [rpgra,
>be contacted?
>
>Thanks
>
>Nenad

Is the program called 'DOCK' if so what is the authors name etc.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3623. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <39DC5C23.A2BEA972@ev1.net>
Source record: 56693

```
Bob King wrote:
>
> Hi all,
>
> according to the latest news (dated today), Milan cannot now set a day
> for 'roll-out' of the Milan II, due to some of the main board chips
> being difficult to obtain or no longer being manufactured.
>
If you are talking anything but RAM chips, I know of a company that will
produce custom gate arrays to replace out-of-production chips...that is
if an acceptable contract arrangement can be reached. If Milan will have
a large production run, they probably can afford to have the chips made.

If you can get someone with Milan to email me, I can put them in touch
with the right people...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

3624. FLAME ON!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Brendan <theshnibbularone@hotmail.com>
Message-ID: <8rhkm1$6fg$1@nnrp01.ops.uunet.co.za>
Source record: 56694
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

```
"Lister" <fache@clara.net> wrote in message
news:8fpjtscmllnuoh3psgqs420gp6ufgv90es@4ax.com...
> On 3 Oct 2000 13:51:17 GMT, Niall Tracey <nipt@genial.dcs.ed.ac.uk>
> wrote:
>
> >In comp.sys.sinclair Lister <fache@clara.net> wrote:
> >: "abdul" <ding@dong.co.uk> wrote:
> >:> Lister <fache@clara.net> wrote :
> >
> >:>> someone I knew had one, what a pile of shit it was
> >
> >:>wonder why they sold in their millions then??
> >
> >: because people are generally stupid - well known advertising fact
> >
> >...that was quite aptly demonstrated by the marvellous Mr. Lister in this
> >thread.
> >
> ></Niall>
>
>
> are you calling me a person?
>
>
>
>
> --
> sigless and fancy free
```

3625. Re: And now, PC vs Falcon, round 3...

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:00:00 UTC
From: Carl Rowlands <c.rowlands@removethis.talk21.com>
Message-ID: <39DC5716.6649673C@removethis.talk21.com>
Source record: 56695

Try the cownet for chip music and synth stuff

http://ds.dial.pipex.com/electronic_cow/cownet.shtml

or just do a search for falcon on www.atari.org

> 3) One reason I want to remain on an Atari is the "retro" sounds it can
> produce. I'm assuming I can reproduce this on modern equipment, but the
> older stuff still has a nicer tone to it. (Don't ask, I have strange
> tastes... ;)) Does the Falcon still retain the older style of voice, such
> as the original ST? (or, at least the capability... am I making any sense
> here?)

3626. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:08:31 UTC
From: David L <daveykins@theoffice.net.spamtrap>
Message-ID: <5OPC5.4313$d4.249994@nnrp4.clara.net>
Source record: 56677
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote in message
news:jATOGjGga825EwoX@lovecraft.demon.co.uk...
> Once upon a time <IsPC5.1193$44.63087@nnrp3.clara.net>, David L
> <daveykins@theoffice.net.spamtrap> grabbed chalk and scrawled:
> >"Loki" project.... they then went on to develop the "Flare One" mega
machine
> >that never was, which then became the crucial component of the Konix
Multi
> >System... and then ended up getting tied up with Atari when that never
> >happened....
>
> Loki being a rather better machine than the SAM Coupe that carried the
> last flickering flames of the Spectrum world (apart from clones, of
> course...)

Yes, but at least SAM was actually built.

> I always wondered what happened to the Konix MultiSystem. That was quite
> a concept, with interactive seats and such :)

Turned into a toilet seat that Atari couldnt sell

> Richard
> --
> 2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
> 1975 Vauxhall FE Ventora /,`.-'`' -.
;-;;,
> USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\
`'::.
> E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--'
`-'_)Morticia

3627. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 00:09:04 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <jATOGjGga825EwoX@lovecraft.demon.co.uk>
Source record: 56676
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Once upon a time <IsPC5.1193$44.63087@nnrp3.clara.net>, David L
<daveykins@theoffice.net.spamtrap> grabbed chalk and scrawled:
>"Loki" project.... they then went on to develop the "Flare One" mega machine
>that never was, which then became the crucial component of the Konix Multi
>System... and then ended up getting tied up with Atari when that never
>happened....

Loki being a rather better machine than the SAM Coupe that carried the
last flickering flames of the Spectrum world (apart from clones, of
course...)

I always wondered what happened to the Konix MultiSystem. That was quite
a concept, with interactive seats and such :)

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

3628. Dock

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 02:34:37 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8rgpbt$4bi$1@nnrp1.deja.com>
Source record: 56679

Where can this program be registered? I have tried the e-mail, but no response for almost two weeks. How can the author of this cool [rpgra, be contacted?

Thanks

Nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

3629. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 02:54:21 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8rgmmsoid1@perki.connect.com.au>
Source record: 56678
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote in message
news:Efk3xGE9Uz25EwcW@lovecraft.demon.co.uk...
> Once upon a time <XnFC5.3153$d4.186403@nnrp4.clara.net>, neuro
> <neuro@well.egg.chips.beans.spam> grabbed chalk and scrawled:
>
> >The Atari connection probably comes from the Amiga team leaving Commodore
to
> >develop the Lynx ...
>
> How many versions of this story are there?
>
> Blokes responsible for 400/800 architecture form Amiga, Inc. and work on
> Lorraine, the computer that became the Amiga. Atari /were/ going to use
> it, but didn't want to pay the asking price (Tramiel's tight fists), so
> Amiga, Inc. offered Lorraine to CBM - who took it on. Atari developed
> the ST, which really is a simple system and has nothing tying it to the
> earlier platforms. The ST is essentially a 68000-based CP/M computer
> with a graphical front end and fairly basic graphics and sound - but for
> the time, decent I/O including MIDI.
>
> Some Amiga designers joined games firm Epyx, who were working on a new
> platform - which was the Lynx, which Atari bought when Epyx ran into
> trouble.
>
> There's also a link with Epyx in the Flair system, which became the
> Panther (unreleased 32-bit system, some Falcon architecture was derived
> from it) and Jaguar.
>
> Sources: All over the web, and stuck in my head. Inaccuracies are
> inevitable ;)

This is how I remember it, too. Didnt want to use too much space here tho. I
too have an Amiga 2000(actually 7 Atari's, 2 Mac's, 5 Pentium class or
higher PC's), and I still prefer my Falcon. The Amiga is great for games,
but dosent do anything I can't do on a Mega. But enough bashing as long as
it aint got Windows, it has to be at least half allright:-).

Mark

3630. Re: symbol font Logic 2.5 (music)

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 05:20:12 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8rh32abjl1@nnrp1.deja.com>
Source record: 56680

> I made a rough hand sketch.
> Scanned it in with STScan and saved it as a .IMG file.
>
> Question:
>
> If I attached the .IMG file to an email message, how would one
> view this type of file.
> (New at this sort of thing)
>
> Would anyone have an interest in this hand made sketch?
>
> The sketch is simple, like a quick reference guide.
> I don't think there was one in the manual.
> But if one wanted to key in a quick musical symbol, it
> would save the time of "plunking" through a bunch of keys.
>
> ken

Hi Ken

There are Atari programs that convert IMG files to GIF or JPG so they can be shared more universally. There are members of Atari-Midi Egrp that would be interested. We could even put it up on our FILE section for everyone (including the public at large) to use.

If you do not have the program to convert it,you can send the file to me personally, and i will be happy to convert it.See sig

You could even JOIN US at Atari-midi. Could use your input!

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
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3631. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 06:11:42 UTC
From: dx285@FreeNet.Carleton.CA
Message-ID: <8rh62u$20e$1@freenet9.carleton.ca>
Source record: 56681

Amiga got their start making joysticks, and the foot-operated 'Joyboard' for the VCS. Their staff included Jay Miner, who had crerated the video chips for the VCS, and 400/800 computers. You can see this in the similarities between the Antic chip in the Atari 8-bits, and the Amiga main video chip, with its' sprites, & dual playfields, and programmable graphic modes.

Amiga had developed the computer with help of a loan from Atari, while Atari was completely owned by Warner. The loan came with the provision that Atari had the option of buying the Amiga computer when it was finished.

Atari only wanted the chipset, not hte whole computer, or its' OS. Amiga sold out to CBM, and paid off the Atari loan.

CBMs' chief engineer, Shiras Chivi (SP?) was rumored to have started designing the ST while at CBM, before joining Jack Tramiel at Atari. This was never proved, tho CBM sued Jack & his CBM defectors for stealing corprate secrets. The new Atari counter-sued, and nothing was ever proved against either side.

Atari released the ST 6 months after Jack bought it from Warner. CBM released the Amiga 1000 soon after. The STs' strength was that it was a great computer, and only cost about $800.00 U.S., while the admitidly graphically & sonically superior A1000, cost $1295.00 .

Atari held this price / performance lead til about a year after CBM released the A500. The ST game developers started seeing there was more profit in the Amiga side, and stopped offering ST versions of all their games. The A500 became the hot game-playing computer, and stole the lead from Atari permanently.

The ST became known for its DTP capability, and really shone there, as well as always being the premiere MIDI platform.

I have a 1040 ST, Falcon, & Amiga 500. I prefer the Ataris' for most tasks. I find them much friendlier and comfortable to use. I enjoy using Deluxe Paint on the A500, doing effects I can't do on the ST.

Someone here said the Amiga has the better specs, and I agree. What really matters is what you want to do with your computer, and how much you enjoy doing it on that system. I'll never stop using my Ataris. I did lotss of WP on the ST, and now 3D graphics with Cyber Sculpt, & Lexicor Phoenix Render on the Falcon. And lots of games on both.

My used A500 came with DP before I got any Falcon paint SW, so I haven't used any on it except for Lexicor Prism Paint, which doesn't have SFX. I

did enjoy PP, but missed having functions like painting with chalk, etc., that I'd been seeing in ST Format reviews of Falcon SW. I'll have to check out the demos I have of some Falcon paint SW, like Truepaint.

This is my first posting to an international
Atari newsgroup, and I apologize for the length. I just had to comment on this issue.

To sum up, I love both Ataris' & Amigas', and both have their place. Aren't all of you in either camp glad you had the choice? I'm glad to have both to play with. The fact that they're different machines, with differences in their design, software, and OS - are very exciting.

And I enjoy the people in both groups, too!

Regards to all,

Gary F. / dx285@ncf.ca / Ottawa, ON.

3632. Re: And now, PC vs Falcon, round 3...

Newsgroup: comp.sys.atari.st
Date: 2000-10-05 06:43:28 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8rh7ug$et0$1@nnrp1.deja.com>
Source record: 56682

In article <f4PC5.2368$c21.6640@nntpserver.swip.net>,
"Claes Holmerup" <newsgroup@holmerup.com> wrote:

> > tastes... ;)) Does the Falcon still retain the older style of
voice,
> such
> > as the original ST? (or, at least the capability... am I making any
> sense
> > here?)
>
> The terrible sound of the ST? Hmmmm - did you consider therapy...? ;)
> The sound system has been altered somewhat, but the built-in sound can
> probably be compared to the STe - correct me if I'm wrong (never used
it
> for anything but the click in CAF)...

The Falcon has everything the ST and STE has - including the old YM-
chip and the 8-bit stereosound - in addition to it's 16-bit 8-track DMA-
sound.

> As for harddisk size, I don't really know. I tried a 9GB SCSI, but it
> wouldn't work properly. I've used several 4GB SCSI (both SCSI-2 and
SCSI
> wide) without any problems. Maybe someone has some more info?

I don't think there are any limits at all, although if you only want to
run TOS you can only have 14 partitions with max 1Gb each (or is it
2Gb?) so TOS is the limit here. If you use MiNT or MagiC with FAT32 or
ext2fs you can use just about any drive available today.

However, since CAF doesn't use the filesystem but has it's own, there
may be other limits that I don't know about.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

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3633. Re: Second hand prices ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <1IinDjAVxh35EwTk@steverosie.demon.co.uk>
Source record: 56546

In article <8rkvq2$b4p$17$1@news.t-online.com>, Carl Ratcliffe
<c.ratcliffe@t-online.de> writes
>Can anyone suggest what I should be paying for these items (s/h on Ebay)
>
>1040 ST
>30MB harddrive
>520 STE
>124 Monitor
>Hardware PC card
>
>Thanks

Hi

I can only speak on UK prices, you didn't say in which country you are
from as some countries it's hard to get ST gear!

At the moment the STE's are expensive as everyone seem to want them.
Other ST model's ST/STF/STM/STFM are dead cheap especially the half meg
ones, due to the cost of upgrading the memory.

Hard drive wise, the Atari ones (20/30/60... meg) are fetching silly
money, so I'm wondering if they are fetching Collector status!

You are better off buying a SCSI adaptor such as the Link, Link II, Link
97, Top Link etc. this will allow you to use virtually ANY external SCSI
device including: CD-ROM, MO Drives, EZ, Zip etc...

These vary in price, the cheapest I've ever seen is ï¿½20 up to a rip off
ï¿½90 (second-hand).

PC cards SHOULD be dead cheap, but were VERY expensive only a couple of
years ago. There were 286, 386 and I think maybe a 486 board! For less
than ï¿½100 you should be able to pick up a reasonable 486, even a
Pentium.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3634. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <$IIljtA94h35EwzQ@steverosie.demon.co.uk>
Source record: 56547

In article <39DE0994.398DF45F@patent.gov.uk>, Bob King
<robert.king@patent.gov.uk> writes
>Hi Daniel,
>
>I'm viewing it on my PC with Netscape, so I have no idea if CAB 2.8 my
>browser can see the Flash. I very much doubt it. This web page was put
>together by a team of school children, albeit with the aid of a teacher.
>Ye gods, it sure puts yours truly in his place, struggling with basic
>HTML. The images on all the pages come up very quickly, its a model for
>most others.
>
>Bob King

Hi

On the pc side there are lots of utilities that will produce effects
with ease, and better than their page.

When it comes to schools, it's not necessarily the pupils in the school
but how RICH the school itself is. They may be able to afford, or have
donated, decent software packages to aid them.

The intro itself is a FLASH intro, I didn't see anything to give the
option to skip the intro. Which is sad, as web sites are meant to be
viewable on any machine format.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3635. Re: Mark Arstall

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Ian <info@techsoftware.freeserve.co.uk>
Message-ID: <970862686.25936.0.nnrp-01.9e98e6ee@news.demon.co.uk>
Source record: 56548

Received a cheque from Mark today for 100ukp. Thanks Mark.

3636. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8rlcv0qrn1@nnrp1.deja.com>
Source record: 56549

> My question is: is there any Wizard etc software or even combination
of
> software on the atari complatform that could do anything remotely like
> this.

Sorry, Flash is a wonderful technology (small files, nice effects,
scalable) but it's not available for the Atari. You can of course
create an animated GIF file.

> If the answer is as I expect, then it puts in focus how far we are
> behind in Web technology with the Atari.

You can compare the currently most powerful Atari browser (Draconis)
with Netscape 3.0 minus Java and plugins. The problem with Flash is
that Macromedia didn't publish the plugin source code for a long time.
There are now some open source programs supporting Flash but I don't
know how far they are with their efforts.

I'd say that open technologies such as HTML4, XML, CSS etc. will come
to the Atari sooner or later. And there's already a new vector graphics
format in development (SVG) which can be used together with JavaScript
for some nice effects.

Greetings,
Matthias.

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3637. Re: I'm sorry

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <8rldqmrgl1@nnrp1.deja.com>
Source record: 56550

Hi Lonny,
In article <Pine.MNT.4.10.10010042208430.80-100000@TT030>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:

> Never took a drink in my life.
>
Sounds like you do with one here Lonny! What on earth has brought this
on??

> > >Future posts from me will either be positive or not at all.
> >
> > Youve never been anything but positive,
Agreed.....

> I havn't over-quoted for sometime, in fact I notice others
> who are worse than me now.

Agreed.....

>Anyway I will just keep plugging
> away at my irc project and take things alot less lighter
> around here.

You're contributions are always read with interest here....nuff said.
Best Wishes & Cheer up! :)
Sean
--
* Atari STe Veloce+4 (4MB ST-RAM 4MB TT RAM) 68020/68000 Processor *
But but not working at the moment!!!!!! :-(
* Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *

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3638. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39de3acb$0$8005@news.zetnet.co.uk>
Source record: 56551

On 6 Oct 2000 19:47:25 +, Steve Stupple wrote:
>In article <39DE0994.398DF45F@patent.gov.uk>, Bob King
><robert.king@patent.gov.uk> writes
>>Hi Daniel,
>>
>>I'm viewing it on my PC with Netscape, so I have no idea if CAB 2.8 my
>>browser can see the Flash. I very much doubt it. This web page was put
>>together by a team of school children, albeit with the aid of a teacher.
>>Ye gods, it sure puts yours truly in his place, struggling with basic
>>HTML. The images on all the pages come up very quickly, its a model for
>>most others.
>>
>>Bob King
>
>Hi
>
>On the pc side there are lots of utilities that will produce effects
>with ease, and better than their page.
>
>When it comes to schools, it's not necessarily the pupils in the school
>but how RICH the school itself is. They may be able to afford, or have
>donated, decent software packages to aid them.
>
>The intro itself is a FLASH intro, I didn't see anything to give the
>option to skip the intro.

Hi Steve,

I think if you look middle right you will see the requisite by-pass button.

Bob King.

>Which is sad, as web sites are meant to be
>viewable on any machine format.
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>.

3639. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39de3cec$0$8005@news.zetnet.co.uk>
Source record: 56552

On 6 Oct 2000 18:20:27 G, Chris Simon wrote:
>On 6 Oct 2000 15:03:44 +, Bob King wrote:
>>My question is: is there any Wizard etc software or even combination of
>>software on the atari complatform that could do anything remotely like
>>this. If the answer is as I expect, then it puts in focus how far we are
>>behind in Web technology with the Atari.
>
>But is that a bad thing??

Hi Chris,

Surely it's not a good thing either?

>
>The whole point of the web is that it is accessible to everyone
>regardless of what platform they use, what hardware spec they have and
>even what type of device they view it on.
>
>What *is* "Web Page Design"? Is it a case of making something look
>nice, or making something usable and useful?
>
>Stick to the guidelines of HTML and we have everything on the Atari
>platform that allows the development of good web sites. It requires
>skill, talent, imagination and flair to make a site look good AND
>useful. That's what it's all about, rather than the ability to use
>tools such as Flash which rely on a certain spec of machine on the
>client.
>
>I'm also an advocate of server-side processing, as opposed to client-side.
>
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.

yes of course I take your point, and there is always the 'must fill a
bigger bucket' syndrome even if everyones thirst can be sated by a smaller
one, but on the basic ability of rapid loading of images, is not CAB found
wanting?

Yes the web is a wonderful tool for imparting information and a measure of
the language of that tool must be it's speed of translation. CAB is not, surely

a rapid translator, even of HTML in its most basic syntax.

Bob King

3640. Re: Elite Project

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Peter Persson <pep@NOSPAMhms.se>
Message-ID: <Y%qD5.383$LV2.1215@nntpserver.swip.net>
Source record: 56553

Hi,

Wouldn't it be nice if we could get hold of the sourcecode for the Atari version of Elite II? Update it with DMA sound, DSP fx, gouraudshading, higher resolution etc etc?

Regards

/Peter

"Anthony Colson" <AJColson@go.com> wrote in message news:qzWC5.29737$893.214051@telenews.teleline.es...
> a plea to all those who remember Elite and Frontier Elite II. David
> Braben(may he live forever) has created the Elite club which will allow for
> free use of the games (visit www.eliteclub.co.uk or www.frontier.co.uk for
> more details.) Anyway after speaking to several people on the project over
> alt.fan.elite if we could find somebody who would be willing to transfer the
> source code from PC to Atari for the more modern versions of Elite (Frontier
> First Encounters) then this would be fine. Anybody like to talk to me about
> this...please.
>
> --
> We have all the questions
> And no answers
>
>
>

3641. Jinee 2.5

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8rlfbasup1@nnrp1.deja.com>
Source record: 56554

Hey everybody!

I just saw it on atos-magazin.de...

Jinee 2.5 Demo is avaialble for download from
http://www.mani.de/programs/index.html

Sent via Deja.com http://www.deja.com/
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3642. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39de3f4a$0$8004@news.zetnet.co.uk>
Source record: 56555

On 6 Oct 2000 20:58:20 G, Bob King wrote:
>yes of course I take your point, and there is always the 'must fill a
>bigger bucket' syndrome even if everyones thirst can be sated by a smaller
>one, but on the basic ability of rapid loading of images, is not CAB found
>wanting?

I suspect on our platform it's not the software that's at fault (CAB)
but the lack of sheer processing power. On a modern PC, display of a
JPG is instant but I have yet to find *any* Atari program that can do
it at that speed, even with the help of the Falcon DSP.

CAB can be quite fast at translating HTML, but is incredibly slow at
displaying images and also drawing vector fonts, but then again so is
Papyrus and all other programs. Font drawing is passed to NVDI anyhow
(for example). You only have to look at the speed of a program such
as ST Guide which is a hypertext system similar to HTML, but uses
ordinary system fonts. Papyrus Office has abandoned ST Guide in
favour of providing normal Papyrus documents for its help files, but
in doing so has rendered the facility very tedious.

Eagerly awaiting Titan's Tempest!

There has to be a point I suppose where we give in and say that, OK,
the Atari platform is not up to this sort of thing, i.e. images and
vector fonts. But things such as Flash and Javascript are another
level again which takes HTML beyond what it was intended for.

I'd be interested to know how CAB performs on a Milan or Hades.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3643. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39de40c1$0$8005@news.zetnet.co.uk>
Source record: 56556

On 6 Oct 2000 20:58:20 G, Bob King wrote:
>On 6 Oct 2000 18:20:27 G, Chris Simon wrote:
>>On 6 Oct 2000 15:03:44 +, Bob King wrote:
>>>My question is: is there any Wizard etc software or even combination of
>>>software on the atari complatform that could do anything remotely like
>>>this. If the answer is as I expect, then it puts in focus how far we are
>>>behind in Web technology with the Atari.
>>
>>But is that a bad thing??
>
>Hi Chris,
>
>Surely it's not a good thing either?
>
>>
>>The whole point of the web is that it is accessible to everyone
>>regardless of what platform they use, what hardware spec they have and
>>even what type of device they view it on.
>>
>>What *is* "Web Page Design"? Is it a case of making something look
>>nice, or making something usable and useful?
>>
>>Stick to the guidelines of HTML and we have everything on the Atari
>>platform that allows the development of good web sites. It requires
>>skill, talent, imagination and flair to make a site look good AND
>>useful. That's what it's all about, rather than the ability to use
>>tools such as Flash which rely on a certain spec of machine on the
>>client.
>>
>>I'm also an advocate of server-side processing, as opposed to client-side.
>>
>>
>>
>>--
>>Chris Simon osian@zetnet.co.uk ! ! !
>> http://www.users.zetnet.co.uk/csimon/ ! ! !
>> ! ! !
>>** Beware of a bearded man with a spoon up his nose ** ! ! !
>>.
>
>yes of course I take your point, and there is always the 'must fill a
>bigger bucket' syndrome even if everyones thirst can be sated by a smaller
>one, but on the basic ability of rapid loading of images, is not CAB found
>wanting?

>
>Yes the web is a wonderful tool for imparting information and a measure of
>the language of that tool must be it's speed of translation. CAB is not, surely
>a rapid translator, even of HTML in its most basic syntax.
>
>
>Bob King
>.

Hi again,

I've just looked at the page with with my system, which dare I say it must be near the top end of the atari ladder, V90/115200, CAB2.8, Milan I and oh dear!!

A blank intro page, except for the 'skip intro' button at the top right, then a simple menu page etc. The pages with rapidly loading graphics on my PC, load painfully slowly and generally I take the point that this form of HTML or whatever does not allow the receiver at least this receiver to get information quickly. Trouble is we can hardly say 'please, all you web page designers out there, will you only use basic code as our platform can't keep up', and not expect a big V-sign.

Bob King.

3644. Re: Listport

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010061717180.80-100000@TT030>
Source record: 56557

On Fri, 6 Oct 2000, Steve Hammond wrote:

> Does anyone have this utility (listport.tos) or know where it is available for
> download? Used to query and report functioning ports.

If I recall correctly it was in one of the early STiK releases.
I am sure I have it if you cannot find it. If you send me an e-mail
requesting it, I can mail it to you.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3645. Re: Milan II, it gets worse!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010061723120.80-100000@TT030>
Source record: 56558

On 5 Oct 2000, Bob King wrote:

> On 5 Oct 2000 19:22:09 +, Lonny Pursell wrote:
> >On Thu, 5 Oct 2000, Charles Richmond wrote:
> >
> >> If you can get someone with Milan to email me, I can put them in touch
> >> with the right people...
> >
> >Just mail the info to the Milan people and hope it gets
> >where it has to go. I would hate to see the thing flop
> >just because someone was holding info that could help. :-)))
>
> If Milan/Axro haven't already 'been there, done that, got the T-shirt', then
> they are even bigger plonkers than they are making them selves out to be by their
> silence.

I hope they have just given us all the wrong impression then, as I
would like to see the machine released. I do recall they
held a live IRC chat once or twice but that has not happened
in a long time, back in the day of the Milan1.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3646. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39de46403329752@online.be>
Source record: 56559

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/zip23_01.zip (117.303 bytes)
(Zip 2.30 and Unzip 5.40. These should work with non-MiNT systems)

**disk_magazine**
ftp://chapelie.rma.ac.be/atari/disk_magazine/atos/atos004f.zip (524.473 bytes)
(German magazine. Hypertext, colored edition)
ftp://chapelie.rma.ac.be/atari/disk_magazine/atos/atos004h.zip (891.998 bytes)
(German magazine. HTML edition)
ftp://chapelie.rma.ac.be/atari/disk_magazine/atos/atos004m.zip (263.472 bytes)
(German magazine. Hypertext, monochrome edition)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/stik2/qdialer.zip (47.151 bytes) (dialer interface
for STik2)
ftp://chapelie.rma.ac.be/atari/internet/stik2/qdialsrc.zip (60.735 bytes) (src of qdialer)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/attrib01.zip (13.800 bytes)
(Attribute setter, to change the TOS flags. German version)
ftp://chapelie.rma.ac.be/atari/utilities/dirsrt03.zip
(DirectorySort, sort out any dir you want. e.g auto folder. English/German)

**mint**
ftp://chapelie.rma.ac.be/atari/mint/net/greed8pbeta5.tar.gz (61.270 bytes)
(Get and Resume Elite EDition, Greed lets you download and resume
files from web and FTP sites)
ftp://chapelie.rma.ac.be/atari/mint/misc/shutdown.tar.gz (5.197 bytes) (Shutdown program)
ftp://chapelie.rma.ac.be/atari/mint/toswin/tw2-26.lzh (107.035 bytes)
(Toswin 2 v2.26. A terminal emulator for N.AES. German version)
ftp://chapelie.rma.ac.be/atari/mint/toswin/tw2-26en.lzh (4.889 bytes)
```

(English docs and rsc of toswin2 v2.26. Needs the full package)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3647. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39de4bd0$0$8004@news.zetnet.co.uk>
Source record: 56560

On 6 Oct 2000 21:14:41 G, Bob King wrote:
>Trouble is we can hardly say 'please, all you web page designers out there, will you
>only use basic code as our platform can't keep up', and not expect a big V-sign.

Yep, that's my whole point really. As in my last email, it's our problem that our platform can't handle basic things like images and vector fonts, but when designers build in features that depart from such things it would be nice to build an 'escape' route in. It's only poilteness and courteous after all.

Designers that stick to HTML principles will have the last laugh when web access via TVs, mobile phones (and the oft-quoted toasters) becomes the norm and their sites will display perfectly on those devices.

'Graceful Degradation' is an integral part of HTML. Fine, build in bells and whistles if you want. But also leave the site accessible to those unfortunates who have nothing more than a fully-compliant HTML browser.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3648. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39de57ae$0$8004@news.zetnet.co.uk>
Source record: 56561

On 6 Oct 2000 22:01:52 G, Chris Simon wrote:
>On 6 Oct 2000 21:14:41 G, Bob King wrote:
>>Trouble is we can hardly say 'please, all you web page designers out there, will you
>>only use basic code as our platform can't keep up', and not expect a big V-sign.
>
>Yep, that's my whole point really. As in my last email, it's our
>problem that our platform can't handle basic things like images and
>vector fonts, but when designers build in features that depart from
>such things it would be nice to build an 'escape' route in. It's only
>poilteness and courteous after all.
>
>Designers that stick to HTML principles will have the last laugh when
>web access via TVs, mobile phones (and the oft-quoted toasters)
>becomes the norm and their sites will display perfectly on those
>devices.
>
>'Graceful Degradation' is an integral part of HTML. Fine, build in
>bells and whistles if you want. But also leave the site accessible to
>those unfortunates who have nothing more than a fully-compliant HTML
>browser.
>
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.

Hi Chris,

complete downwards compatibilty is what you want!!! and see the problems in
the real world of gimmy gimmy that the same generous aim caused the PC, the
Mac and the Atari. Nice idea but in the end unrealistic.

Bob

3649. Re: Listport

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39de591a$0$8008@news.zetnet.co.uk>
Source record: 56562

On 6 Oct 2000 18:33:21 G, Steve Hammond wrote:
>Does anyone have this utility (listport.tos) or know where it is available for
>download? Used to query and report functioning ports.
>
>TIA
>
>Steve Hammond
>
>.

Hi Steve,

I would send it to you, but you haven't included an e-mail address.

Send me one at rking@zetnet.co.uk and I'll send

Bob King.

3650. Re: Listport

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39de592d$0$8008@news.zetnet.co.uk>
Source record: 56563

On 6 Oct 2000 18:33:21 G, Steve Hammond wrote:
>Does anyone have this utility (listport.tos) or know where it is available for
>download? Used to query and report functioning ports.
>
>TIA
>
>Steve Hammond
>
>.

Hi Steve,

I would send it to you, but you haven't included an e-mail address.

Send me one at rking@zetnet.co.uk and I'll send

Bob King.

3651. Menu controller...

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001006232053.28879A-100000@halifax.chebucto.ns.ca>
Source record: 56564

Is there a program (possibly accessory) that prevent the ST's habit of dropping the menus when the mouse rolls over them. Something similar to the Mac where you need to press the mouse button to drop the menu down?

Thanks...

3652. Priority framing...

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001006232255.28879B-100000@halifax.chebucto.ns.ca>
Source record: 56565

Is there a program (possibly accessory) the forces whatever frame (box) the mouse rolls over to become the highlighted frame? Moving folders from background frames won't work until that frame becomes the main highlighted frame and so you need to click on the background frame to bring it forward prior to moving the folder. I wonder if there is a program that would automatically do this. I thought I read somewhere it was possible.

Thanks...

3653. Midi Player...

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001006232654.28879C-100000@halifax.chebucto.ns.ca>
Source record: 56566

Any suggestions for a good shareware/PD Midi player? I'm looking for one that will run on a Falcon in 256 mode and will play the midis through the internal speaker as well.

Thanks...

3654. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8rm1r9$e8k$1@user2.teleport.com>
Source record: 56567
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3655. Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8rm23r$ep6$1@user2.teleport.com>
Source record: 56568

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3656. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8rm26q$f1g$1@user2.teleport.com>
Source record: 56569
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

3657. Re: Listport

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39de9454$1_1@athena.netset.com>
Source record: 56570

I tracked down the binary and the source code from my hard drive. It can
now be found on the STiK2 site on the secondary applications page.
Just look for the tag Listport.

Dan Ackerman
aka baldrick

In article <39de592d$0$8008@news.zetnet.co.uk>,
Bob King <rking@zetnet.co.uk> wrote:
>On 6 Oct 2000 18:33:21 G, Steve Hammond wrote:
>>Does anyone have this utility (listport.tos) or know where it is available for
>>download? Used to query and report functioning ports.
>>
>>TIA
>>
>>Steve Hammond
>>
>>.
>
>
>Hi Steve,
>
>I would send it to you, but you haven't included an e-mail address.
>
>Send me one at rking@zetnet.co.uk and I'll send
>
>
>Bob King.

3658. Re: Atari Mega st2

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970918318-717446AEicMi@bun.com>
Source record: 56571

Hi Thomas

>PAK'd MegaSTE??, What is the URL?

You mean the URL for the PAK manufacturers, or have you mis-read this and thought one was for sale.

PAK makers URL:

http://www.mwcomputer.de

If you want mine you'l want way more than that $800, this thing has cost me around ï¿½2000 to get at the level it is.

And before anyone says i know a PC would have been cheaper, but PC's are for kicking, STE's are for loving.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3659. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <G210os.32@gem.win.co.nz>
Source record: 56572

Bob King (robert.king@patent.gov.uk) wrote:
: Hi all,

: My big boss, The Assistant Comptroller of Patents, was one of the judges
: at a competition run by the Engineering and Physical Sciences Research
: Council for the best Web Page Design by UK schools. 250 schools took
: part. I could not view the winner as I do not have the plug-in, but
: please look at the runner up at:

: http://www.epsrc-sciencerace.net/schools/534121/

: My question is: is there any Wizard etc software or even combination of
: software on the atari complatform that could do anything remotely like
: this. If the answer is as I expect, then it puts in focus how far we are
: behind in Web technology with the Atari.

I tried viewing the page using Lynx, netscape and CAB and in each case I
just saw a black screen. I can say that I have made much better WWW pages
than a black screen using the Atari.

--
--
Mario Becroft # Tariland, New Zealand Atari User Group
mb@gem.win.co.nz # Atari Hardware Developments
http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

3660. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <G210ty.3p@gem.win.co.nz>
Source record: 56573

G. R. Greenway (augeas@elis.demon.co.uk) wrote:
: on Wed 27-09-10 22:16 Bob King wrote:

: >what is the header of the TIF file? Might be able to match it with one of mine
: >and then at least know what we are dealing with.

: GEM-View spits out: "unknown data compression algorithm 0 (0x4)."

: There's plenty of .tiff information at:

: http://www.faqs.org/faqs/graphics/fileformats-faq/part3/
: section-147.html
:
: It points to some faqs and software at: ftp://sgi.com/graphics/tiff/

: I couldn't unpack the .tar file containing the software, even using
: the Minix partition on my ST, it whinged about being unable to create/
: open directories. Could some MiNT hacker build this stuff and distribute
: a binary ? This has already been done with JPEG software.

If someone wants to send me the TIFF files in question I might be able to
figure something out. I have access to quite a lot of graphics software. I
suspect that since these are faxes they are encoded using the group 3 fax
format within the TIFF file. This format is probably not supported by many
programs, which is why you can't read them.

--
--
Mario Becroft # Tariland, New Zealand Atari User Group
mb@gem.win.co.nz # Atari Hardware Developments
http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

3661. Re: Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39dd85b2$0$8004@news.zetnet.co.uk>
Source record: 56619

On 5 Oct 2000 19:55:33 G, chrisc1966@my-deja.com wrote:
>In article <o4_C5.467$O74.4964@telenews.teleline.es>,
> "Anthony Colson" <AJColson@go.com> wrote:
>> Does anybody know anything about either of the following:
>>
>> The AMS Computer and Electronics show at Bingley Hall Staffs where
>there
>> have been Atari stands in the past and
>>
>> what has happened to the Ataricomputing web site, I can not get
>through, has
>> anybody else had this or is it just IE and my work machine/
>
>There will be an Atari presence (quite a big one by the looks of it) at
>the AMS show this November, at Bingley. I'm definitely having a stand
>there, and I'll be taking one of the Maggie team with me, so they're
>there too.....Joe Connor (ex of Atari COmputing) works (sometimes) for
>Sharward Enterprises, who organise the AMS, and is making sure that the
>Atari dealers get decent rates adn are all roughly grouped together so
>that we can shout abuse and throw thigs at each other without it
>affecting/offending the rest of the Show...until we gang up to throw
>things at the Sinvclair QL stand and those wierdo's with the
>Einsteins....
>
>From previsou experience it's also a great place to pick up smallish
>hard-drives, CDROM's etc quite cheaply, as well as having a lot of the
>more mainstream PC rubbish there is a very strong retro-computing
>presence...as well as a load of electronics stuff that I can never
>resist...
>
>chrisc
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

Hi Chris,

What date in Nov. please.

Bob King

3662. Re: Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: David G Misner <excalibur@mminternet.com>
Message-ID: <39DD7F41.94D4B05D@mminternet.com>
Source record: 56620

> >There will be an Atari presence (quite a big one by the looks of it) at
> >the AMS show this November, at Bingley. I'm definitely having a stand
> >there, and I'll be taking one of the Maggie team with me, so they're
> >there too.....Joe Connor (ex of Atari COmputing) works (sometimes) for
> >Sharward Enterprises, who organise the AMS, and is making sure that the
> >Atari dealers get decent rates adn are all roughly grouped together so
> >that we can shout abuse and throw thigs at each other without it
> >affecting/offending the rest of the Show...until we gang up to throw
> >things at the Sinvclair QL stand and those wierdo's with the
> >Einsteins....

> Hi Chris,
>
> What date in Nov. please.

And where is this Bingley?????

3663. Re: CT60 NEWS

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8rk4laqvs1@nnrp1.deja.com>
Source record: 56621

In article <%U%C5.254$gw2.1017883@nnrp3.proxad.net>,
"Rodolphe Czuba" <rczuba@free.fr> wrote:
> There are now 99 potential buyers in the CT60 list.

It looks very impressive, I would probably buy one when/if available, especially now that it looks like the MilanII won't show up. I still won't pay in advance though, after all this is not the new Ferrari and I'm no millionaire...

> The web site has been updated :
> - two new paragraphs you should read about the OVERCLOCKING and the FITTING.
> - a new technical menu with an Architecture Block Diagram !

It's very impressive, I have a few comments and questions though:

1. You suggest that existing expansion-cards can be used by fitting a through-socket on top of them. This is not a good idea with the Nova and Eclipse (I have both), since this will conflict with the ribbon cables to the ISA/PCI-cards. It's better to fit a through-port on top of the CT60 (either by default or by the user) and use ribbon cables or spacers if necessary.

2. How do you solve the problem with TOS being 040/060 incompatible? Do you have a loader in flash which loads and patches the original TOS in fast-RAM (like on the AB, except that it's loader is on disk), or do you have a complete, patched TOS in flash?

3. I like the fact that you don't try to speed the Falcon itself like you did with the CT2 :-) I also like that you don't fill it up with features (like USB and SCSI), but I'd like to see an IDE-port. It's a very simple design and should be quite a lot faster than going though the Falcon-bus like today.

4. I see that you don't use the PMMU to remap the fastRAM (good!),but you probably need the PMMU to disable caching of hardware and DMA-buffers. It would be a good idea to use the same method as the AB if possible, as this will keep MiNT happy and memory-protection will still work.

5. What's up with the DSP? On my Falcon/AB, I have speeded the DSP to 50MHz (http://atari.nvg.org/dsp/) and it works perfectly with or without the AB, no patches needed. Have you come up with something that speeds it up even more? If so, I'd rather keep it simple and 100% compatible than having to rely on software-patches. After all, the DSP is of little use when the CPU is several times faster...

```
--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.
```

3664. Re: Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <aQgD5.92$DP.27788@newsr1.u-net.net>
Source record: 56622

Hello.

> Does anybody know anything about either of the following:

> The AMS Computer and Electronics show at Bingley Hall Staffs where
> there have been Atari stands in the past and etc.

Bingley Hall is in the Staffordshire Showground.....Staffordshire, England.
(for overseas readers)

You can use either Exit 13 from the south or 14 from the north, there should be signs to guide you, there has been in the past.

Keychange Music will be present with supplies for the musician, Cubase v3, Midex, Unitors etc.

We may run a draw for the chance to 'brick' a viewtek monitor, unless someone wants to buy it, or them, we have three to get rid of, 'orrible b****y things.

Barrie at Keychange.

3665. Re: gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10010061216520.116-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 56623
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello!

> Is there anybody who has used gprof successfully?

Yes, I :-)

> I set the -pg option at GCC,

You also added -pg at the link stage? This is very important as otherwise
the normal startup module is linked and not the profiling startup module.

> the function main of my C program terminates with
> 'return 0' but after running my programm I don't find a gmon.out
> (nor any other new file). What else can be wrong ?

You use latest MiNTLib (0.55.3-4)? You have MiNT running?

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3666. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Niall Tracey <nipt@inviting.dcs.ed.ac.uk>
Message-ID: <8rkcv5$ld8$3@kane.dcs.ed.ac.uk>
Source record: 56624
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

In comp.sys.sinclair Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
: Once upon a time <XnFC5.3153$d4.186403@nnrp4.clara.net>, neuro
: <neuro@well.egg.chips.beans.spam> grabbed chalk and scrawled:

:>The Atari connection probably comes from the Amiga team leaving Commodore to
:>develop the Lynx ...

: How many versions of this story are there?

The one I read on comp.sys.cbm went like this:

Atari gave Amiga an R&D loan. Should Amiga have been unable to pay said
loan, Atari would seize the technology (the loan was garaunteed against
it). Commodore bought out Amiga immediately before the loan period
expired, and Atari's loan repaid, leaving Commodore to market the Amiga.

</Niall>

3667. Re: Need for moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39DDB75C.72C58309@patent.gov.uk>
Source record: 56625

Bob King wrote:
>
> Hi all,
>
> Call me a crusty old wrinkly, but sometimes I think we need a moderator on this
> NG (They are the bods. who filter off inapropriate subject matter aren't they?).
> All I did was draw attention to a new Milan II rumour and we get the (to my mind at
least)
> pointless, childish and non-informative prattlings of Sinclap and co. These are all
> very well for the comp.sys.st advocate NG, but I thought this was a serious NG.
>
> Bob King.

Hi all

continuing on my theme of inappropriate use of this News Group, formed,
I assume for cross fertilization of information about the Atari, it
seems sad that a very prominent and respected member of the Mint
community, should use this NG for a 'name and shame' diatribe,
particularly when the argument is purely between herself and the other
party and that, ironically, she is guilty of exactly the 'crime' she
alleges, namely the unnecessary cross posting and the failure to carry
out a simple deletion of this NG as a recipient.

I certainly have no voyeuristic, interest in the personal arguments of
others unless it has a fall out effect of increasing the font of
knowledge pertaining to Atari.

Bob King.

3668. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: jfietz@uz.tengelmann.de
Message-ID: <39ddba28.1979816@news.cis.dfn.de>
Source record: 56626

On 4 Oct 2000 18:41:21 GMT, Jo Even Skarstein <joska@nvg.ntnu.no>
wrote:

>I found one guy (Michael Ruge) who use a Pam's ethernet card and a Matrix
>graphics card together, but that's all. I guess I'll just have to try it.

I have bought the adapter from AG in order to have a PAM VME network
adaptor working along with a graphics card, but had no success. I had
tried PAM with Crazy Dots II, Nova VME and Matrix CoCo. The graphics
cards booted up with this configuration, but the PAM adaptor refused
to work. Maybe there is an address conflict - both cards claiming for
the same address...

BTW: You don't need a tower, the VME-doubler will fit into the
original TT case.

Jochen

3669. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <39DD8EB2.16491883@gmx.ch>
Source record: 56627

Hi Robert,

> Maybee the main idea behind mean the same.
> I canï¿½t remeber me (started from 1985) that anybody in or outside atari
> lose any word about "apple talk compatible" port or drives for that
> port. Pinout is same as on mac, right, but no drivers.
Do you think I can access a mac printer with this port?
Or is it possible to connect a mac with a falcon by normal terminals?

If I start Connect and switch to LAN port I don't have to connect
anything. It shows strange signs when I type on the keyboard.
Echo is off... but...

> Use it with STinG to network.
> Thatï¿½s neary apple talk ;-)
I'll try this if I get my second falcon!

Philipp
--
==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari-computer.de

3670. Re: Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Anthony Colson <AJColson@go.com>
Message-ID: <rvjD5.595$TF4.7263@telenews.teleline.es>
Source record: 56628

<chrisc1966@my-deja.com> wrote in message
news:8rimbjlrs1@nnrp1.deja.com...
> In article <o4_C5.467$O74.4964@telenews.teleline.es>,
> "Anthony Colson" <AJColson@go.com> wrote:
> > Does anybody know anything about either of the following:
> >
> > The AMS Computer and Electronics show at Bingley Hall Staffs where
> there
> > have been Atari stands in the past and
> >
> > what has happened to the Ataricomputing web site, I can not get
> through, has
> > anybody else had this or is it just IE and my work machine/
>
> There will be an Atari presence (quite a big one by the looks of it) at
> the AMS show this November, at Bingley. I'm definitely having a stand
> there, and I'll be taking one of the Maggie team with me, so they're
> there too.....Joe Connor (ex of Atari COmputing) works (sometimes) for
> Sharward Enterprises, who organise the AMS, and is making sure that the
> Atari dealers get decent rates adn are all roughly grouped together so
> that we can shout abuse and throw thigs at each other without it
> affecting/offending the rest of the Show...until we gang up to throw
> things at the Sinvclair QL stand and those wierdo's with the
> Einsteins....
>
> From previsou experience it's also a great place to pick up smallish
> hard-drives, CDROM's etc quite cheaply, as well as having a lot of the
> more mainstream PC rubbish there is a very strong retro-computing
> presence...as well as a load of electronics stuff that I can never
> resist...
>
> chrisc
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Thanks for the info on the show Chris. I'll be able to get there. I don't suppose that there is any news of Ataricomputing. Have they disappeared cause I'cant find them them. I have been unable to load www.ataricomputing.com for ages now?

Tony

3671. FA: Atari TT system

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39DDC4D8.C13173E4@qnet.com>
Source record: 56629

I have a TT with cdrom, HP scanner, and a bunch of software on auction
at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=454224499

Its the last 24 hours before it closes.

Don

3672. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <JR5UiNEPbd35EwVM@lovecraft.demon.co.uk>
Source record: 56630
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Once upon a time <8rkcv5$ld8$3@kane.dcs.ed.ac.uk>, Niall Tracey
<nipt@inviting.dcs.ed.ac.uk> grabbed chalk and scrawled:

>The one I read on comp.sys.cbm went like this:
>
>Atari gave Amiga an R&D loan. Should Amiga have been unable to pay said
>loan, Atari would seize the technology (the loan was garaunteed against
>it). Commodore bought out Amiga immediately before the loan period
>expired, and Atari's loan repaid, leaving Commodore to market the Amiga.

That would explain the differences between the Sweet Sixteen type
systems (my memory is fuzzy, but Atari History has details of an in-
house 16-bit Atari XL type system), the ST and the Amiga - if Atari
hadn't planned to release the Lorraine themselves.

Sounds pretty dumb to me, though, and quite a sneaky bit of Tramielism -
why buy the technology, when you can (presumably) force someone to go
bankrupt then seize the technology anyway.

I prefer the Apple IIgs, but of the Amiga and ST, I like the ST better
if only because Workbench is so weird!

Richard

--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

3673. WTB: Whilst I have some spare cash! MegaSTE or TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <0RsbyYEbjd35EwSA@lovecraft.demon.co.uk>
Source record: 56631

I did a little happier than expected this month - so I've got ï¿½150 going
spare for a MegaSTE or TT/030 (or a Falcon, in unmodified form with an
HD).

Looking for internal SCSI HD of >250Mb. Software isn't important, as
long as any original Atari stuff (manuals and such) is included.

Monitor is unimportant, as long as it has more than 4Mb (2Mb is
acceptable in a MegaSTE if my STE RAM will fit) and a 1.44Mb floppy,
I'll be happy.

If it has SCSI, I may have an ICDLink2 for sale or part trade.

Be quick though! I might spend it on something else in the meantime...

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

3674. Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39DDDBC0.60C67F24@patent.gov.uk>
Source record: 56632

Hi all,

My big boss, The Assistant Comptroller of Patents, was one of the judges at a competition run by the Engineering and Physical Sciences Research Council for the best Web Page Design by UK schools. 250 schools took part. I could not view the winner as I do not have the plug-in, but please look at the runner up at:

http://www.epsrc-sciencerace.net/schools/534121/

My question is: is there any Wizard etc software or even combination of software on the atari complatform that could do anything remotely like this. If the answer is as I expect, then it puts in focus how far we are behind in Web technology with the Atari.

Bob King

3675. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8rkp29$b2j$1@nnrp1.deja.com>
Source record: 56633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qotbm$13e$1@nnrp1.deja.com>,
Tim Conrardy <tconrardy@hotmail.com> wrote:
>
> >
> > A disk utility is no problem, it's finding the structure of .ARR
files
> > that's got me stuck!!!
>
> Hi Steve
>
> I have submitted your Question to the Atari-midi Egrp. There are 123
> members. Maybe SOMEONE knows the answer! Might be hope yet! I will
keep
> you informed of any responses.
>
> Tim
>

Well....the answers I got is that this info is property of Stienberg,
and you would have to contact them to get it. YIPS! they don't listen
to any Atari-Users anymore. Sorry I could not help further.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3676. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: drojo@my-deja.com
Message-ID: <8rkvjm$h4a$1@nnrp1.deja.com>
Source record: 56634

Hi Bob. I haven't tried with my atari yet, but if you click on the "skip intro" button you can probably see the pages, as id doesn't appear to contain alot of JS or java. The pages are nice in contents, and easy to navigate, including the consideration of giving the visitor the option of skipping the Flashy introduction. For creating the pages you can use any of the wizzards for atari such as :
Webpage Penguin (check on the M.U.C.S page)
Expresso (form OXO)
Web Wizzard (Cadenza)

For the introduction that is a Flash macromedia thing, there is no plugin nor wizzard AFAIK, but if someone is really into it, the viewer has the sourcecode (C++) and the file format freely available in the macromedia site. Even from my ignorant point of view is surely not an easy task to port it, but not impossible (any skilled programmer out there?).

Yep! we are behind :(

Saludos!

Daniel

In article <39DDDBC0.60C67F24@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
> Hi all,
>
> My big boss, The Assistant Comptroller of Patents, was one of the judges
> at a competition run by the Engineering and Physical Sciences Research
> Council for the best Web Page Design by UK schools. 250 schools took
> part. I could not view the winner as I do not have the plug-in, but
> please look at the runner up at:
>
> http://www.epsrc-sciencerace.net/schools/534121/
>
> My question is: is there any Wizard etc software or even combination of
> software on the atari complatform that could do anything remotely like
> this. If the answer is as I expect, then it puts in focus how far we are
> behind in Web technology with the Atari.
>
> Bob King
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3677. FA: 16 Great ST Classics (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Jamie <jamie.thorp@ntlworld.com>
Message-ID: <NfnD5.16755$uq5.331359@news6-win.server.ntlworld.com>
Source record: 56635

Starting at £5
Link: http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=457450566
All details in item description.
Cheers
Jamie
--
Buy a game, kind sir? only 7.50 each starting bid!
Power Stone:
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=454278970
Soul Calibur:
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=454280203

3678. C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39DE004D.93E7AC99@patent.gov.uk>
Source record: 56636

Hi all

someone asked me, either here on by e-mail about where I got my C-Lab
and CAF. Well there's one set up advertised right now in Loot, the ad is
9 days old, but it goes:

Atari Falcon, C-Lab motherboard, Internal SCSI,Cubase audio ï¿½250,
nyaradzo@netscape.net
tele: 02085250230
tele: 07833797447

and its at Hackney North London.

Good Luck.

Bob King

3679. Second hand prices ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8rkvq2$b4p$17$1@news.t-online.com>
Source record: 56637

Can anyone suggest what I should be paying for these items (s/h on Ebay)

1040 ST
30MB harddrive
520 STE
124 Monitor
Hardware PC card

Thanks

////
(o o)
+-----ooO--(_)--Ooo--+

3680. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8rl0jb$3fu$1@snipp.uninett.no>
Source record: 56638

Jochen Fietz <jfietz@uz.tengelmann.de> wrote:

>>I found one guy (Michael Ruge) who use a Pam's ethernet card and a Matrix
>>graphics card together, but that's all. I guess I'll just have to try it.

> I have bought the adapter from AG in order to have a PAM VME network
> adaptor working along with a graphics card, but had no success. I had
> tried PAM with Crazy Dots II, Nova VME and Matrix CoCo. The graphics
> cards booted up with this configuration, but the PAM adaptor refused
> to work. Maybe there is an address conflict - both cards claiming for
> the same address...

That sucks... I'd rather have good graphics than fast ethernet, so if I
can't get the Pam's or Riebl to work with the Crazy Dots I'll probably
sell the ethernet card and use Elmar Hilgart's pocketLAN-adapter instead.

> BTW: You don't need a tower, the VME-doubler will fit into the
> original TT case.

I already have a tower, see http://atari.nvg.org/gallery/tt/tt.html

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3681. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39DE0994.398DF45F@patent.gov.uk>
Source record: 56639

drojo@my-deja.com wrote:
>
> Hi Bob. I haven't tried with my atari yet, but if you click on the "skip
> intro" button you can probably see the pages, as id doesn't appear to
> contain alot of JS or java. The pages are nice in contents, and easy to
> navigate, including the consideration of giving the visitor the option
> of skipping the Flashy introduction. For creating the pages you can use
> any of the wizzards for atari such as :
> Webpage Penguin (check on the M.U.C.S page)
> Expresso (form OXO)
> Web Wizzard (Cadenza)
>
> For the introduction that is a Flash macromedia thing, there is no
> plugin nor wizzard AFAIK, but if someone is really into it, the viewer
> has the sourcecode (C++) and the file format freely available in the
> macromedia site. Even from my ignorant point of view is surely not an
> easy task to port it, but not impossible (any skilled programmer out
> there?).
>
> Yep! we are behind :(
>
> Saludos!
>
> Daniel
>
> In article <39DDDBC0.60C67F24@patent.gov.uk>,
> Bob King <robert.king@patent.gov.uk> wrote:
> > Hi all,
> >
> > My big boss, The Assistant Comptroller of Patents, was one of the
> judges
> > at a competition run by the Engineering and Physical Sciences Research
> > Council for the best Web Page Design by UK schools. 250 schools took
> > part. I could not view the winner as I do not have the plug-in, but
> > please look at the runner up at:
> >
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> > My question is: is there any Wizard etc software or even combination
> of
> > software on the atari complatform that could do anything remotely like
> > this. If the answer is as I expect, then it puts in focus how far we
> are
> > behind in Web technology with the Atari.

> >
> > Bob King
> >
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
Hi Daniel,

I'm viewing it on my PC with Netscape, so I have no idea if CAB 2.8 my browser can see the Flash. I very much doubt it. This web page was put together by a team of school children, albeit with the aid of a teacher. Ye gods, it sure puts yours truly in his place, struggling with basic HTML. The images on all the pages come up very quickly, its a model for most others.

Bob King

3682. Re: Second hand prices ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <39de0bd8$0$8007@news.zetnet.co.uk>
Source record: 56640

On 6 Oct 2000 18:51:58 +, "Carl Ratcliffe" wrote:
Can anyone suggest what I should be paying for these items (s/h on Ebay)

Carl

Dont know what part of the World you are in but I recently (last
week in fact) bought most of the items at the prices noted(the
price is quoted in Pounds Sterling) from a car boot sale.

1040 ST - £7.50 inclusive of mouse,joystick,manuals and
a lot of software (games and serious stuff).
30MB harddrive
520 STE - £3 (1040 in fact) with View Tech Monitor
124 Monitor
Hardware PC card

Hope this gives you an idea.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

3683. Re: Dock

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: BMaedicke@t-online.de
Message-ID: <8rl2md$8ea$14$1@news.t-online.com>
Source record: 56641

On 5 Oct 2000 02:34:37 G, Nenad wrote:

>Where can this program be registered? I have tried the e-mail, but no
>response for almost two weeks. How can the author of this cool [rpgra,
>be contacted?

Holger Weets it the author.
You can try this email adress: hweets@web.de

Ciao, Bernd ...

EMail: BMaedicke@t-online.de
URL: http://home.t-online.de/home/BMaedicke/

* Atari Falcon040 - NOVA Graphic Card - MagiC *
***** MOTOROLA inside - 100% Microsoft free *****
*** Starwars - Startrek - Stargate - Babylon 5 ***

3684. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39de17eb$0$8007@news.zetnet.co.uk>
Source record: 56642

On 6 Oct 2000 15:03:44 +, Bob King wrote:
>My question is: is there any Wizard etc software or even combination of
>software on the atari complatform that could do anything remotely like
>this. If the answer is as I expect, then it puts in focus how far we are
>behind in Web technology with the Atari.

But is that a bad thing??

The whole point of the web is that it is accessible to everyone
regardless of what platform they use, what hardware spec they have and
even what type of device they view it on.

What *is* "Web Page Design"? Is it a case of making something look
nice, or making something usable and useful?

Stick to the guidelines of HTML and we have everything on the Atari
platform that allows the development of good web sites. It requires
skill, talent, imagination and flair to make a site look good AND
useful. That's what it's all about, rather than the ability to use
tools such as Flash which rely on a certain spec of machine on the
client.

I'm also an advocate of server-side processing, as opposed to client-side.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3685. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tYnhXKAAjh35EwR8@steverosie.demon.co.uk>
Source record: 56643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8rkp29$b2j$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>In article <8qotbm$13e$1@nnrp1.deja.com>,
> Tim Conrardy <tconrardy@hotmail.com> wrote:
>>
>> >
>> > A disk utility is no problem, it's finding the structure of .ARR
>files
>> > that's got me stuck!!!
>>
>> Hi Steve
>>
>> I have submitted your Question to the Atari-midi Egrp. There are 123
>> members. Maybe SOMEONE knows the answer! Might be hope yet! I will
>keep
>> you informed of any responses.
>>
>> Tim
>>
>
>
>Well....the answers I got is that this info is property of Stienberg,
>and you would have to contact them to get it. YIPS! they don't listen
>to any Atari-Users anymore. Sorry I could not help further.
>
>Tim
>

Hi

Thanks for the help just the same.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3686. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <v4Jh$VA6mh35Ewy4@steverosie.demon.co.uk>
Source record: 56644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <39DCFA4E.C732AB53@stealth-cow.freeserve.co.uk>, Jon Maidment
<jon@stealth-cow.freeserve.co.uk> writes
>I managed this once on a logic 2.0 song file
>many years ago: it took days with a pencil and paper
>and a hex sector editor.
>Gemhexed I think.
>Good luck ;-)

Hi

It looks like I've got to do this the HARD way:(What I could really do
with is a legit copy of Cubase if someone has a copy to give away. It
may help in the file build! and anyone else in the future!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3687. Listport

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 00:00:00 UTC
From: tthammond@earthlink.net
Message-ID: <RVoD5.22295$TP6.616542@newsread2.prod.itd.earthlink.net>
Source record: 56645

Does anyone have this utility (listport.tos) or know where it is available for download? Used to query and report functioning ports.

TIA

Steve Hammond

3688. Re: Dock

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 01:18:30 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8rj993$61k$1@nnrp1.deja.com>
Source record: 56616

In article <kt+zK4AlmE35Ewjy@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> wrote:
> In article <8rgpbt$4bi$1@nnrp1.deja.com>, Nenad <nenad@baxter.net>
> writes
> >Where can this program be registered? I have tried the e-mail, but no
> >response for almost two weeks. How can the author of this cool
[rpgra,
> >be contacted?
> >
> >Thanks
> >
> >Nenad
>
> Is the program called 'DOCK' if so what is the authors name etc.

Dock v1.20 / 30. 04. 1999
Author: Holger Weets

Sent via Deja.com http://www.deja.com/
Before you buy.

3689. Re: symbol font Logic 2.5 (music)

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 04:43:19 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8rjl96fds1@nnrp1.deja.com>
Source record: 56617

> Hi Tim,
> I do not, as far as I am aware of, have the program to convert
> IMG to GIF or JPG.
> I Would be willing to send the file to you, but will it upload
> properly via Flash-II?
> And also keep in mind that is just a rough draft.
> My handwriting and line drawing are not the best.

Hi Ken

You do not need Flash=II. It will simply be a GIF file after conversion
that will be available in our PICS folder on Atari-Midi File Section.
The File section is open to the public, so anybody can use it. You can
go to my page and click on "Atari-Midi File Section."

>
> > You could even JOIN US at Atari-midi. Could use your input!
> Thanks. will consider.

There is a new dialog on my site that makes it easy..just put in your
email address and you are subscibed. kinda cool.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3690. gprof, asm optimization, etc.

Newsgroup: comp.sys.atari.st
Date: 2000-10-06 06:17:43 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39DD6E87.527BBC64@siemens.at>
Source record: 56618
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

Is there anybody who has used gprof successfully ? I set the -pg
option at GCC, the function main of my C program terminates with
'return 0' but after running my programm I don't find a gmon.out
(nor any other new file). What else can be wrong ?

Another question is whether anyone could point me to some infos
related to 68030 asm optimization. I already have the original doc
from Motorola and a several years old file about optimization
written by artTBL. Any other doc where I could get new ideas ?

And finally, is there somebody willing to share his/her Falcon
256 color mode asm sprite routines ?

Thanks
Gerhard

3691. Re: Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39df016c$0$1657@news.zetnet.co.uk>
Source record: 56496

On 7 Oct 00 05:07:49 +01, "Iggy Drougge" wrote:
>Barrie at Keychange skrev:
>
>> > Does anybody know anything about either of the following:
>
>>> The AMS Computer and Electronics show at Bingley Hall Staffs where
>>> there have been Atari stands in the past and etc.
>
>>Bingley Hall is in the Staffordshire Showground.....Staffordshire, England.
>>(for overseas readers)
>
>Blimey, with actual fights between ST and QL users, I'd love to go there! ^_^
>
>>We may run a draw for the chance to 'brick' a viewtek monitor, unless
>>someone wants to buy it, or them, we have three to get rid of, 'orrible
>>b****y things.
>
>If "bricking" involves throwing bricks at the catode ray tube, count me out.
>I've been told that one should be very careful when handling CRTs; not only
>due to the extremely high currents involved, but also due to the risk of
>implosion.
>Is this caution uncalled for?
>
>--
>En ligne avec Thor 2.6.
>
>Idealismus ist die F�higkeit, die Menschen so zu sehen, wie sie sein k�nnten,
>wenn sie nicht so w�ren, wie sie sind.
>--- Curt Goetz
>
>.

Hi all

Why is every one's just saying November for the Staffs show, what bloody day????
is it some kind of national secret?

Bob (Paranoid) King

3692. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <eZf9XIAhQw35EwmI@steverosie.demon.co.uk>
Source record: 56497

In article <39de3acb$0$8005@news.zetnet.co.uk>, Bob King
<rking@zetnet.co.uk> writes
>Hi Steve,
>
>I think if you look middle right you will see the requisite by-pass button.
>
>Bob King.

Bugger! I missed that one:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3693. Re: Listport

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39df1384$0$1657@news.zetnet.co.uk>
Source record: 56498

On 6 Oct 2000 18:33:21 G, Steve Hammond wrote:

|Does anyone have this utility (listport.tos) or know where it is available for
|download? Used to query and report functioning ports.

I thought I did have it but cannot find it on the hard drive. I
think it came with HSMODEM? Not certain.

3694. power supply

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Starlord <starlord@qnet>
Message-ID: <39df2a2d$1@news.qnet.com>
Source record: 56499

I've heard that there was an artical in an english magazine about how to make a intel clone power supply work with a Falcon. Does anyone know about this?

--
Founder of SIAR in 1971 / Founder of IAR in 1995
Current President of SIAR
http://www.starlords.org

3695. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ei4nao.1hl69t6ro5tq8N%rsmac@t-online.de>
Source record: 56500

Iggy Drougge <optimus@canit.se> wrote:

> Port drives?

Driver

> someone write a STING driver which used the LAN port along with Localtalk
> wiring and matching splitter boxes for networks with several hosts on it.

Good idea.

> Besides, Appletalk is just the protocol, whereas Localtalk is the hardware
> layer. How about porting netatalk to the ST? Perhaps has this already been
> done for MiNT?

I donï¿½t know.
Using apple talk to inbound an atari was a fine idea.
Need software drivers and an software author.
Canï¿½t say anything about MiNT.

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3696. Re: Jinee 2.5

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <BEGD5.12458$Sr.8786@newsfeed.slurp.net>
Source record: 56501

On 6 Oct 2000 21:14:25 G, Nenad wrote:
>Hey everybody!
>
>I just saw it on atos-magazin.de...
>
>Jinee 2.5 Demo is avaialble for download from
>http://www.mani.de/programs/index.html

I have played with the demo and it is great. Is anyone in the US selling
the upgrade???
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3697. Re: Menu controller...

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <DEGD5.12461$Sr.8786@newsfeed.slurp.net>
Source record: 56502

On 6 Oct 2000 23:22:50 -, Tony Cianfaglione wrote:
>
>Is there a program (possibly accessory) that prevent the ST's habit of
>dropping the menus when the mouse rolls over them. Something similar to
>the Mac where you need to press the mouse button to drop the menu down?

Yes there is. I have some such a thing. I think I saw it on one of the UTSI
web sites. I know this can be done under Magic and Geneva also.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3698. Re: Midi Player...

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <FEGD5.12465$Sr.8786@newsfeed.slurp.net>
Source record: 56503

On 6 Oct 2000 23:28:37 -, Tony Cianfaglione wrote:
>
>Any suggestions for a good shareware/PD Midi player? I'm looking for one
>that will run on a Falcon in 256 mode and will play the midis through the
>internal speaker as well.

There is a samll one called SMF-Play.prg which should do the trick. I have
it and it works fine on my Hades/STe. I also use Sweet-16 which is more
than just a MIDI file player. It lets you change things to your liking.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3699. Re: Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8rng71$i67$1@uranium.btinternet.com>
Source record: 56504

"Benjamin Smith" <bensmith@user2.teleport.com> wrote in message
news:8rm23r$ep6$1@user2.teleport.com...
> For faster service, Please direct all replies through E-Mail to Ben at:
> atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
> am swamped and I find it hard to keep up with reading the NewsGroups.
>
> Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!
>
> Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
> stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice.

Why do you need this so badly?

Simon

3700. Re: Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Barrie <barrie@atamusic.u-net.com>
Message-ID: <SzHD5.58$e_.8777@newsr1.u-net.net>
Source record: 56505

Hello.

>Bingley Hall is in the Staffordshire Showground.....Staffordshire, England.
>(for overseas readers)

> Why is every one's just saying November for the Staffs show, what bloody day????
> is it some kind of national secret?

Saturday, November 11th, 2000.

If anyone has any particular requirements Atari wise let me know and I'll try to bring them to the show.

Current stock includes Unitor, Midex+, SM 144, SM124, Mega ST and Mega STE, Megafile 30 and 60, dead Steinberg SMP 19, 'rare disdriveless Atari ST'.....maybe one of my TTs, various STFM 1/2mb boards, all working, use them to upgrade your old 'orrible TOS 1.0 STFs, (honest, there are hundreds of these solid old sods still running Cubase). SCSI hard drives, Emagic Notator and Notator Logic. Cubase Falcon Audio 2.06
Genuine brand new Cubase v3.1 packages, of course.

Enough for now.

>We may run a draw for the chance to 'brick' a viewtek monitor, unless
>someone wants to buy it, or them, we have three to get rid of, 'orrible
>b****y things.

> >If "bricking" involves throwing bricks at the cathode ray tube, count me out.
> >I've been told that one should be very careful when handling CRTs; not only
> >due to the extremely high currents involved, but also due to the risk of
> >implosion.

That's the idea......

> >Is this caution uncalled for?

Yes, if the monitor is powered off and is in some kind of container, e.g. a skip. The bits don't fly too far. (joke)
Nine years of fettling Ataris gives one a different sense of humour but I really do dislike the viewtek, although opticians must be a lot richer because of it.

This is my opinion of course.

Tongue in cheek time again.

Barrie at Keychange.

3701. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <922.315T1550T4025295optimus@canit.se>
Source record: 56506

Steve Stupple skrev:

>On the pc side there are lots of utilities that will produce effects
>with ease, and better than their page.

Who ever said it was about effects?

>When it comes to schools, it's not necessarily the pupils in the school
>but how RICH the school itself is. They may be able to afford, or have
>donated, decent software packages to aid them.

Bollocks. It's not a matter of having rich kids, it's a matter of having smart kids who know their HTML. All you need is a text editor and an image processing program, both of which are very much freely available on the very same web.

>The intro itself is a FLASH intro, I didn't see anything to give the
>option to skip the intro. Which is sad, as web sites are meant to be
>viewable on any machine format.

There was indeed such an option.

--
En ligne avec Thor 2.6.

Alle Verallgemeinerungen sind gef�hrlich, sogar diese.
--- Alexandre Dumas der �ltere

3702. Re: Priority framing...

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39df4e16$0$1655@news.zetnet.co.uk>
Source record: 56507

On 6 Oct 2000 23:26:38 -, Tony Cianfaglione wrote:
>
>Is there a program (possibly accessory) the forces whatever frame (box)
>the mouse rolls over to become the highlighted frame? Moving folders
>from background frames won't work until that frame becomes the main
>highlighted frame and so you need to click on the background frame to
>bring it forward prior to moving the folder. I wonder if there is a
>program that would automatically do this. I thought I read somewhere it
>was possible.
>
>Thanks...
>
>.

Hi Tony,

There are several, I have sent one called 'SafeMenu'. Here's an extract from the read.me file:

'Select Safemenu's panel in XCONTROL to configure menu behaviour and mouse speed:

Normal: Menus behave like they would without Safemenu.

Pulldown: Menus behave like on an Apple Macintosh. To select a menu item, click on the menu title and move to the item while keeping the mouse buttong pressed. Release the mouse button to select the item.

Right button: The mouse pointer can only be moved into the menu bar when the right mouse button is pressed.

Half menu: A menu drops down only when the mouse pointer touches the upper half of the menu title.'

Hope it pleases

Bob King

3703. Re: Menu controller...

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39df4f79$0$1655@news.zetnet.co.uk>
Source record: 56508

On 6 Oct 2000 23:22:50 -, Tony Cianfaglione wrote:

3704. Re: Menu controller...

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39df5024$0$1655@news.zetnet.co.uk>
Source record: 56509

On 6 Oct 2000 23:22:50 -, Tony Cianfaglione wrote:
>
>Is there a program (possibly accessory) that prevent the ST's habit of
>dropping the menus when the mouse rolls over them. Something similar to
>the Mac where you need to press the mouse button to drop the menu down?
>
>Thanks...
>
>.

Hi Tony,

Sorry to reply to the wrong message, my mouse is selecting a bit high, any way the menu controller is sent. I think I have a window topper as well, if so I'll send.

Bob King

3705. Difference between ICD link and ICD Link 2

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: me <sunfriek@intcon.net>
Message-ID: <970936682.397129@localhost.localdomain>
Source record: 56510

what are the differences between ICD's Link and the Link 2?

i know the link doesnt support parity but what are the other differences???

thanks.

3706. Re: Priority framing...

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39df5205$0$1655@news.zetnet.co.uk>
Source record: 56511

On 7 Oct 2000 16:23:50 G, Bob King wrote:
>On 6 Oct 2000 23:26:38 -, Tony Cianfaglione wrote:
>>
>>Is there a program (possibly accessory) the forces whatever frame (box)
>>the mouse rolls over to become the highlighted frame? Moving folders
>>from background frames won't work until that frame becomes the main
>>highlighted frame and so you need to click on the background frame to
>>bring it forward prior to moving the folder. I wonder if there is a
>>program that would automatically do this. I thought I read somewhere it
>>was possible.
>>
>>Thanks...
>>
>>.
>
>
>Hi Tony,
>
>There are several, I have sent one called 'SafeMenu'. Here's an extract from the
>read.me file:
>
>'Select Safemenu's panel in XCONTROL to configure menu behaviour and
>mouse speed:
>
>Normal: Menus behave like they would without Safemenu.
>
>Pulldown: Menus behave like on an Apple Macintosh. To select a
>menu item, click on the menu title and move to the item while
>keeping the mouse buttong pressed. Release the mouse button
>to select the item.
>
>Right button: The mouse pointer can only be moved into the menu
>bar when the right mouse button is pressed.
>
>Half menu: A menu drops down only when the mouse pointer touches the
>upper half of the menu title.'
>
>Hope it pleases
>
>
>Bob King
>.

Hi Tony,

Me again, the correct prog. is called 'Mauswind'. Here's an extract from the readme file:

When Maus-Window is active and the mouse-cursor resides over a non-active window, the window will automatically be topped. This is achieved by simulating a mouse-click using the AES-call appl_tplay(). This confors to GEM and causes no problems with "clean" applications (see section 4 for a description of problematic programs).

I'll send,

Bob King

3707. Atari 520 ST fm for sale

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Russell Gurney <Rgurney@tesco.net>
Message-ID: <8rnk99$q4i$1@epos.tesco.net>
Source record: 56512

I have an old atari 520 st fm for sale with matrix dot printer, mouse, joystick & lots of software. The single 'a' drive which is not working. Anyone interested in it please e-mail me back before the end of next week. I'll take a fiver for it for the lot or it goes down the tip. Location: southern England. Rgurney@tesco.net

3708. AES with an AlberTT

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <39df5d9e.4042105@news.cwru.edu>
Source record: 56513

Hey everyone! I was thinking about upgrading from MultiTOS to a
better AES. The only problem is that my TT has an AlberTT card from
Dover Research. Has anyone successfully used Geneva or N.AES with
this card? I'd really like to insure that it'll work before I
pruchase. Furthermore, has anyone had luck with MagiC 6 with this
graphics card (I know this is not an AES, but a different OS)? I dn't
think Magic 5 wver worked with it.

Anyway, if anyone has seen NAES run with an AlberTT card, where is a
reliable place to purchase this?

Thanks in advance, everyone!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3709. Re: Elite Project

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <gnouts8gonv7kqmedfv54d90hiafeoog6n@4ax.com>
Source record: 56514

On Thu, 05 Oct 2000 08:01:26 GMT, "Anthony Colson" <AJColson@go.com>
drooled an embarassing wet spot in his lap as he typed:

>a plea to all those who remember Elite and Frontier Elite II. David
>Braben(may he live forever) has created the Elite club which will allow for
>free use of the games (visit www.eliteclub.co.uk or www.frontier.co.uk for
>more details.) Anyway after speaking to several people on the project over
>alt.fan.elite if we could find somebody who would be willing to transfer the
>source code from PC to Atari for the more modern versions of Elite (Frontier
>First Encounters) then this would be fine. Anybody like to talk to me about
>this...please.

Okay, here ya go:

http://home.clara.net/cjpinder/elite.html

Quote from the front page:

"Elite - The New Kind is a project to reverse engineer the original
BBC disk version of Elite and re-engineer it in C. For more details
read the FAQ (frequently asked questions). To download the source
which has been written so far go to the Source Code page.

"Elite was originally written by Ian Bell & David Braben and published
by Acornsoft.

"If you require further information on this project or would like to
give me some feed back then please email me at Christian Pinder
<christian@newkind.co.uk>"

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

3710. Multi-media CD

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39df6387$0$1658@news.zetnet.co.uk>
Source record: 56515

Hi all,

having just finished making a 10 track Audio CD for my son, he now wants a multi-media CD. Looking at the contents of various PC CDs, I think I have all the means to make the individual items (except for a sound AVI!!), but appart from linking everything in HTML, I can't find anything as a 'front end driver'. For the PC these seem to be either purpose written for the PC CD or from PC specific programs. Am I right in that either he should buy a PC, or hire a professional to do it be content to keep it simple and use HTML or give up the idea. He wants the CD to basically promote his music.

Thanks in advance.

Bob King.

3711. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <916.315T800T12644521optimus@canit.se>
Source record: 56516

Robert Schaffner skrev:

>Iggy Drougge <optimus@canit.se> wrote:

>> Port drives?

>Driver

A-ha.

>> someone write a STING driver which used the LAN port along with Localtalk
>> wiring and matching splitter boxes for networks with several hosts on it.

>Good idea.

Well...

>> Besides, Appletalk is just the protocol, whereas Localtalk is the hardware
>> layer. How about porting netatalk to the ST? Perhaps has this already been
>> done for MiNT?

>I don't know.
>Using apple talk to inbound an atari was a fine idea.
>Need software drivers and an software author.
>Can't say anything about MiNT.

Well, if anyone wants to have a go, i'll err... "sponsor" them with this
Localtalk set-up I've got lying in the shower. ^_^;;

--
En ligne avec Thor 2.6.

SCSI is *NOT* magic. There are *fundamental technical
reasons* why it is necessary to sacrifice a young goat
to your SCSI chain now and then. -- John Woods

3712. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1232.315T2150T12716111optimus@canit.se>
Source record: 56517

Jo Even Skarstein skrev:

>Iggy Drougge <optimus@canit.se> wrote:

>>>handle higher speed and longer wires). On the Falcon it can't handle
>>>more than 230kb/s, not very high-speed at all...

>> Well, for serial ports, that is rather high-speed. One problem on the Mac
>> is

>Perhaps if you compare to most RS-232 implementations (like found on most
>PC's), but even RS-232 can do a lot higher speeds than 230kb/s.

I know, I've got a friend with one capable of 460 kb/s, but Localtalk was
first released in the first half of the eighties, when common serial speeds
were a hundredth of that of Localtalk.

>>>On the Mac this port was used to connect to a bus via tranceivers, I
>>>haven't seen similar solutions for the Falcon and TT.

>> Oh, so those boxes are transceivers? I thought they were just a bundle of
>> wiring.

>That's true, they're not much more than that. They are buffered though
>(IIRC, it's a long time since I used one of those), but nothing more.

Good, then they've probably not been damaged by the bath I've been giving them
(they were oh so filthy after several years on the floor =).

--
En ligne avec Thor 2.6.

Only God can make a random selection.
(Even though the computer randomly chose this message)

3713. Re: Menu controller...

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200010071937.a30917@b.maus.de>
Source record: 56518

TC>Is there a program (possibly accessory) that prevent the ST's habit of
TC>dropping the menus when the mouse rolls over them.

MagiC. :-)

And the simple solution: Safemenu.

3714. Re: Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8ro5nb$4e5$1@plutonium.btinternet.com>
Source record: 56519

"Anthony Colson" <AJColson@go.com> wrote in message
news:o4_C5.467$O74.4964@telenews.teleline.es...
> Does anybody know anything about either of the following:
>
> The AMS Computer and Electronics show at Bingley Hall Staffs where there
> have been Atari stands in the past and

www.sharward.co.uk for show details

The location is Staffordshire Showground, Stafford, just off the M6

>
> what has happened to the Ataricomputing web site, I can not get through,
has
> anybody else had this or is it just IE and my work machine/

Atari Computing is dead, sorry.

There is always Atari Active, currently being updated

Simon Osborne

3715. Re: Listport

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010071800500.101-100000@TT030>
Source record: 56520

On Sat, 7 Oct 2000, Steve Hammond wrote:

> On 6 Oct 2000 23:11:16 -, Dan Ackerman wrote:
> >
> > I tracked down the binary and the source code from my hard drive. It can
> > now be found on the STiK2 site on the secondary applications page.
> > Just look for the tag Listport.
> >
> > Dan Ackerman
>
> Thanks to all. After Bob King mentioned that he thought it was part of an
> earlier STiK release, I searched my archives and found it in the STiK 1.12 zip
> file that I had on a back up disk.
>
> Steve Hammond

That was me that suggested it was part of a early STiK release. :-)
Glad you found it.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3716. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39dfa4e01b7c530@online.be>
Source record: 56521

on Fri 06-10-2000 11:45 Jochen Fietz wrote:

>On 4 Oct 2000 18:41:21 GMT, Jo Even Skarstein <joska@nvg.ntnu.no>
>wrote:
>
>I have bought the adapter from AG in order to have a PAM VME network
>adaptor working along with a graphics card, but had no success. I had
>tried PAM with Crazy Dots II, Nova VME and Matrix CoCo. The graphics
>cards booted up with this configuration, but the PAM adaptor refused
>to work. Maybe there is an address conflict - both cards claiming for
>the same address...

I don't think that there is an address conflict. Me too has bought an
adapter from AG. Tonight I have installed a newer version of the adapter.
My main goal was in the first place to get my Crazy Dots II card working
again so for the test I only inserted the Crazy Dots II card.
I got some video signals but they were completely wrong. The screen was
blueish with every two cm a small vertical stripe. At the end of the
bootprocess I got two bombs and that was that. No way I could boot up.
Is it possible that the cables of the adapter are just too long?
I did install the orinal VME card again and with this the Crazy Dots works
without any problem.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3717. Re: Listport

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39dfa7d9$0$1658@news.zetnet.co.uk>
Source record: 56522

```
On 7 Oct 2000 18:01:43 +, Lonny Pursell wrote:
>On Sat, 7 Oct 2000, Steve Hammond wrote:
>
>> On 6 Oct 2000 23:11:16 -, Dan Ackerman wrote:
>> >
>> > I tracked down the binary and the source code from my hard drive. It can
>> > now be found on the STiK2 site on the secondary applications page.
>> > Just look for the tag Listport.
>> >
>> > Dan Ackerman
>>
>> Thanks to all. After Bob King mentioned that he thought it was part of an
>> earlier STiK release, I searched my archives and found it in the STiK 1.12 zip
>> file that I had on a back up disk.
>>
>> Steve Hammond
>
>That was me that suggested it was part of a early STiK release. :-)
>Glad you found it.
>
>_____________________________________________________________
>Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>
>.

Hi Lonny,

sorry to steal your thunder :))

Bob King.
```

3718. t] Come join an Atari user group meeting from your own home.

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005.39dfd19c@fmlynet.org>
Source record: 56523

FamilyNet HQ: Telnet:\\www.family-bbs.net

With today being the JYBOLAC Atari party at Doctor Clu's place,
some in Dallas TX will come together for food fun and games. Others from all
around will be joining us through chat at 1 pm CST at:

http://stargate.cs.swau.edu/atari

Come party with us!

See you there!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3719. Re: Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970990766-157635AEicMi@cwcom.net>
Source record: 56524

From: "Anthony Colson" <AJColson@go.com>
Date: Fri, 06 Oct 2000 12:23:51 GMT

>Thanks for the info on the show Chris. I'll be able to get there. I
>don't
>suppose that there is any news of Ataricomputing. Have they
>disappeared
>cause I'cant find them them. I have been unable to load
>www.ataricomputing.com for ages now?

Atari Computing ceased publication a long while ago. Their web site
was therefore no longer needed, and was presumably closed after a
decent interval.

There is no (AFAIK) overall "authority" overseeing any Atari presence
at the show, however I'm led to believe that forces behind the scenes
have negotiated lower rates for the hire of stands to help out any
Atari presence.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3720. Re: Mark Arstall

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971001702-825644AEicMi@bun.com>
Source record: 56525

Hi Ian

>Received a cheque from Mark today for 100ukp. Thanks Mark.

So no Mega then, bummer.!

>
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3721. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39ded5b3$0$8005@news.zetnet.co.uk>
Source record: 56589

On 6 Oct 2000 22:52:30 G, Bob King wrote:
>complete downwards compatibilty is what you want!!! and see the problems in
>the real world of gimmy gimmy that the same generous aim caused the PC, the
>Mac and the Atari. Nice idea but in the end unrealistic.

Nah, not really! As I mentioned, web via the TV is just around the corner
and a lot of sites simply won't work on the TV. *That* is being
realistic. This does not imply
'downward compatibility' to get them to work. HTML has been built with cross-
platform compatibility in mind - read the W3C definition of HTML. Things
such as Flash and IE/Netscape extensions are produced by companies who want
to make sure *their* products are used by everyone, they're not interested
in cross-platform compatibility as it's obviously not in their interests.

You think that sites have to be 'downward' compatible to Atari machines??
That implies that somehow an Atari is inferior to a PC! In many ways, CAB is
actually superior to IE and Netscape. It doesn't have any extensions of its
own therefore if you design a site so that it runs OK in CAB you can be almost
certain it will work with every other browser. Also, if you go to any page on
my site, you will find CAB displays a little signpost or double-headed arrow
in the toolbar. Click on it and up pops a navigation window, allowing you to
go to the next or previous page, the contents page, and even email the author (me!).
This means that theoretically you don't need to clutter your web page with
navigation aids. The browser could also pre-load the next pages in the sequence
to save download time, as it knows what the next pages are. This clever feature
is provided through the use of standard HTML, however if other browsers recognise
these elements then they don't make it obvious. I have to provide navigation
aids on my pages so that they are downward compatible with other browsers that are
not fully HTML-compliant!!

Why do you have to make your site downward compatible with a speech browser or a
text-only browser? Are they inferior to a graphical browser? If you write your page
according to HTML specifications and guidelines, they will work with *any* browser
regardless of their capabilities - simple things like putting sensible ALT tags
in images, and knowing when *not* to put ALT tags in images.

And in the end, what does Flash offer? How does the use of Flash improve a page
to make it more usable and useful? As I can see it only serves to increase
download times and encourages people to hit the Stop button and not progress
any further with your site.

If the purpose of the web is to provide graphic intensive, artistic miracles then
maybe Flash is the right tool. If, however, it's to publish *information* to as
wide an audience as possible, then we should steer clear of tools like Flash.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3722. Free to good home: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Hellraiser <justin@hellraiser.demon.co.uk>
Message-ID: <WtBD5.3363$2z.378262@news1.cableinet.net>
Source record: 56590
Cross-posted to: uk.adverts.computer,comp.sys.atari.st,midlands.adverts

I have a box containing about 15 boxed ST games, looking for a good home, the only catch is you have to collect them this weekend (7/8 October). I'm based in Wolverhampton, West Mids, just off J10 M6.

Email justin@hellraiser.demon.co.uk if interested!

3723. Re: Midi Player...

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Peter Persson <pep@NOSPAMhms.se>
Message-ID: <jABD5.463$LV2.1279@nntpserver.swip.net>
Source record: 56591

Hi,

Check out Softjee:s midiplayer. Don't know the url.

Regards

/Peter
"Tony Cianfaglione" <ab616@chebucto.ns.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1001006232654.28879C-100000@halifax.chebucto.ns.ca.
..
>
> Any suggestions for a good shareware/PD Midi player? I'm looking for one
> that will run on a Falcon in 256 mode and will play the midis through the
> internal speaker as well.
>
> Thanks...
>

3724. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8rmrdicgl1@snipp.uninett.no>
Source record: 56592

Iggy Drougge <optimus@canit.se> wrote:

>>handle higher speed and longer wires). On the Falcon it can't handle
>>more than 230kb/s, not very high-speed at all...

> Well, for serial ports, that is rather high-speed. One problem on the Mac is

Perhaps if you compare to most RS-232 implementations (like found on most
PC's), but even RS-232 can do a lot higher speeds than 230kb/s.

>>On the Mac this port was used to connect to a bus via tranceivers, I
>>haven't seen similar solutions for the Falcon and TT.

> Oh, so those boxes are transceivers? I thought they were just a bundle of
> wiring.

That's true, they're not much more than that. They are buffered though
(IIRC, it's a long time since I used one of those), but nothing more.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3725. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8rmrmccgl2@snipp.uninett.no>
Source record: 56593

Robert Schaffner <rsmac@t-online.de> wrote:
>> Do you think I can access a mac printer with this port?

> No driver avaiable.

I don't think that's correct. "Mac"-printers like the ones Epson made, are
nothing but ordinary printers with a serial port, so you can use these
with NVDI and a proper cable. I don't know about Apple's printers.

>> Or is it possible to connect a mac with a falcon by normal terminals?

> Yes, maybee that will work. Need a cable like a null modem.

SLIP or PPP will probably work.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3726. 68030/68882 ATARI MEGA UPGRADE *LAST DAY ON EBAY*!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <L0DD5.4962$4j7.1367102@ratbert.tds.net>
Source record: 56594

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=456138284

3727. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39defd79$0$1657@news.zetnet.co.uk>
Source record: 56595

On 7 Oct 2000 07:50:11 G, Chris Simon wrote:

Hi Chris,

you have given me an aweful lot to think about. Your point about TV not being the best medium for the display of Computer Monitor intended web pages is well taken eg font sizes, limited color spectrum, synchronisation of animations with the very low frame/field refresh rates. Yes, there is a lot of adjustment research going on,I have examined and granted quite a few. As I say thanks for jogging me out of my mental stupor and giving me something to think about. I will do some online searching as to patents and research on the adaptation of HTML to TV display and get back to you. Oh yes I will also look at your page.

Bob King.

3728. PROTEXT

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 00:38:25 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39de7081$0$8005@news.zetnet.co.uk>
Source record: 56574

Hello, all PROTEXT users,

I wonder can anyone here enlighten me about PROTEXT wp progrom.
I have sent a cheque to "The Image Business", as requested, which is
supposed to be the supplier of the latest version of the w/p prog
"Protext" for Atari &c. My cheque has been cashed, but I have not
received the program or any other communication.

I have lost the contact address for Protext. So I would be grateful
for any assistance.

Charles.

3729. Re: Elite Project

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 02:10:41 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <39DE8621.5D241FC0@student.canterbury.ac.nz>
Source record: 56575

```
Greetings,

Peter Persson wrote:
>
> Hi,
>
> Wouldnï¿½t it be nice if we could get hold of the sourcecode for the Atari
> version of Elite II? Update it with DMA sound, DSP fx, gouraudshading,
> higher resolution etc etc?

Even getting hold of the source to the first game would make my day!

Later,
Karlos.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/
```

3730. Re: And now, PC vs Falcon, round 3...

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 03:05:31 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2473.315T1550T2455355optimus@canit.se>
Source record: 56576

Puppy Dawg skrev:

>First off, to clarify the hardware comments. Yes, I do realize that
>hardware can burn out on any machine. I still find it strange that my
>1040ST and my 65XE (Can't get rid of that little guy...) are still running
>strong, while my PC is killing itself. Most of the components are not cheap
>junk. (actually, the lowest quality parts have had no problems... go
>figure, eh?)

Aren't the ST components cheap junk?

>Now, many of you have been talking about the higher end features on a PC.
>Yes, all these extended features are great, but the fact remains: I'm just
>starting here. I'm looking for something reliable and semi portible.
>(trust me, after a full size PC case, almost anything else is portable...).

There are smaller cases, too. I've got this 486 motherboard with PCI which
could very well fit into any SCSI box.

>1) Is there a LAN adapter for the Falcon? I remember someone working on one
>for an ST, but don't remember much else about it. I'm talking 10/100 BT
>connection here... Would make transfering data much easier.

There is a LAN adapter, using a parallell Ethernet adapter and an interface to
the cartridge port for supplying extra signals. Only 10 MBps, though.
URL: http://www.asamnet.de/~hilgarte/

>3) One reason I want to remain on an Atari is the "retro" sounds it can
>produce. I'm assuming I can reproduce this on modern equipment, but the
>older stuff still has a nicer tone to it. (Don't ask, I have strange
>tastes... ;)) Does the Falcon still retain the older style of voice, such
>as the original ST? (or, at least the capability... am I making any sense
>here?)

Yes, it's still got that hideous YM2149. ^_^

>4) Drive capacity. What is the max drive size / partition size supported?
>I remember seeing 2gigs listed for *some* computer, but it might've been an
>*cough* amiga *cough*

Amigas may run anything upto several terabytes. ^_^
With the right HD drivers, there should be no limitations on the Atari,
either.

>5) Hardware emulation. Do they make a Falcon-on-a-board for the PC? (hey,
>it could happen!) What ever happened to the PC emulators for the Falcon?
>Where they ever any good? Could I kill two birds with one stone in this
>manner?

There was supposed to come a 386 emulator, but I doubt it ever surfaced. There are software 286 emulators, but these are of little use today.

--
En ligne avec Thor 2.6.

If a listener nods his head when you're explaining your program, wake him up.

3731. Translator One power supply -- info?

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 04:06:31 UTC
From: David Zinkin <dzinkin2@rochester.rr.com>
Message-ID: <dzinkin2-A62FC2.00102707102000@news-server.rochester.rr.com>
Source record: 56577

Thanks to all who responded to my earlier request for Magic Sac software. Thanks to Tim Conrardy, I now have not only the parts to the Magic Sac, but most of a Translator One as well.

To anyone else who has a Translator: could you please tell me what kind of power supply (voltage, amps, etc.) it uses? It appears to be a standard connector, but the other relevant information seems to be absent from the manual and from the Translator itself.

Thanks again!

-- David

--
My home page is at http://www.davidzinkin.com

Annoy Katie Couric, Bryant Gumbel & Beau Bellefoot -- vote Bush/Cheney!

3732. Re: Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 04:07:49 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <988.315T2450T3076459optimus@canit.se>
Source record: 56578

Barrie at Keychange skrev:

> > Does anybody know anything about either of the following:

>> The AMS Computer and Electronics show at Bingley Hall Staffs where
>> there have been Atari stands in the past and etc.

>Bingley Hall is in the Staffordshire Showground.....Staffordshire, England.
>(for overseas readers)

Blimey, with actual fights between ST and QL users, I'd love to go there! ^_^

>We may run a draw for the chance to 'brick' a viewtek monitor, unless
>someone wants to buy it, or them, we have three to get rid of, 'orrible
>b****y things.

If "bricking" involves throwing bricks at the catode ray tube, count me out.
I've been told that one should be very careful when handling CRTs; not only
due to the extremely high currents involved, but also due to the risk of
implosion.
Is this caution uncalled for?

--
En ligne avec Thor 2.6.

Idealismus ist die F�higkeit, die Menschen so zu sehen, wie sie sein k�nnten,
wenn sie nicht so w�ren, wie sie sind.
--- Curt Goetz

3733. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 04:26:20 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1468.315T1000T3264881optimus@canit.se>
Source record: 56580

Robert Schaffner skrev:

>Iggy Drougge <optimus@canit.se> wrote:

>> Why not? Isn't that what the port was intended for? IIRC, it's identical to

>No. It is a simple serial port with a name that sugesst an network.
>I m sure nobody think about port drives like apple talk.

Port drives?

>> Mac ports, and the Localtalk Apple is a LAN running on high-speed serial
>> ports.

>On any mac, not on atari.

True, but a LAN doesn't have to be Ethernet. OTOH, without any real routines
for LAN port networking on the TT/Falcon, it would have to be a point-to-point
network using STiNG or something like that. It would be rather interesting if
someone write a STING driver which used the LAN port along with Localtalk
wiring and matching splitter boxes for networks with several hosts on it.

>Maybee the main idea behind mean the same.
>I can t remeber me (started from 1985) that anybody in or outside atari
>lose any word about "apple talk compatible" port or drives for that
>port. Pinout is same as on mac, right, but no drivers..

>Use it with STinG to network.
>That s neary apple talk ;-)

Mor like common SLIP.
Besides, Appletalk is just the protocol, whereas Localtalk is the hardware
layer. How about porting netatalk to the ST? Perhaps has this already been
done for MiNT?

--
En ligne avec Thor 2.6.

Remember:
- On the Amiga, you can make a way.
- On Linux, there is a way, you just don't know it.
- On Windows, there is no way and you know it.
Aaron Digulla

3734. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 04:30:34 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1761.315T1700T3305729optimus@canit.se>
Source record: 56579

Jo Even Skarstein skrev:

>In article <683.312T1200T12875013optimus@canit.se>,
> "Iggy Drougge" <optimus@canit.se> wrote:

>> >Do not change Atari LAN with (L)ocal(A)rea(N)etwork!
>>
>> Why not? Isn't that what the port was intended for? IIRC, it's
>identical to
>> Mac ports, and the Localtalk Apple is a LAN running on high-speed
>serial
>> ports.

>The LAN-port is a RS422-port, a serial-port similar to RS232 except
>that it's electrically balanced (which - in theory - means that it can
>handle higher speed and longer wires). On the Falcon it can't handle
>more than 230kb/s, not very high-speed at all...

Well, for serial ports, that is rather high-speed. One problem on the Mac is
that this high performance is only possible through the single-tasking OS.
Linux and *BSD ports don't support Localtalk due to its unreliability in a
multitasking, protected environment.

>On the Mac this port was used to connect to a bus via tranceivers, I
>haven't seen similar solutions for the Falcon and TT.

Oh, so those boxes are transceivers? I thought they were just a bundle of
wiring.

>> A Spanish MSX Group "Matra" visited to this Fair. I lent Spanish
>stand to
>> them. They showed and did Promotion play of SEX BOMB BUNNY. And this
>Game has
>> tema song of Majingar-Z! Why they know Japanese TV animation?
>> K. Ikeda, MSX-Print

>So are you an old MSX-user as well? I still have mine (2x SVI728 and 1x
>HitBit), I actually fired up the HitBit to play Nemesis2 last Christmas.

No, I'm too young for that, but I do have a Goldstar HC-200 which
unfortunately has a shattered keyboard matrix.

--
En ligne avec Thor 2.6.

Haben Sie schon mal einen Wegweiser gesehen, der selbst den Weg geht, den er
weist?
--- Ludwig XV (K&#65533;nig von Frankreich, 1710-1774)

3735. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 04:41:13 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <552.315T650T3413939optimus@canit.se>
Source record: 56581

Mark Bedingfield skrev:

>Just a quick note, considering Atari was the company that originally worked
>on the Amiga, and that The Tramiels sold CBM, this post dosent make
>sense^%^%$.

Why do you assume that the attacker is an Amiga user?
Besides, Atari were not not not the company which originally worked on the
Amiga. That was Amiga corp. Atari simply supported them financially for a
while before Commodore bought it.
And Tramiel never sold CBM, he was kicked out of the company.

--
En ligne avec Thor 2.6.

Hackers do it with fewer instructions.

3736. Re: Listport

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 04:52:51 UTC
From: tthammond@earthlink.net
Message-ID: <D_xD5.20940$cV2.273829@newsread1.prod.itd.earthlink.net>
Source record: 56586

On 6 Oct 2000 23:11:16 -, Dan Ackerman wrote:
>
> I tracked down the binary and the source code from my hard drive. It can
> now be found on the STiK2 site on the secondary applications page.
> Just look for the tag Listport.
>
> Dan Ackerman

Thanks to all. After Bob King mentioned that he thought it was part of an earlier STiK release, I searched my archives and found it in the STiK 1.12 zip file that I had on a back up disk.

Steve Hammond

3737. Re: Listport

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 04:53:36 UTC
From: tthammond@earthlink.net
Message-ID: <k%xD5.20979$cV2.273829@newsread1.prod.itd.earthlink.net>
Source record: 56587

On 6 Oct 2000 23:11:16 -, Dan Ackerman wrote:
>
> I tracked down the binary and the source code from my hard drive. It can
> now be found on the STiK2 site on the secondary applications page.
> Just look for the tag Listport.
>
> Dan Ackerman

Thanks to all. After Bob King mentioned that he thought it was part of an earlier STiK release, I searched my archives and found it in the STiK 1.12 zip file that I had on a back up disk.

Steve Hammond

3738. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 05:02:22 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1042.315T1100T3624301optimus@canit.se>
Source record: 56583

Mike Wynne skrev:

>"Simon Osborne" <atariactive@btinternet.com> wrote in message
>news:8rd9km$8go$1@neptunium.btinternet.com...

>> Yup, the ST games were great. Unlike the Amiga, the Atari ST had real
>> character.

>How come Commode always have these technically superior machines with crap
>software?

I don't think they had bad software at all. Besides, the C64's technological superiority visavis the XL series is subject to discussion. The C64 had the absolutely best sound chip produced until the Amiga's Paula, surpassing the ST's Yamaha chip, too.
The C64 Basic was horrible (Being a Microsoft product, after all), but the Amiga Workbench was even from the start a very competent system, albeit perhaps overtly complex for the hardware and memory space it had to run in.

--
En ligne avec Thor 2.6.

We have support for the PMAGC-B's on pmax right? That is a PixelVision based card right? I see Bt 463, that chip looks bigger than the 21164! Just looking at it makes me want to write an Xserver!
Chris Tribo, NetBSD/pmax-listan.

3739. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 05:04:18 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <942.315T900T3644725optimus@canit.se>
Source record: 56582
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Geoff Winkless skrev:

>"/|ndy |<avanagh" <andyk@nospam.piehouse.freeuk.com> wrote in message
>news:6jraOS6UpC=b6m8sXfSiAdDHyMN8@4ax.com...
>> Soni tempori elseu romani yeof helsforo nisson ol sefini ill des (ko Mon,
>2
>> Oct 2000 23:55:59 +0100), sefini jorgo geanyet des mani yeof do
>> comp.sys.sinclair, yawatina tan reek esk abdul fornis do marikano es bono
>> tan el:
>> >
>> >Lister <fache@clara.net> wrote in message
>> >news:4lrhtssl39ok41cm850v7mgkjrg74vd012@4ax.com...
>> >> someone I knew had one, what a pile of shit it was
>> >
>> >wonder why they sold in their millions then??
>>
>> So did the PSx, and look how shit that is.

>Nope. The PSX now has Speedball, and that makes it the best console in
>the -world- :)

The Sega Master System and Megadrive have had Speedball for nearly ten years.
The PSX is too little, too late. ^_-

--
En ligne avec Thor 2.6.

The first rule of intelligent tinkering is to save all the parts.

3740. Re: LAN on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 05:14:33 UTC
From: rsmac@t-online.de
Message-ID: <1ei3e8h.1qvh7281ndqtwyN%rsmac@t-online.de>
Source record: 56588

Philipp Donzi¿½ <PhilippDonze@gmx.ch> wrote:

> Do you think I can access a mac printer with this port?

No driver avaiable.

> Or is it possible to connect a mac with a falcon by normal terminals?

Yes, maybee that will work. Need a cable like a null modem.
Regards, Robert

--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3741. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 05:25:29 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <809.315T1450T3854743optimus@canit.se>
Source record: 56584

Bob King skrev:

>http://www.epsrc-sciencerace.net/schools/534121/

>My question is: is there any Wizard etc software or even combination of
>software on the atari complatform that could do anything remotely like
>this. If the answer is as I expect, then it puts in focus how far we are
>behind in Web technology with the Atari.

Is there anything noteworthy about it which I'm failing to notice? It looked
rather bland, as far as I could see.

--
En ligne avec Thor 2.6.

You can pay off the cops so they won't visit your neighborhood,convince girls
that work for other pimps to work for you,etc. When you're in a bind,you can
consult Mega-Pimp. Mega-Pimp is the soul of a long dead pimp that resides in
the gold medallion you wear around your neck.
Pimpin' ain't easy, upcoming game from Delsyd Software

3742. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-07 05:28:15 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1846.315T750T3884095optimus@canit.se>
Source record: 56585

Matthias Jaap skrev:

>> My question is: is there any Wizard etc software or even combination
>of
>> software on the atari complatform that could do anything remotely like
>> this.

>Sorry, Flash is a wonderful technology (small files, nice effects,
>scalable) but it's not available for the Atari. You can of course
>create an animated GIF file.

ah, so that was what I was missing out on! Big deal.

>> If the answer is as I expect, then it puts in focus how far we are
>> behind in Web technology with the Atari.

>You can compare the currently most powerful Atari browser (Draconis)
>with Netscape 3.0 minus Java and plugins. The problem with Flash is
>that Macromedia didn't publish the plugin source code for a long time.
>There are now some open source programs supporting Flash but I don't
>know how far they are with their efforts.

I've been able to enjoy (Well, I didn't enjoy it, but my friends did)
http://www.joescartoons.com (IIRC), using a port of one open-source Flash
engine in the Amiga Voyager browser. If there were some plugin infrastructure
in Atari browsers, this could very well be feasible on that platform too.

>I'd say that open technologies such as HTML4, XML, CSS etc. will come
>to the Atari sooner or later. And there's already a new vector graphics
>format in development (SVG) which can be used together with JavaScript
>for some nice effects.

I doubt that, actually. Who will develop/port such engines?

--
En ligne avec Thor 2.6.

> I'll maybe do a giraffe/milk/fridge game for this year's CSSCGC.
> That'd be good. Yes.

Advanced Giraffe Refrigeration Simulator.
All the thrills and 'spills' are here as you manoeuvre the milk and lure
the lactophobic animal around a kitchen packed with hazards!
** Actual Spectrum screenshots! **
"It's TOTALLY AMAZING!!!" - David Darling

Equin0x p&#65533; comp.sys.sinclar

3743. Re: To John Rojewski

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971011372-759823AEicMi@bun.com>
Source record: 56446

Hi John G.

>John R.,
> Can you assist with the following Newsie96(1) problem:
> John G.

Is that the problem where you are forced to quote pages of history!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3744. Atari T-Shirts in the UK??

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Aidan Barnett <aidan@NOSPAM.barnettfamily.clara.net>
Message-ID: <2D_D5.7550$d4.623846@nnrp4.clara.net>
Source record: 56447

Hi all,

As a keen Atari ST owner from the very start I have been looking of an Atari T-shirt for ages now, nothing fancy, just a simple Atari logo will do. Now I'm starting to see people on TV wearing them... so where are they getting them from? I can find a shop (in the UK) that is selling them! so does anyone know a shop where I can get one?

Thanks in advance,

Regards,

Aidan Barnett

3745. Re: Menu controller...

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8rpt64$h5k$1@news1.xs4all.nl>
Source record: 56448

On 6 Oct 2000 23:22:50 -, Tony Cianfaglione wrote:
>
>Is there a program (possibly accessory) that prevent the ST's habit of
>dropping the menus when the mouse rolls over them. Something similar to
>the Mac where you need to press the mouse button to drop the menu down?
>
>Thanks...
>
>.
Yes there is. I use 'Safe Menu' in the autofolder. Works also in TT
b/w mode. This is the description in Dutch:

Safe Menu: voorkomt dat te pas en te onpas de menu's bovenaan het
scherm per ongeluk omlaag klappen. Men kan zo meer Mac-alike
werken; menu's klappen pas neer na een muisklik. Werkt ook op de
TT z/w.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3746. Re: Difference between ICD link and ICD Lin

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <KX_D5.22664$Sr.14453@newsfeed.slurp.net>
Source record: 56449

On 7 Oct 2000 11:33:38 -, "me" wrote:
>what are the differences between ICD's Link and the Link 2?
>
>i know the link doesnt support parity but what are the other differences???

Just looking at both says it all. I have and use the Link II with my STe setup. It is a more compact device and does not need a power supply or anything like that. I believe it also supports parity and can handle upto seven devices. It is only about 2 inches wide and 1.5 inches long. Mine came with the cable that goes from the Link II to the ST, but a friend built the SCSI cable for me. It is a wise investment and only cost me about $100.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3747. Re: AES with an AlberTT

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <MX_D5.22665$Sr.14453@newsfeed.slurp.net>
Source record: 56450

On 7 Oct 2000 17:33:23 G, Jeff Armstrong wrote:
>Hey everyone! I was thinking about upgrading from MultiTOS to a
>better AES. The only problem is that my TT has an AlberTT card from
>Dover Research. Has anyone successfully used Geneva or N.AES with
>this card? I'd really like to insure that it'll work before I
>pruchase. Furthermore, has anyone had luck with MagiC 6 with this
>graphics card (I know this is not an AES, but a different OS)? I dn't
>think Magic 5 wver worked with it.

There is a demo of Geneva you can download on the net. Test it out and see
for yourself.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3748. Re: Audio CD question

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: jfhaslam@ic24.net
Message-ID: <39e08417$0$1656@news.zetnet.co.uk>
Source record: 56451

Hi Julian!

Thanks BTW for your website, very useful.

On 8 Oct 2000 15:18:28 +, "Julian F. Reschke" wrote:

>> I've just replaced Extendos with Spin! v0.34. All works brilliantly,
>> including LFNs and I can access a Windoze95 cd I couldn't before.
>>
>> However I've got a question.:
>>
>> When I put an audio CD in, Spin!'s doc mentions being able to get .WAV
>> files for each track and PRG files to play them. However I only see the
>> latter.
>>
>> I think that this is something to do with the BOS driver (I'm using
>> Spin!'s SPIN_SD.BOS). Unless it's to do with the hardware in the CD-Rom.

>The XFS displays the WAV files if (and only if) the BOS driver allows to
>read digital audio data. SPIN_SD supports this for a lot of drives, but
>maybe not for the one you have (which is??).

A really old x2 speed drive. (Reno). So I need to get hold of a recent
model drive.

>> On a PC at work, NT-Explorer sees .cda files (only 100 or so bytes in
>> size) which I assume is the equivalent of the PRGs (I think this is done
>> by the BOS driver), and not .WAV also.

>Correct.

Does the PC need a different driver also, or is it hardware too?

Cheers!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| ._____.
| | // //|
|(also known on IRC & ICQ as: JazHaz) ;-))) | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|List owner of the Cheshunt Computer Club mailing list| Atari RULES!
-------------------------------------------------------
```

3749. Correct settings of STinG 1.26?

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Henrik Gildå <di98gihe@chl.chalmers.se>
Message-ID: <39E08FA2.71CBD9F7@chl.chalmers.se>
Source record: 56452

Hi!

After having installed STinG 1.26, I experience a much slower transfer
than before. Connecting to my ISP I usually get a 33600bit connection,
and transfers should be about 3300 bytes/sec after that, which is what I
achieved with an earlier STinG version. Now I get around 1800bytes/sec.
I've tried altering the TCP-settings in the corresponding CPX, but that
gives no noticeable effect.

I have these parameters:
MTU: 1500
Window size: 20000
TTL: 128
RTT: 0.050

The RTT was at 1.500 first, but I tried changing it to 0.050, because it
was like that in the earlier version, but it didn't make any difference.

Does anyone know the 'correct' values of these parameters, or anything
else besides this that I should change?

Regards
Henrik Gildï¿½

3750. mjm23_99@netzero.net

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Steve Breech <sbreech1@atarist.com>
Message-ID: <yF0E5.4516$z21.74938@typhoon.columbus.rr.com>
Source record: 56453

Yo! wassuuuuuup? did you win the football game?
call me
steve

3751. Re: Correct settings of STinG 1.26?

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39e09d71$0$1659@news.zetnet.co.uk>
Source record: 56454

On 8 Oct 2000 17:15:46 +, Henrik =?iso-8859-1?Q?Gild=E5?= wrote:
>I have these parameters:
>MTU: 1500
>Window size: 20000
>TTL: 128
>RTT: 0.050

Sorry, I don't use v1.26, but my settings for v1.15 are as follows:

MTU: 1006
Window size: sorry, can't see that parameter
FRAG_TTL: 60
DEF_TTL: 128
(can't find a parameter of "TTL" on its own)
DEF_RTT: 50
(ditto)

I connect somewhere between 42000 and 45000 each time (with a 56K modem of course!)

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3752. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e0a7a2$0$1656@news.zetnet.co.uk>
Source record: 56455

On 6 Oct 2000 20:53:14 G, Mario Becroft wrote:
>Bob King (robert.king@patent.gov.uk) wrote:
>: Hi all,
>
>: My big boss, The Assistant Comptroller of Patents, was one of the judges
>: at a competition run by the Engineering and Physical Sciences Research
>: Council for the best Web Page Design by UK schools. 250 schools took
>: part. I could not view the winner as I do not have the plug-in, but
>: please look at the runner up at:
>
>: http://www.epsrc-sciencerace.net/schools/534121/
>
>: My question is: is there any Wizard etc software or even combination of
>: software on the atari complatform that could do anything remotely like
>: this. If the answer is as I expect, then it puts in focus how far we are
>: behind in Web technology with the Atari.
>
>I tried viewing the page using Lynx, netscape and CAB and in each case I
>just saw a black screen. I can say that I have made much better WWW pages
>than a black screen using the Atari.
>
>--
>--
>Mario Becroft # Tariland, New Zealand Atari User Group
>mb@gem.win.co.nz # Atari Hardware Developments
>http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<
>.

Hi Mario,

see the other replies to my posting as to why you need a 'better' browser

:))

Bob King

3753. Re: Multi-media CD

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8rqh99ekg1@nnrp1.deja.com>
Source record: 56456

Hi Bob,
>
> He is the typical musician, fantastic player and composer, but has no idea of the
> practicalities of CD production. It's up to 'dad' to get familiar with authoring
> tools etc. I think we/I will stick to HTML, that's going to be hard enough. I feel
> guilty at not having spent out on a high end PC now!!!
>

So I guess it's planned as a music CD. Since only a small percentage of music CDs have an extra multimedia section I guess that even a simple multimedia presentation (HTML + embedded videos) would make the CD a special one.

And btw: make sure you include an autorun file for Windows - otherwise the presentation won't start automatically.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

3754. Re: To John Rojewski

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <OH4E5.2234$6t3.110021@newsread1.prod.itd.earthlink.net>
Source record: 56457

Hi Steve,
Guess I should stay off the computer after returning from my
local pub eh (:->)~
And oddly enough (getting back to the reason for the 'repost'),
it seems that posting directly to "John Rojewski" has cleared up the
problem of repeated files on the download list!!! Don't know how you did
it John R. but (at least for now) the problem is gone!!!!! I may try this
again the in the next request for a possible bug fix!
John G.

On 8 Oct 2000 12:12:12 -, Steve Sweet wrote:
>Hi John G.
>
>>John R.,
>> Can you assist with the following Newsie96(1) problem:
>> John G.
>
>Is that the problem where you are forced to quote pages of history!!.
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

3755. Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39e0c5f62f8860@elis.demon.co.uk>
Source record: 56458

Does anyone know why STiK2 spits the following at me ?

Port closed for dialer

STiK2 won't acknowledge
the port. Aborting

I booted without the Control Panel, so STiNG CPXs weren't
causing any trouble, I had modem 2 selected on my Falcon. What's
slightly suspicious is that Qdialer refused to find the default
.SCR file in default.cfg without prodding. Does anyone have any
idea what's going on. I for one have finally got the latest version
of STiNG to behave, but I'd like to see if there are any benefits
to be had from STiK.
"Augeas"

--
* augeas@elis.demon.co.uk .-. r- /--- "Is Newton's gravitation a *
* http://www.elis.demon.co.uk/ (o)-|---{ natural law ? Naturally not, *
* I.C.Q: 75742578 '-' l_ ___ more likely a crime, because *
* I didn't ask for it." -E.N. *

3756. Fun at mp3.com

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39e0c5f62f8861@elis.demon.co.uk>
Source record: 56459

Both Cab 2.5 and the demo of Cab 2.7 used to get on just
fine at mp3.com. (I'm finally going to get around to upgrading to
v2.8 tomorrow.) Now when I supply my e-mail address and post-code
and hit "continue download" I just get unceremoniously dumped back
at the same page. Is it just low bandwidth, or has mp3.com suddenly
become unfriendly towards CAB ? I'm using the latest versions of
STiNG and Dan Ackerman's overlay, both used to work fine.
audiogalaxy.com still behaves itself.

"Augeas",
frustrated at the lack of new "choons".

--
* augeas@elis.demon.co.uk .-. r- /--- "Is Newton's gravitation a *
* http://www.elis.demon.co.uk/ (o)-|---{ natural law ? Naturally not, *
* I.C.Q: 75742578 '-' l_ ___ more likely a crime, because *
* I didn't ask for it." -E.N. *

3757. FA:MegaST4

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Jim Donovan <jtdon@mail.direcpc.com>
Message-ID: <En5E5.161$925.14630@news.direcpc.com>
Source record: 56460

I have a MegaST4 for auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461322053

comes with 127 meg HD, mouse, keyboard, has a PC speed card in
it. Lots of software on drive. Color monitor, Mono monitor, monitor
master switch.

3758. FA: Atari Compendium, Suzy's B CD's

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Jim Donovan <jtdon@mail.direcpc.com>
Message-ID: <nq5E5.162$925.14689@news.direcpc.com>
Source record: 56461

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461325663

3759. Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8rqqghjfu1@supernews.com>
Source record: 56462

Can anyone advise me on how to get some of my old games running now I've upgraded to TOS2.06. I have an autobooting hard drive system but want to run some of my old games from the 'A:' drive, the type that bypass GEM.

Any help would be appreciated.

Chris Thorley.

3760. Vidi ST (12) Cartridge.

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: nephelim@zetnet.co.uk
Message-ID: <39e0fadb$0$30220@znews.zetnet.co.uk>
Source record: 56463

Hi !

My Vidi ST (12) Colour Digitiser (Rombo) has packed up after many
years of reliable service.

Does anyone have one for sale ? Anyone know of a place in the UK which
is proficient in repairing these cartridges ?

Cheers,

~ Paul ~

3761. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010082236170.101-100000@TT030>
Source record: 56464

On Mon, 9 Oct 2000, G. R. Greenway wrote:

> There's no mention of what a value of 4 for the compression
> tag could mean, and I've no idea what happened to the strip offsets.
> Does anyone[1] want to help with the fight ?

Can you mail me this tiff file you have been working on?
If so mail it to the address below.

I've coded a tiff loader. It loads various types and perhaps
I can find some clues. I'm willing to try anyway. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3762. Re: Atari T-Shirts in the UK??

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010082239340.101-100000@TT030>
Source record: 56465

On Sun, 8 Oct 2000, Aidan Barnett wrote:

> As a keen Atari ST owner from the very start I have been looking of an Atari
> T-shirt for ages now, nothing fancy, just a simple Atari logo will do. Now
> I'm starting to see people on TV wearing them... so where are they getting
> them from? I can find a shop (in the UK) that is selling them! so does
> anyone know a shop where I can get one?

I got mine at a place called Gadzook's if I recall.
Smacked down $18 big ones but it was worth it. ;-)

PS. I'm in the US though.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3763. Re: Atari T-Shirts in the UK??

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39E14436.ADBE11BB@qnet.com>
Source record: 56466

Lonny Pursell wrote:

> On Sun, 8 Oct 2000, Aidan Barnett wrote:
>
> > As a keen Atari ST owner from the very start I have been looking of an Atari
> > T-shirt for ages now, nothing fancy, just a simple Atari logo will do. Now
> > I'm starting to see people on TV wearing them... so where are they getting
> > them from? I can find a shop (in the UK) that is selling them! so does
> > anyone know a shop where I can get one?
>
> I got mine at a place called Gadzook's if I recall.
> Smacked down $18 big ones but it was worth it. ;-)
>
> PS. I'm in the US though.
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

I found a place also in the US that sells alot of Atari stuff including Atari shirts.

Here is the link;

http://www.oshealtd.com/

Don

3764. Re: Jinee 2.5

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971073432-37995AEicMi@cwcom.net>
Source record: 56467

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sat, 07 Oct 2000 14:43:45 GMT

>>Jinee 2.5 Demo is avaialble for download from
>>http://www.mani.de/programs/index.html
>
>I have played with the demo and it is great. Is anyone in the US selling
>the upgrade???

You should bug System Solutions. They should be able to help you. Whilst
you're at it, ask about Scripter. The two make a killer combo.

Please note that I'm NOT being sarcastic!!!

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3765. Re: Menu controller...

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971073434-38487AEicMi@cwcom.net>
Source record: 56468

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sat, 07 Oct 2000 14:43:47 GMT

>On 6 Oct 2000 23:22:50 -, Tony Cianfaglione wrote:
>>
>>Is there a program (possibly accessory) that prevent the ST's habit of
>>dropping the menus when the mouse rolls over them. Something similar to

>Yes there is. I have some such a thing. I think I saw it on one of the UTSI
>web sites. I know this can be done under Magic and Geneva also.

You're probably referring to a program called Ratrap or similar. I've heard
that it isn't terribly compatible with newer versions of TOS.

On a similar line, I viewed a demo of a utility that allowed menu bars to be
"torn off" and positioned elsewhere on the screen at our last club meet,
however memory isn't what it used to be so I've forgotten the finer detail
(Steve?) :-)
--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3766. Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: BTInternet News <julianlb@btinternet.com>
Message-ID: <8rpcbh$9ie$1@plutonium.btinternet.com>
Source record: 56536

Hi,

after waiting nearly 9 years after their launch I am now the proud owner of
a TT030, being a little rusty I could use a couple of pointers for
information I would like to get my hands on:

Can I swap out the 720K Floppy for a 1.44Mb unit?

Will a CD run on the back? (Where do I find Drivers?)

Did v3.1 of the Spectre application ever get released so I can use TT RAM
under Emulation
If so where can I find it?

Did anyone write drivers for the AppleTalk (Net) Port?

Thanks in advance sorry for the dumb questions, most of the sites I have
found so far don't seem to cover these questions.

Julian

3767. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39e0418a$0$1657@news.zetnet.co.uk>
Source record: 56537

On 7 Oct 2000 10:39:53 G, Bob King wrote:
> I will do some
>online searching as to patents and research on the adaptation of HTML to TV display
>and get back to you.

I think Flash is such a popular emerging technology that maybe Web TV
providers may yet put a Flash engine in their machines, but on the
whole I think it is a mistake for any web designer to assume that the
viewer will have exactly the same hardware and software. The only
thing in common between all web browsers is standard HTML. You can't
even rely on a certain font or size of font being there.

>Oh yes I will also look at your page.

Hmmm, be warned, it's not an example of artistic design! But I do try
to keep it as free of proprietary technology as possible and to use
the built-in features of HTML wherever possible.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3768. Re: Multi-media CD

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e04553$0$1658@news.zetnet.co.uk>
Source record: 56538

On 8 Oct 2000 00:40:04 G, Matthias Jaap wrote:
>Hi Bob,
>
>> For the PC these seem to be either purpose written for the PC CD or
>from PC specific
>> programs. Am I right in that either he should buy a PC, or hire a
>professional to do it
>> be content to keep it simple and use HTML or give up the idea. He
>wants the CD
>> to basically promote his music.
>
>Many Multimedia-CDs use Macromedia tools for their multimedia show.
>Even the Macintosh is often ignored (although the tools are available
>for the Mac as well).
>
>A show made with multimedia authoring tools can certainly look better
>than a HTML page. There is also another disadvantage of HTML: even well-
>written pages look different on the various browsers.
>
>The avantage of HTML is that you can create the pages at home and the
>authoring tools are cheap.
>
>If he has no experience with authoring tools he should IMHO either hire
>a professional (can get expensive) or do it in HTML. It may take a
>while to get familiar with authoring tools such as Director or Flash.
>
>Greetings,
>Matthias.
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

Hi Matthias,

You verify my worse fears :))

He is the typical musician, fantastic player and composer, but has no idea of the practicalities of CD production. It's up to 'dad' to get familiar with authoring tools etc. I think we/I will stick to HTML, that's going to be hard enough. I feel guilty at not having spent out on a high end PC now!!!

Bob King.

3769. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e046cd$0$1658@news.zetnet.co.uk>
Source record: 56539

On 8 Oct 2000 09:42:34 G, Chris Simon wrote:
>On 7 Oct 2000 10:39:53 G, Bob King wrote:
>> I will do some
>>online searching as to patents and research on the adaptation of HTML to TV display
>>and get back to you.
>
>I think Flash is such a popular emerging technology that maybe Web TV
>providers may yet put a Flash engine in their machines, but on the
>whole I think it is a mistake for any web designer to assume that the
>viewer will have exactly the same hardware and software. The only
>thing in common between all web browsers is standard HTML. You can't
>even rely on a certain font or size of font being there.
>
>>Oh yes I will also look at your page.
>
>Hmmm, be warned, it's not an example of artistic design! But I do try
>to keep it as free of proprietary technology as possible and to use
>the built-in features of HTML wherever possible.
>
>
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.

Hi Chris,

your poit re the foolish assumption that a viewer will have the correct fonts
to hand, is one of those attacked by patent applications I have examined. There
is at least one stand alone adaptor available (in US I believe) that auto
compensates.

Bob King.

3770. Reflections about Atari computing future

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: "Francisco L. Fernandez" <flufetor@jazzfree.com>
Message-ID: <39E04F0C.BC1F6B2E@jazzfree.com>
Source record: 56540

Sorry, I post it again without HTML (I hope).

Hello all Atarians,

I follow your newsgroup since some months ago. I began in the platform back in 1988 when my mother bought us a 520 STFM. Then, when I realized its serious computing potential, I gave away my XT and convinced her about buying a 1040 STFM. Later, in 1991 I bought a Mega STE 4 wich was my only computer until 1996. Now I am writting this message in an IBM Thinkpad laptop, altough I haven't left my Ataris, moreover, I bought a Falcon MKX only a year ago that I am configuring with the latest OS and productivity sotfware avaliable.

Having observed very closely all the advances in computing (hardware and software) that took place this finishing decade, specially since the introduction of Windows 95 (as Windows 3.x wasn't really a rival for TOS/Mint/Geneva), I think that Atari platform is still very valid and satisfying for home productivity (that was the market segment it was created for).

Computing is not mainly a question of raw processing power, or making huge amounts of software fill up hugue amounts of hard disk space, is rather a question of having the correct software and knowing about what are your needs and if you have the correct setup to achieve them.
In this sense, each new generation of computers covers a new type of applications the last one wasn't able to do.

Every Atari ST with 4 MB of RAM has enough power to cope with this areas:

* Word Processing (vectorial fonts - WYSING).
* Monochrome DTP (vectorial fonts).
* Monochrome vectorial and raster graphics design (illustration oriented).
* SpreadSheet software calculations and accounting.
* Scientific calculations and plotting.
* MIDI sequencing and processing.
* Low quality preproduction animation.
* 2D CAD (and 3D object design).
* Digitized sound processing and composing (tracking), mainly as of STE.

with very satisfying results.

In addition, the 32 bit "big brothers" (Falcon, TT with graphics card) can do the following:

* Photographic and image processing.
* Colour graphics design.
* 3D CAD.
* Raytracing / rendering.
* Colour DTP.
* Real time audio streaming (Falcon).
* Medium quality animation.
* Basic Internet navigation.

The new clones (Milan, Hades) have improved the processing power for some of the later areas (not sound handling) and are good computers for a "serious" MC68k Unix setup, but can't cope with the new demanding areas and support for the Unix variants (NetBSD, Linux) is not as good as should be desired, not to mention compatibility with old "bad" TOS software.

I think that if we want the TOS plattform running some of today computing uses (digital cinema, MPEG2 recording/playing) is not enough having an accelerated pseudo-clone. For this, new hardware plattform is to be developed, perhaps around power PC chips and using something like the excellent Tempest idea to make run straightforward 68K TOS software. This would need a new version of TOS for these new processors with code translation back support for old "good behaved" software. And not only this: if there are no developers to provide application software for those uses is a nosense to improve the hardware this way. And really do we have such developers among us with enough time and so generous interest, as this surely would not be profitable for them?.

If we can't afford this leap or there is no enough demand for this to be done, I think that our interest should be to have the most compatible machines in hand and warranty that avaliability in the future.

Perhaps a way could be to establish a non profit foundation (primarily of course, it should have to be mantained and pay for hardware design developments added) and obtain from Hasbro, or whoever holds it, the license to build Atari motherboards and also the schematics of them and the design of custom chips. Then it wouldn't be hard nor expensive to optimize the design and manufacture the motherboards on demand and this would asure our future hardware needs. If we also obtained the license to distribute freely and offer limited support for abandoned comercial software we could provide with a real useful platform for a variety of uses perhaps to developing countries or those people (home use mainly) or institutions who can't or don't want to afford the price or complexity of modern computing.

Yes, because software is that really matters and we have a good operating system and very stable, whe should join efforts to renew all TOS software and make it more hardware independant. This is the direction of today aplications as Pixart, Smurf, Eureka, to mention some.

Well, regarding the hardware, our suggested fundation could produce this two computers (motherboards):

1. Mega STE+, a typical Mega STE motherboard with some modifications:

a. The MMU is altered to address the full 68000 16Mb, making the machine expandanble to 14 Mb RAM. Four Mb of these could be shadowed in case of using an VME card.
b. Instead of having cache, motherboard chips and RAM clock can be switched between 8 and 16 MHz.
c. Modified video shifter to allow driver-manageable larger resolutions. I think the easiest way is to expand each resolution to double height and width, having then new 1280x800x2 colours, 1280x400x4 colours and 640x400x16 colours modes. Also horizontal output frequency is doubled to allow the use of modern multisync monitors and provide better vertical refresh..
d. Integrated conversor (like Mario's design) to use standard PC and mouse keyboard.
e. A case is suministrated to retain position of external ports in original design (but video out is VGA standard).

2. Falcon030+, an enhanced falcon motherboard in ATX form factor to be installed in an ATX case and the following improvements:
a. 32 MHz 68030/68882 procesor with full 32 bit address and data bus.
b. Full 32 Mhz RAM and chipset clock.Switchable back to 16 for compatibility.
c. The videl is acelerated to obtain higher vertical refresh.
d. New designed flexible circuitry (intermediary memory control chipset, as I know that the MMU is included in the 68030 chip but the fact is that address lines are limited somehow to access 16 MB only, and data bus wide is cut down to 16 bit) to access Falcon chipset and ST RAM with 16 bit wide data bus, but access with 32 bit wide bus TT RAM, expandable to 512 Mb or more. This should be the key part of the design.

e. Built in Eclipse PCI adaptor circuitry (to be decided if 32 or 16 bit wide), retaining the Falcon expansion port for 16 bit add-on cards.
f. Five PCI slots in ATX positions to allow five PCI cards at once. Some could be:
- ATI Rage IIC or better card (altough this chipset could be on board to share output with the videl and switch it internally), this with fvdi can boast resolution and speed of graphics.
- MPEG2 decoding and TV tuning card.
- Ethernet card.
- USB controller to allow fast USB peripherics connection.
- Power PC daughterboard.
g. As with the previous design, an integrated PC keyboard and mouse convertor.
h. Possibly a full 32 bit expansion bridge for a 32 bit Tempest or CT60 like accelerator.

Well, I don't know if it is possible to obtain all the motherboard components as you have pointed out in some articles. Also with schematics or chips design. This is only a first approach to a way to solve a problem that many of us could suffer in the future: the lack of hardware support.

I hope this reflecions may be useful for some and I'd like to read comments from all you.

Francisco L. Fernandez (from Spain)

3771. Nokia Phones

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971001704-826088AEicMi@bun.com>
Source record: 56541

Hi Guy's

What make mobile phone do you own.

I ask as my son Lawrence has discovered a APP on the WEB that allows customisation of the display logo, one of the logo's in its library is an Atari logo. Its easy to do, the Logo is sent as a data message to the mobile, it knows about these and stores the data in its display.

Unfortunately, my Nokia is too old to alow this "Upgrade".

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3772. Audio CD question

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: jfhaslam@ic24.net
Message-ID: <39e06b83$0$1657@news.zetnet.co.uk>
Source record: 56542

Hi all!

I've just replaced Extendos with Spin! v0.34. All works brilliantly, including LFNs and I can access a Windoze95 cd I couldn't before.

However I've got a question.:

When I put an audio CD in, Spin!'s doc mentions being able to get .WAV files for each track and PRG files to play them. However I only see the latter.

I think that this is something to do with the BOS driver (I'm using Spin!'s SPIN_SD.BOS). Unless it's to do with the hardware in the CD-Rom.

On a PC at work, NT-Explorer sees .cda files (only 100 or so bytes in size) which I assume is the equivalent of the PRGs (I think this is done by the BOS driver), and not .WAV also.

I'm looking to convert a track from audio CD to MPEG (either on Atari or PC) for a musician friend's website http://www.impala.co.uk (legal for his CD), so can someone suggest a program either on PC or Atari that will enable me to copy a WAV format track from CD?

BTW, I've also got hold of a Cumana CD Rom (external) that is supposed to be SCSI, but the cable that comes out of it doesn't have a normal SCSI-1 or 2 plug on it (I think it was originally used on an Amiga) anyone know if I can use it?

Cheers!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| ._____.
| | // //|
|(also known on IRC & ICQ as: JazHaz) ;-))) | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|List owner of the Cheshunt Computer Club mailing list| Atari RULES!
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```

3773. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39e073a1$0$1656@news.zetnet.co.uk>
Source record: 56543

On a related subject, OnDigital now have an Internet box out, but of course you have to be an Ondigital subscriber. However, Bush have just lauched an attack on the market
with a range of TVs with built-in web access, also a stand-alone box for use with an existing TV.

At 80UKP for the stand-alone box and no subscription charges (apart from the local rate phone call) it's a very affordable option for the masses to get on the Net. It's almost worth it for Atari users to get a usable web browser! It will be interesting to see how good the box is generally and how compatible it is with most sites.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3774. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39e07450$0$1656@news.zetnet.co.uk>
Source record: 56544

On 8 Oct 2000 10:05:01 G, Bob King wrote:
>your poit re the foolish assumption that a viewer will have the correct fonts
>to hand, is one of those attacked by patent applications I have examined. There
>is at least one stand alone adaptor available (in US I believe) that auto
>compensates.

OK.

Another point to think about is that ALL web browsers (not just those without the capabilities) allow you to switch off images and define your own fonts depending on what you've got available on your machine. In CAB, you could even turn off vector fonts and use the system fonts throughout so increasing speed dramatically. But how many sites are forgiving about having images turned off and unexpected font sizes? A lot will end up in a complete mess.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3775. Re: Audio CD question

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:00:00 UTC
From: "Julian F. Reschke" <julian.reschke.nospam@gmx.de>
Message-ID: <8rps80sfo12$1@news.t-online.com>
Source record: 56545

"James Haslam" <jfhaslam@ic24.net> schrieb im Newsbeitrag
news:39e06b83$0$1657@news.zetnet.co.uk...
> Hi all!
>
> I've just replaced Extendos with Spin! v0.34. All works brilliantly,
> including LFNs and I can access a Windoze95 cd I couldn't before.
>
> However I've got a question.:
>
> When I put an audio CD in, Spin!'s doc mentions being able to get .WAV
> files for each track and PRG files to play them. However I only see the
> latter.
>
> I think that this is something to do with the BOS driver (I'm using
> Spin!'s SPIN_SD.BOS). Unless it's to do with the hardware in the CD-Rom.

The XFS displays the WAV files if (and only if) the BOS driver allows to
read digital audio data. SPIN_SD supports this for a lot of drives, but
maybe not for the one you have (which is??).

> On a PC at work, NT-Explorer sees .cda files (only 100 or so bytes in
> size) which I assume is the equivalent of the PRGs (I think this is done
> by the BOS driver), and not .WAV also.

Correct.

3776. To John Rojewski

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:27:46 UTC
From: swampfox1@earthlink.net
Message-ID: <6cPD5.1278$D81.16947@newsread2.prod.itd.earthlink.net>
Source record: 56526

John R.,
Can you assist with the following Newsie96(1) problem:
John G.

On 5 Oct 2000 19:41:04 G, John Garone wrote:
>Again, I can't seem to duplicate the problem in ANY other NG!
>And it's now up to 17 (from 7 a week ago) repeated posts on the list.
>Highlight one and all 17 get highlighted.
>If I de-select "Create Thread" and select "Collapse Thread" the problem
>disappears but with the loss of grouping of same-subject posts!
>Re-select "Create Thread" and the problem returns!
>
>In case John R. is watching:
>I've tried totally deleting and replacing the PRG, RSC, Killfile, XOVER,
>UUD, and Munpack; deleting Log, Mailtest and Newstest letting Newsie
>re-create those itself; changing the # of files to show and other
>settings but nothing changes.
> John G.
>
>
>On 2 Oct 2000 22:27:17 G, Charles Stanley wrote:
>>My comment below.
>>
>>On 1 Oct 2000 22:46:02 G, John Garone wrote:
>>>
>>>Clayton,
>>> It seems to be specifically related to "comp.sys.atari.st" only!!!
>>>It does'nt happen with other Atari NGs like Prgrammer, Announce,
>>>Protocols or Tech or!!! Viral???
>>> John G.
>>>
>>>On 1 Oct 2000 01:04:45 -, Clayton Murray wrote:
>>>>Hi John,
>>>>
>>>>YES!, this has been happening with me too. The first post also
>>>>shows up as the last posting, except that there it is repeated
>>>>about 10 times. This has been going on for maybe 1 to 2 weeks
>>>>now. I thought it might be my server too, until I read your post.
>>>>My server is aa.net, and I believe it covers most of western
>>>>Washington. (USA) I wonder if this is a problem with the atari
>>>>newsgroup??? Anybody else having this going on? It's not a big
>>>>problem, but I'd like to know what's causing it.
>>>>
>>>>Clayton Murray

>>>>Seattle, WA USA
>>>>
>>>>
>>>>On 30 Sep 2000 22:09:20 , John Garone wrote:
>>>>>
>>>>>>>>>>>>>Sorry if this posted twice!
>>>>>
>>>>>Hi All,
>>>>> Is anyone else having this problem with their NG server (particularly
>>>>>Earthlink's NG) or could it be a Newsie96 bug? (or both):
>>>>> It's been happening for about a week which leads me to think it's
>>>>>something new from the server that Newsie96 may not be able to handle!
>>>>> After connecting to comp.sys.atari.st, at the end of the list of posts
>>>>>to download from:
>>>>> The first file (by date) is being added a number of times to the end
>>>>>of the list (the date stays the same)! If i click on any one of those
>>>>>last repeated files, all get highlighted. The XOVER.TXT file shows
>>>>>a "Fatal syntax error" message at it's end.
>>
>>With Newsie 0.96 I had something similar, not when downloading, but when
>>closing a NG after reading (offline) with a number of deletions scattered
>>through the posts. Next time, I found whole groups of posts apparently
>>repeated. Took some time to realise it. I had to manually edit the
>>Xover.txt (after quitting the program) against the actual list of posts
>>in the respective folder. It wan't only in this NG, but also in an
>>Amateur Radio NG: both these NGs have a very large number of posts.
>>
>>Since getting 0.961, I haven't had that problem, only an occasional
>>duplication of one or two posts: not the actual posts, but the titles
>>and numbers. I do not say the improvement was because of the upgrade,
>>because I don't know, but it happened.
>>
>>I do hope you can get this solved: I feel for you.
>>Cheers,
>>Charles.
>>
>>.
>.

3777. Re: Multi-media CD

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:40:04 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8rofp3$1n8$1@nnrp1.deja.com>
Source record: 56527

Hi Bob,

> For the PC these seem to be either purpose written for the PC CD or from PC specific
> programs. Am I right in that either he should buy a PC, or hire a professional to do it
> be content to keep it simple and use HTML or give up the idea. He wants the CD
> to basically promote his music.

Many Multimedia-CDs use Macromedia tools for their multimedia show. Even the Macintosh is often ignored (although the tools are available for the Mac as well).

A show made with multimedia authoring tools can certainly look better than a HTML page. There is also another disadvantage of HTML: even well-written pages look different on the various browsers.

The avantage of HTML is that you can create the pages at home and the authoring tools are cheap.

If he has no experience with authoring tools he should IMHO either hire a professional (can get expensive) or do it in HTML. It may take a while to get familiar with authoring tools such as Director or Flash.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

3778. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 00:51:40 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8roger$25h$1@nnrp1.deja.com>
Source record: 56528

> I've been able to enjoy (Well, I didn't enjoy it, but my friends did)
> http://www.joescartoons.com (IIRC), using a port of one open-source
Flash
> engine in the Amiga Voyager browser. If there were some plugin
infrastructure
> in Atari browsers, this could very well be feasible on that platform
too.
>

Maybe Didier could put the Flash engine in Aniplayer. OLGA-ID4 support is announced for Adamas and already available in CAB. Adamas has also got an own plugin structure which is currently only used by the X32 player.

> >I'd say that open technologies such as HTML4, XML, CSS etc. will come
> >to the Atari sooner or later. And there's already a new vector
graphics
> >format in development (SVG) which can be used together with
JavaScript
> >for some nice effects.
>
> I doubt that, actually. Who will develop/port such engines?

SVG is a scripting language (based on XML) so it's not really a different engine. I personally don't think it's impossible but there are certainly more important standards.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

3779. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 01:16:25 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8roht6$3ad$1@nnrp1.deja.com>
Source record: 56529

>
> Nah, not really! As I mentioned, web via the TV is just around the
corner
> and a lot of sites simply won't work on the TV. *That* is being
> realistic.

If the page requires a resolution >640*480. I have surfed the Web via
TV using a Dreamcast and yes, most pages don't work. However, Flash
pages work since the browser supports Flash.

>Things
> such as Flash and IE/Netscape extensions are produced by companies
who want
> to make sure *their* products are used by everyone, they're not
interested
> in cross-platform compatibility as it's obviously not in their
interests.

I don't think that Macromedia has a problem seeing Flash on other
platforms. They make their money through selling their authoring tools.

There is an open source implementation of Flash available and even CAB
supports some of the Netscape extensions. Even frames were a Netscape
extension before HTML4.

>
> And in the end, what does Flash offer? How does the use of Flash
improve a page
> to make it more usable and useful? As I can see it only serves to
increase
> download times and encourages people to hit the Stop button and not
progress
> any further with your site.

I wouldn't use Flash for a information page but it's also a way to make
multimedia pages work the same on Mac, PC and web TV. Since Flash uses
vector graphics it decreases the download times when compared with a
similiar animation made as an animated GIF.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

3780. HAPPY CART ATARI DISK DUPER ON EBAY!

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 01:59:43 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <jyQD5.5049$4j7.1419212@ratbert.tds.net>
Source record: 56530

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461875929

3781. SONUS SUPER SCORE ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 02:03:33 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <VBQD5.5050$4j7.1420019@ratbert.tds.net>
Source record: 56531

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461875929

3782. SONUS SUPER SCORE ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 02:06:18 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <uEQD5.5051$4j7.1420152@ratbert.tds.net>
Source record: 56532

OK HERE"S THE CORRECT URL

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461835856

3783. SONUS MASTERPIECE ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 02:10:06 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <2IQD5.5053$4j7.1420483@ratbert.tds.net>
Source record: 56533

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461824854

3784. Re: Elite Project

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 04:01:43 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39dff1a7$1_1@athena.netset.com>
Source record: 56534

I just wanted to drop a bit of info on this. The project in this
message is already being worked on for the atari. I think from a
conversation I had recently that there should be some news about it
soon. One big note it requires a fast atari with a good screen
resolution. I shouldn't have really mentioned this as it's not my place,
but I wanted to let people know that someone is already working on it
before we had several different efforts popping up to reduplicate effort.

Dan Ackerman
aka baldrick

In article <gnouts8gonv7kqmedfv54d90hiafeoog6n@4ax.com>,
Mindfield <mindfield@badgers.home.com> wrote:
>On Thu, 05 Oct 2000 08:01:26 GMT, "Anthony Colson" <AJColson@go.com>
>drooled an embarassing wet spot in his lap as he typed:
>
>>a plea to all those who remember Elite and Frontier Elite II. David
>>Braben(may he live forever) has created the Elite club which will allow for
>>free use of the games (visit www.eliteclub.co.uk or www.frontier.co.uk for
>>more details.) Anyway after speaking to several people on the project over
>>alt.fan.elite if we could find somebody who would be willing to transfer the
>>source code from PC to Atari for the more modern versions of Elite (Frontier
>>First Encounters) then this would be fine. Anybody like to talk to me about
>>this...please.
>
>Okay, here ya go:
>
>http://home.clara.net/cjpinder/elite.html
>
>Quote from the front page:
>
>"Elite - The New Kind is a project to reverse engineer the original
>BBC disk version of Elite and re-engineer it in C. For more details
>read the FAQ (frequently asked questions). To download the source
>which has been written so far go to the Source Code page.
>
>"Elite was originally written by Ian Bell & David Braben and published
>by Acornsoft.
>
>"If you require further information on this project or would like to
>give me some feed back then please email me at Christian Pinder
><christian@newkind.co.uk>"
>
>
>--

>Mindfield
>
>"Ignorance breeds confidence more often than does knowledge." -Darwin
>
>Remove the badgers before E-Mailing.

3785. SONUS SUPER SCORE ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 04:59:17 UTC
From: "Donald W. Skaggs" <dskaggs1@merr.com>
Message-ID: <FaTD5.5062$4j7.1431393@ratbert.tds.net>
Source record: 56535

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=461835856

correct URL!

3786. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.st
Date: 2000-10-08 23:40:46 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39e114e440c4480@elis.demon.co.uk>
Source record: 56470
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

X-posted to comp.sys.atari.programmer...

The Prologue:

I've been trying to make sense of the .TIFFs spewed out by
Demon's D-FAX service. Now read on...

on Sat 30-09-10 13:14 John Whalley wrote:

>"G. R. Greenway" <augeas@elis.demon.co.uk> wrote in message
>news:39d38c541b36c50@elis.demon.co.uk...
>> on Wed 27-09-10 22:16 Bob King wrote:
>>
>> >what is the header of the TIF file? Might be able to match it with
>one of mine
>> >and then at least know what we are dealing with.
>>
>> GEM-View spits out: "unknown data compression algorithm 0 (0x4)."
>
>Can't help with the header, but FWIW, they are multi-page CCITT TIFFs,
>apparently a format designed for faxes. This question has been raised a

I was getting quite determined to nail this problem, so I
started throwing some C together. The .tiff file I've been working
on has 17 12-byte image file directories (IFDs), here they are:

Number Tag Type Count Offset
0 256 3 1 1728
1 257 3 1 2282
2 258 3 1 1
3 259 3 1 4
4 262 3 1 0
5 266 3 1 2
6 273 4 1 8
7 274 3 1 1
8 277 3 1 1
9 278 4 1 -1
10 279 4 1 4563
11 282 5 1 4782
12 283 5 1 4790
13 284 3 1 1
14 296 3 1 2
15 297 3 2 65537
16 305 2 9 4798

The third tag, 259, indicates the type of compression. Like
GemView said, this has a value of 4, completely undefined in the
tiff 6 spec. Gemview also agrees on the dimensions of the image,
1728x2282. Tag 9, 278 indicates that the whole page is expressed
as one strip. Tag 6, 273, has an offset of 8. This is ludicrous,
as it's meant to point to the compressed data of the 1st strip.
Both the tiff 6 spec and the tiff class F spec that deals with faxes
can be found at:

ftp://ftp.faximum.com/pub/documents/

There's no mention of what a value of 4 for the compression
tag could mean, and I've no idea what happened to the strip offsets.
Does anyone[1] want to help with the fight ?

"Augeas"

Mario, still want that .tiff file ?
--
* augeas@elis.demon.co.uk .-. r- /--- "Is Newton's gravitation a *
* http://www.elis.demon.co.uk/ (o)-|---{ natural law ? Naturally not, *
* I.C.Q: 75742578 '-' l_ ___ more likely a crime, because *
* I didn't ask for it." -E.N. *

3787. Re: Maus-Window not working...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e21c21$0$1657@news.zetnet.co.uk>
Source record: 56396

On 9 Oct 2000 18:28:22 G, Thomas Binder wrote:
>Hi!
>
>Bob King <robert.king@patent.gov.uk> wrote:
>> I sent it to you and checked it and SafeMenu on my Milan, but not
>> Falcon. Strangely, MausWindow worked, but the topping of the window was
>> so slow that for the Milan it's no go.
>
>I can't say much to the original problem (sure that the Falcon loads the
>..ACCs from the directory mauswind.acc is in?), but for "topping was so
>slow": By default, Maus-Window will delay topping for some 10th of a
>second (3/10, IIRC), and only if the mouse cursor is stationary. If you
>want instant response, uncheck the appropriate options (don't recall
>their exact names ATM).
>
>
>Ciao
>
>Thomas
>
>
>--
>Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
>PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
>Vote against SPAM: http://www.politik-digital.de/spam/
>.

Hi Thomas,

I'm not grumbling at MausWindow's speed per se. I used it on my MegaST4 and found it very very useful.
The Milan however is so quick in activating a window, that I'd rather click to activate than move over and wait.

Bob King.

3788. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010091628200.86-100000@TT030>
Source record: 56397

On Mon, 9 Oct 2000, Ken Macdonald wrote:

> On 22 Sep 2000 18:49:17 , Lonny Pursell wrote:
> >On Fri, 22 Sep 2000, Janka Gerhard wrote:
> >> 1) at least one of these vapourware projects runs in my falcon
> >> and was the best investment on any atari item I ever made
> >>
> >Exactly my point, 1 of 3 or 4 or 5 projects...
>
> 1?
> CenTurbo1 and CenTurbo2, done
> Phenix, done (hardware done, dev machines shipped, only software
> (os) dropped out)
> Deese, done (but dev for Milan2 I believe, if Milan2 doesn't ship
> is this Rodolphes fault?)
> this leaves CT60, the original and revised formats, and
> CTT as *potential* vapourware.
> I don't recall the Rio card being Rodolphes project, he has info on it,
> that's all.
> so, out of 5 projects, 3 are done. One was offered previously but
> did not see the light of day (the TT one), and the CT60 project has been
> scaled back. The TT project _may_ be considered vapourware, but
> the CT60 project cannot yet be considered that unless you want to
> consider a *lot* of atari projects vapourware! (fenix, tempest, xaaes,..)
> hey, for me Lonny the glass is half full,
> I guess for you it is half empty! :-)

I don't consider a machine done if it has no OS. If it's not
on a store shelve then what good is it? That is just a straight
forward question. If you wish to call that a done project
I guess that is your option. Anyway I retract anything I said
that might of been harmful to his reputation. I was overlay
critical. Bottom line is I am simply not interested in such
a product and I should of left it at that. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3789. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <fhqE5.6945$D81.280525@newsread2.prod.itd.earthlink.net>
Source record: 56398

Hi Colin,
In a follow-up of my post : To John Rojewski (including one of
Steve Sweet's Benny Hill type comments (:->)~ I stated that the problem
cleared up, however I spoke too soon since my next visit produced 18
duplicates (originally 7) and today it's down to 10!!!
ISP=Earthlink (NG=?).
John G.

On 9 Oct 2000 07:01:13 G, Colin John Docherty wrote:
>Hi John,
>
>I was feeling kinda smug (the pride before the fall). I read your
>original posting and thought " I wonder what he did wrong ".
>
>Then on the 6th, CSAS started adding extra messages to my listing,
>like yours they were duplicates of the first message in the list,
>10 of them and next day twelve, I had cleared the base in between.
>Highlight any of the dups and they all lit up. Delete one and they all
>vanished to be replaced by the new message from the head of the list.
>? Again it only affected CSAS which was not even my biggest base.
>
>I am using Newsie 0.96 with STik, on a Falcon. My ISP is Zetnet.
>
>Today (8th) I was going to play with the Threads to see if I got the
>same as you BUT when I booted up today all duplicates have vanished.
>They were there last night but not this morning, ???? I have done
>nothing to any settings at all. oo err pass.....
>
>Regards Colin Doc
>
>
>On 5 Oct 2000 19:41:04 G, John Garone wrote:
>>Again, I can't seem to duplicate the problem in ANY other NG!
>>And it's now up to 17 (from 7 a week ago) repeated posts on the list.
>>Highlight one and all 17 get highlighted.
>>If I de-select "Create Thread" and select "Collapse Thread" the problem
>>disappears but with the loss of grouping of same-subject posts!
>>Re-select "Create Thread" and the problem returns!
>
>.

3790. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8rtchn$k8n$1@supernews.com>
Source record: 56399

JI Logan wrote in message <39e1f947$0$1655@news.zetnet.co.uk>...
>On 8 Oct 2000 22:58:56 +, "Christopher Thorley" wrote:
>
>|Can anyone advise me on how to get some of my old games running now I've
>|upgraded to TOS2.06. I have an autobooting hard drive system but want to
run
>|some of my old games from the 'A:' drive, the type that bypass GEM.
>
>Hold down ALT during the boot process.

Thanks, it worked. I held down the Alt key before the memory check started
and then the 'A:' drive kicked in. Loaded first time.

Thanks to all.

Chris.

3791. Re: Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39e23964_1@huge.aa.net>
Source record: 56400

On 8 Oct 2000 20:01:30 +, G. R. Greenway wrote:
>
> Does anyone know why STiK2 spits the following at me ?
>
> Port closed for dialer
>
> STiK2 won't acknowledge
> the port. Aborting

Hi,

I've been having a problem too. I have had great success with Stik 1.12 since I got on-line a few years ago. I saw the update mentioned, so I thot I'd give it a try. It _almost_ works for me. Here's what happens:

It goes thru the login procedure just fine. When it gets to the "get IP address" part, it gets the address, but then it says: "Reading Address", then "Invalid Address", then it logs off. I suspect I've got one "tiny" thing set wrong, but before I spend many hours fiddling around and not being really sure what to do, I thot I'd ask here to see if any others have encountered this situation.

I'm still using my original SLIP connection, and have the new script set to SLIP. I'm using a Falcon/14meg/TOS4.04/Nemesis/ Warp9/CAB2.7/ Newsie.96/ I have Nemesis and Warp9 deactivated just to take those possibilities out of the equation.

Thanks for any input,

Clayton Murray
Seattle, WA USA

Qdialer Log file
Version: 0.36 V. Date 08/05/00
Reading Script File
ppp.scr
Dial Script Read and Stored

Device opened.

Disconnect

After port disconnection

STiK2 time reset

```
Init Modem
ATZ
Clear Buffer

IP versi
ATHATZ
OK
+++ATH
AOKTZ
ATZ
OK
Buffer Cleared

Dialing
ATD315-7800
ATD315-7800Dial Success
Carrier Detected
Dial was successful

CONNECT 115200Find String
login
This is a private system. Unauthorized use is prohibited.
00-728-9585 (voice).AA.Net!login: Sclaytone
Find String
word
SclaytonePassword: ********
Find String
IP address is
IP address is 205.199.142.13
Reading IP Address

Invalid Address

Conversation Script completed

Login Script Failed
Disconnecting...

Elog Array Contents.

Packets sent normally : 0
(All other lines also read: 0)
Current STiK Memory Statistics.

STiK Free Memory : 244936
Largest Free Block : 244936
System Free Memory : 13479700
```

3792. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <lJqE5.50054$Sr.48934@newsfeed.slurp.net>
Source record: 56401

On 8 Oct 2000 22:58:56 +, "Christopher Thorley" wrote:
>Can anyone advise me on how to get some of my old games running now I've
>upgraded to TOS2.06. I have an autobooting hard drive system but want to run
>some of my old games from the 'A:' drive, the type that bypass GEM.

Try holding down the "A" key during bootup. This seemed to work on a
friend's TT who also had TOS 2.06.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3793. Stik II's QDIALER 37 - bombs?

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: claytone@aa.net
Message-ID: <39e239f1_1@huge.aa.net>
Source record: 56402

Hi all-

Has anyone else had a problem with the new dialer for Stik? It is QDIAL 37, and was just recently put up on the Stik page. It locks up my computer whether run as a program or as an accessory. I have a Falcon with Nemesis/ Warp 9/ TOS 4.04. I ran it in a partition that has both Nemesis and Warp 9 disabled, but still... kaboom! I also tried downloading it again, but no difference.

Thanks,

Clayton Murray
Seattle, WA USA

3794. Re: Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <su4frr3n830944@corp.supernews.com>
Source record: 56403

```
On 9 Oct 2000 18:45:42 +, "Martin \"Nightowl\" Byttebier" wrote:
>on Mon 09-10-2000 15:54 Lyndon Amsdon wrote:
>
>>STiK is so easy to set up compared to STiNG. It seems like faster
>>downloads too. And I can access chaplie belgian server too! Yippee!
>>:-)
>
>That's great news

It certainly is! All the latest software at my fingertips.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem  |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com                |
| Lyndon Amsdon                        |
+--------------------------------------+
```

3795. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8rthbp$p9n$1@nnrp1.deja.com>
Source record: 56404

In article <8rpcbh$9ie$1@plutonium.btinternet.com>,
"BTInternet News" <julian@portland.co.uk> wrote:
> Hi,
>
> after waiting nearly 9 years after their launch I am now the proud
owner of
> a TT030, being a little rusty I could use a couple of pointers for
> information I would like to get my hands on:
>
> Can I swap out the 720K Floppy for a 1.44Mb unit?
Yes, if you have TOS 2.06. TOS 2.05 will not work (though you could
upgrade that as well.

> Will a CD run on the back? (Where do I find Drivers?)
Yes. Standard SCSI. There are several drivers available. I use and
enjoy Extendos by Anodyne Software, which is commercial.

> Did v3.1 of the Spectre application ever get released so I can use TT
RAM
> under Emulation
> If so where can I find it?
I think so. I'm not sure.

> Did anyone write drivers for the AppleTalk (Net) Port?
No. However, you can use STing and use that port with a TCP/IP stack.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3796. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8rtif3$q8s$1@nnrp1.deja.com>
Source record: 56405

In article <39DDDBC0.60C67F24@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
> Hi all,
>
> My big boss, The Assistant Comptroller of Patents, was one of the
judges
> at a competition run by the Engineering and Physical Sciences Research
> Council for the best Web Page Design by UK schools. 250 schools took
> part. I could not view the winner as I do not have the plug-in, but
> please look at the runner up at:
>
> http://www.epsrc-sciencerace.net/schools/534121/
>
> My question is: is there any Wizard etc software or even combination
of
> software on the atari complatform that could do anything remotely like
> this. If the answer is as I expect, then it puts in focus how far we
are
> behind in Web technology with the Atari.
>
If you are asking about the useless 30 second intro, I'd say that you
would have to link ray traced images together into a movie. As for the
website behind the intro, it's pretty standard stuff -- an Atari should
have no trouble.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3797. Re: Priority framing...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8rtka0rob1@nnrp1.deja.com>
Source record: 56406

In article <Pine.GSO.3.95.iB1.0.1001006232255.28879B-
100000@halifax.chebucto.ns.ca>,
Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:
>
> Is there a program (possibly accessory) the forces whatever frame
(box)
> the mouse rolls over to become the highlighted frame? Moving folders
> from background frames won't work until that frame becomes the main
> highlighted frame and so you need to click on the background frame to
> bring it forward prior to moving the folder. I wonder if there is a
> program that would automatically do this. I thought I read somewhere
it
> was possible.
>
Another solution is to hold down the right mouse button while selecting
items. This allows for the use of frames not the highlighted one.

(Note: This may not be in early TOS versions.)

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3798. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e24fff$0$1657@news.zetnet.co.uk>
Source record: 56407

On 9 Oct 2000 16:33:37 +, Lonny Pursell wrote:

| . . . . .
|> Phenix, done (hardware done, dev machines shipped, only software
|> (os) dropped out)

| . . . . .
|I don't consider a machine done if it has no OS. If it's not
|on a store shelve then what good is it? That is just a straight
|forward question. If you wish to call that a done project
|I guess that is your option.

I think in fairness it was someone else who did not produce the
software to match the already completed hardware.

3799. Re: Stik II's QDIALER 37 - bombs?

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e24fff$1$1657@news.zetnet.co.uk>
Source record: 56408

On 9 Oct 2000 14:34:41 -, Clayton Murray wrote:

|Has anyone else had a problem with the new dialer for Stik? It is
|QDIAL 37, and was just recently put up on the Stik page. It locks up
|my computer whether run as a program or as an accessory.

Yes. Crashes with bombs as ACC and starts but does nothing as PRG

3800. Re: Stik II's QDIALER 37 - bombs?

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39e26295$1_1@athena.netset.com>
Source record: 56409

In article <39e24fff$1$1657@news.zetnet.co.uk>,
JI Logan <jlog@zetnet.co.uk> wrote:
>On 9 Oct 2000 14:34:41 -, Clayton Murray wrote:
>
>|Has anyone else had a problem with the new dialer for Stik? It is
>|QDIAL 37, and was just recently put up on the Stik page. It locks up
>|my computer whether run as a program or as an accessory.
>
>Yes. Crashes with bombs as ACC and starts but does nothing as PRG

Yes I think I have the problem sorted out. Should be putting an update
out later this evening. Sorry about that. Had a problem with the AV
functions.

Dan Ackerman
aka baldrick

3801. Re: Stik II's QDIALER 37 - bombs?

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39e27e8d$1_3@athena.netset.com>
Source record: 56410

```
In article <39e26295$1_1@athena.netset.com>,
Dan Ackerman <baldrick@dilbert.netset.com> wrote:
>In article <39e24fff$1$1657@news.zetnet.co.uk>,
>JI Logan <jlog@zetnet.co.uk> wrote:
>>On 9 Oct 2000 14:34:41 -, Clayton Murray wrote:
>>
>>|Has anyone else had a problem with the new dialer for Stik? It is
>>|QDIAL 37, and was just recently put up on the Stik page. It locks up
>>|my computer whether run as a program or as an accessory.
>>
>>Yes. Crashes with bombs as ACC and starts but does nothing as PRG
>
>
> Yes I think I have the problem sorted out. Should be putting an update
>out later this evening. Sorry about that. Had a problem with the AV
>functions.
>

Just to follow up there is a new version now that's been tested
under plain old vanilla TOS and should work. It's up on the STiK2 web
site.

Dan Ackerman
aka baldrick
```

3802. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10010092156430.24425-100000@shell2>
Source record: 56411

On Mon, 9 Oct 2000, Ken Macdonald wrote:

> On 22 Sep 2000 18:49:17 , Lonny Pursell wrote:
> >On Fri, 22 Sep 2000, Janka Gerhard wrote:
> >> 1) at least one of these vapourware projects runs in my falcon
> >> and was the best investment on any atari item I ever made
> >>
> >Exactly my point, 1 of 3 or 4 or 5 projects...
> >_____
> >Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
> >>
>
> 1?
> CenTurbo1 and CenTurbo2, done
> Phenix, done (hardware done, dev machines shipped, only software
> (os) dropped out)
> Deese, done (but dev for Milan2 I believe, if Milan2 doesn't ship
> is this Rodolphes fault?)
> this leaves CT60, the original and revised formats, and
> CTT as *potential* vapourware.

Ken, I understand that you are "desperate", but from there to preach a
certain person like rodolph. He ain't god, he ain't god at all.
I have a hard time seeing you putting your trust into this guy.
Anyway:
you are changing, or rather rewording the truth.
The simple fact is:
out of the "CENTEK" real production, the ct2 is the only achievement along
with a few low quality software. The ct1 (like the nemesis or Phanthom)
was designed and already sold in france before we heard of centek by oxo
at the time (who designed it really? there are stories contradicting each
other, it appears that no one is really clear on that).

A product, advertized, if abandoned will become what? vapourware. *Ding!*
As simple as that, who cares about the fact that ibm didn't want to
produce bolts to hold the case together, the simple fact is that it has
never come out to the public, hence vapourware, something nobody has
bought, touched, or even seen. The closest the phenix has been seen was
with the guts out with a screen showing a test pattern (color target). Now
that was impressive.

CT2 product, where's the OS? Have they said anything about buying NVDI?
(after all, that's 100 bucks more right there). Where's the PCI bridge
that was supposed to be there? Anyway, a lot of vapourware and somewhat
the ct2 made it out, a tad crippled from what it was supposed to be.

I won't even mention again that half of the ct2 are out of service.

Deesse, what's about that? a PCI sound card, whoao, like such things don't exist already. Is it out? why hasn't he sold the design to Diamond Multimedia, Creative-Labs and such? why for? for the love of atari he wants to stay here? hell no, 50% of the few atari users left hate his guts, and he hates atari hardware, software, developers and users. (don't contradict me here as i know exactly what I am talking about).
This guys doesn't make any sense.

> I don't recall the Rio card being Rodolphes project, he has info on it,
> that's all.

It sure looked like he was BIG part of this project.

> so, out of 5 projects, 3 are done. One was offered previously but
> did not see the light of day (the TT one), and the CT60 project has been
> scaled back. The TT project _may_ be considered vapourware, but
> the CT60 project cannot yet be considered that unless you want to
> consider a *lot* of atari projects vapourware! (fenix, tempest, xaaes,..)
> hey, for me Lonny the glass is half full,
> I guess for you it is half empty! :-)
> ken

ken, the glass is half full to you because you just piss in the glass to make it fuller than what it is.

>
> Atari anarchiST! 030CT2b@50MHz, 1.5GB SyJet, Yamaha CDRW, 78MB RAM
> Toronto Atari Federation -> TAF.atari.org welcome.to/taf
> THE PROJECT: http://webhome.idirect.com/~anarkist/gnvamain.html
>
>

```
-----------------------------------------
/
MiNT Is Now TOS, let's move on, shall we? /
/
-----------------------------------------
```

3803. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010092228290.99-100000@TT030>
Source record: 56412

On 9 Oct 2000, JI Logan wrote:

> On 9 Oct 2000 16:33:37 +, Lonny Pursell wrote:
>
> | . . . . .
> |> Phenix, done (hardware done, dev machines shipped, only software
> |> (os) dropped out)
>
> | . . . . .
> |I don't consider a machine done if it has no OS. If it's not
> |on a store shelve then what good is it? That is just a straight
> |forward question. If you wish to call that a done project
> |I guess that is your option.
>
> I think in fairness it was someone else who did not produce the
> software to match the already completed hardware.

I know this. But everyone wishes to ingnore the fact that
it remains useless as just hardware. Why bother to post specs
and so on if only to raise false hopes. Since not too many saw it
even function I don't see where it carries any weight.
I also don't see someone taking up the job to finish an OS unless
I've missed some big announcement. That is just what I see as the
obvious, only my opinion, and I'm sure I completely wrong.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3804. Re: Difference between ICD link and ICD Link 2

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971158866-65174AEicMi@cwcom.net>
Source record: 56413

From: northstar2010@yahoo.no (Hallvard Tangeraas)
Date: Sun, 08 Oct 2000 10:18:36 GMT

>me <sunfriek@intcon.net> wrote:
>
>> what are the differences between ICD's Link and the Link 2?

>The Link 2 has a red LED which shows that it's switched on and working.
>Apart from that, both units look the same as far as I know.

If there's a choice, I'd go for the LookII. It's more compatible with
modern SCSI devices than the earlier version, however I don't have any
info to hand to back that up with solid fact.

Even better would be a Link97.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3805. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971158868-65690AEicMi@cwcom.net>
Source record: 56414

From: osian@zetnet.co.uk (Chris Simon)
Date: 08 Oct 2000 13:16:17 GMT

>On a related subject, OnDigital now have an Internet box out, but of
>course you have to be an Ondigital subscriber. However, Bush have

NTL's Interactive TV web browser will only allow access to a very
restricted range of sites - basically, because the resolution of a TV
is so low that most if not all sites would be totally unviewable.

I certainly wouldn't waste any time or money in going this route. One
would be much better off sticking firmly to browsing with one's Atari
(phew, back on topic).
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3806. Re: Fun at mp3.com

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971158872-66158AEicMi@cwcom.net>
Source record: 56415

From: augeas@elis.demon.co.uk (G. R. Greenway)
Date: Sun, 08 Oct 2000 20:07:28 +0200 (MET DST)

>Both Cab 2.5 and the demo of Cab 2.7 used to get on just
>fine at mp3.com. (I'm finally going to get around to upgrading to
>v2.8 tomorrow.) Now when I supply my e-mail address and post-code
>and hit "continue download" I just get unceremoniously dumped back

I wouldn't mind guessing that mp3.com have changed their web page so
that it uses something like java to initiate a download, which CAB
barfs at. Ah well.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3807. Re: Jinee 2.5

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971201872-880277AEicMi@bun.com>
Source record: 56416

Hi Dezza

>Please note that I'm NOT being sarcastic!!!

Wos that mean dude, whats sarcastic?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3808. Re: Audio CD question

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971201876-881135AEicMi@bun.com>
Source record: 56417

Hi Jimzz

>I've just replaced Extendos with Spin! v0.34. All works brilliantly,
>including LFNs and I can access a Windoze95 cd I couldn't before.

Why did you do that, Extendos 3.3 works perfuctly here LFN's and all. and i can access Pox ridden CD's as well.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3809. Re: Menu controller...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971201874-880697AEicMi@bun.com>
Source record: 56418

Yo!, Dezza

>On a similar line, I viewed a demo of a utility that allowed menu bars to be
>"torn off" and positioned elsewhere on the screen at our last club meet,
>however memory isn't what it used to be so I've forgotten the finer detail
>(Steve?) :-)

I think you mean my demo of RATSCH, adding Tear-off menu's to Magic.

Nice, but the novelty wears off after a while.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3810. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: cdoc@zetnet.co.uk
Message-ID: <39e16d39$0$1657@news.zetnet.co.uk>
Source record: 56474

Hi John,

I was feeling kinda smug (the pride before the fall). I read your
original posting and thought " I wonder what he did wrong ".

Then on the 6th, CSAS started adding extra messages to my listing,
like yours they were duplicates of the first message in the list,
10 of them and next day twelve, I had cleared the base in between.
Highlight any of the dups and they all lit up. Delete one and they all
vanished to be replaced by the new message from the head of the list.
? Again it only affected CSAS which was not even my biggest base.

I am using Newsie 0.96 with STik, on a Falcon. My ISP is Zetnet.

Today (8th) I was going to play with the Threads to see if I got the
same as you BUT when I booted up today all duplicates have vanished.
They were there last night but not this morning, ???? I have done
nothing to any settings at all. oo err pass.....

Regards Colin Doc

On 5 Oct 2000 19:41:04 G, John Garone wrote:
>Again, I can't seem to duplicate the problem in ANY other NG!
>And it's now up to 17 (from 7 a week ago) repeated posts on the list.
>Highlight one and all 17 get highlighted.
>If I de-select "Create Thread" and select "Collapse Thread" the problem
>disappears but with the loss of grouping of same-subject posts!
>Re-select "Create Thread" and the problem returns!

3811. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: jfietz@uz.tengelmann.de
Message-ID: <39e17df3.4705045@news.cis.dfn.de>
Source record: 56475

On Sat, 07 Oct 2000 22:35:28 +0200 (MET DST), "Martin \"Nightowl\"
Byttebier" <tos4ever@online.be> wrote:

>
>I don't think that there is an address conflict. Me too has bought an
>adapter from AG. Tonight I have installed a newer version of the adapter.

There must be a conflict, anyway, because with the doubler and Network
Card AND Crazy Dots installed both the Nic and the C-Dots work
separately fine - but not together. With the graphics card drivers
first loaded, the PAM VME Card won't be recognized.

>Is it possible that the cables of the adapter are just too long?
The cables of my VME-doubler are about 40cm long. But, as I installed
the doubler the first time, nothing happened. As I checked the
crimping of the cables, I realized that there was a real bad crimping.
So I crimped that stuff again - everything works fine.

BTW: With my Nova card I have the same effect: blue stripes or/and
half screen size: after pressing the card strongly into the VME-Slot
the stripes will disappear.

Hope that helps

Jochen

3812. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Ygxs5jAkcZ45EwMM@steverosie.demon.co.uk>
Source record: 56476

In article <8rqqghjfu1@supernews.com>, Christopher Thorley
<chris_thorley@lineone.net> writes
>Can anyone advise me on how to get some of my old games running now I've
>upgraded to TOS2.06. I have an autobooting hard drive system but want to run
>some of my old games from the 'A:' drive, the type that bypass GEM.
>
>Any help would be appreciated.
>
>Chris Thorley.
>
>

OOOh! lovely subject:)

You didn't mention what model Atari you are wanting to run it on!

There are some ways around awkward games, ideally if they will run
within GEM you have a better chance:)

9 times 0f 10 the games etc. fail due to the copy protection techniques
employed, RNC protection is a typical and may not run on an STE even
when stated; RNC protections can also fail due to some disk drives!

The only way to get these type of programs running is by
removing/bypassing the protection. I'm not sure if hardware like
Multiface ST may be of use here!

The first I would is find out if the software is a STOS game or not, if
it is then use something like STOS fix to patch the software to work on
YOUR machine.

The other method is to load a disk based TOS, I use 1.09, this usually
does the trick, I've used this method on some really hard to run
software, software that FAIL to run on any STFM/STE TOS and was suppose
to be a TOS program (not runable from outside the AUTO folder!).

If you rally get stuck and are desperate, get in touch via email:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3813. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <R%gE5.102$e_.27499@newsr1.u-net.net>
Source record: 56477

Hello.

"> <chris_thorley@lineone.net> writes
> >Can anyone advise me on how to get some of my old games running now I've
> >upgraded to TOS2.06. I have an autobooting hard drive system but want to
run
> >some of my old games from the 'A:' drive, the type that bypass GEM.
> >
> >Any help would be appreciated.
> The only way to get these type of programs running is by
> removing/bypassing the protection. I'm not sure if hardware like
> Multiface ST may be of use here!
Hmmmmm.
>
> The first I would is find out if the software is a STOS game or not, if
> it is then use something like STOS fix to patch the software to work on
> YOUR machine.
>
> The other method is to load a disk based TOS, I use 1.09, this usually
> does the trick, I've used this method on some really hard to run
> software, software that FAIL to run on any STFM/STE TOS and was suppose
> to be a TOS program (not runable from outside the AUTO folder!).
>
> If you rally get stuck and are desperate, get in touch via email:)

Or buy a second ST with the required TOS.

Barrie at Keychange.

3814. Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: g4ugm@my-deja.com
Message-ID: <8rs9r5$nj5$1@nnrp1.deja.com>
Source record: 56478

Hi Folks,
My wife is currently clearing out the loft and has found a large number of Atari Magazines which she is very keen to re-cycle. However her idea of re-cyling Atari Magazines is to send them to the local scouts for re-pulping.....

Any way there are some START mags, ST Format, ST World and ST Applications (I think thats what they are called. UK User group stuff).

If they are of any interest to any one, and they are willing to collect them from the Manchester area drop post in here with an e-mail address (suitably concealed from the SPAM monsters of course) and I will arrange a suitable time to exchange them.

Dave Wade.

Sent via Deja.com http://www.deja.com/
Before you buy.

3815. Maus-Window not working...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001009083603.6177A-100000@halifax.chebucto.ns.ca>
Source record: 56479

I was sent Maus-Window and I put the .ACC file in my ACC folder on my Falcon. It doesn't work. It's supposed to be accessible from the desktop menu but all I have are the regular control panels.

SafeMenu works like a charm, by the way. Any ideas why Maus-Window is failing on my Falcon? I'm not running anything strange...Winx 2.1, no MultiTOS, 4 mb ram. I've installed it several times with no luck.. A small cli accessory I've downloaded and installed doesn't work either so I'm wondering if something is amiss.

Thanks....

3816. Re: Maus-Window not working...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39E1B294.F1DA2AA6@patent.gov.uk>
Source record: 56480

Tony Cianfaglione wrote:
>
> I was sent Maus-Window and I put the .ACC file in my ACC folder on my
> Falcon. It doesn't work. It's supposed to be accessible from the desktop
> menu but all I have are the regular control panels.
>
> SafeMenu works like a charm, by the way. Any ideas why Maus-Window is
> failing on my Falcon? I'm not running anything strange...Winx 2.1, no
> MultiTOS, 4 mb ram. I've installed it several times with no luck.. A
> small cli accessory I've downloaded and installed doesn't work either so
> I'm wondering if something is amiss.
>
> Thanks....

Hi Tony,

I sent it to you and checked it and SafeMenu on my Milan, but not
Falcon. Strangely, MausWindow worked, but the topping of the window was
so slow that for the Milan it's no go. On the other hand SafeMenu
installed as an ACC and the menus droppeddown etc but the cursor and
whole computer froze. I think that the lesson is that programs of this
vintage only safely work on an ST.

Bob King.

3817. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39e1b500171f60@elis.demon.co.uk>
Source record: 56481
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

on Mon 09-10-10 01:40 G. R. Greenway wrote:

> There's no mention of what a value of 4 for the compression
>tag could mean,

Oops again, this really is a case of RTFM. It just means
CCITT with knobs on. They _aren't_ class F tiffs, but they're not
baseline, either. This thread may not bode well for my chances of
success, but I'll see if i can write something that will chop them up
into .img files. See you later. _Much_ later....

"Augeas"
--
* augeas@elis.demon.co.uk .-. r- /--- "Is Newton's gravitation a *
* http://www.elis.demon.co.uk/ (o)-|---{ natural law ? Naturally not, *
* I.C.Q: 75742578 '-' l_ ___ more likely a crime, because *
* I didn't ask for it." -E.N. *

3818. FA : SLM-605 Toner / Calamus SL DTP, Syquest Drives, Monitor Master, and Much much more..

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <39e1d0d8.42263736@news.jax.bellsouth.net>
Source record: 56482

I have a lot of about 15 SLM-605 toner cartrdiges in there final day
on the auction at ebay.com Search under seller mharvey5
to see this and more Atari & PC Items

3819. Re: Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Steve Hammond <tthammond@earthlink.net>
Message-ID: <39E1D617.332A04F8@earthlink.net>
Source record: 56483

"G. R. Greenway" wrote:
>
> Does anyone know why STiK2 spits the following at me ?
>
> Port closed for dialer
>
> STiK2 won't acknowledge
> the port. Aborting
>
> I booted without the Control Panel, so STiNG CPXs weren't
> causing any trouble, I had modem 2 selected on my Falcon. What's
> slightly suspicious is that Qdialer refused to find the default
> .SCR file in default.cfg without prodding. Does anyone have any
> idea what's going on. I for one have finally got the latest version
> of STiNG to behave, but I'd like to see if there are any benefits
> to be had from STiK.

"Augeas" - it sounds like you didn't change the modem number in the STik CFG file. As the file comes it is set for Modem 1 - change only the "1" to "2" and make sure that you do not change the spacing. This may sound like a dumb question, but do you have Qdialer and the CFG files sitting on your boot drive or another partition. If it is on an other partition do you have a redirect script on the boot drive to point STiK to the proper folder where the CFG files are located?

As far as benefits - I have noticed that with CAB and the latest OVL from Dan that I do not get the "time out" problems and missed graphics that has always been a problem for me when using any version of STinG. The only reason I used STinG was that I needed PPP support. Overall speed seems to be about the same for both.

Steve Hammond

3820. Re: More Milan II

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39E1DFD0.D7D1A1AE@ooc.de>
Source record: 56484

Bob King wrote:

> If Milan.Axro have promised more than they can deliver, then one dealer
>
> BitPower will be a bit put out. They have gone so far as to price it on
> their web page at
>
> DM 1699.00 or euro 868.68.

They were pretty naive I'd say.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3821. Re: Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <su3qh3isbqj113@corp.supernews.com>
Source record: 56485

On 8 Oct 2000 20:01:30 +, G. R. Greenway wrote:
>I booted without the Control Panel, so STiNG CPXs weren't
>causing any trouble, I had modem 2 selected on my Falcon.

Remove all of STiNG, kernal, CPXs, and dialer.(keep a backup of those
SCR files though!) Are you using Modem 2 port?

>What's slightly suspicious is that Qdialer refused to find the default
>..SCR file in default.cfg without prodding.

The default.cfg and ppp.scr should be in a folder on the root of C
called default_cfg

>Does anyone have any idea what's going on.
Not really.

>I for one have finally got the latest version
>of STiNG to behave, but I'd like to see if there are any benefits
>to be had from STiK.

STiK is so easy to set up compared to STiNG. It seems like faster
downloads too. And I can access chaplie belgian server too! Yippee!
:-)

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3822. Re: Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e1f131$0$1657@news.zetnet.co.uk>
Source record: 56486

On 8 Oct 2000 20:01:30 +, G. R. Greenway wrote:

| Does anyone know why STiK2 spits the following at me ?
|
| Port closed for dialer
|
| STiK2 won't acknowledge
| the port. Aborting
|
| I booted without the Control Panel, so STiNG CPXs weren't
|causing any trouble, I had modem 2 selected on my Falcon. What's
|slightly suspicious is that Qdialer refused to find the default
|..SCR file in default.cfg without prodding. Does anyone have any
|idea what's going on. I for one have finally got the latest version
|of STiNG to behave, but I'd like to see if there are any benefits
|to be had from STiK.

I also have STinG126 going OK apart from an annoying habit of the
dialer to hang when counting down to SUCCESS. I thought I would try
STiK2 tonight but QDialer simply ran and showed nothing and did
nothing.

3823. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e1f947$0$1655@news.zetnet.co.uk>
Source record: 56487

On 8 Oct 2000 22:58:56 +, "Christopher Thorley" wrote:

|Can anyone advise me on how to get some of my old games running now I've
|upgraded to TOS2.06. I have an autobooting hard drive system but want to run
|some of my old games from the 'A:' drive, the type that bypass GEM.

Hold down ALT during the boot process.

3824. Re: Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e1f948$0$1655@news.zetnet.co.uk>
Source record: 56488

On 9 Oct 2000 15:54:11 -, Lyndon Amsdon wrote:

| . . . . .
|The default.cfg and ppp.scr should be in a folder on the root of C
|called default_cfg

Surely that should be STIK_CFG (see below):

_____
You need to create a STIK_CFG folder (directory), this can be located on your
boot disk. Either C: if you have a hard drive or A: if you have a floppy only
setup. If you do not want to create a folder on your boot drive, you can create
a text file called STIK_DIR.DAT, this file will simply be one line that gives
the path of your STIK_CFG folder.

Copy DEFAULT.CFG and your default dial script to the STIK_CFG folder.

3825. Re: Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <39e1fab9$0$1656@news.zetnet.co.uk>
Source record: 56489

On 9 Oct 2000 16:24:17 G, JI Logan wrote:

>I also have STinG126 going OK apart from an annoying habit of the
>dialer to hang when counting down to SUCCESS. I thought I would try
>STiK2 tonight but QDialer simply ran and showed nothing and did
>nothing.
>.

Hi John,

I have been using STiK 2 (with zetnet) on my Hades for a while now with very few set-up problems. If you would like any of my scripts etc, mail me direct.

Also, if you could let me have more details of how you installed it, I'll try and help out.

Cheers

Paul

3826. Re: Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39e20f4eef73c1@online.be>
Source record: 56490

on Mon 09-10-2000 15:54 Lyndon Amsdon wrote:

>STiK is so easy to set up compared to STiNG. It seems like faster
>downloads too. And I can access chaplie belgian server too! Yippee!
>:-)

That's great news

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3827. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39e20f4eef73c3@online.be>
Source record: 56491

on Mon 09-10-2000 08:24 Jochen Fietz wrote:

>
>
>BTW: With my Nova card I have the same effect: blue stripes or/and
>half screen size: after pressing the card strongly into the VME-Slot
>the stripes will disappear.

Thanks for the info. If I have some time this weekend I'll try this out.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3828. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Uli <uglueck@debitel.net>
Message-ID: <01c03217$5728c460$b20f363e@host.debitel.net>
Source record: 56492

Hi Julian

CD is no problem. You can use any SCSI CD-ROM DRIVE

As driver take CD TOOLS is a simple usable program.

In Germany you can buy from in any Atari Dealer

Uli

BTInternet News <julianlb@btinternet.com> schrieb im Beitrag
<8rpcbh$9ie$1@plutonium.btinternet.com>...
> Hi,
>
> after waiting nearly 9 years after their launch I am now the proud owner
of
> a TT030, being a little rusty I could use a couple of pointers for
> information I would like to get my hands on:
>
>
>
> Will a CD run on the back? (Where do I find Drivers)
>
>
>

3829. Re: Maus-Window not working...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8rt2o6$s6s$1@sun27.hrz.tu-darmstadt.de>
Source record: 56493

Hi!

Bob King <robert.king@patent.gov.uk> wrote:
> I sent it to you and checked it and SafeMenu on my Milan, but not
> Falcon. Strangely, MausWindow worked, but the topping of the window was
> so slow that for the Milan it's no go.

I can't say much to the original problem (sure that the Falcon loads the .ACCs from the directory mauswind.acc is in?), but for "topping was so slow": By default, Maus-Window will delay topping for some 10th of a second (3/10, IIRC), and only if the mouse cursor is stationary. If you want instant response, uncheck the appropriate options (don't recall their exact names ATM).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3830. Re: Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39e20216452630@elis.demon.co.uk>
Source record: 56494

on Mon 09-10-10 15:54 Lyndon Amsdon wrote:

>The default.cfg and ppp.scr should be in a folder on the root of C
>called default_cfg

And so they were. Unfortunately, there was also an old file
from the installation of the original STiK that pointed away from the
folder. Doh ! Everything works fine now, but MP3.COM still refuses to
cooperate :(. It's too early to say whether it's any faster or more
comppatible than STiNG, but it's certainly easier to set up. For
what it's worth, I got STiNG to cooperate by leaving the CPXs well
alone, they kept wanting to set my I.P. address to 0.0.0.0. I
certainly miss the login.bat file launching POPWatch automatically.
I think the STiK/STiNG/MiNTnet competition is decidedly healthy.
Mean while, back to hunting down alien tiff tags...

"Augeas"
--
* augeas@elis.demon.co.uk .-. r- /--- "Is Newton's gravitation a *
* http://www.elis.demon.co.uk/ (o)-|---{ natural law ? Naturally not, *
* I.C.Q: 75742578 '-' l_ ___ more likely a crime, because *
* I didn't ask for it." -E.N. *

3831. [Ebay] Philips CM8833 Mk 2 RGB monitor on Ebay

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:00:00 UTC
From: jeremyalansmith <jeremyalansmith@netscapeonline.co.uk>
Message-ID: <01c03226$56e57c00$4b6cfc3e@default>
Source record: 56495
Cross-posted to: alt.amiga,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.atari.st,comp.sys.acorn.hardware

Hi!

The following URL:

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=463557509

Is where I am selling Philips monitor - an RGB CM8833 Mk.2 with no leads.
Check item description for info. Starting bid is £15.

Apologies if this post is in an irrelevant newsgroup - I have posted to newsgroups to do with computers that the monitor would be useful for. Please note: This is *not* a VGA monitor or a multiscan monitor - it's a simple RGB one.

Selling it because it's taking up space and my Amiga 1200 doesn't work anymore. :-) Used to have a RGB lead for it (DIN to DIN) but I chopped it up to make my Amiga work with a VGA monitor... I'm sure these leads can't be that hard to find on the web.

Cheers,

Jeremy.

3832. Re: TIFs and Demon's DFAX service

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 00:03:36 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39e1196c444f670@elis.demon.co.uk>
Source record: 56471
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

on Mon 09-10-10 01:40 G. R. Greenway wrote:

>as one strip. Tag 6, 273, has an offset of 8. This is ludicrous,
>as it's meant to point to the compressed data of the 1st strip.

Oops, not only did I post this twice, but the value of 8
isnt ludicrous, just rather peverse. The data starts from the 8th
byte, just after the header, with IFDs tacked on the end. Strange,
but legal. Still no idea what a value of 4 for compression means,
though.

"Augeas"
--
* augeas@elis.demon.co.uk .-. r- /--- "Is Newton's gravitation a *
* http://www.elis.demon.co.uk/ (o)-|---{ natural law ? Naturally not, *
* I.C.Q: 75742578 '-' l_ ___ more likely a crime, because *
* I didn't ask for it." -E.N. *

3833. Re: The atari ST was shite

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 02:29:45 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8rr6odntj1@perki.connect.com.au>
Source record: 56469

I never assume anything, mate:-)

Mark

"Iggy Drougge" <optimus@canit.se> wrote in message
news:552.315T650T3413939optimus@canit.se...
> Mark Bedingfield skrev:
>
> >Just a quick note, considering Atari was the company that originally
worked
> >on the Amiga, and that The Tramiels sold CBM, this post dosent make
> >sense^%^%$.
>
> Why do you assume that the attacker is an Amiga user?
> Besides, Atari were not not not the company which originally worked on the
> Amiga. That was Amiga corp. Atari simply supported them financially for a
> while before Commodore bought it.
> And Tramiel never sold CBM, he was kicked out of the company.
>
> --
> En ligne avec Thor 2.6.
>
> Hackers do it with fewer instructions.
>

3834. Re: New CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 04:35:38 UTC
From: anarkist@idirect.com
Message-ID: <uWbE5.52029$M%3.497804@quark.idirect.com>
Source record: 56472

On 22 Sep 2000 18:49:17 , Lonny Pursell wrote:
>On Fri, 22 Sep 2000, Janka Gerhard wrote:
>> 1) at least one of these vapourware projects runs in my falcon
>> and was the best investment on any atari item I ever made
>
>Exactly my point, 1 of 3 or 4 or 5 projects...
>____
>Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

1?
CenTurbo1 and CenTurbo2, done
Phenix, done (hardware done, dev machines shipped, only software
(os) dropped out)
Deese, done (but dev for Milan2 I believe, if Milan2 doesn't ship
is this Rodolphes fault?)
this leaves CT60, the original and revised formats, and
CTT as *potential* vapourware.
I don't recall the Rio card being Rodolphes project, he has info on it,
that's all.
so, out of 5 projects, 3 are done. One was offered previously but
did not see the light of day (the TT one), and the CT60 project has been
scaled back. The TT project _may_ be considered vapourware, but
the CT60 project cannot yet be considered that unless you want to
consider a *lot* of atari projects vapourware! (fenix, tempest, xaaes,..)
hey, for me Lonny the glass is half full,
I guess for you it is half empty! :-)
ken

Atari anarchiST! 030CT2b@50MHz, 1.5GB SyJet, Yamaha CDRW, 78MB RAM
Toronto Atari Federation -> TAF.atari.org welcome.to/taf
THE PROJECT: http://webhome.idirect.com/~anarkist/gnvamain.html

3835. Re: Correct settings of STinG 1.26?

Newsgroup: comp.sys.atari.st
Date: 2000-10-09 05:51:08 UTC
From: swampfox1@earthlink.net
Message-ID: <g1dE5.3832$6t3.165625@newsread1.prod.itd.earthlink.net>
Source record: 56473

```
On 8 Oct 2000 16:14:41 G, Chris Simon wrote:
>On 8 Oct 2000 17:15:46 +, Henrik =?iso-8859-1?Q?Gild=E5?= wrote:
>>I have these parameters:
>>MTU: 1500
>>Window size: 20000
>>TTL: 128
>>RTT: 0.050
>
>Sorry, I don't use v1.26, but my settings for v1.15 are as follows:
>
>MTU: 1006
>Window size: sorry, can't see that parameter
>FRAG_TTL: 60
>DEF_TTL: 128
>(can't find a parameter of "TTL" on its own)
>DEF_RTT: 50
>(ditto)
>
>I connect somewhere between 42000 and 45000 each time (with a 56K modem of
>course!)
>
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.

My settings below:
If they make things worse, I'll change mine to yours :)
Note: MTU is set in the Dialer
Recv Window is set in StinG's Default.CFG
I only use Sting Internals CPX and Serial Ports CPX
Delay 15/20 (CPX) = Threading (CFG)

John G.

# Used by the STinG kernel :
#
ALLOCMEM = 250000
#
ACTIVATE = TRUE
THREADING = 15
```

```
FRAG_TTL = 60
#
#
# Used for ICMP protocol :
#
ICMP_GMT = -60
ICMP_AD = 10
ICMP_FLAG = 0
#
#
# Used for UDP protocol :
#
UDP_PORT = 1024
UDP_ICMP = 1
#
#
# Used for TCP protocol :
#
TCP_PORT = 1024
MSS = 1460
RCV_WND = 10000
DEF_RTT = 1500
DEF_TTL = 64
TCP_ICMP = 1
#
#
# Used by the DNS resolver :
#
# Note that the first one of these three will not normally be used.
# It will only be used when an address consisting of a single word
# is used in a URI. The DOMAIN value is then appended to complete
# the URI as needed for the nameserver request packets.
# (I still recommend using full URIs instead, to avoid confusion.)
#
DOMAIN =
DNS_CACHE = 64
DNS_SAVE = TRUE
#
SNIP
```

3836. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8rvpreots1@nnrp2.phx.gblx.net>
Source record: 56346

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:
: In article <39dfa4e01b7c530@online.be>,
: Martin \"Nightowl\" Byttebier <tos4ever@online.be> wrote:

: >bootprocess I got two bombs and that was that. No way I could boot up.
: >Is it possible that the cables of the adapter are just too long?

: Quite probably. The TT's VME bus has quite weak buffers (not conforming to
: the VME bus spec), and adding additional (capacitive) load (either a long
: cable or a second connector plus card) can easily lead to timing problems.

: >I did install the orinal VME card again and with this the Crazy Dots works
: >without any problem.

: You could try shortening the cables as much as possible.

Ummmm. The timing signals, according to my service manual, come from
U702 and U703, marked as PAL16L8. The data and address data comes
from U705-U710, which are 74LS244 and 245 chips. One historical
work around for low current and high impedance has been to simply add
another chip in parallel by soldering it on top of the first one.

That was tried and worked in the case of the hardware version of
PC Ditto, which otherwise crashed on takeoff.

I have not tried this, but may someday, because I want my TT to
work like that. This is not a recommendation, your mileage may
vary, your rights may vary from state to state, and all that
jazz, but still there is no reason that should not work and should
not hurt.

What is the part of the signal that is puny and weak and has
indefinite levels?
--
---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

3837. Re: Reflections about Atari computing future

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <IXJE5.9595$d4.870878@nnrp4.clara.net>
Source record: 56347

Francisco L. Fernandez <flufetor@jazzfree.com> wrote in message
news:39E04F0C.BC1F6B2E@jazzfree.com...

> Computing is not mainly a question of raw processing power, or making
> huge amounts of software fill up hugue amounts of hard disk space, is
> rather a question of having the correct software and knowing about what
> are your needs and if you have the correct setup to achieve them.
> In this sense, each new generation of computers covers a new type of
> applications the last one wasn't able to do.

Absolutely right.

> The new clones (Milan, Hades) have improved the processing power for
> some of the later areas (not sound handling) and are good computers for
> a "serious" MC68k Unix setup, but can't cope with the new demanding
> areas and support for the Unix variants (NetBSD, Linux) is not as good
> as should be desired, not to mention compatibility with old "bad" TOS
> software.

One of the main reasons for "bad" software is
rooted in the history of the platform. There
was often no alternative in order to produce
software that was responsive enough to be
useable. Now computers are so much more
powerful, more effort should be put into
developing software cleanly so it will remain
useful on future generations of machines.
I would rather have a piece of software that
will work 10x faster on the next machine,
and 100x on the one after that, than one which
is hard-coded in order to achieve a quick 2x
speed boost on the current machine but will
never work on another machine after my current
one has served its useful life and the software
itself is no longer updated to work on the
new hardware (familiar situation?).

> I think that if we want the TOS plattform running some of today
> computing uses (digital cinema, MPEG2 recording/playing) is not enough
> having an accelerated pseudo-clone. For this, new hardware plattform is
> to be developed, perhaps around power PC chips and using something like
> the excellent Tempest idea to make run straightforward 68K TOS software.

It's called 68K emulation. Apple did this years ago.
Doing quite well on PPC machines now.

> Perhaps a way could be to establish a non profit foundation (primarily
> of course, it should have to be mantained and pay for hardware design
> developments added) and obtain from Hasbro, or whoever holds it, the
> license to build Atari motherboards and also the schematics of them and
> the design of custom chips. Then it wouldn't be hard nor expensive to
> optimize the design and manufacture the motherboards on demand

That's crazy. Manufacturing hardware on
demand is about the most expensive way
you can go about it. You have to make
these things in the thousands to be viable.
As for it not being difficult... It doesn't
get harder than having to understand and
modify something you didn't design yourself.

> Well, regarding the hardware, our suggested fundation could produce
> this two computers (motherboards):
>
> 1. Mega STE+, a typical Mega STE motherboard with some modifications:
>
> a. The MMU is altered to address the full 68000 16Mb, making the machine
> expandanble to 14 Mb RAM. Four Mb of these could be shadowed in case of
> using an VME card.
> b. Instead of having cache, motherboard chips and RAM clock can be
> switched between 8 and 16 MHz.

In that case you need to re-design the
chips so they can all run reliably at
the higher speed. Even Atari didn't
see the sense in doing that, hence the
easier option of using a cache.

> c. Modified video shifter to allow driver-manageable larger resolutions.
> I think the easiest way is to expand each resolution to double height
> and width, having then new 1280x800x2 colours,

That would give a seriously incorrect
aspect ratio.

> 2. Falcon030+, an enhanced falcon motherboard in ATX form factor to be
> installed in an ATX case and the following improvements:
> a. 32 MHz 68030/68882 procesor with full 32 bit address and data bus.
> b. Full 32 Mhz RAM and chipset clock.Switchable back to 16 for
> compatibility.

Apart from 32-bit address, this is no
improvement on a CT2 accelerator,
and what Atari software is going to use
32-bit address space? The chosen
processing and I/O systems would
never be fast enough to make that
amount of storage practical in use.

> e. Built in Eclipse PCI adaptor circuitry (to be decided if 32 or 16 bit
> wide), retaining the Falcon expansion port for 16 bit add-on cards.

PCI is 32-bit. There are no Falcon 16-bit expansion
cards which offer any functionality that cannot be
bettered in quality, performance and price by modern
32-bit PCI expansion cards. What 16-bit Falcon
expansion cards could be of use today? Some old
and slow RAM boards, 386 PC emulators, a couple
of video digitisers.

> f. Five PCI slots in ATX positions to allow five PCI cards at once. Some
> could be:

ATX has 7 slots for 6 ISA/PCI and 1 AGP.

> - ATI Rage IIC or better card (altough this chipset could be on board to

Why, because this is what happens to
come with Eclipse?

> share output with the videl and switch it internally), this with fvdi
> can boast resolution and speed of graphics.

> - MPEG2 decoding and TV tuning card.
> - Ethernet card.

Few people buy a computer to watch
TV (strange, but true). Things like MPEG
in hardware are only for fixed-purpose
appliances like DVD players (even then
you'll find it's most likely done by a
high-speed general-purpose DSP with
fixed program code). They make
no sense these days on general purpose
computing systems, especially as new
CODEC algorithms are being developed
all the time for different purposes and
modern CPU/DSP can handle these in
software, reducing the frequency of
hardware upgrades. That is, unless you
running a pedestrian 32 MHz 68030.

The scope for functional synthesis in the
digital domain is enormous and far
surpasses the limited feature set of
custom hardware. The best computer
audio cards nowadays don't have
built-in sounds or programmable
oscillators and filters, they simply have
masses of DSP power to allow the
creation or manipulation of any sound,
in real-time.

> - USB controller to allow fast USB peripherics connection.
> g. As with the previous design, an integrated PC keyboard and mouse
> convertor.

If you were designing a PCI machine, these
two would be part of the PCI core logic.

> h. Possibly a full 32 bit expansion bridge for a 32 bit Tempest or CT60
> like accelerator.

CT2A had a full 32-bit expansion bus two
years ago and nobody had the sense/foresight
to make use of it. A totally new machine should
be using PCI as a 32-bit expansion bus anyway,
not a proprietary design. The market is now so
small, the cost of developing expansion cards
would make the price higher (and Atari users
would complain even more than they already do)
as well as restrict the range of cards available.

> Well, I don't know if it is possible to obtain all the motherboard
> components as you have pointed out in some articles.

The only components you'd have difficulty
obtaining are the custom chips, and you
wouldn't have custom silicon made in small
quantities, it's expensive. You'd implement them
in modern high-speed programmable gate arrays
(the same things which make possible the
development of minority machines like Hades,
Milan and Phenix).

> Also with
> schematics or chips design. This is only a first approach to a way to
> solve a problem that many of us could suffer in the future: the lack of
> hardware support.

When dreaming up your ideal Atari machine
it's easy to take an existing design, and add
in various existing solutions (which are
sometimes compromises on the technology
they bridge to) and pull some nice-sounding
numbers out of thin air. If you were to draw
these on a functional schematic, you'd end
up with a real mess.

For example, on a new machine, sticking a
32-bit PCI bus on top of a 16-bit architecture
where the CPU also resides is self-defeating
because you introduce a bottle-neck. Just
because Eclipse works this way, doesn't
necessarily make it a good solution for a new
design. You're thinking upside-down.

Shiuming Lai

3838. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <5fKE5.9605$d4.873210@nnrp4.clara.net>
Source record: 56348

Christopher Thorley <chris_thorley@lineone.net> wrote in message
news:8rqqghjfu1@supernews.com...
> Can anyone advise me on how to get some of my old games running now I've
> upgraded to TOS2.06. I have an autobooting hard drive system but want to
run
> some of my old games from the 'A:' drive, the type that bypass GEM.

You could hold down [Alt] to disable the
hard disk driver or [Control] to boot
the hard disk but not load AUTOs and
ACCs. In any case, non-GEM games
will autoboot and your Atari boots from
the FDD before HDD.

You may find your real problems may
be caused by TOS 2.06 itself. My TOS 2.06
Mega STE refused to work with two
commercial games whose demo versions from
ST Format worked fine (Magic Boy and
The Chaos Engine). I returned Chaos Engine
to the shop, but was able to play Magic Boy
on my 520STFM (albeit with non-STE
sounds and visuals).

Years later, I was able to borrow some
TOS 2.05 chips, and Magic Boy then
worked on my Mega STE. I had to return
the 2.05 chips, and by chance, the person
who lent them to me happened to have
a developer version TOS 1.4 on floppy.
I gave it a try and bingo, this also had
the same effect. There was obviously
something about the disk I/O routines
changed in TOS 2.06. Using 1.4 allowed
the game to get over that small hiccup,
and load up then play as usual, including
STE enhancements.

If you've upgraded to 2.06 then it's most
likely you're a 520/1040 user, in which
case you should have bought a switchable
upgrade, to allow two operating systems.

Shiuming Lai

3839. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: David G Misner <excalibur@mminternet.com>
Message-ID: <39E37C71.1D66C4E6@mminternet.com>
Source record: 56349

Bob King wrote:

> On 10 Oct 2000 16:58:54 , Jo Even Skarstein wrote:
> >Rodolphe Czuba <rczuba@free.fr> wrote:
> >> 110 people in the list of the CT60 potential buyers !
> >
> >So does this means that it will be manufactured? I'll probably buy one if
> >it works as promised.
> >
> >--
> >
> >/*
> >** Jo Even Skarstein http://home.nvg.org/~joska/
> >*/
> >.
>
> Hi Jo,
>
> according to a message that Rodolphe is sending to all potential buyers, no such
> definite promise, just that if the number rises to >200, price will come down!!

What is a CT60????

3840. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8rvvuq$d13$1@supernews.com>
Source record: 56350

Shiuming Lai wrote in message <5fKE5.9605$d4.873210@nnrp4.clara.net>...
>
>
>If you've upgraded to 2.06 then it's most
>likely you're a 520/1040 user, in which
>case you should have bought a switchable
>upgrade, to allow two operating systems.
>
>Shiuming Lai
>
>Okay,okay,

So I'm a cheapskate upgrader.However,since it's me who usually uses the STe
it works fine with all the rest of my software.If wasn't for those pesky
kids.......!

3841. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e38612$0$1656@news.zetnet.co.uk>
Source record: 56351

On 10 Oct 2000 13:30:41 , David G Misner wrote:
>
>
>Bob King wrote:
>
>> On 10 Oct 2000 16:58:54 , Jo Even Skarstein wrote:
>> >Rodolphe Czuba <rczuba@free.fr> wrote:
>> >> 110 people in the list of the CT60 potential buyers !
>> >
>> >So does this means that it will be manufactured? I'll probably buy one if
>> >it works as promised.
>> >
>> >--
>> >
>> >/*
>> >** Jo Even Skarstein http://home.nvg.org/~joska/
>> >*/
>> >.
>>
>> Hi Jo,
>>
>> according to a message that Rodolphe is sending to all potential buyers, no such
>> definite promise, just that if the number rises to >200, price will come down!!
>
>What is a CT60????
>
>
>
>
>
>.

Hi every one,

it's OK, I've told David!!!!!

Bob King

3842. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39E38967.517101DD@cable.A2000.nl>
Source record: 56352

Hi JI

JI Logan wrote:
>
> On 9 Oct 2000 22:37:45 G, atarigalen@my-deja.com wrote:
[...]
> |> Can I swap out the 720K Floppy for a 1.44Mb unit?
> |Yes, if you have TOS 2.06. TOS 2.05 will not work (though you could
> |upgrade that as well.
>
> Could I confirm that that is all that has to be done? remove the old
> 720K drive and insert a 1.4M? I have an early TT with a 720K drive
> but never tried to change it as I thought other changes had to be
> made.

I bought mine in 1991. I had to change the floppy controller. The old one couldnt handle the doubled frequency. And yes, I had to upgrade from 2.05 to 2.06

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3843. Re: Maus-Windows Working Now...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e3920c$0$1659@news.zetnet.co.uk>
Source record: 56353

On 10 Oct 2000 04:23:29 , Tony Cianfaglione wrote:

| . . . .
|Is there a program (possibly accessory) that allows random placement and
|movement of windows and their folders. Currently when I open C: and then
|a folder within C:, and possibly second folder, they all stack on top of
|each other, making interaction among the materials within the folders
|difficult. I am forced to open the C: drive again and again in order to
|have the right folder windows open at the right time. This is very time
|consuming and there should be a way to separate the stacking of the
|windows so that they open in different locations and the operator can
|move them to their preferred position.

Hold down ALT while you double-click on the folder to open.

3844. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e39964$0$1656@news.zetnet.co.uk>
Source record: 56354

On 10 Oct 2000 19:14:54 , Jim DeClercq wrote:

|
|What is the part of the signal that is puny and weak and has
|indefinite levels?

I give up. I don't know. What _is_ the part of the signal that is
puny and weak and has indefinite levels?

3845. Re: Reflections about Atari computing future

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8s09kd$1jh$1@nnrp1.deja.com>
Source record: 56355

What I can't figure out is why TOS wasn't ported to the Intel or Mac hardware standard long ago. Granted, all new drivers have to be written for most things, but I'd love to see something like Linux users enjoy -- pick your machine, but run TOS rather than Windows.

MagicMac is the closest we've got to this idea, but if MagicMac can be purchased from someone who speaks English, I don't know about it. Every US/UK supplier appears to be out. (Someone...please prove me wrong!)

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3846. Re: Menu controller...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8s09t5$1n5$1@nnrp1.deja.com>
Source record: 56356

In article <971073434-38487AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> Date: Sat, 07 Oct 2000 14:43:47 GMT
>
> >On 6 Oct 2000 23:22:50 -, Tony Cianfaglione wrote:
> >>
> >>Is there a program (possibly accessory) that prevent the ST's habit
of
> >>dropping the menus when the mouse rolls over them. Something

There are several such utilities, but no names come to mind right now.
>
> On a similar line, I viewed a demo of a utility that allowed menu
bars to be
> "torn off" and positioned elsewhere on the screen at our last club
meet,

This is also a feature of Geneva. Hold control and click on an item on
the menu bar. Occasionally useful when you have to repeatedly use an
item without a keyboard equivalent.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3847. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8s09vh$1p4$1@nnrp1.deja.com>
Source record: 56357

In article <pxAE5.1925$BM7.3366004@nnrp4.proxad.net>,
"Rodolphe Czuba" <rczuba@free.fr> wrote:
> 110 people in the list of the CT60 potential buyers !
>
Is there a source for 110 68060 chips?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3848. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8s0a8u$24k$1@nnrp1.deja.com>
Source record: 56358
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <39E3589F.FCD14BC2@idirect.com>,
Ken Macdonald <anarkist@idirect.com> wrote:
> OK. To be in accordance with what you
> say, it seems that TOS only
> pretends to access my SyJet cart. Since
> there is a 1.0 GB limit
> under TOS, Magic, BigDOS or MiNT, when I
> partition my SyJet cart
> under TOS-DOS this means that I can only
> create one 1.0GB
> partition on my SyJet 1.5GB cart!? as I
> am restricted to one
> partition/drive(cart) under TOS-DOS.
> Seems a shame to leave 500MB
> unformatted(unpartitionned0! :-(
> ken
>
May I suggest two 750 MB partitions? Works for my SyJet!

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3849. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8s0ae9$25u$1@nnrp1.deja.com>
Source record: 56359

In article <8s09vh$1p4$1@nnrp1.deja.com>,
atarigalen@my-deja.com wrote:
> In article <pxAE5.1925$BM7.3366004@nnrp4.proxad.net>,
> "Rodolphe Czuba" <rczuba@free.fr> wrote:
> > 110 people in the list of the CT60 potential buyers !
> >
> Is there a source for 110 68060 chips?
>
> Galen
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

:) My thoughts too.....:) Amiga dealers are dry here, and last year Centek asked me where in the US they could be found. Maybe the Germans have some hidden, or so they would like us to believe:) (You would have to watch Norm McDonald to think that was funny I guess:)

Mikey

Sent via Deja.com http://www.deja.com/
Before you buy.

3850. Re: Odd Falcon character set...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <hSNE5.173$nR3.7901@newsread1.prod.itd.earthlink.net>
Source record: 56360

On 10 Oct 2000 04:33:48 , Tony Cianfaglione wrote:
>
>One of my 2 Falcons has an odd quirk - several keys are reassigned.
>
>The shifted 2 key doesn't produce an @ sign. It is assigned to the
>shifted ' key and the " is assigned to the shifted 2 even though the keys
>are properly marked.
>
>The ~ key backspaces even though the Backspace next to it does the same
>thing and my backslash key (when shifted) produces a tilde. The
>unshifted backslash key produces a # sign and when I shift the 3 key, I
>get a message 'Unknown command ^ backslash' from my terminal program so
>the key obviously is producing a control-backslash keystroke rather than
>a regular backslash keystroke.
>
>So far I have no backslash nor pipe command key even though they are
>clearly marked, they produce the above marks. I only noticed the
>assignment problems when going online and using the cli as I don't use
>thesde keys normally in my daily Falcon use. The other Falcon has normal
>key assignment.
>
>Is there a way of correcting this reassignment nightmare?
>
>Thanks...
>
>.
Hi Tony,
There's also CONFIG.APP (NVRAM) which sets the Desktop language
and/or Keyboard layout. Email me if you need it!
John G.

3851. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8rvk7hmqg2@news7.svr.pol.co.uk>
Source record: 56361

Diving into this conversation a little late...

Firstly I'd like to second just about everything Chris has written so far in this thread.

"Chris Simon" <osian@zetnet.co.uk> wrote in message news:39ded5b3$0$8005@news.zetnet.co.uk...
> On 6 Oct 2000 22:52:30 G, Bob King wrote:

> Why do you have to make your site downward compatible with a speech browser or a
> text-only browser? Are they inferior to a graphical browser? If you write your page
> according to HTML specifications and guidelines, they will work with *any* browser
> regardless of their capabilities - simple things like putting sensible ALT tags
> in images, and knowing when *not* to put ALT tags in images.

Exactly: it's often as easy to do the thing properly so the site works for everyone as it is to mess it up for everyone who doesn't have broadband and a supercomputer.

There is an added incentive to start doing it right in the UK in the form of the Disability Discrimination Act: where an organisation's web site is an integral or major part of its service, it now has to be accessible to disabled users. Easiest way to do it is to follow the W3C accessibility guidelines, at least as far as getting up to "Bobby Approved" status (Bobby is a validator which checks your web pages for accessibility - http://www.cast.org/bobby/).

The interesting (but entirely predictable) thing is that there is a considerable amount of overlap between the techniques/practices you need to use when designing accessible pages for disabled users and the techniques/practices needed for mobile/PDA/TV/whatever access. Which boils down to either writing pages which degrade gracefully to match the browser's capabilities/user settings, or doing an all-singing all-dancing site but maintaining a text-only version too.

I've spent the last six months developing a new web site for work where we've tried to make it as accessible as possible while still satisfying the people who want it to look good, and by and large it's succeeded (though I say it myself). It may not be particularly good-looking on browsers with no style sheet support, but it is usable on text browsers up (we used Lynx as one of our test browsers), including CAB (I did a little unofficial testing at home!). We also cut out unnecessary

graphics etc and concentrated on getting *information* across and making the navigation quick and easy. It's at:

http://www.mmu.ac.uk/services/library/

I also try to follow the guidelines for my own site at:

http://www.bygjohn.co.uk

... though I allowed myself the luxury of an oversized graphic on the front page!

This kind of web design isn't particularly hard, it just requires some thought about how the site might be used and focusing on the content rather than gizmos.

Jakob Nielsen has some useful ideas on usability and accessibility in web design, too:

http://www.useit.com (that URL's from memory, though)

All of this stuff can be accomplished with CAB and a text editor, though it's hard checking CSS with a browser that can't display it.

Just my tuppenceworth...

TTFN
John

3852. Re: Need for moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8rvk7omqg3@news7.svr.pol.co.uk>
Source record: 56362

Sorry for the delayed response.

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:39da648a$0$8006@news.zetnet.co.uk...
> On 1 Oct 2000 12:41:58 G, Derryck Croker wrote:
> >From: "John Whalley" <john_whalley@hotmail.com>
> >Date: Sat, 30 Sep 2000 10:35:45 +0100
> >
> >>Why not just killfile the twit. Haven't seen a posting from him for
> >>ages...
> >
> >I've had one set up for yonks, but the big problem is that people
will
> >rise to the bait, which really doesn't help!
>
> But killfile doesn't apply to the NGs in Newsie. I wish it did.

Perhaps a switch to Okami is in order? You set up the kill filters as
part of the import process, IIRC (it's a while since I used it). I admit
the learning curve is pretty steep with Okami, but it's a remarkably
powerful mailer/newsreader used in conjunction with POPwatch/NEWSwatch.

Just a thought, do with it as you will!

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

3853. Re: Odd Falcon character set...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971284666-859207AEicMi@bun.com>
Source record: 56363

Hi Minfield

>Sounds rather like you have a European TOS, whose keyboards tend to
>differ in certain areas than North American versions. I'm sure there
>are probably keyboard mappers out there, but I couldn't name any
>offhand. The only other solution is to replace the TOS chips with
>North American ones.

Falcon TOS is multilingual, so he has all available versions already!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3854. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971284668-859786AEicMi@bun.com>
Source record: 56364

Hi Mark

>
>TOS 1.09? Dont know that one. Does this work on the Mega STE?

I think you'l find its TOS 1.62, some software reports the TOS version incorrectly
due to the way Atari wrote the standards and then broke them.
You probably have TOS 2.06 in your MegaSTE anyway, which is the equivalent.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3855. Re: Odd Falcon character set...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971284662-858739AEicMi@bun.com>
Source record: 56365

Hi Tony

>One of my 2 Falcons has an odd quirk - several keys are reassigned.

What language is your TOS set too??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3856. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971284670-860230AEicMi@bun.com>
Source record: 56366

Hi Hi.

>Could I confirm that that is all that has to be done? remove the old
>720K drive and insert a 1.4M? I have an early TT with a 720K drive
>but never tried to change it as I thought other changes had to be
>mad

If you have an AJAX chip already then you can just substitute the 2.0 Meg unit with no further mod's, if you dont have an AJAX then you need one of these and maybe a GAL chip depending on what motherboard you have. You'l also need to flick a DIL switch if you retrofitted an AJAX.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3857. Re: Difference between ICD link and ICD Link 2

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971284674-860915AEicMi@bun.com>
Source record: 56367

Hi Derryck

>>The Link 2 has a red LED which shows that it's switched on and working.
>>Apart from that, both units look the same as far as I know.

>If there's a choice, I'd go for the LookII. It's more compatible with
>modern SCSI devices than the earlier version, however I don't have any
>info to hand to back that up with solid fact.

http://www.wbsystemtechnik.de/atari/in_e.html

Nice toys in this shop. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3858. Re: Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971284676-861387AEicMi@bun.com>
Source record: 56368

Lyndon

>And I can access chaplie belgian server too!

Why is that such an achievment?
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3859. Re: Odd Falcon character set...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200010102015.a40169@su2.maus.de>
Source record: 56369

M>Sounds rather like you have a European TOS, whose keyboards tend to
M>differ in certain areas than North American versions.
Yes, but it isn't German, for Shift-3 gives the paragraph sign on a
German keyboard.

M>I'm sure there are probably keyboard mappers out there, but I couldn't
M>name any offhand.
With WRITER ST, a program named KEYBOARD.PRG was shipped to do that
job.

M>The only other solution is to replace the TOS chips with North American
M>ones.
That seems in my eyes to be the best one for it keeps your markup
correctly.

Und TTschï¿½
ps

3860. Maus-Windows Working Now...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001010041136.28704B-100000@halifax.chebucto.ns.ca>
Source record: 56423

I got Maus-Windows and my CLI program working now. It seems the Falcon is not looking in the ACC folder and will only load .ACCs that reside in the root directory. Anyway I can change this?

Also by unselecting mouse movement in the options, Maus-Window is very fast at switching the top folder even with the mouse in travel. Now comes another related question...

Is there a program (possibly accessory) that allows random placement and movement of windows and their folders. Currently when I open C: and then a folder within C:, and possibly second folder, they all stack on top of each other, making interaction among the materials within the folders difficult. I am forced to open the C: drive again and again in order to have the right folder windows open at the right time. This is very time consuming and there should be a way to separate the stacking of the windows so that they open in different locations and the operator can move them to their preferred position. This is the way the Mac does it and it makes for much faster file action. Anything like this for the Atari?

Thanks...

3861. Odd Falcon character set...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001010042338.28704C-100000@halifax.chebucto.ns.ca>
Source record: 56424

One of my 2 Falcons has an odd quirk - several keys are reassigned.

The shifted 2 key doesn't produce an @ sign. It is assigned to the shifted ' key and the " is assigned to the shifted 2 even though the keys are properly marked.

The ~ key backspaces even though the Backspace next to it does the same thing and my backslash key (when shifted) produces a tilde. The unshifted backslash key produces a # sign and when I shift the 3 key, I get a message 'Unknown command ^ backslash' from my terminal program so the key obviously is producing a control-backslash keystroke rather than a regular backslash keystroke.

So far I have no backslash nor pipe command key even though they are clearly marked, they produce the above marks. I only noticed the assignment problems when going online and using the cli as I don't use thesde keys normally in my daily Falcon use. The other Falcon has normal key assignment.

Is there a way of correcting this reassignment nightmare?

Thanks...

3862. CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <pxAE5.1925$BM7.3366004@nnrp4.proxad.net>
Source record: 56425

110 people in the list of the CT60 potential buyers !

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3863. Re: Odd Falcon character set...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <kol5uscadm0usuke9v9bj39i54b56cl63g@4ax.com>
Source record: 56426

On Tue, 10 Oct 2000 04:33:48 -0300, Tony Cianfaglione
<ab616@chebucto.ns.ca> drooled an embarassing wet spot in his lap as
he typed:

>
>One of my 2 Falcons has an odd quirk - several keys are reassigned.
>
>The shifted 2 key doesn't produce an @ sign. It is assigned to the
>shifted ' key and the " is assigned to the shifted 2 even though the keys
>are properly marked.
>
>The ~ key backspaces even though the Backspace next to it does the same
>thing and my backslash key (when shifted) produces a tilde. The
>unshifted backslash key produces a # sign and when I shift the 3 key, I
>get a message 'Unknown command ^ backslash' from my terminal program so
>the key obviously is producing a control-backslash keystroke rather than
>a regular backslash keystroke.
>
>So far I have no backslash nor pipe command key even though they are
>clearly marked, they produce the above marks. I only noticed the
>assignment problems when going online and using the cli as I don't use
>thesde keys normally in my daily Falcon use. The other Falcon has normal
>key assignment.
>
>Is there a way of correcting this reassignment nightmare?

Sounds rather like you have a European TOS, whose keyboards tend to
differ in certain areas than North American versions. I'm sure there
are probably keyboard mappers out there, but I couldn't name any
offhand. The only other solution is to replace the TOS chips with
North American ones.

>
>Thanks...

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

3864. Re: Odd Falcon character set...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8ruoh3$n5m$1@nnrp1.deja.com>
Source record: 56427

In article <Pine.GSO.3.95.iB1.0.1001010042338.28704C-
100000@halifax.chebucto.ns.ca>,
Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:
>
> One of my 2 Falcons has an odd quirk - several keys are reassigned.
>
> The shifted 2 key doesn't produce an @ sign. It is assigned to the
> shifted ' key and the " is assigned to the shifted 2 even though the
keys
> are properly marked.

Use Bootconf or a similar tool to select US keyboard layout. It sounds
like you have a UK layout.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

3865. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Simon Osborne - NG <atariactive@btinternet.com>
Message-ID: <8ruqpj$b8v$1@neptunium.btinternet.com>
Source record: 56428

Hello Dave,

Manchester UK?

Simon Osborne

<g4ugm@my-deja.com> wrote in message news:8rs9r5$nj5$1@nnrp1.deja.com...
> Hi Folks,
> My wife is currently clearing out the loft and
> has found a large number of Atari Magazines which
> she is very keen to re-cycle. However her idea of
> re-cyling Atari Magazines is to send them to the
> local scouts for re-pulping........
>
> Any way there are some START mags, ST Format, ST
> World and ST Applications (I think thats what
> they are called. UK User group stuff).
>
> If they are of any interest to any one, and they
> are willing to collect them from the Manchester
> area drop post in here with an e-mail address
> (suitably concealed from the SPAM monsters of
> course) and I will arrange a suitable time to
> exchange them.
>
> Dave Wade.

3866. Re: Maus-Windows Working Now...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39E325FE.4D68B53@cable.A2000.nl>
Source record: 56429

Hi Tony

Tony Cianfaglione wrote about windows piling up:
>
> [...]

You should try ALT + double click on the folder name.
TOS will open the folder in a new window and find a place for it.
TOS will remember most places once moved to.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3867. Freemint with STiK

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <su6a98lbe06d50@corp.supernews.com>
Source record: 56430

Hi!

Few questions about freemint with stik.

I'm trying to use Freemint 1.15.5 with STiK2. I have a minimal setup, Spin! as CDROM driver, HDDriver, STiK2 and FreeMint with no extras apart from the Spin XFS. (all booting off J partition, hold down J to boot Mint, C to boot TOS!)

Without STiK installed all filenames are in capitals, but with STiK it they're all little letters. (sorry I've forgotten which is upper and lower case).

So when it gets to loading Qdialer as an ACC (haven't got around to installing XaAES!) Qdialer reports it can't find the QDIAL.RSC.
Is it because it's looking for the pathname in captials?

What would be the best Mint setup for my STE (see sig for my extra goodies) or should I just use Magic.

Kellis seems to think KEMD is the best, but I think she's forgetting not everyone has Falcons. I don't like the way she mocks Magic.

I really don't know how you guys get Mint running so smoothly. Anyone know what essential pieces of software I should have to improve Mint, apart from Spin! XFS.

Thanks in Advance!

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3868. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e32bb4$0$1658@news.zetnet.co.uk>
Source record: 56431

On 9 Oct 2000 22:37:45 G, atarigalen@my-deja.com wrote:

|In article <8rpcbh$9ie$1@plutonium.btinternet.com>,
| "BTInternet News" <julian@portland.co.uk> wrote:
|> Hi,
|>
|> after waiting nearly 9 years after their launch I am now the proud
|owner of
|> a TT030, being a little rusty I could use a couple of pointers for
|> information I would like to get my hands on:
|>
|> Can I swap out the 720K Floppy for a 1.44Mb unit?
|Yes, if you have TOS 2.06. TOS 2.05 will not work (though you could
|upgrade that as well.

Could I confirm that that is all that has to be done? remove the old 720K drive and insert a 1.4M? I have an early TT with a 720K drive but never tried to change it as I thought other changes had to be made.

3869. Re: Fun with STiK 2...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e32bb5$0$1658@news.zetnet.co.uk>
Source record: 56432

On 9 Oct 2000 17:04:57 G, Paul Williamson wrote:

|Hi John,
|
|I have been using STiK 2 (with zetnet) on my Hades for a while now with
|very few set-up problems. If you would like any of my scripts etc, mail
|me direct.
|
|Also, if you could let me have more details of how you installed it, I'll
|try and help out.

Thanks very much. I have dropped you an email.

3870. Re: Odd Falcon character set...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e32bc6$0$1659@news.zetnet.co.uk>
Source record: 56433

On 10 Oct 2000 04:33:48 , Tony Cianfaglione wrote:
>
>One of my 2 Falcons has an odd quirk - several keys are reassigned.
>
>The shifted 2 key doesn't produce an @ sign. It is assigned to the
>shifted ' key and the " is assigned to the shifted 2 even though the keys
>are properly marked.
>
>The ~ key backspaces even though the Backspace next to it does the same
>thing and my backslash key (when shifted) produces a tilde. The
>unshifted backslash key produces a # sign and when I shift the 3 key, I
>get a message 'Unknown command ^ backslash' from my terminal program so
>the key obviously is producing a control-backslash keystroke rather than
>a regular backslash keystroke.
>
>So far I have no backslash nor pipe command key even though they are
>clearly marked, they produce the above marks. I only noticed the
>assignment problems when going online and using the cli as I don't use
>thesde keys normally in my daily Falcon use. The other Falcon has normal
>key assignment.
>
>Is there a way of correcting this reassignment nightmare?
>
>Thanks...
>
>.

Hi Tony,

Your keyboard control is set to UK. You need NVRAM.CPX, on its way

Bob King.

3871. Re: Odd Falcon character set...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e32c55$0$1657@news.zetnet.co.uk>
Source record: 56434

On 10 Oct 2000 04:33:48 , Tony Cianfaglione wrote:
>
>One of my 2 Falcons has an odd quirk - several keys are reassigned.
>
>The shifted 2 key doesn't produce an @ sign. It is assigned to the
>shifted ' key and the " is assigned to the shifted 2 even though the keys
>are properly marked.
>
>The ~ key backspaces even though the Backspace next to it does the same
>thing and my backslash key (when shifted) produces a tilde. The
>unshifted backslash key produces a # sign and when I shift the 3 key, I
>get a message 'Unknown command ^ backslash' from my terminal program so
>the key obviously is producing a control-backslash keystroke rather than
>a regular backslash keystroke.
>
>So far I have no backslash nor pipe command key even though they are
>clearly marked, they produce the above marks. I only noticed the
>assignment problems when going online and using the cli as I don't use
>thesde keys normally in my daily Falcon use. The other Falcon has normal
>key assignment.
>
>Is there a way of correcting this reassignment nightmare?
>
>Thanks...
>
>.

Hi Tony,

Your keyboard control is set to UK. You need NVRAM.CPX, on its way

Bob King.

3872. Re: Difference between ICD link and ICD Link 2

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39E3364A.8FB89E25@cfc.dnd.ca>
Source record: 56435

Link2 could handle parity, Link1 could not.
(I had to return a Link1 for an AdSCSI+ before they came out with the
Link2)
ken

Derryck Croker wrote:
> From: northstar2010@yahoo.no (Hallvard Tangeraas)
> Date: Sun, 08 Oct 2000 10:18:36 GMT
> >me <sunfriek@intcon.net> wrote:
> >> what are the differences between ICD's Link and the Link 2?
> >The Link 2 has a red LED which shows that it's switched on and working.
> >Apart from that, both units look the same as far as I know.
> If there's a choice, I'd go for the LookII. It's more compatible with
> modern SCSI devices than the earlier version, however I don't have any
> info to hand to back that up with solid fact.
> Even better would be a Link97.

> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

3873. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8rvhse$5k9$1@snipp.uninett.no>
Source record: 56436

Rodolphe Czuba <rczuba@free.fr> wrote:
> 110 people in the list of the CT60 potential buyers !

So does this means that it will be manufactured? I'll probably buy one if
it works as promised.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3874. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e34e0e$0$1656@news.zetnet.co.uk>
Source record: 56437

On 10 Oct 2000 16:58:54 , Jo Even Skarstein wrote:
>Rodolphe Czuba <rczuba@free.fr> wrote:
>> 110 people in the list of the CT60 potential buyers !
>
>So does this means that it will be manufactured? I'll probably buy one if
>it works as promised.
>
>--
>
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>.

Hi Jo,

according to a message that Rodolphe is sending to all potential buyers, no such definite promise, just that if the number rises to >200, price will come down!!

Bob King.

3875. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8rvj0rkbs1@draco.stochastik.rwth-aachen.de>
Source record: 56438

In article <39dfa4e01b7c530@online.be>,
Martin \"Nightowl\" Byttebier <tos4ever@online.be> wrote:

>bootprocess I got two bombs and that was that. No way I could boot up.
>Is it possible that the cables of the adapter are just too long?

Quite probably. The TT's VME bus has quite weak buffers (not conforming to
the VME bus spec), and adding additional (capacitive) load (either a long
cable or a second connector plus card) can easily lead to timing problems.

>I did install the orinal VME card again and with this the Crazy Dots works
>without any problem.

You could try shortening the cables as much as possible.

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

3876. Repeated posts

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e34f84$0$1655@news.zetnet.co.uk>
Source record: 56439

Hi all,

sorry to repeat my posts back there. Just that when I come out of QED into Newsie and press send, nothing seemed to happen and menu stayed put, so I assumed malfunction and sent again. One of life's little mysteries!!!

Bob

3877. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39e34faf$0$1659@news.zetnet.co.uk>
Source record: 56440

>In article <39DDDBC0.60C67F24@patent.gov.uk>,
> Bob King <robert.king@patent.gov.uk> wrote:
>> Hi all,
>>
>> My big boss, The Assistant Comptroller of Patents, was one of the
>judges
>> at a competition run by the Engineering and Physical Sciences Research
>> Council for the best Web Page Design by UK schools. 250 schools took
>> part. I could not view the winner as I do not have the plug-in, but
>> please look at the runner up at:
>>
>> http://www.epsrc-sciencerace.net/schools/534121/

For what it's worth, I had a look at the site in work using Netscape.
It has a nice, if standard, Flash intro - but the problem with Flash
is that once you've seen an intro like this you don't want to see it
again, and probably wish you'd never seen it in the first place! the
rest of the site is a pretty standard, enatly presented series of
information pages.

I wouldn't say it's an example of good web site design. As mentioned,
the use of Flash is questionable and there's nothing to distinguish
the rest of the site from anything else on the web. There's nothing
to make you want to go back and visit, and the nature of the content
means that it is unlikely to be updated frequently.

As a school exercise, full marks. But in the wider scheme of things,
it's pretty low on my list.

To create an animated intro like Flash does, you could do it on an
Atari suing readily available programs, or even create a sequence and
convert it to an animated GIF. At least it would then be accessible
to all platforms.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3878. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <39E3589F.FCD14BC2@idirect.com>
Source record: 56441
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

OK. To be in accordance with what you
say, it seems that TOS only
pretends to access my SyJet cart. Since
there is a 1.0 GB limit
under TOS, Magic, BigDOS or MiNT, when I
partition my SyJet cart
under TOS-DOS this means that I can only
create one 1.0GB
partition on my SyJet 1.5GB cart!? as I
am restricted to one
partition/drive(cart) under TOS-DOS.
Seems a shame to leave 500MB
unformatted(unpartitionned0! :-(
ken

Uwe Seimet wrote:
> Ken Macdonald wrote:
> > Why can't MagiC view my TOS-DOS SyJet(1.5GB) cartridge?
> TOS partitions larger than 1.5 GByte are illegal. The maximum size for a
> TOS compatible partition is 1 GByte.
> > another puzzle. I would have thought Kobold disk handling would be more
> > capable than Ataris??
> What would you gain if Kobold could handle larger partitions but the
> rest of the operating system couldn't?
> --
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3879. Re: Atari T-Shirts in the UK??

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Aidan Barnett <aidan@NOSPAM.barnettfamily.clara.net>
Message-ID: <YWIE5.1119$44.118976@nnrp3.clara.net>
Source record: 56442

Thanks both, I will check them out.

I looked at importing one a while back, but the shop wouldn't sent it anything other than UPS on the most expensive service so it was going to cost an absolute fortune. I'll have a look at both the places you suggested and see if they are any more sensible!

Thanks,

Aidan Barnett

Aidan Barnett wrote in message <2D_D5.7550$d4.623846@nnrp4.clara.net>...
>Hi all,
>
>As a keen Atari ST owner from the very start I have been looking of an
Atari
>T-shirt for ages now, nothing fancy, just a simple Atari logo will do. Now
>I'm starting to see people on TV wearing them... so where are they getting
>them from? I can find a shop (in the UK) that is selling them! so does
>anyone know a shop where I can get one?
>
>Thanks in advance,
>
>Regards,
>
>Aidan Barnett
>
>

3880. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39e370ca25fd1d0@online.be>
Source record: 56443

on Tue 10-10-2000 19:18 Michael Schwingen wrote:

>In article <39dfa4e01b7c530@online.be>,
>Martin \"Nightowl\" Byttebier <tos4ever@online.be> wrote:
>
>>bootprocess I got two bombs and that was that. No way I could boot up.
>>Is it possible that the cables of the adapter are just too long?
>
>Quite probably. The TTï¿½s VME bus has quite weak buffers (not conforming to
>the VME bus spec), and adding additional (capacitive) load (either a long
>cable or a second connector plus card) can easily lead to timing problems.
>
>>I did install the orinal VME card again and with this the Crazy Dots works
>>without any problem.
>
>You could try shortening the cables as much as possible.

Thanks for the info. I think I'll leaf it as it is right now. The most
important is that the Crazy Dots works again.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3881. Re: Atari TT030 Info Req

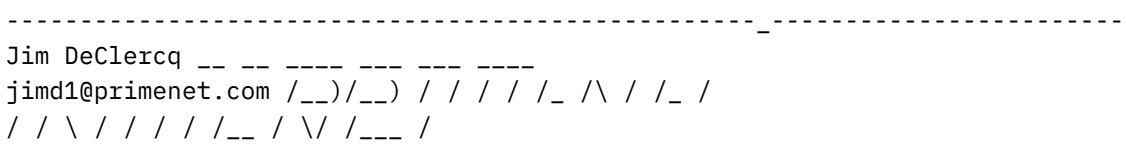
Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8rvook$73d$1@nnrp1.phx.gblx.net>
Source record: 56444

JI Logan <jlog@zetnet.co.uk> wrote:
: On 9 Oct 2000 22:37:45 G, atarigalen@my-deja.com wrote:

: |In article <8rpcbh$9ie$1@plutonium.btinternet.com>,
: | "BTInternet News" <julian@portland.co.uk> wrote:
: |> Hi,
: |>
: |> after waiting nearly 9 years after their launch I am now the proud
: |owner of
: |> a TT030, being a little rusty I could use a couple of pointers for
: |> information I would like to get my hands on:
: |>
: |> Can I swap out the 720K Floppy for a 1.44Mb unit?
: |Yes, if you have TOS 2.06. TOS 2.05 will not work (though you could
: |upgrade that as well.

: Could I confirm that that is all that has to be done? remove the old
: 720K drive and insert a 1.4M? I have an early TT with a 720K drive
: but never tried to change it as I thought other changes had to be
: made.

TOS 2.06? Mine has 3.06! And, besides plugging in a 1.4 meg drive, you
should set DIP switch position 7 to "on". There is only one DIP switch
in there, and it is the front right corner of my TT main board.

The others do not do anything unless you write a program to use them.
--

Jim DeClercq
jimd1@primenet.com

3882. STiK2 Don't send unedited dial logs...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39e368c6$1_2@athena.netset.com>
Source record: 56445

This is one thing that I missed in the docs. Don't send unedited qdialer logs to people. Repeat don't send unedited qdialer logs to people. Reason, on many systems you will hang up there modems when it gets to the modem hangup logging. It is logged to verify what the person is using for hangup, so it is used however...

If you want to send a log file of a dial attempt do one of the following remove the line that shows the hangup or compress the file as a ZIP or LZH. This will avoid the problem.

Sorry for any inconvenience my lack of putting this into the docs may have caused.

Dan Ackerman
aka baldrick

3883. [Ebay] Philips CM8833 Mk 2 RGB monitor on Ebay

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 00:42:25 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ULpzkJBxXm45Ewfh@lovecraft.demon.co.uk>
Source record: 56419
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.marketplace

Once upon a time <Pine.BSF.4.21.0010091649270.809-100000@shell15.ba.best
.com>, Michael <shotgun@best.com> grabbed chalk and scrawled:
>
>Hmm,
>
>On Mon, 9 Oct 2000, jeremyalansmith wrote:
>
>: The following URL:
>
>[...]
>
>Send complaints to... abuse@ntlworld.com and safeharbor@ebay.com.

Michael,

You are not the defender of the charter for every group you can find.
You are not the number one net.cop. You are being an idiot. Why are you
attempting to direct further responses to alt.test?

Stop chasing every eBay post with a little whiny fit. If you want to
complain, complain. I'm sure eventually someone at eBay will killfile
you for the whinger you are.

I hardly think that one of the most popular monitors available for the
16-bit home computers covered by the groups is 'off topic spam'. I have
left the two most relevant groups in place.

For those who missed it:
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=463557509

Start bid 15 UKP.

No, it's not mine. For the Atari folk who may not have seen Michael
before, he hides in the Amiga hierarchy and picks on eBay adverts - a
recent one would be an advert for an A3000 system (like a MegaSTE, IMO)
advertised in, of all places, comp.sys.cbm (CBM being... Commodore
Business Machines). As much as everyone loves to hate eBay, I think this
incessant complaining to eBay about what are relevant adverts is simply
moronic.

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

3884. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 01:30:08 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39e27ecc7c7d9d2@free.fr>
Source record: 56420

Hello,

in article <fhqE5.6945$D81.280525@newsread2.prod.itd.earthlink.net> (comp.sys.atari.st)
John Garone wrote on Mon 09-10-2000 20:55 (GMT):

> In a follow-up of my post : To John Rojewski (including one of
> Steve Sweet's Benny Hill type comments (:->)~ I stated that the problem
> cleared up, however I spoke too soon since my next visit produced 18
> duplicates (originally 7) and today it's down to 10!!!
> ISP=Earthlink (NG=?).

Nothing to do with Newsie methink. Same problem here with
NEWSWatch/Okami. Must be a problem with a server somewhere on earth.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

3885. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 02:35:36 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8rtrfa$2bp$1@perki.connect.com.au>
Source record: 56421

"Steve Stupple" <Steve@atari.org> wrote in message
news:Ygxs5jAkcZ45EwMM@steverosie.demon.co.uk...
> In article <8rqqghjfu1@supernews.com>, Christopher Thorley
> <chris_thorley@lineone.net> writes

TOS 1.09? Dont know that one. Does this work on the Mega STE? I have also heard rumours of TOS 4.92 that was supposed to be development for TOS 5. Does anyone know where this is avaliable?

Mark

> The other method is to load a disk based TOS, I use 1.09, this usually
> does the trick, I've used this method on some really hard to run
> software, software that FAIL to run on any STFM/STE TOS and was suppose
> to be a TOS program (not runable from outside the AUTO folder!).

3886. Re: Maus-Window not working...

Newsgroup: comp.sys.atari.st
Date: 2000-10-10 06:06:29 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001010030252.1580B-100000@halifax.chebucto.ns.ca>
Source record: 56422

Unfortunately there's no options to click as the program doesn't work at all. At least if there was a dropdown box with otions, it would be a start. I have ACC directory in my root directory that the Falcon loads from.

SafeMenu works well providing you don't run anything, Once you run a program and then exit from it, the dropdown menus are back to normal as if SafeMenu wasn't installed. Strange.

The CLI program (an acc also) doesn't show up in control panels either. SafeMenu is only working as a PRG in the AUTO folder. I tried the ACC alone and it wouldn't load either.

Hmmm?!

On 9 Oct 2000, Thomas Binder wrote:

> Hi!
>
> Bob King <robert.king@patent.gov.uk> wrote:
> > I sent it to you and checked it and SafeMenu on my Milan, but not
> > Falcon. Strangely, MausWindow worked, but the topping of the window was
> > so slow that for the Milan it's no go.
>
> I can't say much to the original problem (sure that the Falcon loads the
> .ACCs from the directory mauswind.acc is in?), but for "topping was so
> slow": By default, Maus-Window will delay topping for some 10th of a
> second (3/10, IIRC), and only if the mouse cursor is stationary. If you
> want instant response, uncheck the appropriate options (don't recall
> their exact names ATM).
>
>
> Ciao
>
> Thomas
>
>
> --
> Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
> PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
> Vote against SPAM: http://www.politik-digital.de/spam/
>
>

3887. for sale

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: buck0573 <buck0573@blueyonder.co.uk>
Message-ID: <hz1F5.4039$GV2.266702@news1.cableinet.net>
Source record: 56296

For sale-
Atari Ste 4mb. with TOS upgrade (switchable)
+ Hard drive in tower, link II.
Loads of software & games
+ 2x Colour monitor (1 has power supply fault)
All most go-
60 ukp. ovno

Karl

--
^^^^^^^^^^^^^^^^^^^^^^
kws1@x-stream.co.uk
buck0573@hotmail.com
Y@c Voice box No.-
07092-232569
Mobile - text only
07932663601@one2one.net

3888. Re: Folders resetting...

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8s2av5$m48$1@nnrp1.deja.com>
Source record: 56297

In article <Pine.GSO.3.95.iB1.0.1001011051316.21181A-
100000@halifax.chebucto.ns.ca>,
Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:
>
> Is there a way to defeat the auto-reset feature of the folders on the
ST
> and Falcon?
>
> By auto-reset, I am referring to the way the previous folder goes to
the
> top of the alphabetical listing when you back out of a sub-
directory. If
> I am working with several folders down towards the bottom of the list
> and I back up one level, the folder list goes to the top of the window
> listing and I must constantly scroll down to the folder I was working
on
> to re-enter it.
>
> Is there a program (possibly accessory) to defeat this feature and
make it
> return to the exact point you were at when you entered the sub-
directory?

I don't know of anything that patches the TOS desktop. Most people
simply use another desktop like Thing or Jinnee. I myself use NeoDesk4
(alsong with Geneva) which solves every problem you've asked about over
the past few weeks (no long file name support, though).

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3889. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8s2ccn$n85$1@nnrp1.deja.com>
Source record: 56298

In article <F3+3b4Eva745Ewuo@lovecraft.demon.co.uk>,
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
> I'm confused.
>
> I read on the group TOS can handle a 1Gb Partition. Yet my STE with
> ICDLink2 and TOS 2.06 enabled split an 80Mb drive into 33Mb Partitions
> (I think, 2 x 33Mb, 1 x 14Mb, 1 x 5Mb).
>
> I'm about to get a larger disc, so how can I make sure it is sensible
> about it?
>
TOS 2.06 should handle 512 MB without a problem. I know that TOS 4.04 can handle 1 GB, but I'm not sure about 2.06. The ICD software will default to a huge bunch of 32.something MB partitions, and truth to tell, there's still the occasional old program that expects a GEM partition, so I recommend making C: 32 MB. Then hand edit the setup to make the others up to 512 MB (these are called BGM partitions). You will also need to edit your autoboot file to account for the new partition size (I think it's called HDTOOLS.PRG?).

Let me know if you need any help.

Galen

P.S.: With 32MB, the sector size (essentially the size of each storage 'chunk') is 512 bytes. This means that even if you write a tiny two word text file to disk, you still use 512 bytes of space on the HD. As things grow...

up to 64MB -- sector size is 1KB
up to 128MB -- sector size is 2KB
up to 256MB -- sector size is 4KB
up to 512MB -- sector size is 8KB
up to 1 GB -- sector size is 16KB (I think I've got this right)

Consequently, that same two word file takes up 16KB of space on a 1 GB partition. Although 1 GB is so much room most people don't care, I'd recommend (for example) dividing a 750 MB drive into 32, 206, and 512 MB sectors as opposed to 375 and 375 MB. You just get a bit more storage that way.

Sent via Deja.com http://www.deja.com/
Before you buy.

3890. Re: Audio CD question

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <Uo2F5.2124$44.218469@nnrp3.clara.net>
Source record: 56299

James Haslam <jfhaslam@ic24.net> wrote in message
news:39e06b83$0$1657@news.zetnet.co.uk...
> Hi all!
>
> I've just replaced Extendos with Spin! v0.34. All works brilliantly,
> including LFNs and I can access a Windoze95 cd I couldn't before.
>
> However I've got a question.:
>
> When I put an audio CD in, Spin!'s doc mentions being able to get .WAV
> files for each track and PRG files to play them. However I only see the
> latter.

The latest version of ExtenDOS displays
WAV as well.

Depending on which version you have,
you might be able to use the free updater.

> I'm looking to convert a track from audio CD to MPEG (either on Atari or
> PC) for a musician friend's website http://www.impala.co.uk (legal for his
> CD), so can someone suggest a program either on PC or Atari that will
> enable me to copy a WAV format track from CD?

The CD audio utility from ExtenDOS will
export as AVR, AIFF and WAV. I think
Alexander Clauss' CD Player will also do
these, and has more sample rates as well
(though ExtenDOS' CDAudio program
will create all sample rates to match
Atari-specific ones such as in the STE
or Falcon).

> BTW, I've also got hold of a Cumana CD Rom (external) that is supposed to
> be SCSI, but the cable that comes out of it doesn't have a normal SCSI-1
> or 2 plug on it (I think it was originally used on an Amiga) anyone know
> if I can use it?

How many pins? Male? Female? Pitch?

Shiuming Lai

3891. Re: Happy birthday :-)

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39E4B43B.536EBAD6@cable.A2000.nl>
Source record: 56300

Jo Even Skarstein wrote:
>
> My TT is 10 years old today, according to the production-date molded
> into the cabinet.

I bought mine in feb 1991. Unfortunately I threw away the cabinet. They
could be twins. :-)

The most important componant, silicium, is forged in supernovae somewhere
between 5 and 10 billion yewars ago.

So there is enough reason to hope that your TT could easily last onother 10 years.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3892. MILAN II DEAD!

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8s2cqeqoq1@plutonium.compulink.co.uk>
Source record: 56301

Hi!

I've just heard from ATOS Newsletter, the German online/news/disk magazine, that the Milan II project has been stopped - now there's a surprise :-)

A statement by Ali Goukassian (in German) about the reasons, and future plans, can be found at http://www.milan-computer.de/de/news/news102000a.php3

Oh well, I always had doubts about the likely proce and market anyway...

Regards, /Peter/

3893. ma-ST-o-don't - games for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Arek Staworzynski <nosty@alpha.net.pl>
Message-ID: <8s2djs$1j1$1@news.tpi.pl>
Source record: 56302
Cross-posted to: alt.atari.2600,comp.sys.atari.st,rec.games.video.atari

Hi!
Short info: new games for Atari ST for download:
ma-ST-o-don't page: http://www.atarist.w.pl

--
nosty

3894. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8s2fe2$s4t$1@snipp.uninett.no>
Source record: 56303

atarigalen@my-deja.com wrote:

>> a TT030, being a little rusty I could use a couple of pointers for
>> Can I swap out the 720K Floppy for a 1.44Mb unit?
> Yes, if you have TOS 2.06. TOS 2.05 will not work (though you could
> upgrade that as well.

You can use HD-drives with all TOS-versions, as long as you make sure that the steprate is halfed from 3ms to 6ms. Anyway, TOS 2 won't work on a TT, I guess you mean TOS 3...

Btw. my TT does not have an Ajax, but I'm using a HD-drive anyway. It's not perfect (I occasionally get some write-errors on the last 10 tracks or so) but I almost never use the floppy anyway so I don't care.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3895. Re: Happy birthday :-)

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8s2fme$s4t$2@snipp.uninett.no>
Source record: 56304

Henk Robbers <H.Robbers@cable.a2000.nl> wrote:

> I bought mine in feb 1991. Unfortunately I threw away the cabinet. They

I still have mine in the attic somewhere, I noted the production date on
my Palm when I recased it just in case I didn't have a good reason for
popping a can of beer this day ;-)

> The most important componant, silicium, is forged in supernovae somewhere
> between 5 and 10 billion yewars ago.

> So there is enough reason to hope that your TT could easily last onother 10 years.

The TT is by far the most reliable and trouble-free Atari I've ever
had. Hopefully it will remain so for many years.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

3896. ATW800

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8s2hpn$b7m$1@news1.xs4all.nl>
Source record: 56305

I am only fishing, but....

does anyone know a good use for a
Atarai ATW800 workstation with 12 T400 CPU's and Helios OS plus
Rowley Modula-2 compiler?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3897. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <39e4ce42$0$1659@news.zetnet.co.uk>
Source record: 56306

Hi Dave,

On 11 Oct 2000 08:12:56 , g4ugm@my-deja.com wrote:
>Oops, forgot I was on here and using a ".com" address.
>Yes Manchester UK. (Well Altrincham, Cheshire, but you know what I
>mean.)

Certainly do. As I recall, Altincham has a particularly fine french
restaurant, called "The French". Is it still there ? If so, I'll need
an excuse to come to Manchester :-)))

Cheers

Paul

3898. Disabling RAM

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8s2kqe$l$1@snipp.uninett.no>
Source record: 56307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What's the easiest way to disable the original RAM in a 1040ST? I've cut the RAS/CAS-lines and connected them to Vcc via the 680hm (I think) resistors, but this does apparantly not work. Atleast I can't get the 4Mb SIMM I soldered in to work...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3899. Re: ATW800

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e4de51$0$1657@news.zetnet.co.uk>
Source record: 56308

On 11 Oct 2000 20:15:51 , Ronald van der Kamp wrote:

|I am only fishing, but....
|
|does anyone know a good use for a
|Atarai ATW800 workstation with 12 T400 CPU's and Helios OS plus
|Rowley Modula-2 compiler?

I don't suppose it runs Papyrus using all CPUs?

3900. Re: ATW800

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39E4E250.FEE9CF6@cable.A2000.nl>
Source record: 56309

Ronald van der Kamp wrote:
>
> I am only fishing, but....
>
> does anyone know a good use for a
> Atarai ATW800 workstation with 12 T400 CPU's and Helios OS plus
> Rowley Modula-2 compiler?

Chin dripping all over!

Yes! I want it!

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

3901. Re: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <39E4EB4D.768A6B45@sprint.ca>
Source record: 56310

Try searching on a search engine for a link 96 or link 97 this will find a current host adaptor for an STe and the utilities for it will be included. After that all you'll need is a case (I used a mini tower and added more drives later) and a scsi hard disk which you can probably find local to you.

Benny Roger Gundersen wrote:

> Does anybody know where I can get a harddisk for my 4mb STE new or second
> hand...
>
> Benny

3902. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <39E4ECB9.767B6195@sprint.ca>
Source record: 56311

Hi Tim,
several places have 4 meg upgrades for ST's. One place I deal with on a regular basis is best electronics which you can contact at bestelec@concentric.net You'll be talking to Bradley Koda, hes atari knowledgable and can set your friend up with an upgrade. I recommend your friend get one that uses 30pin simms since those are available cheaply nowadays.

Tim Conrardy wrote:

> Hello All
>
> One of my Atari-Midi members is getting frustrated that he can't run
> some of the mem-hungry midi apps on his 1 meg 1040ST. What he needs is
> a 4 meg machine.
>
> Can anyone help here?. He has tried on Ebay, but 4 meggers have been
> going for outragious prices which he can't afford.He is in the USA.
>
> Or...can a 1040St be upgraded to 4 megs? another alternative.
>
> Thanks for any responses.
>
> Tim Conrardy
> ---------------------------------------
> I would like to invite anyone of you to the Atari-midi mailing list.
> ____
> Tim's Atari Midi World http://atari.atlantis-bbs.com
> Mirror Site: http://sites.netscape.net/timconrardy/index.htm
> Atari-Midi Mailing List:http://www.egroups.com/group/atari
> tconrardy@hotmail.com
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3903. Re: Atari Printer - compatible toner?

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <39E4EDE8.5467215F@sprint.ca>
Source record: 56312

Hiya,
A guy I know from the local atari club has one of those and the person
he bought it from says it uses canon toner and/or drum. take a close
look at the toner cartidge in your printer before you go looking at some
of the canon units that are available. be careful though since it
should be an exact match and some can be similar but not close enough.

info wrote:

> Does anyone know if the drum/toner for Atari printers
> is still available - or if its possible to use an equivalent
> (Cannon?) alternative?
>
> Ian

3904. Re: ATW800

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <i7r9us85fatbs16id682344ec6f8uda1pe@4ax.com>
Source record: 56313

On 11 Oct 2000 20:15:51 GMT, atarist@xs4all.nl (Ronald van der Kamp) drooled an embarassing wet spot in his lap as he typed:

>I am only fishing, but....
>
>does anyone know a good use for a
>Atarai ATW800 workstation with 12 T400 CPU's and Helios OS plus
>Rowley Modula-2 compiler?
>
>Met vriendelijke groet,
>Ronald van der Kamp
>secretaris Stichting ST
>atarist@xs4all.nl

Yes, locked up behind a steel cage and protected with laser tripwires -- that thing's a pretty rare beast indeed, particularily with that much horsepower!

Man, I'd love one of those things just for the sake of having it!

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

3905. Re: Syquest problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <39E4EF76.DCBB7F28@sprint.ca>
Source record: 56314

Hi Rick,

did you try the syquest website. I don't think syquest is around anymore but theres another company that operates theh syquest support site. A while back I had trouble with my syquest 44 and was able to find the error codes there. unluckily I had to replace the drive which luckily best electronics had.

Rick Brown wrote:

> I'm having touble with my ICD Link2 based system (see my orig post below)
> Asked this on the .tech list and got only the one response (Thanks Chris).
>
> I've tested the syquest/link now with ICDboot on a floppy and get the same
> results so I don't think this is an issue of conflicting drivers but maybe
> somebody her can help. thanks.
>
> -rick
>

3906. Re: WTD: ST Ram Upgrade for a TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010111910350.91-100000@TT030>
Source record: 56315

On Wed, 11 Oct 2000 julianlb@my-deja.com wrote:

> Can this be fitted with a TT RAM upgrade in place?

Yes. The st ram connector is located under the harddrive bay and
the ttram connector is located to the left of the floppy.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3907. Re: Menu controller...

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971333242-34065AEicMi@cwcom.net>
Source record: 56316

From: Steve Sweet <stevesweet@bun.com>
Date: Mon, 09 Oct 2000 18:34:02 -0100

>>On a similar line, I viewed a demo of a utility that allowed menu bars to be
>>"torn off" and positioned elsewhere on the screen at our last club meet,

>I think you mean my demo of RATSCH, adding Tear-off menu's to Magic.
>
>Nice, but the novelty wears off after a while.

That's the fella, of more use if you've got plenty of high screen res area to
populate with such goodies, like your graphics card.
--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3908. Re: Falcon SCSI question

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971333246-35031AEicMi@cwcom.net>
Source record: 56317

From: ryan daum <opiate@saturn5.com>
Date: Wed, 11 Oct 2000 02:37:22 GMT

>I recently purchased a 2 gig external SCSI unit (IBM DORS-32160),

Seems that the max partition size you'll be able to access is 1GB, that has certainly been the experience of folk in this group.

>from my Falcon. However, AHDI does not detect the drive.

If you have ICD software use that instead of AHDI. You should also make sure that you partition the drive to be AHDI compatible (when using the ICD utility software).

>I don't particularily want to shell out money for HDDRIVER if it is not
>going to fix the problem. Am I missing something obvious?

You can grab a demo from Uwe Seimet's web site.

>One thing that strikes me as weird is that I definetly have the drive
>set to LUN 0, but it's coming up as SCSI 2 to HDX -- is this normal?

The LUN should be set to 0, I assume that you've set the SCSI ID on it to 0 (ie removed the jumpers from the jumper field associated with setting ID's, or adjusted the switch)?
--


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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3909. Re: Atari T-Shirts in the UK??

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971333244-34551AEicMi@cwcom.net>
Source record: 56318

From: "Aidan Barnett" <aidan@NOSPAM.barnettfamily.clara.net>
Date: Tue, 10 Oct 2000 19:11:17 +0100

>Atari
>>T-shirt for ages now, nothing fancy, just a simple Atari logo will do.
>Now
>>I'm starting to see people on TV wearing them... so where are they
>getting
>>them from? I can find a shop (in the UK) that is selling them! so does
>>anyone know a shop where I can get one?

FWIW, HMV were selling them a couple of years ago - I bought one from the
branch in Oxford St, London.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3910. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: g4ugm@my-deja.com
Message-ID: <8s17e6ojv1@nnrp1.deja.com>
Source record: 56380

Oops, forgot I was on here and using a ".com" address.
Yes Manchester UK. (Well Altrincham, Cheshire, but you know what I
mean.)

In article <8ruqpj$b8v$1@neptunium.btinternet.com>,
"Simon Osborne - NG" <atariactive@btinternet.com> wrote:
> Hello Dave,
>
> Manchester UK?
>
> Simon Osborne
>
> <g4ugm@my-deja.com> wrote in message news:8rs9r5$nj5
$1@nnrp1.deja.com...
> > Hi Folks,
> > My wife is currently clearing out the loft and
> > has found a large number of Atari Magazines which
> > she is very keen to re-cycle. However her idea of
> > re-cyling Atari Magazines is to send them to the
> > local scouts for re-pulping........
> >
> > Any way there are some START mags, ST Format, ST
> > World and ST Applications (I think thats what
> > they are called. UK User group stuff).
> >
> > If they are of any interest to any one, and they
> > are willing to collect them from the Manchester
> > area drop post in here with an e-mail address
> > (suitably concealed from the SPAM monsters of
> > course) and I will arrange a suitable time to
> > exchange them.
> >
> > Dave Wade.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3911. Re: Falcon SCSI question

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <39E4217A.E3E48707@gmx.ch>
Source record: 56381

Hi Ryan,
Did you set the SCSI ID to 0 ?
AHDI won't boot from any other ID I think...
Try the HDDriver Demo. It shows you all the information needed.

Philipp
--
==========
Email: mailto:PhilippDonze@gmx.ch
Homepage: http://philippdonze.atari-computer.de

3912. Folders resetting...

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001011051316.21181A-100000@halifax.chebucto.ns.ca>
Source record: 56382

Is there a way to defeat the auto-reset feature of the folders on the ST and Falcon?

By auto-reset, I am referring to the way the previous folder goes to the top of the alphabetical listing when you back out of a sub-directory. If I am working with several folders down towards the bottom of the list and I back up one level, the folder list goes to the top of the window listing and I must constantly scroll down to the folder I was working on to re-enter it.

Is there a program (possibly accessory) to defeat this feature and make it return to the exact point you were at when you entered the sub-directory? It is very time consuming when working with large directory listings and lots of folders and would speed things up if there was a way to defeat it.

Thanks...

3913. WTD: ST Ram Upgrade for a TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: julianlb@my-deja.com
Message-ID: <8s1c3nrpo1@nnrp1.deja.com>
Source record: 56383

Does anyone have either a 2 or 8 Mb upgrade for the ST RAM in a TT they would part with?

Can this be fitted with a TT RAM upgrade in place? I seem to have trouble finding any info on the TT beyond standard specs in the net does anyone have a pointer for me to look at?

Regards

Julian

Sent via Deja.com http://www.deja.com/
Before you buy.

3914. Milan 2 in trouble

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8s1bji$g99$1@uranium.btinternet.com>
Source record: 56384

Taken from atari.org

According to a statement on the Milan Computer homepage (see link below), the development of the Milan II has been discontinued because one highly relevant custom-chip, deeply integrated in the motherboard-design of the Milan II, is not being produced against all expectations.

Currently it is not decided yet wether to continue and develop a new board design or to focus on porting the MilanOS to other platforms.

The statement being referred to is currently only available in german.

Link: http://www.milan-computer.de/de/news/news102000a.php3

Simon Osborne

3915. Re: More Milan II

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39E432E4.F333FE43@patent.gov.uk>
Source record: 56385

Hi all,

here you are:

"Kiel, the 10,10,2000

statement to the Milan II

Weeks and months it was quite calm almost around the Milan II. Last large appearance and associated, official messages took place on the Atari fair in June in Neuss.

Meanwhile many Milan fans are however in unrest guessed/advised, because they do not receive acknowledgements for the well-known erscheinungstermine of the Milan. Long time lasted it, until we could take position from the company Milan officially for current situation.
However the reason is that we did not want to publish wrong information, up to the day of yesterday (09.10.2000) no unique decision had
met.

The Milan II

The targets of the Milan system were clearly outlined: It had a new board Design on base of the Milan I ago, which continues proven items in addition, brings substantial improvements with itself. So e.g. a AGP port or also the support of SDRAMs.

In the spring this yearly was again revised when desired the selling partner, which always transmitted an estimation market chances of the Milan to the computer enterprise, the concept. In order to go to any dependencies on driver manufacturers for diagram cards and sound cards out of the way and besides the Milan II in a compact housing to under-get be able, became decided, to integrate the components for diagram and sound on the Motherboard.

A first prototype of the Milan 060 was to be seen on the fair in Neuss.

Against expecting technical problems in-crept again and again, for whose purpose even additional hardware designers were engaged.
The integration in particular the AGP port, in addition, the SDRAMs prepared hardware-technically under-waited difficulties, which could be solved however after viscous advancing in the late summer 2000.
Just in this moment occurred what had to occur:

The manufacturer one of the two important log IC chips of the Milan (he takes over the complete emulation of the not existing Atari hardware) was adjusted despite contrary promises on the part of the manufacturer and is available neither in smaller numbers of items than remainder nor in large numbers of items than special production.

A shock for the Milan team, because a scarce year work was in this chip. An adequate, counterpart existed at the market, which can be adapted fast, dezeit not or could not be found yet.

Together with the selling company AXRO the situation in the late summer 2000 was discussed. Together with our distribution and interlocutor it came to the result that a small computer company, which does not manufacture quantities in hundred-out one hundred and abverkauft this problem could flower on a long-term basis again and again. And first considerations for adjustment the project were discussed in addition, put fast again ad acta!

The new OS

In this moment a project was drawn from the developer drawer, which Uwe cutter, Ali Goukassian, Michael rockers and Thomas Goettsch had already prepared in November 1999 and had conceptionally held. It should be implemented actually only in one of the
future stages of hardware production, in order to save time.

The speech is from a new operating system concept, which almost hardware independent a Atari TOS or a MagiC Milan could make thereby.

The new Milan OS, which differs technically far from the Atari TOS, because many areas of programming were structured new, is simply expressed structured as follows:

It consists of a depending on hardware and an independent layer. This step had to be carried out, in order to bring Atari programs on the new Milan hardware to running.

While the independent layer takes up the instruction e.g. for the access to sound, diagram or fixed disk, this instruction is interpreted and
the depending on hardware layer, which transfers the actual access then transferred.

Thus it should be ensured that easy modifications in the hardware (Milan I - > Milan II) at few expenditure to be adapted can.

MagiC Milan again was changed so much opposite the standard designs the fact that it does not make any own access more on the Milan hardware but transfers its ï¿½Wuensche " to the hardware to the Milan TOS. This step made the MagiC Millan development again independent of the Milan hardware.

The new operating system concept designates now a step, which was already initiated in similar courses by Apple with the new MacOS X or by Amiga Inc. for the new Betriebssytem (project name Elate):

Depending on hardware sections of the operating system Milan TOS by our developers against a Linux core one exchanges at present. This part of the operating system is not under any circumstances Atari typsch, but serves excluding the interpretation of the hardware accesses on the part of the operating system or the software.

Linux, a Unix derivative, is Freeware and by hundred-from one hundred of programmers is as well known developed further.

And Linux is today so far established that drivers for the access to USB interfaces, fixed disks, are Firewire interfaces, network cards etc. always briefly after appearance of the respective hardware or hardware standard available.

For the Milan crew it had meant in the past to develop drivers e.g. at all for responding the Milan USB port.

Owing to the new concept the Linux core is embodied however with the independent part of the Milan TOS. Places the Milan TOS or the software, which runs under it, a request of an interface, this is transferred over a standardized interpreter to the Linux core, which is at the
edge mentioned also only a few KB large. This again already has all necessary drivers, which are world-wide freely available, in order to tie up any modern hardware (- standard) to the TOS.

Perspectives

The perspectives look today on the one hand well, on the other hand disappointing: The Milan II was put on ice. Months-long work, which swallowed thousands of D-mark is likewise triumphs, like the hope of many Atari users to be able to call a fast Milan II already soon their own. This is to be charged primarily to technical problems. In addition, beyond that the months-long is tried to also draw venture Capital
societies (holding companies) from Germany in the boat in order to supplement the capital clearly, failed. In this country ones become at present primarily InterNet air things, which do not create anything within shortest time from that a fictitious million-value, which falls mostly however evenly so fast again into the depths, supported and from the baptism elevated. One that really few enterprises, which has to offer computer know-how and its own, small and operating system equipped with much software, however unfortunately saves the large risk, costs for the investors by materials production (Main board etc..) to cause.

But this means the end of the project with nieces. Milan computer system will offer, to all that, which would like today a Milan further the
Milan I with 040er-Prozessor. And also the Upgrade card on the

060-Prozessor are to be had further and meanwhile. In fact at present thus nothing stands to the possession of a Milan with 060-Prozessor in the way.

The step, which is now done, is to be looked toward Milan III. And but at present two scenarios are to the selection, which build all together on the fact that the Milan TOS (and thus the essay MagiC Milan) already soon it is almost hardware independent could:

a.One decides for an Linux core adjustment on e.g. AMD hardware (Athlon, Duron) and standard board peripheral device. In the course its is selected a board, which imports only in this country be acquired must. Conditions are fulfilled like a large Flash EPROM. This can be still a TOS based computer, which starts directly from the chip. The arithmetic performance would grow with this solution proportionally to the assigned processor and with a 400MHz-Chip the performance of a 060-Prozessors very far would already exceed.
b.One begins (if necessary own) a PPC G3/G4-Board, which is still closer to the 68060-Prozessor, so that starting from 350 MHz more than one doubling of the arithmetic performance was achieved here.

So that the TOS runs also under these processors, a 68k-Interpreter is integrated, which runs differently than Windows or MacOS based emulation, independently natively and a high arithmetic performance enabled.

For version b) a license partner was opened at present, which would sell 2001 maximummodern G3-PPC-Boards toward start to manufacture and as OEM product at Milan. Here it would be ensured that the computer altogether approximately 1700, - DM would cost. The negotiations run at present. The partner would not like to be called before contract drawing. Clear it is however that specifications were likewise kept such as diagram and sound on a min in OTHER board, like now even the binding of a network adapter and a bus clock of 100MHz.

The perspectives, which would offer one from the NOT already promptly transferred to implementing, are enormous:

The entire operating system will be still smaller approximately 2 MT and could be operated on processors such as AMD, Intel, PPC in addition, RISC, Aplha and Thosiba at a comparatively small expenditure.

Thus the Milan TOS with MagiC Milan becomes in nu one of the smallest, portable operating systems, with which the software (differently
than e.g. with Windows CE) does not have again to be compiled, in order to run on different processors.

First versions of this new operating system symbiosis already had to be seen in October.

Result

Their confidence, dear customers, surely shrank in the course of the time, because you had to wait for a long time for an not appearing device. But a reproach, which one cannot make for Milan of computer system is that that in this house the things were not finished. Because as only manufacturers Milan of computer system succeeded in bringing an executable 040/060-Computer to the price eligible for financing in circulation. With this step Milan succeeded in proving that here uncoordinated technique Freaks at working is not only, but
that concepts and clear lines can be transferred also up to ready for the market ones.

Herein the enterprise differs from numerous companies, which let intelligent and talentierte headings operate senselessly for many years, without supplying results.

The Linux core idea, which trusted to transfer itself the team not promptly to be in order not to stop the Milan II according to schedule, seems the only load-carrying solution. It nevertheless gave always considers, whether could succeed, a 80MHz-Computer to intersperse and also whether it would be enough to use a main processor become outdated technologically hopelessly as the 68060.

These concerns are extinguished with an impact. The Milan could live on already soon on efficient platforms and let the operating system on competitive hardware, loved by us, continue.

In particular the perspective to receive G3/G4-Boards wakes nevertheless many hopes, because such a computer would not only underline the breath of the non-standard one - it would arouse world-wide much interest.

And this way seems also economical to be more lucrative, because nevertheless now no hardware production connected with high risks must be carried. The developers can itself on an area - the operating system - concentrate. And so it is only one question of the time, until
the new Milan III can be on our desks.

Realistic estimates to the consequence this ï¿½t until 2nd quarter 2001 the case could be. But as said: Then as super modern hardware.

And up to then there are the Milan I - 060 for all those, which would not like to do already today without speed.

We ask for your understanding for the fact that we decided us not to produce an outdated hardware standard in the long run but the expenditure on capital assets amounts to some million German Marks. And even if you, dear Atari fans and we know that 80MHz are

sufficient, in order Atari software with highest speed to operate - one will be able to put this not close to the mass of the computer people.

If one intersperses the Milan TOS (project name TOS 6) in the future however as ï¿½Easy Computing Environment " - thus a working environment for simple computers which can be served -, in which it runs on some platforms. Additionally now also still another its own reference hardware on base of a non-standard power PC system offers, then one has a real chance by the world public of the computer-interested users and media to be considered. We could learn that in the course of the passed months.

In the future we will inform you - there we now the route of march of the Milan know - again regularly about the events both in the InterNet
and about the publications.

Its Ali Goukassian and the Milan team "

Bob King.

3916. Happy birthday :-)

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8s1jbh$12f$1@nnrp1.deja.com>
Source record: 56386

```
My TT is 10 years old today, according to the production-date molded
into the cabinet.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.
```

3917. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <39E45942.EC01CD33@idirect.com>
Source record: 56387
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

hmmmm. methinks you do not underSTand!
:-)
When I partition a drive under HDutil
for TOS-DOS compatibility,
I am only allowed ONE partition!
Since TOS won't recognize more than 1GB,
I effectively have
to throw away 500MB! blecch.
otherwise 2 750 MB partitions work for
me also! :-)
ken

atarigalen@my-deja.com wrote:
>
> In article <39E3589F.FCD14BC2@idirect.com>,
> Ken Macdonald <anarkist@idirect.com> wrote:
> > OK. To be in accordance with what you
> > say, it seems that TOS only
> > pretends to access my SyJet cart. Since
> > there is a 1.0 GB limit
> > under TOS, Magic, BigDOS or MiNT, when I
> > partition my SyJet cart
> > under TOS-DOS this means that I can only
> > create one 1.0GB
> > partition on my SyJet 1.5GB cart!? as I
> > am restricted to one
> > partition/drive(cart) under TOS-DOS.
> > Seems a shame to leave 500MB
> > unformatted(unpartitionned0! :-(
> > ken
> >
> May I suggest two 750 MB partitions? Works for my SyJet!
>
> Galen
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3918. Re: And now, PC vs Falcon, round 3...

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <rXYE5.1873$44.196584@nnrp3.clara.net>
Source record: 56388

Claes Holmerup <newsgroup@holmerup.com> wrote in message
news:f4PC5.2368$c21.6640@nntpserver.swip.net...
> "Puppy Dawg" <swallow@intergate.bc.ca> wrote:
>
> > First off, to clarify the hardware comments. Yes, I do realize that
> > hardware can burn out on any machine. I still find it strange that my
> > 1040ST and my 65XE (Can't get rid of that little guy...) are still
> running
> > strong, while my PC is killing itself. Most of the components are not
> cheap
> > junk. (actually, the lowest quality parts have had no problems... go
> > figure, eh?)

There's more to go wrong in a PC,
once you count all the plug-in boards,
the tight system timing tolerances, and
the fact that the hard disk access is
more regular than with an Atari, hence
extra wear and tear.

> Well - I've had harddisk crashes with both my Falcon and my PC, so
> there's no difference...
> However, it really is amazing that Atari machines in general do tend to
> just work and work - maybe they were built with some quality thinking in
> spite of the low prices? :)

Well, it's really quite true that things aren't
made like they used to be. Nowadays, it's
not uncommon to see a Volvo with a punctured
bumper, simply because they now make them
out of thin colour-coded plastic to match the
rest of the body rather than for strength.
That was unthinkable on the tank-like models
of old. Even in the ST's history you can see
clear changes in quality. Where STM1 mouse
ball rollers where once made of brass
("Built like a brick Atari-mouse"), they
were replaced by plastic. Key-top markings
once made with proper two-shot injection
moulding, where replaced with transfers
that wore off (though the ones on Mega STE/TT
keyboards were of better quality than those
used for 520/1040 machines).

This trend in manufacturing also has a lot
to do with modern techniques of using
minimal materials, reducing waste emissions
and energy consumption. Economics and
market share have a lot to do with it as well.
Consumers are suckers for cheap prices
above all else.

In the old days, before advanced computer
simulation, things were often built with far
more material than strictly necessary, which
also usually resulted in extra durability.

> that since all programs - except for a lot of demos and some games -
> work with the VGA monitor.

VGA places more bandwidth demand on
the machine, slowing it somewhat (hence
games and demos tending to favour RGB)
but also offers far superior resolution,
more suited to serious work.

> The terrible sound of the ST? Hmmmm - did you consider therapy...? ;)
> The sound system has been altered somewhat, but the built-in sound can
> probably be compared to the STe - correct me if I'm wrong (never used it
> for anything but the click in CAF)...

Yes, the Falcon has the same Yamaha 3-voice
programmable sound generator in addition to
its 8-channel 16-bit digital audio.

> I'm not quite sure about that. Uwe Seimet is probably the man to ask.
> You can't use partitions larger than 1GB, but I never got 1GB to work
> completely stable with CAF when I tried - it had to stay somewhere
> around 700MB or so - otherwise CAF seemed to get confused (CAF only uses
> part of the harddisk driver - and has special routines for the harddisk
> handling...).

I've done countless CAF installations with
HD Driver 7.x and 9GB IBM SCSI drives
divided into 9 equal partitions with absolutely
no problems at all. In fact, I've never had any
problems with CAF, ever. Am I just a lucky one?

> The Atari emulators for PC can't make use of any midi applications, so
> that's a waste of money if you plan on using CAF.

Not to mention emulating the high resolution
MIDI timers would zap all those MHz.

> The PC emulator that was around for some time was a 286-emulator. Try to
> run Win98 on that one and you'll throw the computer out of your window
> within 5 minutes...

On a 286 emulator, Win98 probably wouldn't
even finish loading in 5 minutes! Certainly isn't
too fast to load on a real PC either.

Shiuming Lai

3919. Re: Falcon SCSI question

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Ireneusz Pelech <irekp@cu2000.com.pl>
Message-ID: <39E45D1E.E25E3C10@cu2000.com.pl>
Source record: 56389

ryan daum wrote:
>
> I recently purchased a 2 gig external SCSI unit (IBM DORS-32160),
> manufacturered in 1992). I am able to detect and mount it correctly
> using an Adaptec PCI SCSI card from both Windows and Linux. I am also
> able to use Atari HDX and ICD Tools to format and partition the drive
> from my Falcon. However, AHDI does not detect the drive.
>
> In HDX, the drive appears as "SCSI 2 - DORS-32160". To ICDBOOT.PRG it
> comes up as ID 10 IBM DORS-32160. However, AHDI.PRG does not detect
> the drive, and even though I am able to partition the drive fine,
> I never seem to be able to actually mount and access the partitions.
> What am I doing wrong?
>
> I don't particularily want to shell out money for HDDRIVER if it is not
> going to fix the problem. Am I missing something obvious?
>
> One thing that strikes me as weird is that I definetly have the drive
> set to LUN 0, but it's coming up as SCSI 2 to HDX -- is this normal?
>
> Can somebody please please help me here? My old 500 meg Quantum drive
> is not fast enough to do real digital audio recording with on the
> Falcon, it seems.
>
> Ryan

Download the demo versio HDDRIVER 7.9
http://home.nikocity.de/nogfradelt/files/atari/hddriver79_demo.zip

and check. If everything is OK buy it.

--
Regards
Monsoft

irekp@cu2000.com.pl | ->Atari Internet Magazyn <-
tel. 0603 439 935 | http://www.cu2000.com.pl/guma

3920. Re: Happy birthday :-)

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39E461F1.F38E8C77@patent.gov.uk>
Source record: 56390

Jo Even Skarstein wrote:
>
> My TT is 10 years old today, according to the production-date molded
> into the cabinet.
>
> --
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Hi TT,

It must be nice to be a pet, so loved by one's owner, however gray
around the muzzle.

:))

Bob King.

3921. Re: offers on stacy

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <39e4732f$0$1655@news.zetnet.co.uk>
Source record: 56391

```
Kevin Dermott <k@kevindermott.co.uk> wrote in message
news:39cbbeb7$0$8008@news.zetnet.co.uk...
> I am on the verge of selling my Atari stuff and just for starters I would
> like some offers on my stacy 4meg 1gig internal HD and High density
floppy,
> new screen fitted and spare one that is not as bright
> Kevin
>
>
```

The successful offer was £550 from Greendoor recording studios Stockport,
Cheshire,
Thanks to all who enquired
Kevin

3922. Looking for "Cartmaster" schematics

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39e4990c@fmlynet.org>
Source record: 56392

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: northstar2010@yahoo.no (Hallvard Tangeraas)

> Anyone have the schematics for Wizztronics' "CartMaster"
> cartridge-expander unit available?

No, please do tell more. I always felt the cartridge on the ST was way
underutilitized!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3923. Happy birthday :-)

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.39e4990c@fmlynet.org>
Source record: 56393

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: Jo Even Skarstein <joska@online.no>
> My TT is 10 years old today, according to the production-date molded
> into the cabinet.

Cool! Is the TT really of that age now? Not a bad little machine in any
case. Anyway, congratulations!

Doctor Clu (who recently had a birthday too, thus becoming nearly three
times the age of the TT.)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3924. Re: What is the differnce between a SM1

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <Qu%E5.1905$44.201781@nnrp3.clara.net>
Source record: 56394

Iggy Drougge <optimus@canit.se> wrote in message
news:773.313T750T73899optimus@canit.se...
> joska skrev:
>
> >In article <39d97b77$0$8008@news.zetnet.co.uk>,
> > jlog@zetnet.co.uk (JI Logan) wrote:
>
> >> I don't think the quality was as good as the 124/125 - the focus
> >> across the screen was poor.
>
> >I agree. I've had a 144 myself, and while it's bigger and looks a bit
> >better, it's not nearly as crisp and flicker-free as my SM124.

For a given logical display dimension,
the smaller the CRT the higher the
actual resolution, and apparent
sharpness. This was not the reason
for the SM144's performance though,
it really was just a bad monitor with
poor focus.

> Couldn't the supposedly increased flicker be due to the increased distance
the
> rasterbeam has to move in one sweep?

Flicker is to do with scan frequency, but
your perception of it may be increased by
a larger area or closer viewing distance.
Maybe even a faulty power supply.

> En ligne avec Thor 2.6.
>
> Php/fi: The syntax does a very good job on combining the drawbacks of C
with
> the disadvantages of Perl, in general resulting in a completely unreadable
> sequence of seemingly random characters.

Not unlike the ramblings of the sinclap RSG!

Shiuming Lai

3925. Re: WTB: TT VME connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8s25b0$1nd$1@draco.stochastik.rwth-aachen.de>
Source record: 56395

In article <8rvpreots1@nnrp2.phx.gblx.net>,
Jim DeClercq <jimd1@primenet.com> wrote:
>
>Ummmm. The timing signals, according to my service manual, come from
>U702 and U703, marked as PAL16L8. The data and address data comes
>from U705-U710, which are 74LS244 and 245 chips. One historical
>work around for low current and high impedance has been to simply add
>another chip in parallel by soldering it on top of the first one.
>
>That was tried and worked in the case of the hardware version of
>PC Ditto, which otherwise crashed on takeoff.

I would rather suggest to socket these chips and replace the LS types by
faster ones with stronger output capacity (74F should be sufficient).

You may need to insert an additional 74F244 or similar into the signals
which are generated by PALs. Using 74FCT or similar, the additional delay
should not cause problems.

cu
Michael

3926. GENEdit Bombs

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:00:09 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <YXnwD+DJ2645Ew$e@lovecraft.demon.co.uk>
Source record: 56370

Ah, such joy. Back onto the STE, now with added spagetti powering an HD in an external case, plus I fixed my external 1.44 floppy. Installed all the usual CPXs like NVDI etc.

Tigercub is working beautifully, but doesn't seem to be capable of uploading patches.

GenEdit, with /all/ the files in one directory, seems to work - but crashes rather frequently. Shame, since it has templates for the D50 synth :(

Electronic Cow software, interesting as it is, is no use to me since it won't run in less than 640 x 400 :(

So - my main question is: Why is GenEdit crashing, and does the commercial package MidiQuest work on a medium-res screen, and look half decent?

So much of the software has Falcon screendumps :/

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

3927. Re: Difference between ICD link and ICD Link 2

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:01:42 UTC
From: atarigalen@my-deja.com
Message-ID: <8s0al3$299$1@nnrp1.deja.com>
Source record: 56371

In article <971158866-65174AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> From: northstar2010@yahoo.no (Hallvard Tangeraas)
> Date: Sun, 08 Oct 2000 10:18:36 GMT
>
> >me <sunfriek@intcon.net> wrote:
> >
> >> what are the differences between ICD's Link and the Link 2?
>
> >The Link 2 has a red LED which shows that it's switched on and
working.
> >Apart from that, both units look the same as far as I know.
>
> If there's a choice, I'd go for the LookII. It's more compatible with
> modern SCSI devices than the earlier version, however I don't have
any
> info to hand to back that up with solid fact.
>
My Link 1 has handled everything I've thrown at it so far, including CD-
ROMS and a scanner. The Link 1 can't handle parity, but most drives
don't care anymore or have a jumper available.

I suspect the Link 1 and 2 are rather similar overall, but I'm merely
guessing. I know that the Link 1 works quite well for most, if not
all, non-parity devices.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3928. Re: Odd Falcon character set...

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:06:57 UTC
From: atarigalen@my-deja.com
Message-ID: <8s0auu$2ju$1@nnrp1.deja.com>
Source record: 56372

In article <kol5uscadm0usuke9v9bj39i54b56cl63g@4ax.com>,
Mindfield <mindfield@badgers.home.com> wrote:

> >One of my 2 Falcons has an odd quirk - several keys are reassigned.
> >
> >The shifted 2 key doesn't produce an @ sign. It is assigned to the
> >shifted ' key and the " is assigned to the shifted 2 even though the
> >...
> >Is there a way of correcting this reassignment nightmare?
>
> Sounds rather like you have a European TOS, whose keyboards tend to
> differ in certain areas than North American versions. I'm sure there
> are probably keyboard mappers out there, but I couldn't name any
> offhand. The only other solution is to replace the TOS chips with
> North American ones.
>
Actually, TOS 4.04 has several keyboards built in, so just a setting in
the NVRAM is enough to do the trick. One thing you may wish to verify
is that you have a US keyboard. I don't (a curse on Toad Computers,
circa 1997), and although I set the NVRAM correctly, the keys READ
incorrectly. Fortunately, I'm a touch typist (but my wife isn't!).

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3929. Re: More Milan II

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:15:10 UTC
From: atarigalen@my-deja.com
Message-ID: <8s0bea$31v$1@nnrp1.deja.com>
Source record: 56373

In article <39DB299F.7EB08CEC@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
> Hi all
>
> If Milan.Axro have promised more than they can deliver, then one
dealer
>
> BitPower will be a bit put out. They have gone so far as to price it
on
> their web page at
>
> DM 1699.00 or euro 868.68.
>
According to magicos.de and Milan itself, the Milan II is dead, a victim of a few nasty hardware bugs and the fact that one can't reliably get parts for a 1995 era motherboard anymore. If anyone cares to translate the German, I'd love to read the details.

http://www.milan-computer.de/de/news/news102000a.php3

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3930. Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 00:39:11 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <F3+3b4Eva745Ewuo@lovecraft.demon.co.uk>
Source record: 56374

I'm confused.

I read on the group TOS can handle a 1Gb Partition. Yet my STE with
ICDLink2 and TOS 2.06 enabled split an 80Mb drive into 33Mb Partitions
(I think, 2 x 33Mb, 1 x 14Mb, 1 x 5Mb).

I'm about to get a larger disc, so how can I make sure it is sensible
about it?

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

3931. Falcon SCSI question

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 02:37:22 UTC
From: ryan daum <opiate@saturn5.com>
Message-ID: <39E3D46C.1DE0B42C@saturn5.com>
Source record: 56375

I recently purchased a 2 gig external SCSI unit (IBM DORS-32160),
manufacturered in 1992). I am able to detect and mount it correctly
using an Adaptec PCI SCSI card from both Windows and Linux. I am also
able to use Atari HDX and ICD Tools to format and partition the drive
from my Falcon. However, AHDI does not detect the drive.

In HDX, the drive appears as "SCSI 2 - DORS-32160". To ICDBOOT.PRG it
comes up as ID 10 IBM DORS-32160. However, AHDI.PRG does not detect
the drive, and even though I am able to partition the drive fine,
I never seem to be able to actually mount and access the partitions.
What am I doing wrong?

I don't particularily want to shell out money for HDDRIVER if it is not
going to fix the problem. Am I missing something obvious?

One thing that strikes me as weird is that I definetly have the drive
set to LUN 0, but it's coming up as SCSI 2 to HDX -- is this normal?

Can somebody please please help me here? My old 500 meg Quantum drive
is not fast enough to do real digital audio recording with on the
Falcon, it seems.

Ryan

3932. Re: Maus-Windows Working Now...

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 03:49:59 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001011004834.10409A-100000@halifax.chebucto.ns.ca>
Source record: 56376

Thanks for the tip.

On Tue, 10 Oct 2000, Henk Robbers wrote:

> You should try ALT + double click on the folder name.
> TOS will open the folder in a new window and find a place for it.
> TOS will remember most places once moved to.

3933. NVram and Bootconf working...

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 04:54:10 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001011015047.14991A-100000@halifax.chebucto.ns.ca>
Source record: 56377

Okay, my Falcon keyboard now displays the properly mapped characters. I never thought it would be so easy to fix. Thanks to all who offered suggestions.

3934. CLI program...

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 04:55:17 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001011015412.14991B-100000@halifax.chebucto.ns.ca>
Source record: 56378

Is there a good one for the ST - preferably close to MS-DOS 6.22 in its commands and ability?

Thanks...

3935. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 05:46:03 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39E3FE9B.60A9D8A5@siemens.at>
Source record: 56379

Richard Kilpatrick wrote:
> I read on the group TOS can handle a 1Gb Partition. Yet my STE with
> ICDLink2 and TOS 2.06 enabled split an 80Mb drive into 33Mb Partitions
> (I think, 2 x 33Mb, 1 x 14Mb, 1 x 5Mb).
>
> I'm about to get a larger disc, so how can I make sure it is sensible
> about it?

AFAIK 1Gb partitions are support only by TOS 4.0x but with 2.06 you
should be able to use 512Mb partitions, so maybe ICD is the problem.

Gerhard

3936. Re: Falcon SCSI question

Newsgroup: comp.sys.atari.st
Date: 2000-10-11 23:25:43 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <Nk7F5.325$WS4.764@nntpserver.swip.net>
Source record: 56319

"ryan daum" <opiate@saturn5.com> wrote:

> I recently purchased a 2 gig external SCSI unit (IBM DORS-32160),
> manufacturered in 1992). I am able to detect and mount it correctly
> using an Adaptec PCI SCSI card from both Windows and Linux. I am also
> able to use Atari HDX and ICD Tools to format and partition the drive
> from my Falcon. However, AHDI does not detect the drive.
>
> In HDX, the drive appears as "SCSI 2 - DORS-32160". To ICDBOOT.PRG it
> comes up as ID 10 IBM DORS-32160. However, AHDI.PRG does not detect
> the drive, and even though I am able to partition the drive fine,
> I never seem to be able to actually mount and access the partitions.
> What am I doing wrong?

If your AHDI hasn't been patched, it won't recognise any SCSI units if
they aren't in order 0-1-2 etc. After the first missing ID, AHDI won't
search for the rest :(
A word of warning... ICD isn't fully AHDI compatible and due to this, a
large ICD partition won't work with Cubase Audio, if that's what you're
aiming at.

> I don't particularily want to shell out money for HDDRIVER if it is
not
> going to fix the problem. Am I missing something obvious?
>
> One thing that strikes me as weird is that I definetly have the drive
> set to LUN 0, but it's coming up as SCSI 2 to HDX -- is this normal?

Then that's one of your problems. SCSI ID and LUN are different things.
If you set the jumpers on the drive to ID 0 (well - that probably means
you'll have to remove one jumper), AHDI will probably recognise the
drive correctly. However, I'd suggest HDDriver because it's simply the
best driver around and it gets updated on a regular basis. HDDriver is
AHDI compatible (as opposed to ICD), so you don't risk any problems -
and it's faster than AHDI.

> Can somebody please please help me here? My old 500 meg Quantum drive
> is not fast enough to do real digital audio recording with on the
> Falcon, it seems.

Please let me know if the drive works out ok with CAF. I don't have many
IBM:s in the "CAF-compatible drives"-list on my website...

Best regards,
Claes
My e-mail address: claes@holmerup.com

My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3937. CT60 news

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e639a6$0$10891@news.zetnet.co.uk>
Source record: 56196

```
Hi all,

News from Rodolphe CZUBA:

114 people in the list.
>
> The design is going on...
> ADEF-60 & ACEF-60 chips are actually coded.
> After the SDRAM chip is to be be coded...
>
> Rodolphe CZUBA
> 28, rue des Sorbiers
> F-60290 LAIGNEVILLE
> FRANCE
> email : rczuba@free.fr
> WEB : www.czuba-tech.com
>
>

Bob King
```

3938. Re: ATW800

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: un@liamp.cix.co.uk
Message-ID: <memo.20001012234431.62025C@lproven.compulink.co.uk>
Source record: 56197

In article <8s2hpn$b7m$1@news1.xs4all.nl>, atarist@xs4all.nl (Ronald van der Kamp) wrote:

> does anyone know a good use for a
> Atarai ATW800 workstation with 12 T400 CPU's and Helios OS plus
> Rowley Modula-2 compiler?

Wow! What a question.

There isn't much today, really. If you could make it run SETI@home or RC64 or something like that, you'd probably get through a lot of blocks.

Ask on Slashdot!

--
Liam P.

3939. CCAG 2001!

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <39e653d8_2@athena.netset.com>
Source record: 56198

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 23rd, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

5,000 square feet of indoor space and an additional 5,000 square feet of
outdoor space is available along with ample parking.

Setup: 22nd, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 10/12/2000
User Groups:
Erie PA Atari Group
TI Chips

Cleveland Classic Atari Group

Vendors:
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
Fred Wagaman
Alan Hewston
Thomas Mclaren
Andy Frueh
Tim Snider
Curt Vendel(Atari Historical Society)

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room- MAME, etc. We are hoping for some people with arcade systems to bring them.

See ya at the CCAG!

3940. Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <2rxF5.23$qj2.4963@news.goodnet.com>
Source record: 56199

I have the opportunity to buy a 1040ST for $5.50 (US dollars). It doesn't have a monitor or mouse. What I need to know is, are there mods available to make the 1040ST usable (in color modes) with an SVGA monitor, like my 15" Sony E100. As well, is there a way to reroute the wiring in a two-button PC serial mouse to make it work with the 1040ST?

I know that they say that the monitor has to be able to do 15Hz Horizontal in order to do color modes (the lowest mine goes is 30Hz), but is there any way to accelerate the horizontal signal from the 1040ST so that it can display color modes at 30Hz?

As well, I'm debating as to a system design challenge... attempt to build an ST that is 100% optimized (maximum RAM, maximum video output hardware, etc.) I want to see if we can't build a system that can do the Internet smoothly, based less on a fast CPU and mainly on an awesome video and motherboard subsystem. Of course, the OS (TOS/GEM) might get in the way of that, but... surely it must be possible if someone tries hard enough.

Milan II may be dead, but why not have fun reinventing the old 8MHz 68000 ST's into a maximized system for the loyal masses! Hmm?

Jared

3941. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971466642-597046AEicMi@bun.com>
Source record: 56200

Hi Mark

>Yeah it is 2.06, but just wondered if anyone had ever run anything but TOS
>2.06 (or 2.05 smarty), on a MegaSTE?

Ive got TOS 3.06 (32bit) in mine!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3942. Papyrus support

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971466646-597914AEicMi@bun.com>
Source record: 56201

Hi Guys

So whats happened to the Papyrus support and the answeres to all the posted problems?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3943. Re: Videl Inside/SCSI Lock-uo

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <QogF5.395$WS4.846@nntpserver.swip.net>
Source record: 56325

"John Garone" <swampfox1@earthlink.net> wrote:
> Hi All,
> I've been here before on this matter but lost the info!!!
> When using VIDEL INSIDE version 2.04 - (code done by Zerkman /
Trisomic
> Development), my Seagate 1gig locks up frequently (light remains
solidly
> lit) and have to wait for it to time-out but no apparant data
corruption
> occurs. (Videl bug?, older Seagate can't cope?).
> Is 2.04 the latest version?
> John G.

Hi,
It sounds like you haven't made the CPU-clock modification...
Check it out on my website - the troubleshooting section.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3944. Re: Disabling RAM

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8s473n$b9j$1@draco.stochastik.rwth-aachen.de>
Source record: 56326
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8s2kqe$l$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>What's the easiest way to disable the original RAM in a 1040ST? I've cut
>the RAS/CAS-lines and connected them to Vcc via the 68Ohm (I
>think) resistors, but this does apparantly not work. Atleast I can't get
>the 4Mb SIMM I soldered in to work...

That should be sufficient, so I guess you should check if the connections to
the SIMM are all OK (and if the DRAMs on the SIMM are connected in the
necessary way for an ST).

cu
Michael

3945. Re: Falcon SCSI question

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8s49plbkj1@draco.stochastik.rwth-aachen.de>
Source record: 56327

In article <Nk7F5.325$WS4.764@nntpserver.swip.net>,
Claes Holmerup <newsgroups@holmerup.com> wrote:

>search for the rest :(
>A word of warning... ICD isn't fully AHDI compatible and due to this, a
>large ICD partition won't work with Cubase Audio, if that's what you're
>aiming at.

What is "large"?

TOS 4 only supports partitions below 1024KB, regardless of the disk driver used. On larger partitions, Gemdos will definitely misbehave and probably ruin your data - on the Milan TOS, I am sure that Fseek breaks on larger partitions, on the falcon TOS 4.04 other Gemdos functions might be broken, too.

cu
Michael

3946. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <cWhF5.2707$GQ3.4932@newsfeed.slurp.net>
Source record: 56328

On 11 Oct 2000 01:39:11 , Richard Kilpatrick wrote:
>I'm confused.
>
>I read on the group TOS can handle a 1Gb Partition. Yet my STE with
>ICDLink2 and TOS 2.06 enabled split an 80Mb drive into 33Mb Partitions
>(I think, 2 x 33Mb, 1 x 14Mb, 1 x 5Mb).
>
>I'm about to get a larger disc, so how can I make sure it is sensible
>about it?

You need either Magic, TOS 4.0 or else BigDOS to get the 1gig partition
size.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3947. Re: Disabling RAM

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8s4dkebat1@nnrp1.deja.com>
Source record: 56329
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8s473n$b9j$1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:

> That should be sufficient, so I guess you should check if the
connections to
> the SIMM are all OK (and if the DRAMs on the SIMM are connected in the
> necessary way for an ST).

Basically I did it like this (http://atari.nvg.org/stacyram/), except
that I didn't remove the original RAM. Perhaps this is the problem?
Since I "tap into" the address-lines between the resistors and the
original RAM it could be that the load on the address-lines is too
high. I'll try to cut the address-lines between the resistors and the
original RAM tonight and see what happens.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

3948. Re: Falcon SCSI question

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8s4e0ubna1@nnrp1.deja.com>
Source record: 56330

In article <8s49plbkj1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:

> >A word of warning... ICD isn't fully AHDI compatible and due to
this, a
> >large ICD partition won't work with Cubase Audio, if that's what
you're
> >aiming at.
>
> What is "large"?

Back in the good ol' days (i.e. when I got my first harddrive and was
ecstatic about the incredible speed and size of a LPS105...) ICD's
driver used a special format for partitions bigger than 32Mb.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

3949. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8s4dqn$j10$1@neptunium.btinternet.com>
Source record: 56331

<g4ugm@my-deja.com> wrote in message news:8s17e6ojv1@nnrp1.deja.com...
> Oops, forgot I was on here and using a ".com" address.
> Yes Manchester UK. (Well Altrincham, Cheshire, but you know what I
> mean.)
>
>

Hello,

Could I have them please? I'm not that far from Altrincham.Wythenshawe
myself.

Simon

atariactive@spammy.btinternet.com

Remove spammy to reply

3950. Re: Atari show & Atari computing

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8s4e8ukpa1@neptunium.btinternet.com>
Source record: 56332

"Barrie" <barrie@atamusic.u-net.com> wrote in message
news:SzHD5.58$e_.8777@newsr1.u-net.net...
> Hello.
> If anyone has any particular requirements Atari wise let me know and I'll
> try to bring them to the show.
>
> Current stock includes Unitor, Midex+, SM 144, SM124, Mega ST and Mega
STE,
> Megafile 30 and 60, dead Steinberg SMP 19, 'rare disdriveless Atari
> ST'.........maybe one of my TTs, various STFM 1/2mb boards, all working,
use
> them to upgrade your old 'orrible TOS 1.0 STFs, (honest, there are
hundreds
> of these solid old sods still running Cubase). SCSI hard drives, Emagic
> Notator and Notator Logic. Cubase Falcon Audio 2.06
> Genuine brand new Cubase v3.1 packages, of course.
>
> Enough for now.

How much for Atari computers Barry?
Mega, STE, "rare diskless ST" etc

Simon

3951. Re: ATW800

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8s4iuugbr1@nnrp1.deja.com>
Source record: 56333

I want it too.....lots and lots and lots......I can swap you any amount
of normal Atari stuff ...

chrisc

In article <i7r9us85fatbs16id682344ec6f8uda1pe@4ax.com>,
Mindfield <mindfield@badgers.home.com> wrote:
> On 11 Oct 2000 20:15:51 GMT, atarist@xs4all.nl (Ronald van der Kamp)
> drooled an embarassing wet spot in his lap as he typed:
>
> >I am only fishing, but....
> >
> >does anyone know a good use for a
> >Atarai ATW800 workstation with 12 T400 CPU's and Helios OS plus
> >Rowley Modula-2 compiler?
> >
> >Met vriendelijke groet,
> >Ronald van der Kamp
> >secretaris Stichting ST
> >atarist@xs4all.nl
>
> Yes, locked up behind a steel cage and protected with laser tripwires
> -- that thing's a pretty rare beast indeed, particularily with that
> much horsepower!
>
> Man, I'd love one of those things just for the sake of having it!
>
> --
> Mindfield
>
> "Ignorance breeds confidence more often than does knowledge." -Darwin
>
> Remove the badgers before E-Mailing.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3952. Re: Disabling RAM

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8s4n45$e1c$1@draco.stochastik.rwth-aachen.de>
Source record: 56334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8s4dkebat1@nnrp1.deja.com>,
Jo Even Skarstein <joska@online.no> wrote:

>Basically I did it like this (http://atari.nvg.org/stacyram/), except
>that I didn't remove the original RAM. Perhaps this is the problem?
>Since I "tap into" the address-lines between the resistors and the
>original RAM it could be that the load on the address-lines is too
>high. I'll try to cut the address-lines between the resistors and the
>original RAM tonight and see what happens.

That should not be the problem - I installed several ST RAM expansions that
way, even with the old ones (with 1MBit-DRAMs) this was usually no problem.
Now with the minimal load that a modern 4MB SIMM produces, you should have
ample margins.

cu
Michael

3953. Re: Disabling RAM

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8s4p0khce1@snipp.uninett.no>
Source record: 56335
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:

> That should not be the problem - I installed several ST RAM expansions that
> way, even with the old ones (with 1MBit-DRAMs) this was usually no problem.
> Now with the minimal load that a modern 4MB SIMM produces, you should have
> ample margins.

You're right, I just tried it but it didn't make a difference. Perhaps
I've damaged the SIMM :-(

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3954. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8s4p4dhce2@snipp.uninett.no>
Source record: 56336

Mark Bedingfield <mark@baypc.com.au> wrote:

> Most WD 1772-2 chips are fine at 16MHz, jo , you could try ripping one out
> of a defunct STFM etc (ACRONYM CITY) and replacing it. My STFM run's OK with

My TT already have one. But I don't think it's the WD that's the problem
in my TT.

> one of these. TOS 2,3,and 4 default to 6ms, only TOS 1 uses 3ms. Replacing
> the floppy chip on the MegaSTE and TT is pretty simple, just lift the hard
> drive cover. Incedently I have had 2 MegaSTE's and both of them had bent
> pin's in the WD's socket, pretty weird quality control, eh.

My TT does not have a socketed WD.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3955. Re: TT to Mac via RS422 port?

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8s4p9fhce3@snipp.uninett.no>
Source record: 56337

Bill F <flipflapx@coastalnet.com> wrote:
> What is the best way to network a TT to a Mac? The TT network port
> looks like it uses the same connector as a Mac serial cable, but
> apparently there are no Appletalk drivers available for a TT. I've
> seen a lot of discussion about this over the years but am not sure how
> to go about setting it up.

If you can run SLIP or PPP over that port on the Mac (you should), you can
run STiNG or MiNT-Net on the TT and use a "normal" TCP/IP connection
instead of AppleTalk. An ordinary Mac printer-cable can be used as a
null-modem cable between the Mac and TT.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3956. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39e5f0d5$0$10892@news.zetnet.co.uk>
Source record: 56338

On 10 Oct 2000 11:35:57 , "John Whalley" wrote:

>(Bobby is a validator which checks your web pages for
>accessibility - http://www.cast.org/bobby/).

Hehe, I've fallen foul of Bobby because I've used tables for
formatting! But that was before I knew anything about web design, and
when I've got time I want to revamp my site so that it's more
accessible.

>I also try to follow the guidelines for my own site at:
>http://www.bygjohn.co.uk

I've visited your site and it's neat and well-presented, accessible of
course, but most importantly it's *interesting*. I found your Atari
pages particularly of use!

BTW I think you look better with the goatee.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3957. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39e605e01fce720@online.be>
Source record: 56339

on Thu 12-10-2000 12:14 Edward S. Baiz Jr. wrote:

>On 11 Oct 2000 01:39:11 , Richard Kilpatrick wrote:
>>I'm confused.
>>
>>I read on the group TOS can handle a 1Gb Partition. Yet my STE with
>>ICDLink2 and TOS 2.06 enabled split an 80Mb drive into 33Mb Partitions
>>(I think, 2 x 33Mb, 1 x 14Mb, 1 x 5Mb).
>>
>>I'm about to get a larger disc, so how can I make sure it is sensible
>>about it?
>
>You need either Magic, TOS 4.0 or else BigDOS to get the 1gig partition
>size.

Why are people always forget to mention FreeMiNT? Version 1.15.5 can
handle this size of partitions with ease.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3958. Re: Disabling RAM

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <39E60580.65B80A47@avtomatika.com>
Source record: 56340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen wrote:

> In article <8s2kqe$l$1@snipp.uninett.no>,
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> >What's the easiest way to disable the original RAM in a 1040ST? I've cut
> >the RAS/CAS-lines and connected them to Vcc via the 68Ohm (I
> >think) resistors, but this does apparantly not work. Atleast I can't get
> >the 4Mb SIMM I soldered in to work...
>

If you mean 32-bit SIMM 72-pin SIMM, then it should work. Done it many times.
When debugging, it usually helps to disable upper two megs and try with one bank
only.
Recheck wiring on all address lines on SIMM, then check RAS&CAS wirings.
I did manage to mix-up RAS/CAS line between banks. BTW, have you properly
disconnected old RAS/CAS lines and tied them to Vcc ?
One more thing, connect GND with more than one wire to SIMM.

Regards,

Branko

3959. Re: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <5hnF5.41$Be1.3111@newsr1.u-net.net>
Source record: 56341

Hello.

Keychange Music can supply hard drives, ready to run, for the Atari.

Tel 01925 266120.

Barrie.

3960. Re: Atari T-Shirts in the UK??

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Aidan Barnett <aidan@NOSPAM.barnettfamily.clara.net>
Message-ID: <IeoF5.3558$44.308746@nnrp3.clara.net>
Source record: 56342

Yeah? I'll give them a ring. Thanks for the info.

Regards,

Aidan Barnett

Derryck Croker wrote in message <971333244-34551AEicMi@cwcom.net>...

>FWIW, HMV were selling them a couple of years ago - I bought one from the
>branch in Oxford St, London.
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>

3961. Re: Falcon SCSI question

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <1npF5.200$Z75.677@nntpserver.swip.net>
Source record: 56343

"Michael Schwingen" wrote:

> Claes Holmerup <newsgroups@holmerup.com> wrote:
>
> >search for the rest :(
> >A word of warning... ICD isn't fully AHDI compatible and due to this,
a
> >large ICD partition won't work with Cubase Audio, if that's what
you're
> >aiming at.
>
> What is "large"?

In this matter, I seem to recall problems above 512MB...

> TOS 4 only supports partitions below 1024KB, regardless of the disk
driver
> used. On larger partitions, Gemdos will definitely misbehave and
probably
> ruin your data - on the Milan TOS, I am sure that Fseek breaks on
larger
> partitions, on the falcon TOS 4.04 other Gemdos functions might be
broken,
> too.

I actually had problems with CAF and partitions over about 700MB, when they started to fill up. Otherwise there hasn't been any problems and if not used for CAF, partitions up to 1GB worked fine.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3962. Re: Looking for a 4 meg

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8s5a9t$6a5$1@nnrp1.deja.com>
Source record: 56344

In article <39E4ECB9.767B6195@sprint.ca>,
James Alexander <jamesalexander@sprint.ca> wrote:
> Hi Tim,
> several places have 4 meg upgrades for ST's. One place I deal with
on a
> regular basis is best electronics which you can contact at
> bestelec@concentric.net You'll be talking to Bradley Koda, hes atari
> knowledgable and can set your friend up with an upgrade. I recommend
your
> friend get one that uses 30pin simms since those are available cheaply
> nowadays.

Funny thing: I work about two blocks from Best Electronics and drop in
from time to time on Brad. Got some stuff from him as well. Very In-The
Know about Atari!!!

Tim
>

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3963. aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010121721520.99-100000@TT030>
Source record: 56345

If you find this program useful enjoy the update.

The main changes are the addition of Drag&Drop DCC Send
(drop file(s) directly on nick names) and some minor
bugs fixed.

PS. Point your browser to the URL below. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3964. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 04:02:14 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8s399j$n4b$1@perki.connect.com.au>
Source record: 56320

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:8s2fe2$s4t$1@snipp.uninett.no...
> atarigalen@my-deja.com wrote:
>
> >> a TT030, being a little rusty I could use a couple of pointers for
> >> Can I swap out the 720K Floppy for a 1.44Mb unit?
> > Yes, if you have TOS 2.06. TOS 2.05 will not work (though you could
> > upgrade that as well.
>
> You can use HD-drives with all TOS-versions, as long as you make sure that
> the steprate is halfed from 3ms to 6ms. Anyway, TOS 2 won't work on a TT,
> I guess you mean TOS 3...
>
> Btw. my TT does not have an Ajax, but I'm using a HD-drive anyway. It's
> not perfect (I occasionally get some write-errors on the last 10 tracks or
> so) but I almost never use the floppy anyway so I don't care.

Most WD 1772-2 chips are fine at 16MHz, jo , you could try ripping one out of a defunct STFM etc (ACRONYM CITY) and replacing it. My STFM run's OK with one of these. TOS 2,3,and 4 default to 6ms, only TOS 1 uses 3ms. Replacing the floppy chip on the MegaSTE and TT is pretty simple, just lift the hard drive cover. Incedently I have had 2 MegaSTE's and both of them had bent pin's in the WD's socket, pretty weird quality control, eh.

Mark Bedingfield

3965. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 04:06:19 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8s39h8$nb8$1@perki.connect.com.au>
Source record: 56321

"Steve Sweet" <stevesweet@bun.com> wrote in message
news:971284668-859786AEicMi@bun.com...
> Hi Mark
>
> >
> >TOS 1.09? Dont know that one. Does this work on the Mega STE?
>
> I think you'l find its TOS 1.62, some software reports the TOS version
incorrectly
> due to the way Atari wrote the standards and then broke them.
> You probably have TOS 2.06 in your MegaSTE anyway, which is the
equivalent.

Yeah it is 2.06, but just wondered if anyone had ever run anything but TOS
2.06 (or 2.05 smarty), on a MegaSTE? This prg TOS version sounds
interesting.....

Mark

3966. NEW: Gareth Jones Atari-Midi PD available

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 04:48:40 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8s3fr6ksr1@nnrp1.deja.com>
Source record: 56322

Hello All:

Just got some great PD from Derek Johnson of Atari Notes (SOS magizine)

They are Gareth Jones' excellent Atari-Midi PD applications: Now
available on the File Section of Atari-Midi Egrps in the Gareth Jones
Folder:

>http://www.egroups.com/files/atari-midi/Gareth+Jones+Programs

Midimous.zip
Midi Mouse Music: Alternate Controller. Very Cool. Like Music Mouse or
Midi Joy with some twists. 20k

Pic_mus.zip
Picture Music. Create Midi music from Pictures
100k

Psycho_f.zip
Psycho-Fractal . Creates midi music from Fractal Images.Some very nice
NEO format mandalbrot images included. 355k

Psycho_m.zip
Psycho-Midi. Another Image and Midi program! 87k

Schoenbg.zip
Schoenberg PD version. Creates 12 row Serial Music! very cool

Actually I was after Derek for a long time on this one, and he finally
got it to me! Thanks Derek!

Please check these apps out. Would like some feedback.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3967. Re: WTD: ST Ram Upgrade for a TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 05:32:32 UTC
From: Boyd Staley <BoydStaley@att.net>
Message-ID: <39E54CCC.BE463FA8@att.net>
Source record: 56323

julianlb@my-deja.com wrote:
>
> Does anyone have either a 2 or 8 Mb upgrade for the ST RAM in a TT they
> would part with?
>
> Can this be fitted with a TT RAM upgrade in place? I seem to have
> trouble finding any info on the TT beyond standard specs in the net
> does anyone have a pointer for me to look at?
>
> Regards
>
> Julian
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Here try this for info on the TT

http://pp.fishpool.com/~q-funk/TT030/

3968. Videl Inside/SCSI Lock-uo

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 06:00:49 UTC
From: swampfox1@earthlink.net
Message-ID: <lscF5.834$uw4.35548@newsread2.prod.itd.earthlink.net>
Source record: 56324

Hi All,
I've been here before on this matter but lost the info!!!
When using VIDEL INSIDE version 2.04 - (code done by Zerkman / Trisomic Development), my Seagate 1gig locks up frequently (light remains solidly lit) and have to wait for it to time-out but no apparant data corruption occurs. (Videl bug?, older Seagate can't cope?).
Is 2.04 the latest version?
John G.

3969. Re: Menu controller...

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 20:36:42 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971466644-597478AEicMi@bun.com>
Source record: 56242

Hi Derryck

>>I think you mean my demo of RATSCH, adding Tear-off menu's to Magic.
>>Nice, but the novelty wears off after a while.

>That's the fella, of more use if you've got plenty of high screen res area to
>populate with such goodies, like your graphics card.

And youre stood there waiting for your fiver for the cudos i 'spose. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3970. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-12 23:48:27 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8s5epnlbf1@perki.connect.com.au>
Source record: 56202

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:8s4p4dhce2@snipp.uninett.no...
> Mark Bedingfield <mark@baypc.com.au> wrote:
>
> > Most WD 1772-2 chips are fine at 16MHz, jo , you could try ripping one
out
> > of a defunct STFM etc (ACRONYM CITY) and replacing it. My STFM run's OK
with
>
> My TT already have one. But I don't think it's the WD that's the problem
> in my TT.

While MOST do some just don't properly I don't know what Atari (Western
Digital) did, but with just about every upgrade to HDD I have seen, they
simply say if it dosent work try another chip. A bit like the STE DMA
debacle, some do most dont:-)

> > one of these. TOS 2,3,and 4 default to 6ms, only TOS 1 uses 3ms.
Replacing
> > the floppy chip on the MegaSTE and TT is pretty simple, just lift the
hard
> > drive cover. Incedently I have had 2 MegaSTE's and both of them had bent
> > pin's in the WD's socket, pretty weird quality control, eh.
>
> My TT does not have a socketed WD.

Bugger! Still if it is dicey, just put a socket in it. I have spare WD's, if
you need one just yell, I'll never use them. Both my Falcon's and my MegaSTE
have Ajax chip's.

Mark

3971. Re: Videl Inside/SCSI Lock-uo

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <k9zF5.4896$MK6.169735@newsread1.prod.itd.earthlink.net>
Source record: 56203

On 12 Oct 2000 12:32:52 , "Claes Holmerup" wrote:
>"John Garone" <swampfox1@earthlink.net> wrote:
>> Hi All,
>> I've been here before on this matter but lost the info!!!
>> When using VIDEL INSIDE version 2.04 - (code done by Zerkman /
>Trisomic
>> Development), my Seagate 1gig locks up frequently (light remains
>solidly
>> lit) and have to wait for it to time-out but no apparant data
>corruption
>> occurs. (Videl bug?, older Seagate can't cope?).
>> Is 2.04 the latest version?
>> John G.
>
>Hi,
>It sounds like you haven't made the CPU-clock modification...
>Check it out on my website - the troubleshooting section.
>
>Best regards,
>Claes
>My e-mail address: claes@holmerup.com
>My personal homepage: www.holmerup.com
>Swedish music on the web: www.swebmusic.com
>
>
>.
Thanks Claes,
I'll take a look.
John G.

3972. Re: Falcon SCSI question

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8s6h0i$ir6$1@sun27.hrz.tu-darmstadt.de>
Source record: 56204

Hi!

Jo Even Skarstein <joska@online.no> wrote:
> Back in the good ol' days (i.e. when I got my first harddrive and was
> ecstatic about the incredible speed and size of a LPS105...) ICD's
> driver used a special format for partitions bigger than 32Mb.

Mhmm, my first harddisk was an LPS105 as well, with an ICD controller.
But it didn't use any special "format" for partitions > 32 MB (what kind
of difference should there be, anyway, if GEMDOS is to access it?), but
a special format for having more than 4 partitions on the HD (ICD stored
12 partitions in the rootsector, whereas AHDI stored only 4).

The only real problem I encountered was that Rwabs() of the ICD driver
didn't properly support the AHDI extensions to read physical sectors, in
that the call sometimes failed with no apparent reason. This might be
what causes problems in CAF, and it's the reason why you have to install
an AHDI compatible driver before using ICD2AHDI if you want to convert
your ICD partition table into an AHDI one.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3973. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8s6hb6$ir6$2@sun27.hrz.tu-darmstadt.de>
Source record: 56205

Hi!

Martin \"Nightowl\" Byttebier <tos4ever@online.be> wrote:
> Why are people always forget to mention FreeMiNT? Version 1.15.5 can
> handle this size of partitions with ease.

Not to forget its support for VFAT (long filenames) and FAT32 (allows
partition sizes up to some Terabyte, although I wouldn't recommend more
than, say, 8 Gigabyte, as it gets awfully slow then, due to the
enormously large FAT).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3974. Re: Falcon SCSI question

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8s6m11$8bu$1@nnrp1.deja.com>
Source record: 56206

In article <8s6h0i$ir6$1@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

> Mhmm, my first harddisk was an LPS105 as well, with an ICD controller.
> But it didn't use any special "format" for partitions > 32 MB (what
kind
> of difference should there be, anyway, if GEMDOS is to access it?),
but
> a special format for having more than 4 partitions on the HD (ICD

Ahh, that was it. Sorry, my mistake. I haven't seen an ICD adapter in
seven years...

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

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3975. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Hellraiser <justin@hellraiser.demon.co.uk>
Message-ID: <3UAF5.1946$c93.235385@news1.cableinet.net>
Source record: 56207

As far as I am aware, it is possible to use a conventional serial mouse with an ST, so long as you have the requisite software. As for hooking it up to your monitor, there is no way u can connect it directly to a VGA monitor that I know of, but if u have a TV card in your PC, you could construct a lead to go from the monitor out on the ST and connecting the composite video out to the video in on the TV card. As for sound, just route that from the monitor port to the sound input on your PC - voila, instant ST on PC monitor.

Hellraiser.....>
"Jared Falvo" <luposian@mailcity.com> wrote in message
news:2rxF5.23$qj2.4963@news.goodnet.com...
> I have the opportunity to buy a 1040ST for $5.50 (US dollars). It doesn't
> have a monitor or mouse. What I need to know is, are there mods available
> to make the 1040ST usable (in color modes) with an SVGA monitor, like my
15"
> Sony E100. As well, is there a way to reroute the wiring in a two-button
PC
> serial mouse to make it work with the 1040ST?
>
> I know that they say that the monitor has to be able to do 15Hz Horizontal
> in order to do color modes (the lowest mine goes is 30Hz), but is there
any
> way to accelerate the horizontal signal from the 1040ST so that it can
> display color modes at 30Hz?
>
> As well, I'm debating as to a system design challenge... attempt to build
an
> ST that is 100% optimized (maximum RAM, maximum video output hardware,
etc.)
> I want to see if we can't build a system that can do the Internet
smoothly,
> based less on a fast CPU and mainly on an awesome video and motherboard
> subsystem. Of course, the OS (TOS/GEM) might get in the way of that,
but...
> surely it must be possible if someone tries hard enough.
>
> Milan II may be dead, but why not have fun reinventing the old 8MHz 68000
> ST's into a maximized system for the loyal masses! Hmm?
>
> Jared
>
>
>

3976. Re: ATW800

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8s6n0u$dp2$1@neptunium.btinternet.com>
Source record: 56208

"Liam Proven" <un@liamp.cix.co.uk> wrote in message
news:memo.20001012234431.62025C@lproven.compulink.co.uk...
> In article <8s2hpn$b7m$1@news1.xs4all.nl>, atarist@xs4all.nl (Ronald van
> der Kamp) wrote:
>
> > does anyone know a good use for a
> > Atarai ATW800 workstation with 12 T400 CPU's and Helios OS plus
> > Rowley Modula-2 compiler?
>
> Wow! What a question.
>
> There isn't much today, really. If you could make it run SETI@home or RC64
> or something like that, you'd probably get through a lot of blocks.
>
> Ask on Slashdot!
>

I agree, running SETI would be a really good idea. Or even attempting to
write a 68030 emulation core for the computer?

Asking Slashdot is a very very good idea!

More importantly, LOOK AFTER IT MAN! :)

Simon Osborne

Atari Active

3977. Re: Falcon SCSI question

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8s6t6vdep1@nnrp1.deja.com>
Source record: 56209

I Have one of these drives on my Falcon and it works fine. You need to disable the Unit Attention function of recent IBM drives for most software (apart from recent versions of HD-Driver which of course supports it). From memory it is probably Jumper 5. I can't remember if there is an Auto-Start function. If you have Web Access then try getting the info on jumpers from :

http://www.pc-disk.de/pcdisk/index.htm

most drives are there, or direct from IBM.com, they support all their old drives...

I first ran across the Unit Attention thing when I installed an IBM DPES31080 on my STe....

I use HD-Driver, having been a longtime user of CBHD (which also worked well with this drive)...HD-Driver rocks, buy it now.....

chrisc

In article <39E3D46C.1DE0B42C@saturn5.com>,
ryan daum <opiate@saturn5.com> wrote:
> I recently purchased a 2 gig external SCSI unit (IBM DORS-32160),
> manufacturered in 1992). I am able to detect and mount it correctly
> using an Adaptec PCI SCSI card from both Windows and Linux. I am also
> able to use Atari HDX and ICD Tools to format and partition the drive
> from my Falcon. However, AHDI does not detect the drive.
>
> In HDX, the drive appears as "SCSI 2 - DORS-32160". To ICDBOOT.PRG it
> comes up as ID 10 IBM DORS-32160. However, AHDI.PRG does not detect
> the drive, and even though I am able to partition the drive fine,
> I never seem to be able to actually mount and access the partitions.
> What am I doing wrong?
>
> I don't particularily want to shell out money for HDDRIVER if it is
not
> going to fix the problem. Am I missing something obvious?
>
> One thing that strikes me as weird is that I definetly have the drive
> set to LUN 0, but it's coming up as SCSI 2 to HDX -- is this normal?
>
> Can somebody please please help me here? My old 500 meg Quantum drive
> is not fast enough to do real digital audio recording with on the
> Falcon, it seems.
>
> Ryan

>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3978. Re: Atari T-Shirts in the UK??

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-029282.08423913102000@bigmomma.idirect.com>
Source record: 56210

In article <971333244-34551AEicMi@cwcom.net>, Derryck Croker
<derryck@NOSPAMcix.co.uk> wrote:

> From: "Aidan Barnett" <aidan@NOSPAM.barnettfamily.clara.net>
> Date: Tue, 10 Oct 2000 19:11:17 +0100
>
> >Atari T-shirt for ages now, nothing fancy, just a simple Atari logo will do.
> >Now I'm starting to see people on TV wearing them... so where are they
> >getting them from? I can find a shop (in the UK) that is selling them! so does
> >anyone know a shop where I can get one?
>
> FWIW, HMV were selling them a couple of years ago - I bought one from the
> branch in Oxford St, London.

I actually just spotted one last weekend at a booth in the Dufferin
Mall (Toronto) - blue, with a white original Atari logo.

interestingly, it also had in small letters on it (c) 2000 Atari.
Looks like Hasbro is licensing the name out - they're not dumb!

3979. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <pCDF5.367$Z75.1147@nntpserver.swip.net>
Source record: 56211

"Jared Falvo" wrote:

> I have the opportunity to buy a 1040ST for $5.50 (US dollars). It doesn't
> have a monitor or mouse. What I need to know is, are there mods available
> to make the 1040ST usable (in color modes) with an SVGA monitor, like my 15"
> Sony E100. As well, is there a way to reroute the wiring in a two-button PC
> serial mouse to make it work with the 1040ST?

You can't make it work other than in monochrome mode on an SVGA, since the frequency's wrong. With an old Multisync going down to 15kHz - or an old Amiga monitor, it would have worked. A SCART cable to your TV could also be an option...
There is possibility to connect a PC mouse to the serial port, using a program to make the adaption - but some programs don't accept that solution, so they won't work. Mario Becroft's mouse interface works perfectly and is always compatible since the PC mouse plugs into the original mouse port via the interface.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3980. Re: ATW800

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: un@liamp.cix.co.uk
Message-ID: <memo.20001013140459.35529B@lproven.compulink.co.uk>
Source record: 56212

In article <8s6n0u$dp2$1@neptunium.btinternet.com>,
atariactive@btinternet.com (Simon Osborne) wrote:

> I agree, running SETI would be a really good idea.

Problem is, of course, that SETI isn;t open-source. Some of the
code-cracking efforts are, though, I think.

> Or even attempting to
> write a 68030 emulation core for the computer?

Fun! Hard, but fun!

> More importantly, LOOK AFTER IT MAN! :)

Oh yes!

--
Liam P.

3981. Startup problems on Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Preben Sloth <ps@lkps.dk>
Message-ID: <aNEF5.169$HE3.4601@news.get2net.dk>
Source record: 56213
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello There
For some time I have had startup problems on my Falcon 030. When I switch it on
the Harddisk and the rest of the machine doesn't start. If I press the reset button for
5-10 seconds the machine normaly starts, but some time I have to switch the Falcon and
press the reset button a lot of time to get the machine to life.
What's wrong ???

I have had the machine for 6 years now, but it is only the last year this problem has appear.

Thank, Preben Sloth

Please reply to ps@lkps.dk

3982. Startup problems on Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Preben Sloth <ps@lkps.dk>
Message-ID: <bSEF5.171$HE3.5191@news.get2net.dk>
Source record: 56214

Hello There
For some time I have had startup problems on my Falcon 030. When I switch
it
on the Harddisk and the rest of the machine doesn't start. If I press the
reset
button for 5-10 seconds the machine normaly starts, but some time I have
to switch the
Falcon and press the reset button a lot of time to get the machine to
life.
What's wrong ???

I have had the machine for 6 years now, but it is only the last year this
problem has appear.

Thank, Preben Sloth

Please reply to ps@lkps.dk

3983. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sue9258dl82k6a@corp.supernews.com>
Source record: 56215

On 12 Oct 2000 22:56:28 , "Jared Falvo" wrote:
>As well, I'm debating as to a system design challenge... attempt to build an
>ST that is 100% optimized (maximum RAM, maximum video output hardware, etc.)
>I want to see if we can't build a system that can do the Internet smoothly,
>based less on a fast CPU and mainly on an awesome video and motherboard
>subsystem. Of course, the OS (TOS/GEM) might get in the way of that, but...
>surely it must be possible if someone tries hard enough.

I'm still drawing up plans of an STe accelerator. Based on a 32MHz
68000 processor, 32Mhz FPU ,8mb of 322mhz RAM and IDE@32mhz. Oh
yeah, also a Matrix graphics card (not sure what speed possible yet,
still waiting for it in the post). This will be for personal
use only (not commercial as I can't see it being totally "bug" free).
Mainly for CAD PCB use.

I would love to use a 030 or better processor (not clever enough to
work that out) but by then you've almost made yourself a whole
motherboard. When I'm older and wiser, I'll design my own motherboard
as college/uni project!

>Milan II may be dead, but why not have fun reinventing the old 8MHz 68000
>ST's into a maximized system for the loyal masses! Hmm?

Try getting hold of a lots of fast 68000s then, you'll find it
difficult. A new motherboard will be better, than bodging an ST with
an accelerator. I don't have the knowledge or tools to make
motherboards.

Get someone to program the OS for the Phenix motherboard as it is
truely awesome (and wasted at the moment). Read the great article in
AC 15 by Shiuming Lai. Dual processor, 2xDSPs, USB...etc..etc

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3984. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39E72DA2.3F7CF4C8@ooc.de>
Source record: 56216

Richard Kilpatrick wrote:

> I read on the group TOS can handle a 1Gb Partition. Yet my STE with

TOS 4.0x can. TOS 2.0x and 3.0x can only handle 512 MB per partition.
Older versions only handle partitions with 256 MB.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3985. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39E72DD4.7364F2C5@ooc.de>
Source record: 56217

"Edward S. Baiz Jr." wrote:

> You need either Magic, TOS 4.0 or else BigDOS to get the 1gig partition
> size.

Or MiNT.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3986. Re: ATW800

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8s7g2crsf1@news1.xs4all.nl>
Source record: 56218

No, as far as I know there is no port from Papyrus for the Helios OS.
But maybe there is one for IDRIS?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 11 Oct 2000 21:40:33 , JI Logan wrote:
>On 11 Oct 2000 20:15:51 , Ronald van der Kamp wrote:
>
>|I am only fishing, but....
>|
>|does anyone know a good use for a
>|Atarai ATW800 workstation with 12 T400 CPU's and Helios OS plus
>|Rowley Modula-2 compiler?
>
>I don't suppose it runs Papyrus using all CPUs?
>.

3987. Re: Atari Printer - compatible toner?

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8s7g2frsf2@news1.xs4all.nl>
Source record: 56219

Mostly the Atari laserprinter are know as
TEC 1305 or 1301
One is SLM 804 other is SLM 605

Or was it 1503?
I'am not so good at remembering numbers

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 11 Oct 2000 18:47:05 , James Alexander wrote:
>Hiya,
>A guy I know from the local atari club has one of those and the person
>he bought it from says it uses canon toner and/or drum. take a close
>look at the toner cartidge in your printer before you go looking at some
>of the canon units that are available. be careful though since it
>should be an exact match and some can be similar but not close enough.
>
>info wrote:
>
>> Does anyone know if the drum/toner for Atari printers
>> is still available - or if its possible to use an equivalent
>> (Cannon?) alternative?
>>
>> Ian
>
>.

3988. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <w1IF5.78$qj2.9692@news.goodnet.com>
Source record: 56220

Which is why I was saying, is there a way of *accelerating* the signal (frequency) from the ST video out so that it CAN do color on an SVGA monitor. Sort of like translatingt the signal so that the ST is still outputting 15Hz, but the monitor is getting 30Hz. Or maybe it can be done the other way around... or something.

Jared

Claes Holmerup <newsgroups@holmerup.com> wrote in message news:pCDF5.367$Z75.1147@nntpserver.swip.net...
> "Jared Falvo" wrote:
>
> > I have the opportunity to buy a 1040ST for $5.50 (US dollars). It
> doesn't
> > have a monitor or mouse. What I need to know is, are there mods
> available
> > to make the 1040ST usable (in color modes) with an SVGA monitor, like
> my 15"
> > Sony E100. As well, is there a way to reroute the wiring in a
> two-button PC
> > serial mouse to make it work with the 1040ST?
>
> You can't make it work other than in monochrome mode on an SVGA, since
> the frequency's wrong. With an old Multisync going down to 15kHz - or an
> old Amiga monitor, it would have worked. A SCART cable to your TV could
> also be an option...
> There is possibility to connect a PC mouse to the serial port, using a
> program to make the adaption - but some programs don't accept that
> solution, so they won't work. Mario Becroft's mouse interface works
> perfectly and is always compatible since the PC mouse plugs into the
> original mouse port via the interface.
>
> Best regards,
> Claes
> My e-mail address: claes@holmerup.com
> My personal homepage: www.holmerup.com
> Swedish music on the web: www.swebmusic.com
>
>

3989. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <62IF5.80$qj2.9707@news.goodnet.com>
Source record: 56221

Which is why I was saying, is there a way of *accelerating* the signal (frequency) from the ST video out so that it CAN do color on an SVGA monitor. Sort of like translatingt the signal so that the ST is still outputting 15Hz, but the monitor is getting 30Hz. Or maybe it can be done the other way around... or something.

Jared

Hellraiser <justin@hellraiser.demon.co.uk> wrote in message news:3UAF5.1946$c93.235385@news1.cableinet.net...
> As far as I am aware, it is possible to use a conventional serial mouse with
> an ST, so long as you have the requisite software. As for hooking it up to
> your monitor, there is no way u can connect it directly to a VGA monitor
> that I know of, but if u have a TV card in your PC, you could construct a
> lead to go from the monitor out on the ST and connecting the composite video
> out to the video in on the TV card. As for sound, just route that from the
> monitor port to the sound input on your PC - voila, instant ST on PC
> monitor.
>
> Hellraiser.....>
> "Jared Falvo" <luposian@mailcity.com> wrote in message
> news:2rxF5.23$qj2.4963@news.goodnet.com...
> > I have the opportunity to buy a 1040ST for $5.50 (US dollars). It doesn't
> > have a monitor or mouse. What I need to know is, are there mods available
> > to make the 1040ST usable (in color modes) with an SVGA monitor, like my
> > 15"
> > Sony E100. As well, is there a way to reroute the wiring in a two-button
> > PC
> > serial mouse to make it work with the 1040ST?
> >
> > I know that they say that the monitor has to be able to do 15Hz Horizontal
> > in order to do color modes (the lowest mine goes is 30Hz), but is there
> > any
> > way to accelerate the horizontal signal from the 1040ST so that it can
> > display color modes at 30Hz?
> >
> > As well, I'm debating as to a system design challenge... attempt to build

> an
> > ST that is 100% optimized (maximum RAM, maximum video output hardware,
> etc.)
> > I want to see if we can't build a system that can do the Internet
> smoothly,
> > based less on a fast CPU and mainly on an awesome video and motherboard
> > subsystem. Of course, the OS (TOS/GEM) might get in the way of that,
> but...
> > surely it must be possible if someone tries hard enough.
> >
> > Milan II may be dead, but why not have fun reinventing the old 8MHz
68000
> > ST's into a maximized system for the loyal masses! Hmm?
> >
> > Jared
> >
> >
> >
>
>

3990. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <M8IF5.81$qj2.9931@news.goodnet.com>
Source record: 56222

You wanna have fun? Let's work together to create the Neotari computer! If you listen carefully, you can hear the implication in the name. :-)

Let's hack and improve TOS/GEM (yet again) to make it work (either with a 68040/060 or PowerPC chip), get the required permissions (rights) and sell the dumb things! If programmers and hardware people get together on this, we could essentially recreate the Atari computer and keep everything modern!

Um, but don't let my enthusiasm stop you from believing it's not possible or not worth trying... my enthusiasm was muted here once before by more than one person. Of course, I was trying to get Atari back as a company then, which, so far as I can tell *IS* impossible (Hasbro has their own plans for the name amd property rights)

Jared

Lyndon Amsdon <bindon@madasafish.com> wrote in message news:sue9258dl82k6a@corp.supernews.com...
> On 12 Oct 2000 22:56:28 , "Jared Falvo" wrote:
> >As well, I'm debating as to a system design challenge... attempt to build an
> >ST that is 100% optimized (maximum RAM, maximum video output hardware, etc.)
> >I want to see if we can't build a system that can do the Internet smoothly,
> >based less on a fast CPU and mainly on an awesome video and motherboard
> >subsystem. Of course, the OS (TOS/GEM) might get in the way of that, but...
> >surely it must be possible if someone tries hard enough.
>
> I'm still drawing up plans of an STe accelerator. Based on a 32MHz
> 68000 processor, 32Mhz FPU ,8mb of 322mhz RAM and IDE@32mhz. Oh
> yeah, also a Matrix graphics card (not sure what speed possible yet,
> still waiting for it in the post). This will be for personal
> use only (not commercial as I can't see it being totally "bug" free).
> Mainly for CAD PCB use.
>
> I would love to use a 030 or better processor (not clever enough to
> work that out) but by then you've almost made yourself a whole
> motherboard. When I'm older and wiser, I'll design my own motherboard
> as college/uni project!
>
> >Milan II may be dead, but why not have fun reinventing the old 8MHz 68000
> >ST's into a maximized system for the loyal masses! Hmm?
>

> Try getting hold of a lots of fast 68000s then, you'll find it
> difficult. A new motherboard will be better, than bodging an ST with
> an accelerator. I don't have the knowledge or tools to make
> motherboards.
>
> Get someone to program the OS for the Phenix motherboard as it is
> truely awesome (and wasted at the moment). Read the great article in
> AC 15 by Shiuming Lai. Dual processor, 2xDSPs, USB...etc..etc
>
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--------------------------------------+

3991. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39e76c543af7e12@online.be>
Source record: 56223
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/quarx.lzh (187.599 bytes)
(Editor which integrates into a PureC or TurboC developments environment
German language. Needs MagiC 5.0 or newer)

**game**
ftp://chapelie.rma.ac.be/atari/game/boink19.zip (111.779 bytes)
(A "BreakOut" style game.)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/wbmp2st.zip (2.276 bytes)
(This ttp is a wireless bitmap (extension: wbmp) viewer for ST(e)
(st-low or st-mid) and makes it possible to convert the picture
to pi1-format.)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq0145.zip (157.809 bytes)
(GEM based ICQ client for STik/STing/MiNT-net)
ftp://chapelie.rma.ac.be/atari/internet/atarirc-110.zip (193.341 bytes)
(IRC client for STik/STing/Gluestik)

**mint**
ftp://chapelie.rma.ac.be/atari/mint/gem/ginit088.tgz (562.618 bytes)
(GEM-init is an init/getty/login/sh suite for single- and multi-AES.
MiNT-compatible OS required, MinixFS-compatible FS recommended.)

**programming**
ftp://chapelie.rma.ac.be/atari/programming/agnus143.zip (407.917 bytes)
(Development Environment for GNU C/C++, GNU-Fortran & HTML)
```

telecomm
ftp://chapelie.rma.ac.be/atari/telecomm/star32ae.lzh (1.067.173 bytes)
(Starcall. Terminalprogramm including Fax, Voice and BBS, Point,
Editor, cost calculator, Chat, Voice recorder.
For atari/Magic/compatibles. English version)
ftp://chapelie.rma.ac.be/atari/telecomm/star32ad.lzh (1.089.804 bytes) (Starcall, German version)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/liberty_135.zip (116.386 bytes)
(Liberty v1.35 (09/2000) Resistent System extension,
used for instance by the file selector Freedom 2.05)

ftp://chapelie.rma.ac.be/atari/utilities/gene_202.zip (619.130 bytes)
(Gï¿½nï¿½ration v 2.02, to draw up a genelogy tree of your family. French only)

ftp://chapelie.rma.ac.be/atari/utilities/rscvie03.zip (18.357 bytes)
(shows rsc, German/English version)

ftp://chapelie.rma.ac.be/atari/utilities/xairon_111.lzh (288.530 bytes)
(data planner and much more. German language)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3992. Another Newsie puzzle

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e76f85$0$10891@news.zetnet.co.uk>
Source record: 56224

Hi all you Newsie Gurus,

Why does the numbered order of the messages, eg the last one I have from Steve Sweet Re: Menu controller number 183105, not agree with date order, eg that message is dated 12 Oct 14, whereas message No 183103 is dated 13 Oct 75.
I would like to list them in date order, can I?

Bob King

3993. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <yEKF5.15713$QB1.4206148@typhoon.southeast.rr.com>
Source record: 56225

>You wanna have fun? Let's work together to create the Neotari computer!
If
>you listen carefully, you can hear the implication in the name. :-)

Count me in. ;-) Unofrtunately, I've never been able to purchase an ST,
though I'm still on the lookout for one. 603e PPCs are $44 when purchased
singly, which is still cheap enough to consider. What kind of expansion
options does the ST have?

Thanks,
John

3994. Index to Atari-Midi File Section on Egrps

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8s7u3haee1@nnrp1.deja.com>
Source record: 56226

hello All:

I decided to list what we have collected now on the Atari-midi file section. You will find quite a few programs that are NOT on any FTP servers like Umich. I would like any comments you have on these apps.

There are also some Utilities that are usefull as well.

Tim

INDEX To ATARI-MIDI FILE SECTION on Egrps. As of 10-13-00

http://www.egroups.com/files/atari-midi/

4oped.zip
An editor for most 4 Operator Yamaha FM synths. 53k
525.zip
samplrate-converter, shareware 65k

Archifon.zip
A Microtonal program from Norway. Extensive Help but all in dutch (I believe)Allows you to play songs in microtonal scales. Very Intriging. 196k

Arpeggio.mod
Arpeggiator Module for Cubase. Very Coool!Check out the Arpeggio TXT as well for instructions on use. 23k 08/17/2000

Arpeggio.txt
TXT file for the Arpeggiator Module for Cubase 8k

Asdump.zip
Dutch Atari-Midi AS Dumper SysEx Dumper 103k

Aural.zip
Aural: Ear Training Application 122k

Bannana.zip
Bannana: Handy Chord Tool 23k

C-Labs Creator
midi sequencer NB-dongle needed

Czsounds.zip
Tronds CZ Sounds for Casio CZ-Series synths.68 banks in XOR/Caged Artist format 66k

Dx.zip
DX7, Fbo1 and CZ Sounds from Andrew , with librarian. 215k

Dx7edit.prg
DX7 edit .prg by Jaap Kramer. Load Standard Sysex and send one patch at a time. 18k

Esq1.zip
Dutch Atari-Midi ESQ1 Dumper 39k

Gareth Jones Programs
Atari-Midi PD from Gareth Jones

Genmouse.zip
Use a Regular Serial Mouse on the Modem Port of your ST/TT/Falcon. Mouse.PRG goes in the Auto Folder. GenMouse APP or PRG configures it. 80k

Grabber2.acc
GRABBER: a snapshot Acc. Just hit ALT-HELP and a snap-shot is taken of the screen. Then pull down the ACC from the menu and Save your file in DEGAS Format. 3k

Lessons.zip
Midi Music Lessons: Demos 109k

Lgselect.prg
Little green selector: alt file selector 47k

Ludwigs.zip
Tim's Bones for Ludwig 17k

M_st.zip
Tim's Atari M Files 80k

Mandala.zip
Mandala: creates Mandala and Midi music to parameters that you specify. Very relaxing to watch and hear. 99k

Manual.exe
Edit Track manual in Caligrapher format 581k

Midenhan.zip
Midi Enhancer: Provides Microtonal ability to your Midi keyboard 63k

Mididraw.zip
MidiDraw 41k

Midithru.zip
Opens the Midi Out port to a Midi Thru! very usefull for programs without a soft Midi thru. Installs as an ACC or seperate PRG. 6k

Mina75.zip
INDETERMINA - A strange generic midi experimentation program by Patrik Markusson 40k

Modal8.zip
Modal8 Chord harmonizer 94k

Moustrpc.zip
MousterPiece Demo 96k

Mozart.zip
Mozart: Algorithmic variations of the Dice Watz by Mozart. Very Cool!
46k

Msg.zip
MSG Midi Sequence generator Shareware Version 157k

Mtdrum.zip
Dutch Atari-Midi MT Drum MT32 Drum Editor 52k

Mtfact.zip
Dutch Atari-Midi MT Factory MT32 Editor 76k

NoSTalgia_052_PPC.sit
NoStalgia Atari Emulator for Mac. You will also need DUST. See
below.Try it for Midi! 802k

Nsq.zip
NSQ (near Synthisizer Quality) A Soft Synth. St Med/Hi Res 21k

Patternr.zip
Patterner: a pattern based Algo-Comp app 85k

Percussa.zip
Percussa: A sample based Drum Sequencer. St Low Res 141k

Pravda.zip
Pravda: A Midi mixer studio manager with all sorts of tools for the
Midi studio. Excellent! 244k

Programming
Atari programming Files

Pulsar14.zip
PULSAR 1.4: the lastest BETA version. many new functions including
Global transpose and Tempo with qwerty key assignments. 37k

Pulsar1[1].33.zip
PULSAR 1.33 BETA. new version by Neil Wakeling. Analog Sequencer
Emulator 31k

Qbasedem.zip
Original Cubase Demo with tutorial on Cubase. May not run on some
machines. 234k

SC55V14.zip
Roland SC55 Editor by Gilles Barges, Shareware 132k

Sebra.zip
An Auto Folder program to emulate ST Hi in Med Res! 9k

Shellas.zip
Dutch Atari-Midi Shellas, Utilities 41k

Stselect.prg
ST select program: alternate file selector 13k

Switcher.prg
Steinberg's 'MROS switcher' 21k

Therimin.zip
ST Therimin and ST Guitar. Funky but cool. 41k

Timdxsnd.zip
Tim's DX7 Sounds in Standard Sysex format. 30 banks Use DUMPIT to load
them. 101k

Tos Error and Bomb Messages
Error and Bomb messages experienced on Atari Computers. Good Info!
First posted on the Atari newsgrps and posted here by Clayton Murry. 4k

Tx81z.zip
Dutch Atari- Midi TX81Z dumper 41k

Txsounds.zip
TX81Z, TQ5, DX11 Sounds in XOR and Caged Artist Format : 4 OP Deluxe
(From Trond) 194k

Unidrive.zip
DOS driver for reading Atari single- and doublesided disks on the PC
11k

Uniman_d.zip
Uniman Demo with DX7 profiles 127k

Utils.zip
Dutch Atari-Midi Midi Utilities including MidiLook. 51k

ami.zip
algorithmic Composer 16k

clab_tip.arc
C-Lab/Notator tips 2k

cubase-calc.lzh
Cubase calculators e.g. tempo 11k

cubase-help.lzh
Cubase help files 18k

dbtx81z.zip
David Black's TX81Z editor 80k

dcxtract.zip
DXTract: unarchives ZIP, ARC, LZH and more47k

dumpit.zip
DumpIt. A SysEx Dumper for Atari. Excellent! 30k

dust.sit
DUST: needed for NoStalgia Atari Emulator for Mac. 41k

dxpatch.zip
DXpatch. A single voice patch editor for the DX7 34k

dxshuttl.zip
DX-Shuttle. Dx7 librarian with banks of sounds 117k

explorer.zip
C-Lab Explorer D10/D50/Mt32 Editor 243k

fmwave.zip
FM wave analysis Application 11k

gemxplor.zip
Gem-explorer. Read Atari and Mac discs on your PC! 30k

hcopy17s.zip
Hcopy Format Dos 720K discs on your Atari! 53k

kandin.zip
Kandinsky Music Painter 90k

metrow.exe
Dr.WorST timer test for PC users 64k

midigrid.tos
MIDI GRID. demo. Self Extracting file 116k

midisqar.zip
Midi Square. Freeware by David Snow 32k

midisqr2.zip
MidiSquare2. Fixes the Bug with the RSC file. Freeware By David Snow.
26k

omegdemo.zip
This is the Dr. T's Omega II demo. 425k

prost.zip
Pro Midi Player Now Freeware by Jeff Kofinoff 144k

reviews.zip
Reviews of Atari -Midi Apps from KeyBoard and STart Magizines(provided
by Trond) 82k

rmdisc.zip
A RAM disk 2k

samplec.zip
Sample C : Sample Converter Shareware Edition 143k

sdreams.zip
Sonic Dreams Mirage Editor by Danial Skaborn with addittions by Peter
Sanson 44k

swv_vec.prg
Monitor Reset program 3k

tab2midi.zip
A Guitar TAB to Midi Converter Freeware by Jaap

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3995. Re: Who's a good dealer to get an ST Mouse from?

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <PxB59XBjW455EwWk@steverosie.demon.co.uk>
Source record: 56227

In article <39e759be$1@news.eiu.edu>, csjjh@ux1.? writes
>I'm finally in need of another Atari ST mouse. Mine's getting hard to
>move around. When I clean the ball I noticed the metal on the wheels was
>a little corroded -- I figure this can't help. Cleaning the mouse doesn't
>do much good at all & have tried it with several mouse pads to no avail.
>Has a real hard time moving up. I'm giving up & am ready to buy a new
>one. Anyone know of any good web dealers or 800 numbers I could call to
>order a replacement?
> Thanks for any help,
> JJH

Hi

I can still get brand new Atari/amiga compatible rodents, I'm in the UK
though!

-- Cheers! For Now
Steve <><
WWW: www.the-asx.co.uk * * *
Email: steve@the-asx.co.uk * * *
Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3996. Re: Who's a good dealer to get an ST Mouse from?

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8s83ng$f47$1@nnrp1.deja.com>
Source record: 56228

In article <PxB59XBjW455EwWk@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> wrote:
> In article <39e759be$1@news.eiu.edu>, csjjh@ux1.? writes
> >I'm finally in need of another Atari ST mouse.

www.myatari.com has them, as does Best. Personally, however, I'd
consider getting Mario Becroft's mouse adapter and trying the PC realm.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

3997. Re: Who's a good dealer to get an ST Mouse

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <jfMF5.9537$TY4.8508@newsfeed.slurp.net>
Source record: 56229

On 13 Oct 2000 13:51:42 , Jonathan J. Hunt wrote:
>
>I'm finally in need of another Atari ST mouse. Mine's getting hard to
>move around. When I clean the ball I noticed the metal on the wheels was
>a little corroded -- I figure this can't help. Cleaning the mouse doesn't
>do much good at all & have tried it with several mouse pads to no avail.
>Has a real hard time moving up. I'm giving up & am ready to buy a new
>one. Anyone know of any good web dealers or 800 numbers I could call to
>order a replacement?
> Thanks for any help,

Another option is to get Mario Becroft's serial mouse adapter. This way you
could just use most any PC mouse.

http://gem.win.co.nz

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3998. Re: Papyrus support

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <kfMF5.9538$TY4.8508@newsfeed.slurp.net>
Source record: 56230

On 12 Oct 2000 19:40:30 , Steve Sweet wrote:
> Hi Guys
>
>So whats happened to the Papyrus support and the answeres to all the posted
>problems?.

Nothing that know I of..

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3999. Dance Music Programming Secrets

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e792cb$0$10891@news.zetnet.co.uk>
Source record: 56231

Hi all,

the title says it all.
has any one in the UK got a copy of this book, complete with CD etc for sale. I sent off to Amazon and got the next eddition 'Electronica Dance Music ....', full of PC etc stuff, hardly any reference to Cubase. I want the 1997 edition, Cubase only. It's out of print, isn't it bloody marvellous how the s*****g PC takes over the world even in areas where its not up to the Falcon.

Bob King

P. O (that stands for pissed off)

4000. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <kTNF5.104$qj2.13974@news.goodnet.com>
Source record: 56232

I just thought of something, but I need someone with technical know-how to confirm if it's possible...

The 1040ST monitor out has a Composite Video pin as well as R G and B (plus syncs of H and V), etc. My brother seems to think that you could easily connect the Atari ST to a A/V-capable TV (you know, the TV's that sport the Yellow (Video), Red and White (left and right audio) RCA plugs) by just using the Composite Video pin, plus Ground.

Is it that simple? If so, how good (or bad) does low res look on a TV?

Is there an way to simply "hardwire" (tying the pins together) a series of pins together on the port to get different kinds of video output? If so, what kinds of video output is possible with the 1040ST?

I'm hoping for a reply before 4pm tomorrow (Saturday), so I can decide whether or not I should get the 1040ST.

Jared

Jared Falvo <luposian@mailcity.com> wrote in message
news:w1IF5.78$qj2.9692@news.goodnet.com...
> Which is why I was saying, is there a way of *accelerating* the signal
> (frequency) from the ST video out so that it CAN do color on an SVGA
> monitor. Sort of like translatingt the signal so that the ST is still
> outputting 15Hz, but the monitor is getting 30Hz. Or maybe it can be done
> the other way around... or something.
>
> Jared
> -------
> Claes Holmerup <newsgroups@holmerup.com> wrote in message
> news:pCDF5.367$Z75.1147@nntpserver.swip.net...
> > "Jared Falvo" wrote:
> >
> > > I have the opportunity to buy a 1040ST for $5.50 (US dollars). It
> > doesn't
> > > have a monitor or mouse. What I need to know is, are there mods
> > available
> > > to make the 1040ST usable (in color modes) with an SVGA monitor, like
> > my 15"
> > > Sony E100. As well, is there a way to reroute the wiring in a
> > two-button PC
> > > serial mouse to make it work with the 1040ST?
> >
> > You can't make it work other than in monochrome mode on an SVGA, since
> > the frequency's wrong. With an old Multisync going down to 15kHz - or an

> > old Amiga monitor, it would have worked. A SCART cable to your TV could
> > also be an option...
> > There is possibility to connect a PC mouse to the serial port, using a
> > program to make the adaption - but some programs don't accept that
> > solution, so they won't work. Mario Becroft's mouse interface works
> > perfectly and is always compatible since the PC mouse plugs into the
> > original mouse port via the interface.
> >
> > Best regards,
> > Claes
> > My e-mail address: claes@holmerup.com
> > My personal homepage: www.holmerup.com
> > Swedish music on the web: www.swebmusic.com
> >
> >
>
>

4001. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8s8e1u$81f$1@user2.teleport.com>
Source record: 56233
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4002. Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8s8e8r$8ac$1@user2.teleport.com>
Source record: 56234

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4003. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8s8ebv$8do$1@user2.teleport.com>
Source record: 56235
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4004. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <KpQF5.109$qj2.16325@news.goodnet.com>
Source record: 56236

At that price ($44 for a 603e PPC chip? Wow!), I don't see why some enterprising young developer hasn't decided to go for it! Might not blow the doors off a PIII/1GHz, but it'd be a blazin' lot faster than todays ST clones!

I say we try it! Christen the company "Neotari Corp.", Christen the computer "Phoenix I", get permission to use the original Atari case designs and/or make a few changes to the Mega ST case design and avoid Hasbro altogether), throw in some nice high-end specs (all onboard to minimize driver developer troubles and allow maximum optimizing of hardware usage), write (or port) an Atari ST emulator, and see the hoards flood forth and the money roll in!

Of course, I tried suggesting this once before to the distain of nearly everyone on the newsgroup, so I don't expect much support from others on this idea, but... I say it would work!

Jared

**** **** <***@***.com> wrote in message
news:yEKF5.15713$QB1.4206148@typhoon.southeast.rr.com...
> >You wanna have fun? Let's work together to create the Neotari computer!
> If
> >you listen carefully, you can hear the implication in the name. :-)
>
>
> Count me in. ;-) Unofrtunately, I've never been able to purchase an ST,
> though I'm still on the lookout for one. 603e PPCs are $44 when purchased
> singly, which is still cheap enough to consider. What kind of expansion
> options does the ST have?
>
>
> Thanks,
> John
>
>

4005. Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <VgTF5.124$qj2.18652@news.goodnet.com>
Source record: 56237

I need to know how to connect my 1040ST to an A/V-capable TV (you know, the ones with the Yellow, Red and White RCA jacks?), if at all possible. Are there other video modes (S-video, RGB, composite, etc.) possible by tying certain pins together on the monitor port?

Any and all help, greatly appreciated.

Jared

4006. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971506838-54646AEicMi@cwcom.net>
Source record: 56238

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Thu, 12 Oct 2000 17:25:12 +0000

>If you find this program useful enjoy the update.
>
>The main changes are the addition of Drag&Drop DCC Send

Still no chance of adding IConnect support, if only via IFusion?
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4007. Re: Web page design with atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8s93b1$lo9$1@newsg4.svr.pol.co.uk>
Source record: 56239

"Chris Simon" <osian@zetnet.co.uk> wrote in message
news:39e5f0d5$0$10892@news.zetnet.co.uk...
> On 10 Oct 2000 11:35:57 , "John Whalley" wrote:
>
> >(Bobby is a validator which checks your web pages for
> >accessibility - http://www.cast.org/bobby/).
>
> Hehe, I've fallen foul of Bobby because I've used tables for
> formatting! But that was before I knew anything about web design, and
> when I've got time I want to revamp my site so that it's more
> accessible.

Even the Bobby site uses tables for formatting! You're OK as long as you keep the tables simple so the page degrades usably, and don't misuse TH tags for text formatting, IIRC. Our work site uses tables and passes the Bobby tests OK.

> >I also try to follow the guidelines for my own site at:
> >http://www.bygjohn.co.uk
>
> I've visited your site and it's neat and well-presented, accessible of
> course, but most importantly it's *interesting*. I found your Atari
> pages particularly of use!

Thanks!

> BTW I think you look better with the goatee.

Hehe! The non-goatee bad-tempered bouncer photo doesn't provide a fair comparison, mind. Losing it does mean less precision shaving needed when half asleep, too :-)

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

4008. Re: Wanted: harddisk for STE

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971528680-724554AEicMi@bun.com>
Source record: 56240

Hi Guyz

>Keychange Music can supply hard drives, ready to run, for the Atari.

Is this the place thats been mentioned in here recently?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4009. Who's a good dealer to get an ST Mouse from?

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 19:51:42 UTC
From: csjjh@ux1
Message-ID: <39e759be$1@news.eiu.edu>
Source record: 56241

I'm finally in need of another Atari ST mouse. Mine's getting hard to move around. When I clean the ball I noticed the metal on the wheels was a little corroded -- I figure this can't help. Cleaning the mouse doesn't do much good at all & have tried it with several mouse pads to no avail. Has a real hard time moving up. I'm giving up & am ready to buy a new one. Anyone know of any good web dealers or 800 numbers I could call to order a replacement?
Thanks for any help,
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<
==========
*** Get paid 50 cents/hour for surfing the web! ***
Visit: http://www.alladvantage.com/go.asp?refid=LAL219
==========
Send & receive money through e-mail via PayPal & get $5 sign up bonus! Visit: https://secure.paypal.com/refer/pal=csjjh%40eiu.edu

4010. Re: Who's a good dealer to get an ST Mouse from?

Newsgroup: comp.sys.atari.st
Date: 2000-10-13 23:18:01 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8s8565$8m7$1@uranium.btinternet.com>
Source record: 56243

"Jonathan J. Hunt" <csjjh@ux1> wrote in message
news:39e759be$1@news.eiu.edu...
>
> I'm finally in need of another Atari ST mouse. Mine's getting hard to
> move around. When I clean the ball I noticed the metal on the wheels was
> a little corroded -- I figure this can't help. Cleaning the mouse doesn't
> do much good at all & have tried it with several mouse pads to no avail.
> Has a real hard time moving up. I'm giving up & am ready to buy a new
> one. Anyone know of any good web dealers or 800 numbers I could call to
> order a replacement?
> Thanks for any help,
> JJH

I think Steve Sweet can help?

Simon

4011. WTD: TT030

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: BTInternet News <julianlb@btinternet.com>
Message-ID: <8s97ic$p3e$1@plutonium.btinternet.com>
Source record: 56251

Hi I am after another TT030, does anyone have one they will part with?

Unsure of the value but willing to spend on a good one.

Drop me a line

Julian

4012. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39e82f42fa81e0@online.be>
Source record: 56252

on Fri 13-10-2000 21:59 Hallvard Tangeraas wrote:

>Martin "Nightowl" Byttebier <tos4ever@online.be> wrote:
>

>Is this a demo or full version?
>I believe I've only had the demo in the past, but for all I know the
>full version might have been released as freeware since then....

It's a demo version

--- Vollversionen: DM EUR
[ ] STarCall standard (Terminal) 40,- / 20,-
[ ] STarFax (Fax software) 40,- / 20,-
[ ] STarCall Pro (Terminal+Fax+BBS+Voice) 60,- / 30,-
[ ] Printed documentation (50 s. DIN A4) 20,- / 10,-

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4013. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39e82f42fa81e1@online.be>
Source record: 56253

on Thu 01-01-1970 00:59 Iggy Drougge wrote:

>Thomas Binder skrev:
>
>>Martin \"Nightowl\" Byttebier <tos4ever@online.be> wrote:
>>> Why are people always forget to mention FreeMiNT? Version 1.15.5 can
>>> handle this size of partitions with ease.
>
>>Not to forget its support for VFAT (long filenames) and FAT32 (allows
>>partition sizes up to some Terabyte, although I wouldn't recommend more
>>than, say, 8 Gigabyte, as it gets awfully slow then, due to the
>>enormously large FAT).
>
>OTOH, MiNT also provides support for some more dynamic filesystems than FAT32,
>right?

Yep, you can also use ext2fs (Linux) and MinixFS (Unix filesystem)
AFAIK there exist a driver (read only) for the (old) Amiga FS too.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4014. Re: Who's a good dealer to get an ST Mouse from?

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8s98en$7pg$1@uranium.btinternet.com>
Source record: 56254

"Simon Osborne" <atariactive@btinternet.com> wrote in message
news:8s8565$8m7$1@uranium.btinternet.com...
>
> "Jonathan J. Hunt" <csjjh@ux1> wrote in message
> news:39e759be$1@news.eiu.edu...
> >
> > I'm finally in need of another Atari ST mouse. Mine's getting hard to
> > move around. When I clean the ball I noticed the metal on the wheels
was
> > a little corroded -- I figure this can't help. Cleaning the mouse
doesn't
> > do much good at all & have tried it with several mouse pads to no avail.
> > Has a real hard time moving up. I'm giving up & am ready to buy a new
> > one. Anyone know of any good web dealers or 800 numbers I could call to
> > order a replacement?
> > Thanks for any help,
> > JJH
>
> I think Steve Sweet can help?
>
> Simon
>
>

Woops, I meant Steve Supple

Sorry Steve :)

Simon

4015. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8s99a5bgj1@uranium.btinternet.com>
Source record: 56255

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:971506838-54646AEicMi@cwcom.net...
> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Thu, 12 Oct 2000 17:25:12 +0000
>
> >If you find this program useful enjoy the update.
> >
> >The main changes are the addition of Drag&Drop DCC Send
>
> Still no chance of adding IConnect support, if only via IFusion?
> --

It seems to me that the author of iFusion is hard to get hold of. I know the
author of AtarICQ have tried to contact him, since ifusion is buggy

Simon

4016. FS UK: Pofo system

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <8s9c4o$be8$1@nnrp1.deja.com>
Source record: 56256

Hi Folks,

I'm not getting to use my Pofo properly and it seems a shame to just
let it sit there...so It's for sale...

Pofo + 2x 128k + 1x 64K +Boot card, + Serial + Parallel +
Modem/acoustic coupler + PSU and a CD of PD etc.... and an AMiga
hookup cable that is nothing to do with me...

Looking for 75 UKP or ofer me something as a swap or somethign...

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

4017. WTB: Atari 520STe or 1040STe

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: me <sunfriek@intcon.net>
Message-ID: <971519120.533634@localhost.localdomain>
Source record: 56257

email me with Price and Condition...

Thanks.

4018. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <suggm6bm7lde36@corp.supernews.com>
Source record: 56258

On 13 Oct 2000 20:32:06 , "Jared Falvo" wrote:
>At that price ($44 for a 603e PPC chip? Wow!), I don't see why some
>enterprising young developer hasn't decided to go for it!

True, but try getting the PPC to work on ST software without having
quite a few problems will take hard work. I would imagine TOS would
have to have an interpreting core to change old code to new code
for the differnet PPC instruction set.

>I say we try it!

Who's we? Writing software from differnet corners of the earth is OK,
as you can send each other parts of the code to see what others think,
but hardware, well, that's almost impossible. If one person works on
the video subsystem and another 1000 miles away works on the CPU/DSP
side you need good communication skills. And the best way of doing
that is to see the person and go back to the good old days of talking!

>Christen the company "Neotari Corp."
Nice idea.

>Christen the computer "Phoenix I",
Why? There's already a computer called that. (TOS clone)

>Get permission to use the original Atari case designs and/or make a
>few changes to the Mega ST case design.
Forget that old case. Custom cases cost big money (200+ UKP). Use a
ATX form factor and have sleep mode in TOS. :-)

>Throw in some nice high-end specs (all onboard to minimize driver
>developer troubles and allow maximum optimizing of hardware usage
If you ask me that was one of the STs let down. I prefer the
expansion ports. It may take time to get it down, but it's easier to
upgrade. VME slots that confirm to the proper specs?

>write (or port) an Atari ST emulator, and see the hoards flood forth
>and the money roll in!
Why port an ST emulator? What OS were you thinking of it to run in
native mode? Windoze!

I say either the fastest PPC or G3 chip with some type of expansion
sockets, running KEMD (or whatever mint) Linux (PPC version) Magic and
TOS, possibly all at the same time? Lots of DSPs for smooth audio and
video. Real decent graphics chip set with multiple screen output.

Market it at the professinals, not at the average home user.
That's my views

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

4019. Re: Dance Music Programming Secrets

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <FHXF5.16701$d4.1229342@nnrp4.clara.net>
Source record: 56259

Bob King <rking@zetnet.co.uk> wrote in message
news:39e792cb$0$10891@news.zetnet.co.uk...
> Hi all,
>
> the title says it all.
> has any one in the UK got a copy of this book, complete with CD etc for
sale. I
> sent off to Amazon and got the next eddition 'Electronica Dance Music
....',

Dance music? Isn't that like just, "Boom, boom, boom, boom..."
More ridiculous bass and ear-splitting treble the better :-)

> full of PC etc stuff, hardly any reference to Cubase. I want the 1997
edition,
> Cubase only. It's out of print, isn't it bloody marvellous how the s*****g
PC
> takes over the world even in areas where its not up to the Falcon.

Well, the PC has a lot of "Instant music" type
programs, many of them geared to dance music.
The books you refer to may be no more than
"Idiot's guide to..." things which explain what
the manuals didn't (or to make easy money
out of foolish consumers, depending how you
look at it).

You might find a better way to learn programming
techniques is to find pre-made MIDI files of that
sort, and dissect them in your sequencer.

Shiuming Lai

4020. Re: Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <GHXF5.16702$d4.1229131@nnrp4.clara.net>
Source record: 56260

Jared Falvo <luposian@mailcity.com> wrote in message
news:VgTF5.124$qj2.18652@news.goodnet.com...
> I need to know how to connect my 1040ST to an A/V-capable TV (you know,
the
> ones with the Yellow, Red and White RCA jacks?), if at all possible. Are
> there other video modes (S-video, RGB, composite, etc.) possible by tying
> certain pins together on the monitor port?

The yellow RCA jack is composite.
Pin 2 on your ST's 13-pin DIN monitor ouput.
Pin 13 is GND.

RGB will give you better quality.

Shiuming Lai

4021. FS, UK. TT and ST ram

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <JrXF5.52$2M1.3643@newsr1.u-net.net>
Source record: 56261

I have a TT / ST 2mb ram card for sale, it cost me £150 a while back, yours for £110 ono.

I also have a GEsoft 32mb TT fast ram card, un pop. It takes up to 8 x 4mb 30 pin simms. No idea what it would cost so offers around £80.

Barrie.

4022. Re: Who's a good dealer to get an ST Mouse from?

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <PAXF5.53$2M1.3693@newsr1.u-net.net>
Source record: 56262

Hello.

> I'm finally in need of another Atari ST mouse. Mine's getting hard to
> move around. When I clean the ball I noticed the metal on the wheels
was.....

Keychange Music (in the UK) have a selection of new and used replacement Atari mice or used standard mice, all priced at £15 plus post. We also have trackballs at £28 plus post and Mega STE and TT keyboards, some in non UK languages, inc adaptor for STs and STEs, £25 plus post. (all show the language of the TOS, just the keys are non UK).

You can fix your mouse and mouse port at one go.

Barrie.

4023. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971531378-263971AEicMi@bun.com>
Source record: 56263

Hi jared

>The 1040ST monitor out has a Composite Video pin as well as R G and B (plus
>syncs of H and V), etc. My brother seems to think that you could easily
>connect the Atari ST to a A/V-capable TV (you know, the TV's that sport the
>Yellow (Video), Red and White (left and right audio) RCA plugs) by just
>using the Composite Video pin, plus Ground.
>
>Is it that simple? If so, how good (or bad) does low res look on a TV?

Its that simple, ready made cables are available for this.
You'l get ST-low amd ST-Mid resolutions.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4024. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39e8740e45711a0@online.be>
Source record: 56264

on Fri 13-10-2000 09:07 Derryck Croker wrote:

>From: Lonny Pursell <fatal@SYNTAX.ERROR>
>Date: Thu, 12 Oct 2000 17:25:12 +0000
>
>>If you find this program useful enjoy the update.
>>
>>The main changes are the addition of Drag&Drop DCC Send
>
>Still no chance of adding IConnect support, if only via IFusion?

Why not the other way around. STik/STing/MiNT-net support for the ASH
internet products?

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4025. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <_c%F5.143$qj2.20972@news.goodnet.com>
Source record: 56265

Where do I buy them? How much do they cost? How good is the video quality?
Better than RF Modulated Video, I would assume.

Jared

Steve Sweet <stevesweet@bun.com> wrote in message
news:971531378-263971AEicMi@bun.com...
> Hi jared
>
> >The 1040ST monitor out has a Composite Video pin as well as R G and B
(plus
> >syncs of H and V), etc. My brother seems to think that you could easily
> >connect the Atari ST to a A/V-capable TV (you know, the TV's that sport
the
> >Yellow (Video), Red and White (left and right audio) RCA plugs) by just
> >using the Composite Video pin, plus Ground.
> >
> >Is it that simple? If so, how good (or bad) does low res look on a TV?
>
> Its that simple, ready made cables are available for this.
> You'l get ST-low amd ST-Mid resolutions.
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

4026. Re: Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <kq%F5.146$qj2.21105@news.goodnet.com>
Source record: 56266

So all I need to do is combine pins 2 (composite video) and 13 (Ground), like my brother said? Wow! It's that simple? The only questions remaining are...

1) When I'm looking at the back of the 1040ST (facing the video port), which side is pin 1? The left or right? Sometimes schematics are drawn from the inside facing out, rather than the outside facing in. Just don't want to get the wrong pins...

2) Is the video quality any good? I assume it would be fairly clean (easy to look at, centered, no blurriness, flicker, rolling, wavy lines, or whatever), like on most video game systems (i.e. the from Sega, Sony, Nintendo, etc.), except I don't know if their A/V yellow is higher resolution or somehow better than the ST's... is it?

Jared

Shiuming Lai <shiuming.lai@freeuk.com> wrote in message
news:GHXF5.16702$d4.1229131@nnrp4.clara.net...
>
> Jared Falvo <luposian@mailcity.com> wrote in message
> news:VgTF5.124$qj2.18652@news.goodnet.com...
> > I need to know how to connect my 1040ST to an A/V-capable TV (you know,
> the
> > ones with the Yellow, Red and White RCA jacks?), if at all possible.
Are
> > there other video modes (S-video, RGB, composite, etc.) possible by
tying
> > certain pins together on the monitor port?
>
> The yellow RCA jack is composite.
> Pin 2 on your ST's 13-pin DIN monitor ouput.
> Pin 13 is GND.
>
> RGB will give you better quality.
>
> Shiuming Lai
>
>

4027. Atari 2600 With 12 Games On Ebay

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: k_t_w@my-deja.com
Message-ID: <8sab3hsk1@nnrp1.deja.com>
Source record: 56267

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=467549996

Sent via Deja.com http://www.deja.com/
Before you buy.

4028. Re: Maus-Windows Working Now...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8sadff$g1h$1@plutonium.compulink.co.uk>
Source record: 56268

In message <Pine.GSO.3.95.iB1.0.1001010041136.28704B-100000@halifax.chebucto.ns.ca>, ab616@chebucto.ns.ca said:

>Is there a program (possibly accessory) that allows random placement and
>movement of windows and their folders. Currently when I open C: and then
>a folder within C:, and possibly second folder, they all stack on top of
>each other, making interaction among the materials within the folders
>difficult. I am forced to open the C: drive again and again in order to
>have the right folder windows open at the right time. This is very time
>consuming and there should be a way to separate the stacking of the
>windows so that they open in different locations and the operator can
>move them to their preferred position. This is the way the Mac does it
>and it makes for much faster file action. Anything like this for the
>Atari?

With the Thing desktop (shareware) you have the option to position new windows interactively - but subsequent opening of subdirectories uses the *same* window, so the old contents disappears as you describe. But if you hold down Alternate while double-clicking on the folder then a new window will be opened. I believe the same applies to the TOS desktop as well.

With jinnee, however, you have the option of hierarchical folder structures that allows opening several levels of subdirectories while the other higher level directories remain on screen. To quote from the HYP for the old 1.12 version:

2.2.3 Hierarchical folder display

In text mode this feature, borrowed from the Mac Finder, displays small triangles (or other user-definable icons) to the left of each folder. These can be used to navigate sub-directories. Click on any right facing triangle to display that folder's contents and the triangle icon points downwards instead. A click on any downwards facing folder hides its contents again. jinnee makes it easier than ever before to move/copy files between nested folders!

The new version (2.5) should be available from SySol RSN (I hope!).

Regards, /Peter/

4029. Re: Odd Falcon character set...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8sadfg$g1i$1@plutonium.compulink.co.uk>
Source record: 56269

In message <Pine.GSO.3.95.iB1.0.1001010042338.28704C-100000@halifax.chebucto.ns.ca>,
ab616@chebucto.ns.ca said:

>One of my 2 Falcons has an odd quirk - several keys are reassigned.
>
>The shifted 2 key doesn't produce an @ sign. It is assigned to the
>shifted ' key and the " is assigned to the shifted 2 even though the keys
>are properly marked.

You don't say where you are, but I would guess in the USA and that the
problematic Falcon is fitted with a US keyboard but using an English
or other European TOS (or perhaps came from a French-speaking
Canadian). In the UK (and also most of Europe, I think) Shift-2 is "
and Shift-' is @.

>The ~ key backspaces even though the Backspace next to it does the same
>thing

Now that is *not* usual - perhaps a broken trace? Or maybe you or your
program are confused:-) On English keyboards this key (between =/+ and
Backspace) unshifted is an accent-grave (ASCII 096), which looks like a
back-leaning single-quote (`), and shifted its a macron or overscore (¯)
(ASCII 255) (though many programs, including Everest for instance,
convert the overscore character to an underscore). German keyboards have
a hash (#) unshifted and the accent circumflex (^) - as used as shortcut
for Control shifted on that key.

> and my backslash key (when shifted) produces a tilde. The
>unshifted backslash key produces a ♯ sign

That's normal on European keyboards - the key below Delete is a hash (♯)
unshifted and a tilde (~) shifted.

>and when I shift the 3 key, I get a message 'Unknown command ^ backslash'
from my terminal program

On English keyboards Shift-3 is the UK-pound sign (£) but the German has
a paragraph symbol (like two entwined S's) there and no doubt other
languages have their own specifics as well.

>so the key obviously is producing a control-backslash keystroke rather than
>a regular backslash keystroke.

I doubt that, though your terminal program may be interpreting it as
such.

>So far I have no backslash nor pipe command key even though they are
>clearly marked, they produce the above marks.

On UK etc keyboards backslash and pipe characters are on an extra key to the left of Z in the bottom row, where US keyboards have a double-width Shift-key.

On a Falcon, you can easily change the keyboard language by using the 'Configure NVRAM' CPX. Just choose 'American' in the 'Keyboard:' popup that appears when you click on 'KEYBOARD' at bottom right of the CPX panel.

> I only noticed the
>assignment problems when going online and using the cli as I don't use
>thesde keys normally in my daily Falcon use. The other Falcon has normal
>key assignment.

Try using these problematic keys in a text editor. If they produce the same result then it is a 'nationality' probem. If not, then perhaps your comms program is set up for a US keyboard on one machine and a UK/European one on the other.

[Note that my quoted characters may get transformed by the mailer software when changing to an ISO characterset]]

Regards, /Peter/

4030. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8sadfh$g1j$1@plutonium.compulink.co.uk>
Source record: 56270

In message <F3+3b4Eva745Ewuo@lovecraft.demon.co.uk>, richard@lovecraft.demon.co.uk said:

>I read on the group TOS can handle a 1Gb Partition. Yet my STE with
>ICDLink2 and TOS 2.06 enabled split an 80Mb drive into 33Mb Partitions
>(I think, 2 x 33Mb, 1 x 14Mb, 1 x 5Mb).

You don't say what program you used to partition your disk. Both ICD Utils and HDDRIVER utils allow you to choose the number of partitions as well as their size. The *largest* size depends on the OS you are running.

Regards, /Peter/

4031. Re: Folders resetting...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8sadfh$g1k$1@plutonium.compulink.co.uk>
Source record: 56271

In message <Pine.GSO.3.95.iB1.0.1001011051316.21181A-100000@halifax.chebucto.ns.ca>,
ab616@chebucto.ns.ca said:

>Is there a way to defeat the auto-reset feature of the folders on the ST
>and Falcon?
>
>By auto-reset, I am referring to the way the previous folder goes to the
>top of the alphabetical listing when you back out of a sub-directory. If
>I am working with several folders down towards the bottom of the list
>and I back up one level, the folder list goes to the top of the window
>listing and I must constantly scroll down to the folder I was working on
>to re-enter it.

I think you can only choose between the various sort orders and so if
you create a new folder and sort 'By Date' or 'Unsorted' then that
folder will be at the top, or if your desktop allows 'Backwards' sorting
too, at the bottom. AFAIK, all the folders are *always* shown before any
files. The jinnee desktop allows hirarchical folder display where you
can have several levels of folders and files open in one window, and
climb 'back up the tree' again.

Regards, /Peter/

4032. FA: ATARI SM124 Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: David Smith <david@suscom.net>
Message-ID: <39E8C94C.7E01A07C@suscom.net>
Source record: 56272

for auction on ebay. ATARI SM124 Hi-Resolution Monochrome Monitor

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=468540827

--
David Smith, david@suscom.net, Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david

4033. Re: Who's a good dealer to get an ST Mouse

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <8P4G5.4162$3u6.66996@newsread1.prod.itd.earthlink.net>
Source record: 56273

Jonathan,
If your up to dismantling the mouse, remove the rollers and try lightly
sandpapering them. Helped mine out!
John G.

On 13 Oct 2000 13:51:42 , Jonathan J. Hunt wrote:
>
>I'm finally in need of another Atari ST mouse. Mine's getting hard to
>move around. When I clean the ball I noticed the metal on the wheels was
>a little corroded -- I figure this can't help. Cleaning the mouse doesn't
>do much good at all & have tried it with several mouse pads to no avail.
>Has a real hard time moving up. I'm giving up & am ready to buy a new
>one. Anyone know of any good web dealers or 800 numbers I could call to
>order a replacement?
> Thanks for any help,
> JJH
>
>
>>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>>==--> Jax | To send e-mail please make sure you use <--==<<
>>>==--> Hunt | this address - my news reader messes up. <--==<<
>==
> *** Get paid 50 cents/hour for surfing the web! ***
>Visit: http://www.alladvantage.com/go.asp?refid=LAL219
>==
>Send & receive money through e-mail via PayPal & get $5 sign up
>bonus! Visit: https://secure.paypal.com/refer/pal=csjjh%40eiu.edu
>.

4034. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010142109500.82-100000@TT030>
Source record: 56274

On Sat, 14 Oct 2000, Simon Osborne wrote:

>
> "Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
> news:971506838-54646AEicMi@cwcom.net...
> > From: Lonny Pursell <fatal@SYNTAX.ERROR>
> > Date: Thu, 12 Oct 2000 17:25:12 +0000
> >
> > >If you find this program useful enjoy the update.
> > >
> > >The main changes are the addition of Drag&Drop DCC Send
> >
> > Still no chance of adding IConnect support, if only via IFusion?
>
> It seems to me that the author of iFusion is hard to get hold of. I know the
> author of AtarICQ have tried to contact him, since ifusion is buggy

That is correct. I even offered to help work on the DCC send
bug. If anyone recalls an older version of aIRC that
mostly worked with IFusion failed with DCC connections.
Somewhere along the line a double check for a correctly
installed STiK compatible stack caused even more problems.
This is what I traced it to and reported.
Since only IFusion suffers from this and my mail goes
unanswered I am not motivated to work around IFusions
differences, and even if I do DCC don't work. I think it
makes more sense to tweak IFusion where the API differences
actually are. That is the current state of things for
those that are curious. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4035. Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <l7bG5.180$qj2.28686@news.goodnet.com>
Source record: 56275

The Neotari Phoenix computer is a GEM2000-based computer with the following features:

1) PowerPC 603e CPU
2) GEM rewritten for PowerPC and upgraded
3) Internal IDE port (no floppy port)
4) LS-120 drive (doubles as 1.44Mb floppy, if necessary)
5) Two DIMM slots
6) 2x AGP slot
7) Three or four PCI slots
8) Audio card (vender yet to be established)
9) Video card (vender yet to be established)

All PCI/AGP cards installed will be soldered in place to insure permanancy and security. Tampering voids warrantee.

The exact same hardware will be installed in every system to insure consistancy.

GEM will be ported to the PowerPC chip and upgraded to be Y2K-compliant as well as improved overall, thus rendering it to be called GEM2000!

An Atari ST emulator will be written for GEM2000 and included with every system. This will allow Atari ST programmers to rewrite their software for GEM2000.

In the end, the Atari era can be reborn with no more concern trying to upgrade old Atari systems to the modern era, which is nigh pointless. It's time to accept the loss of Atari and all it's systems (clones included) and begin anew, while maintaining the essence of the Atari spirit in Neotari Corp. and the Phoenix I computer, using a revised GEM.

Any Atari programmers, developers, ST users, interested in this vision? Instead of trying to force ST GEM/TOS to work on ST clones, thus merely pushing a dead horse a few more feet down the road. Let's take GEM, rewrite it for the PowerPC processor (isn't GEM written in C? Mighty portable code from what I hear), and start a new computer system, made by a new computer company. Atari ST users can enjoy running their old software via emulation, and ST programmers can rewrite their ST softwares to work with the new GEM.

In the end, you have the same look and feel of GEM as the Atari ST's had, the same software (if not also new software and games!). The only difference is that it's not an Atari ST or Atari clone and isn't trying to push an outdated OS and technology where it can't go. Drop the old baggage and let's start fresh!

I'd love to see this realized and I think a lot of other people would too. A dream is the spark. Let's add some kindling and get this dream off to a roaring, flaming start! Hmm?

"Think not that anything is impossible or it will be. What is mere thought can be true reality. What is true reality can be used."

Jared (listening to the MIDI version of the Klax soundtrack... very inspiring!)

4036. Re: Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <ITbG5.184$qj2.28942@news.goodnet.com>
Source record: 56276

Ok, I'm so confused, it's not even funny, but...

Assuming this 1040STf (or fm, I dunno. All I know is that the 1040ST label on the top says 1040STF <-- the F is small, but uppercase. The label on the bottom says likewise) does NOT have an RF modulator (the only port I see is the monitor port, no RF port (which you oft would connect a channel switchbox to and attach to your TV), like on old game systems and such), does the monitor port have composite video on pin 2 (as I've seen and heard from numerous people)? If not, what does pin 2 do in these non-composite ST systems?

I just need to know if the composite signal is on that pin 2, regardless if it takes superhuman magic, prying with a crowbar, and the Jaws of Life to get at that pin. If I stick a wire in Pin 2 (actually its a hole on the ST's end, the "pins" are on the monitor cable, but you know what I mean) and I stick a wire in hole 13 (Ground), will I get a composite signal suitable for use on an A/V TV on that yellow RCA Video jack?

I just want to know if the composite signal is there, regardless of model, or if pin 2 serves some other purpose (or is just NC (Not Connected) in those non-composite ST's.

Jared

Rick D <74766.1561@CompuServe.COM> wrote in message
news:8sbgg0$s0c$7@sshuraac-i-1.production.compuserve.com...
> Connecting 1040ST to TV video:
>
> Unless you have a 1040stFM, with rf modulator, you don't normally
> have video out. Only analog RGB.
>
> A hack is needed to get regular composite video, around the video
> shifter. But usually done in the rf modulator.
>
> Rick D.
>
>
> --
>

4037. How to make a 1040ST Y2K-compliant...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <bWbG5.185$qj2.28946@news.goodnet.com>
Source record: 56277

Is a GEM patch written for it (ah, yet something ELSE to throw in the AUTO folder along with those 15 billion other files! (laugh!)) or a clock cartridge with special hardware or...?

Jared

4038. Re: Papyrus support

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971593868-21729AEicMi@cwcom.net>
Source record: 56278

From: Steve Sweet <stevesweet@bun.com>
Date: Thu, 12 Oct 2000 19:40:30 -0100

>So whats happened to the Papyrus support and the answeres to all the posted
>problems?.

You might well ask. I emailed Ulli offering DDP's help tidying those over-long
text strings which stretch the dialogs to the screen's edges - no reply.
--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4039. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971593870-22187AEicMi@cwcom.net>
Source record: 56279

From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Date: 13 Oct 2000 08:32:38 GMT

>Martin \"Nightowl\" Byttebier <tos4ever@online.be> wrote:
>> Why are people always forget to mention FreeMiNT? Version 1.15.5 can
>> handle this size of partitions with ease.
>
>Not to forget its support for VFAT (long filenames) and FAT32 (allows
>partition sizes up to some Terabyte, although I wouldn't recommend more

I guess that MagiC 6.01 doesn't support FAT32 then, as I cannot gain access to
partitions over 1GB on my Falcon no matter how often I type "FAT32" into
HDDriver's partition type field?
--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4040. Re: Dance Music Programming Secrets

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e817a6$0$10892@news.zetnet.co.uk>
Source record: 56280

On 13 Oct 2000 22:55:07 , Bob King wrote:

|the title says it all.
|has any one in the UK got a copy of this book, complete with CD etc for sale. I
|sent off to Amazon and got the next eddition 'Electronica Dance Music ....',
|full of PC etc stuff, hardly any reference to Cubase. I want the 1997 edition,
|Cubase only.

I don't have a copy. If no-one else can help, you might try
BookFinders. This is a network of booksellers who circulate details
of wanted books. There is no obligation to buy even if they find a
copy. One used to have a web site. Try a web search. There is one in
Edinburgh.

4041. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39e817a7$0$10892@news.zetnet.co.uk>
Source record: 56281

On 13 Oct 2000 17:40:34 , "Jared Falvo" wrote:

| . . . . .
|I'm hoping for a reply before 4pm tomorrow (Saturday), so I can decide
|whether or not I should get the 1040ST.

If its only $5.50 (US dollars) and you are uncertain would it not be
better to buy it?

4042. Re: Dance Music Programming Secrets

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e8243e$0$10895@news.zetnet.co.uk>
Source record: 56282

On 14 Oct 2000 08:21:58 , JI Logan wrote:
>On 13 Oct 2000 22:55:07 , Bob King wrote:
>
>|the title says it all.
>|has any one in the UK got a copy of this book, complete with CD etc for sale. I
>|sent off to Amazon and got the next eddition 'Electronica Dance Music ....',
>|full of PC etc stuff, hardly any reference to Cubase. I want the 1997 edition,
>|Cubase only.
>
>I don't have a copy. If no-one else can help, you might try
>BookFinders. This is a network of booksellers who circulate details
>of wanted books. There is no obligation to buy even if they find a
>copy. One used to have a web site. Try a web search. There is one in
>Edinburgh.
>.

Hi JI,

Done it. Keep my fingers x'd. Thanks again.

Bob King (Not so PO)

4043. Re: Dance Music Programming Secrets

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e82112$0$10892@news.zetnet.co.uk>
Source record: 56283

On 14 Oct 2000 08:21:58 , JI Logan wrote:
>On 13 Oct 2000 22:55:07 , Bob King wrote:
>
>|the title says it all.
>|has any one in the UK got a copy of this book, complete with CD etc for sale. I
>|sent off to Amazon and got the next eddition 'Electronica Dance Music ....',
>|full of PC etc stuff, hardly any reference to Cubase. I want the 1997 edition,
>|Cubase only.
>
>I don't have a copy. If no-one else can help, you might try
>BookFinders. This is a network of booksellers who circulate details
>of wanted books. There is no obligation to buy even if they find a
>copy. One used to have a web site. Try a web search. There is one in
>Edinburgh.
>.

Hi JI,

thanks for the tip, I'll try just that.

Bob King (PO)

4044. Re: Milan 2 in trouble

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <G2EpzM.L9@gem.win.co.nz>
Source record: 56284

Simon Osborne (atariactive@btinternet.com) wrote:
: According to a statement on the Milan Computer
: homepage (see link below), the development of the
: Milan II has been discontinued because one highly
: relevant custom-chip, deeply integrated in the
: motherboard-design of the Milan II, is not being
: produced against all expectations.

This sounds strange to me. What is this chip? If it is a custom chip then it is entirely up to the Milan people as to whether they want to or have the ability to get it fabricated.

Perhaps it is a standard programmable logic device, in which case I don't see the problem. If the particular device they are using is unavailable, it should be fairly easy to move the design over to another device. I seem to remember noticing that they used Lattice chips on the Milan 1. Lattice is still around.

It seems to me more likely that this is an excuse for some bigger problems (and it is not hard to imagine what those problems might be).

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
Atari hardware products - 68HC08 support site

4045. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:00:34 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2116.322T1700T605101optimus@canit.se>
Source record: 56247

Jared Falvo skrev:

>I have the opportunity to buy a 1040ST for $5.50 (US dollars). It doesn't
>have a monitor or mouse. What I need to know is, are there mods available
>to make the 1040ST usable (in color modes) with an SVGA monitor, like my 15"
>Sony E100. As well, is there a way to reroute the wiring in a two-button PC
>serial mouse to make it work with the 1040ST?

Any route to output colour on a standard SVGA monitor is pointless. It can
however be linked up to your telly, and the SVGA monitor may be used for the
monochrome mode.
A serial PC mouse wil lwork either through the serial port with additional
drivers or through an interface to the usual mouse port.

>I know that they say that the monitor has to be able to do 15Hz Horizontal
>in order to do color modes (the lowest mine goes is 30Hz), but is there any
>way to accelerate the horizontal signal from the 1040ST so that it can
>display color modes at 30Hz?

There is, but it's not worth the bother. It's cheaper and simpler just to buy
a multisync monitor such as the NEC Multisync 2 or 3D, or a Commodore
1950/1960/1940/1942.

>As well, I'm debating as to a system design challenge... attempt to build an
>ST that is 100% optimized (maximum RAM, maximum video output hardware, etc.)
>I want to see if we can't build a system that can do the Internet smoothly,
>based less on a fast CPU and mainly on an awesome video and motherboard
>subsystem. Of course, the OS (TOS/GEM) might get in the way of that, but...
>surely it must be possible if someone tries hard enough.

For speedy browsing, a fast CPU for the decoding of images is required as well
as good video, but once you have some fairly advanced video, the processor is
what counts, as well as some buses.

>Milan II may be dead, but why not have fun reinventing the old 8MHz 68000
>ST's into a maximized system for the loyal masses! Hmm?

Why? The Milan I isn't dead, and far more useful than a reinvented 8MHz
system.

--
En ligne avec Thor 2.6.

Haben Sie schon mal einen Wegweiser gesehen, der selbst den Weg geht, den er
weist?
--- Ludwig XV (K&#65533;nig von Frankreich, 1710-1774)

4046. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:07:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1027.322T400T673541optimus@canit.se>
Source record: 56245

Jared Falvo skrev:

>You wanna have fun? Let's work together to create the Neotari computer! If
>you listen carefully, you can hear the implication in the name. :-)

Oh yes, I can certainly picture it...
The same familiar gray ST case, only with an 80 MHz 68000 (try to dig up such a beast, will you!) and a five year-old graphics chip cramed into it, keep everything else the same.

>Let's hack and improve TOS/GEM (yet again) to make it work (either with a
>68040/060 or PowerPC chip), get the required permissions (rights) and sell
>the dumb things! If programmers and hardware people get together on this,
>we could essentially recreate the Atari computer and keep everything modern!

You mean essentially like... the two bloody clones which already exist!?
Why is everyone so hung up on reinventing the same bloody wheel over and over again? Buy yourself the wheel instead of dreaming of it!

--
En ligne avec Thor 2.6.

I use OpenBSD 'coz it has a cool blowfish logo. The other BSDs look satanic.
- Anonymous Coward

4047. Re: Atari Printer - compatible toner?

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:10:06 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <442.322T300T704173optimus@canit.se>
Source record: 56244

Ronald van der Kamp skrev:

>Mostly the Atari laserprinter are know as
>TEC 1305 or 1301
>One is SLM 804 other is SLM 605

>Or was it 1503?
>I'am not so good at remembering numbers

I have a feeling this could fit quite neatly into the FAQ.

--
En ligne avec Thor 2.6.

> well, maybe if it contained ChibiChibi-JarJar pairing..<seg>
Okay, so now I'm thinking about a threesome between ChibiChibi, Jar-Jar and
Pikachu. You bastard.
A. Jones

4048. >> AtarICQ 0.145 released <<

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:15:36 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8s88j5iqo1@nnrp1.deja.com>
Source record: 56248

Hi,

This is getting old news by now, but AtarICQ 0.145 is out and is a
rather massive update compared to the old 0.144 and is well worth a look
if you found the old release awkward to use. It also for the first time
has an overlay for native MiNTnet support. This OVL is logging and
should be considered beta as of yet.

If you download AtarICQ, be sure to grab the latest binary (145r2.zip)
since contains some small fixes. You will still need the full package
though.

http://gokmase.atari.org

/Joakim

Sent via Deja.com http://www.deja.com/
Before you buy.

4049. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:27:13 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <642.322T650T874299optimus@canit.se>
Source record: 56246

Thomas Binder skrev:

>Martin \"Nightowl\" Byttebier <tos4ever@online.be> wrote:
>> Why are people always forget to mention FreeMiNT? Version 1.15.5 can
>> handle this size of partitions with ease.

>Not to forget its support for VFAT (long filenames) and FAT32 (allows
>partition sizes up to some Terabyte, although I wouldn't recommend more
>than, say, 8 Gigabyte, as it gets awfully slow then, due to the
>enormously large FAT).

OTOH, MiNT also provides support for some more dynamic filesystems than FAT32,
right?

--
En ligne avec Thor 2.6.

Fernsehen ist das einzige Schlafmittel, das mit den Augen genommen wird.
--- Vittorio de Sica

4050. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:49:20 UTC
From: atarigalen@my-deja.com
Message-ID: <8s8aif$k6m$1@nnrp1.deja.com>
Source record: 56249

In article <2rxF5.23$qj2.4963@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:
> I have the opportunity to buy a 1040ST for $5.50 (US dollars). It doesn't
> have a monitor or mouse. What I need to know is, are there mods available
> to make the 1040ST usable (in color modes) with an SVGA monitor, like my 15"
> Sony E100. As well, is there a way to reroute the wiring in a two-button PC
> serial mouse to make it work with the 1040ST?
>
To make the serial mouse work you need an adapter. It's possible to find instructions on making your own, but Mario Becroft sells premade ones that are quite good.

To make the SVGA monitor work, you'll need a RGB-->VGA converter and a custom cable. Look for the stand alone devices that advertise "watch any video source on your computer's monitor" and you'll do fine. Note that the VGA-->RGB are much more common and (of course) do you no good.

Try searching the web under "scan doubler" or "TV to VGA". One link I found is http://www.hallresearch.com/hall/converters.htm , but there's no pricing data. Expect to pay $100 - $200.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4051. Re: Startup problems on Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 00:54:15 UTC
From: atarigalen@my-deja.com
Message-ID: <8s8arlkgc1@nnrp1.deja.com>
Source record: 56250
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <aNEF5.169$HE3.4601@news.get2net.dk>,
"Preben Sloth" <ps@lkps.dk> wrote:
> Hello There
> For some time I have had startup problems on my Falcon 030. When I
switch it
> on
> the Harddisk and the rest of the machine doesn't start. If I press
the reset
> button for
> 5-10 seconds the machine normaly starts, but some time I have to
switch the
> Falcon and
> press the reset button a lot of time to get the machine to life.
> What's wrong ???
>
I've had the same problem a few times. Loose socketed chips have been
the suggested culprit, but I haven't opened her up to be sure.

Good luck with your search.

Galen
> I have had the machine for 6 years now, but it is only the last year
this
> problem has appear.
>
> Thank, Preben Sloth
>
> Please reply to ps@lkps.dk
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4052. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-14 15:39:26 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971531380-264442AEicMi@bun.com>
Source record: 56285

Hi Derryck

>>The main changes are the addition of Drag&Drop DCC Send

>Still no chance of adding IConnect support, if only via IFusion?

We could gossip for hours on ic24 during free-time. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4053. Re: Papyrus support

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39E9AD31.CCEFDCDC@greeleynet.com>
Source record: 56146

Steve Sweet wrote:
>
> Hi Guys
>
> So whats happened to the Papyrus support and the answeres to all the posted
> problems?.

Good question. Nothing from Ulli on their own support board
for weeks.

Ken

4054. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <2rjG5.35714$oA2.6689500@typhoon.southeast.rr.com>
Source record: 56147

>1) PowerPC 603e CPU

Dude, it's possible that by the time we could get organized on this, the 603 could be unavailbable, or for opposite luck, that a g3 woulc be cheap enough to consider.

>2) GEM rewritten for PowerPC and upgraded

Unfortunately, we don't own the rights to GEM, and we certainly couldn't buy them. Why not make the machine so that it can run current software, which would give us time to write a new clone version?

>3) Internal IDE port (no floppy port)

This makes sense, but put a floppy in for christ's sake. At least the port. It's a simple enough circuit.

>4) LS-120 drive (doubles as 1.44Mb floppy, if necessary)

No idea how simple or complex this is, but I thought that you needed a NDA to learn the jucier aspects. Besides, Zip is the winner, ls120 is defunct.

>5) Two DIMM slots

If this is a hobbyists computer, why lock them into the bleeding edge? Better yet, why can't we put a riser card on a slot edge, and you can either load it with a DIMM board, or a 72pin SIMM ? Hell, it would leave that as an open option.

>6) 2x AGP slot

AGP is impossible to do for a hobbyist. I wouldn't know where to begin.

>7) Three or four PCI slots

>8) Audio card (vender yet to be established)

With PCI, it's a matter of writing drivers.

>9) Video card (vender yet to be established)

WIth PCI, it's a matter of writing drivers.

>All PCI/AGP cards installed will be soldered in place to insure permanancy
>and security. Tampering voids warrantee.

This is dumb. A "no user servicable parts inside" box designed by hardware hackers?

>The exact same hardware will be installed in every system to insure
>consistancy.

>GEM will be ported to the PowerPC chip and upgraded to be Y2K-compliant as
>well as improved overall, thus rendering it to be called GEM2000!

We can't port without source code and license. Since when has y2k compliance
been an issue for anything, anywhere? Not once, anywhere in the world, did
even some stupid mainframe crash. Besides, is the Neotari supposed to be a
banking computer?

>An Atari ST emulator will be written for GEM2000 and included with every
>system. This will allow Atari ST programmers to rewrite their software for
>GEM2000.

If we go to the trouble of writing emulation code, this isn't how you'd do
it.

>In the end, the Atari era can be reborn with no more concern trying to
>upgrade old Atari systems to the modern era, which is nigh pointless. It's
>time to accept the loss of Atari and all it's systems (clones included) and
>begin anew, while maintaining the essence of the Atari spirit in Neotari
>Corp. and the Phoenix I computer, using a revised GEM.
>
>Any Atari programmers, developers, ST users, interested in this vision?
>Instead of trying to force ST GEM/TOS to work on ST clones, thus merely
>pushing a dead horse a few more feet down the road. Let's take GEM,
rewrite
>it for the PowerPC processor (isn't GEM written in C? Mighty portable code
>from what I hear), and start a new computer system, made by a new computer
>company. Atari ST users can enjoy running their old software via
emulation,
>and ST programmers can rewrite their ST softwares to work with the new GEM.
>
>In the end, you have the same look and feel of GEM as the Atari ST's had,
>the same software (if not also new software and games!). The only
>difference is that it's not an Atari ST or Atari clone and isn't trying to
>push an outdated OS and technology where it can't go. Drop the old baggage
>and let's start fresh!

Dude, you can't start fresh, and have any continuity. That's the mistake
Amiga makes. They want to call it an amiga, but have ZERO in common with
everything that amiga ever was. It's computer-culture rape, and mostly just
for corporate profit. The idea is that you keep enough of what the ST was,
but patch up all the weak points. It won't ever be an ideal computer that
way, but what is? If it isn't a hardware clone, and it can't run any atari
software (emulation doesn't count), then how is it anything like the atari?
Besides, I don't know anything about business, but I know this is a losing
proposition just by looking at it. Ever wonder why atari abandoned it in the
first place?

>I'd love to see this realized and I think a lot of other people would too.
>A dream is the spark. Let's add some kindling and get this dream off to a

>roaring, flaming start! Hmm?

Let's allow it to smolder a bit. It's too likely to burn out otherwise.

>"Think not that anything is impossible or it will be. What is mere thought
>can be true reality. What is true reality can be used."
>
>Jared (listening to the MIDI version of the Klax soundtrack... very
>inspiring!)
>
>
>
>

4055. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <8scgr9hbl1@nnrp1.deja.com>
Source record: 56148

Hi Lonny,

In article <Pine.MNT.4.10.10010142109500.82-100000@TT030>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
> Somewhere along the line a double check for a correctly
> installed STiK compatible stack caused even more problems.
> This is what I traced it to and reported.
> Since only IFusion suffers from this and my mail goes
> unanswered

I spoke to Ronald (Andersson) about this some weeks back and mentioned
this problem too.
Just to see if it worked with MagiC PC I downloaded the new version and
it totally froze the system - right away on program load (same with
earlier versions too). As a test I downloaded the Frac client and that
(apart from one option page)loaded ok - however not tried it online as
yet. From what I can tell AtarIRC is crashing even with STinG (rather
than IConnect) and MagiC PC, so something is causing a problem on
inialisation somewhere.

BTW I am only using MAgiC PC as my Atari is not working atm, so it's
the only chance I have to use my Atari software!

Regards
Sean

--
* Atari STe Veloce+4 (4MB ST-RAM 4MB TT RAM) 68020/68000 Processor *
* Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *

Sent via Deja.com http://www.deja.com/
Before you buy.

4056. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <8schfohpt1@nnrp1.deja.com>
Source record: 56149

Hi Lonny,
In article <8scgr9hbl1@nnrp1.deja.com>,
Sean Barbieri <s.barbieri@atarinet.co.uk> wrote:
> it totally froze the system - right away on program load (same with
> earlier versions too). As a test I downloaded the Frac client and that
> (apart from one option page)loaded ok - however not tried it online as
> yet. From what I can tell AtarIRC is crashing even with STinG (rather
> than IConnect) and MagiC PC, so something is causing a problem on
> inialisation somewhere.

BTW, I am _not_ asking you to fix this though for MagiC PC, but just
for your general information as I don't think you use it :-)

Cheers
Sean

--
* Atari STe Veloce+4 (4MB ST-RAM 4MB TT RAM) 68020/68000 Processor *
* Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *

Sent via Deja.com http://www.deja.com/
Before you buy.

4057. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3257.323T1950T10165819optimus@canit.se>
Source record: 56150

Jared Falvo skrev:

>The Neotari Phoenix computer is a GEM2000-based computer with the following
>features:

>1) PowerPC 603e CPU
>2) GEM rewritten for PowerPC and upgraded
>3) Internal IDE port (no floppy port)
>4) LS-120 drive (doubles as 1.44Mb floppy, if necessary)
>5) Two DIMM slots
>6) 2x AGP slot
>7) Three or four PCI slots
>8) Audio card (vender yet to be established)
>9) Video card (vender yet to be established)

Thank you. Please consult Milan GmbH and Rodolphe Czuba, they will most
probably be able to offer ample help.

>All PCI/AGP cards installed will be soldered in place to insure permanancy
>and security. Tampering voids warrantee.

What is the use of ports when you solder cards into it? Will this in any way
improve security (if a crd breaks, how will you replace it?)? Even Atari
didn't do such a stupid thing.

>The exact same hardware will be installed in every system to insure
>consistancy.

Bland, bland, bland.

>GEM will be ported to the PowerPC chip and upgraded to be Y2K-compliant as
>well as improved overall, thus rendering it to be called GEM2000!

Looks like a good idea, but will we have binary compatibility with older TOS
versions?

>An Atari ST emulator will be written for GEM2000 and included with every
>system. This will allow Atari ST programmers to rewrite their software for
>GEM2000.

Rewrite their software? Won't it even be API compatible?

>In the end, the Atari era can be reborn with no more concern trying to
>upgrade old Atari systems to the modern era, which is nigh pointless. It's
>time to accept the loss of Atari and all it's systems (clones included) and
>begin anew, while maintaining the essence of the Atari spirit in Neotari
>Corp. and the Phoenix I computer, using a revised GEM.

Please choose another name, we already have a Fenix and a Phenix in the Atari world, we don't need any more confusion.
Oh, and I'll believe it when I see it, no earlier.

>Any Atari programmers, developers, ST users, interested in this vision?
>Instead of trying to force ST GEM/TOS to work on ST clones, thus merely
>pushing a dead horse a few more feet down the road. Let's take GEM, rewrite
>it for the PowerPC processor (isn't GEM written in C? Mighty portable code
>from what I hear), and start a new computer system, made by a new computer
>company. Atari ST users can enjoy running their old software via emulation,
>and ST programmers can rewrite their ST softwares to work with the new GEM.

And reqriting GEM for the PowerPC won't involve any "force" at all?

>In the end, you have the same look and feel of GEM as the Atari ST's had,
>the same software (if not also new software and games!). The only
>difference is that it's not an Atari ST or Atari clone and isn't trying to
>push an outdated OS and technology where it can't go. Drop the old baggage
>and let's start fresh!

If the OS is outdated, why port it?

>I'd love to see this realized and I think a lot of other people would too.
>A dream is the spark. Let's add some kindling and get this dream off to a
>roaring, flaming start! Hmm?

Outlook user. Just what I thought. Put your money where you have your mouth.

--
En ligne avec Thor 2.6.

A liberal is someone too poor to be conservative, and too rich to be a communist.

4058. Help: Need video pinout on Atari 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: "O. Alan Jones" <oajones@bright.net>
Message-ID: <o%jG5.805$o3.59761@cletus.bright.net>
Source record: 56151

I just picked up a Atari 1040 ST, but I don't have a monitor for it. Can someone please direct me to a schematic on the 1040 ST so I can find out the video port signals so I can hook it up to one of my monitors for testing.

Thanks in advance....
-Alan

4059. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971629056-720303AEicMi@bun.com>
Source record: 56152

Hi Lonny

>> > Still no chance of adding IConnect support, if only via IFusion?

>> It seems to me that the author of iFusion is hard to get hold of. I know the
>> author of AtarICQ have tried to contact him, since ifusion is buggy

So how about an iConnect version?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4060. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971629058-720903AEicMi@bun.com>
Source record: 56153

Hi Jared

>Where do I buy them?

I dont know where you live?

>How much do they cost?

??

>How good is the video quality?

Pretty good.

>Better than RF Modulated Video, I would assume.

By miles.

Dont take this the wrong way dude, but if youre capable of resurecting Atari Corp with a new power machine, why the fuck cant you make a video lead. All of a sudden i dont have much faith in your new generation atari, not that i did to start with.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4061. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971629062-721475AEicMi@bun.com>
Source record: 56154

Hi Jared

>Milan II may be dead, but why not have fun reinventing the old 8MHz 68000
>ST's into a maximized system for the loyal masses! Hmm?

Your so full of shit, why dont you piss off somewhere else.

You want to design a new computer but you cant wire an existing system to a VGA, you cant get a serial mouse too work, youre having trouble with video cables.

When are you going to get the hint that computers dont like you!!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4062. Re: Milan 2 in trouble

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sujsaajf1vdbdc@corp.supernews.com>
Source record: 56155

On 14 Oct 2000 06:28:34 , Mario Becroft wrote:
>Perhaps it is a standard programmable logic device, in which case I don't
>see the problem. If the particular device they are using is unavailable,
>it should be fairly easy to move the design over to another device. I seem
>to remember noticing that they used Lattice chips on the Milan 1. Lattice
>is still around.

Yep, Lattice PLDs were used on the Phenix design as well. I heard it
was the CPU (68060) that was difficult to get brand new and that they
would need to change over to the Coldfire range.

>It seems to me more likely that this is an excuse for some bigger
>problems (and it is not hard to imagine what those problems might be).

Could be..

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

4063. Re: Dance Music Programming Secrets

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e9ffa6$0$174@news.zetnet.co.uk>
Source record: 56156

On 14 Oct 2000 12:20:40 , "Shiuming Lai" wrote:
>
>Bob King <rking@zetnet.co.uk> wrote in message
>news:39e792cb$0$10891@news.zetnet.co.uk...
>> Hi all,
>>
>> the title says it all.
>> has any one in the UK got a copy of this book, complete with CD etc for
>sale. I
>> sent off to Amazon and got the next eddition 'Electronica Dance Music
>.....',
>
>Dance music? Isn't that like just, "Boom, boom, boom, boom..."

Hi Shiuming,

Yes you're right, I can't stand it either, it's garage music etc, all to be 'listened to' when stoned on drugs and cheap booze (lord am I going to be flamedm but I'm a biggoted old wrinkly so there!!). But it sells and like all crap it's easy to produce by the bucket full once you have the formula. The book I want, is really a second manual for Cubase and is the bible for the subject for atarians. The publishers decided to drop the concentration on Cubase and bring in EMagic Locic etc and THE PC, the only mention of atari in the second addition is in the appendix. Makes me want to spit!!!

>More ridiculous bass and ear-splitting treble the better :-)
>
>> full of PC etc stuff, hardly any reference to Cubase. I want the 1997
>edition,
>> Cubase only. It's out of print, isn't it bloody marvellous how the s*****g
>PC
>> takes over the world even in areas where its not up to the Falcon.
>
>Well, the PC has a lot of "Instant music" type
>programs, many of them geared to dance music.
>The books you refer to may be no more than
>"Idiot's guide to..." things which explain what
>the manuals didn't (or to make easy money
>out of foolish consumers, depending how you
>look at it).
>
>You might find a better way to learn programming
>techniques is to find pre-made MIDI files of that
>sort, and dissect them in your sequencer.
>

>Shiuming Lai
>
>
>.

I just privide the hardware/software, Steven's the user.

Bob King.

4064. Re: Reflections about Atari computing future

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: "Francisco L. Fernandez" <flufetor@jazzfree.com>
Message-ID: <39EA02B6.7DAD2805@jazzfree.com>
Source record: 56157

Hi Shiuming,

Thank you for your comments.

Shiuming Lai wrote:
> > I think that if we want the TOS plattform running some of today
> > computing uses (digital cinema, MPEG2 recording/playing) is not enough
> > having an accelerated pseudo-clone. For this, new hardware plattform is
> > to be developed, perhaps around power PC chips and using something like
> > the excellent Tempest idea to make run straightforward 68K TOS software.
>
> It's called 68K emulation. Apple did this years ago.
> Doing quite well on PPC machines now.

Ok, this is to be comented later.

> > Perhaps a way could be to establish a non profit foundation (primarily
> > of course, it should have to be mantained and pay for hardware design
> > developments added) and obtain from Hasbro, or whoever holds it, the
> > license to build Atari motherboards and also the schematics of them and
> > the design of custom chips. Then it wouldn't be hard nor expensive to
> > optimize the design and manufacture the motherboards on demand
>
> That's crazy. Manufacturing hardware on
> demand is about the most expensive way
> you can go about it. You have to make
> these things in the thousands to be viable.
> As for it not being difficult... It doesn't
> get harder than having to understand and
> modify something you didn't design yourself.

On demand meant when there is interested people enough to make it viable
to produce.

> > Well, I don't know if it is possible to obtain all the motherboard
> > components as you have pointed out in some articles.
>
> The only components you'd have difficulty
> obtaining are the custom chips, and you
> wouldn't have custom silicon made in small
> quantities, it's expensive. You'd implement them
> in modern high-speed programmable gate arrays
> (the same things which make possible the
> development of minority machines like Hades,
> Milan and Phenix).
>

> > Also with
> > schematics or chips design. This is only a first approach to a way to
> > solve a problem that many of us could suffer in the future: the lack of
> > hardware support.
>
> When dreaming up your ideal Atari machine
> it's easy to take an existing design, and add
> in various existing solutions (which are
> sometimes compromises on the technology
> they bridge to) and pull some nice-sounding
> numbers out of thin air. If you were to draw
> these on a functional schematic, you'd end
> up with a real mess.
>
> For example, on a new machine, sticking a
> 32-bit PCI bus on top of a 16-bit architecture
> where the CPU also resides is self-defeating
> because you introduce a bottle-neck. Just
> because Eclipse works this way, doesn't
> necessarily make it a good solution for a new
> design. You're thinking upside-down.
>
> Shiuming Lai

Well, don't forget that my proposal was one to produce hardware with
maximum level of compatibility (thus retaining the Falcon I/O 24 bit
space) and minimize the cost of design or production, only adding on
board some existing designs as Eclipse or TT style dual addresing.
And don't forget too that this only was to provide replacement machines
with a little step forward in expandability. This was not a way to get a
revolution in TOS computing, as I stated.
If working on existing design is so painful, even not modifing the
original design, it only remains the software solution if we want to go
on using our ancient, not clean, TOS software, or pray to not find
ourselves some day with our machines functioning no more.

What do I mean with software solution?. And if you read my original
article, I was no confident in having enough free developing resources
among our community to take it to a good end. Perhaps is the same idea
exposed by the Milan team (but unfortunately, I don't understand
German). It means a serious port of MINT, AES and VDI to existing home
hardware plattforms.
I have some first stage ideas about how could it be achieved.
It is to modify or mix the Linux kernel with Mint kernel (simply as a
module or as an stand alone different OS), making use of all the
hardware interface provided with it. This would give the support for
MINT, Gemdos, and some BIOS and XBIOS calls.
As with AES and VDI, VDI could be simply a resident daemon like the X
server, acting only as a bridge between VDI interface calls and X calls
(well, not only this, but for the final drawing procedures). This will
avoid the need to supply and update drivers for the ever-changing world

of graphics cards.
AES and a desktop should be loaded after this VDI.
For old 68k GEM stuff, we should use an special interpreter program (a Falcon and an ST version) to load the code, interprete and parsing it and mapping the OS calls to the external MINT and GEM OS but reflecting the changes in the interpreted memory space That is, each AES an VDI call will be executed internally and externally, mirrored, with the emulated physical screen being a single window in the display.
For non GEM friendly old software we could use the interpreter (to be higly configurable for each aplication, and each one in a separate ST memory space) in a more machine level emulation mode, parsing te video memory to VDI special direct mode drawing.

Now suppose the effort to achieve this. It means:

* Open source x86 and PPC MINT/Linux kernel.
* Open source XVDI daemon.
* Open source well working multitasking AES.
* Open source GEM desktop.
* Open source virtual ST and Falcon interpreters.

What do you think?

Best regards,

Francisco L. Fernandez

4065. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <ZgoG5.207$qj2.33765@news.goodnet.com>
Source record: 56158

I am a visionary. Not a developer. Not a programmer. I am the one who likes to see things others can't or refuse to. No need to rehash what no one is willing to try. I hate seeing my dreams torn asunder by those who can't see the forest for the trees. Or can't see trees where only a bare piece of land exists currently.

I'd surely be willing to MAKE a lead if I knew what pins (wires) to put together. But one set of people seem to say that pin 2 (Composite) exists and another set seem to say it doesn't exist.

I just want to know one way or another before I spend $5.50 on a system that I may not be able to do what I want to on it, which is hook it up to our A/V TV.

Jared

Steve Sweet <stevesweet@bun.com> wrote in message
news:971629058-720903AEicMi@bun.com...
>
> Dont take this the wrong way dude, but if youre capable of resurecting
Atari Corp
> with a new power machine, why the fuck cant you make a video lead. All of
a sudden i dont
> have much faith in your new generation atari, not that i did to start
with.
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

4066. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <hnoG5.208$qj2.33724@news.goodnet.com>
Source record: 56159

Steve Sweet <stevesweet@bun.com> wrote in message
news:971629062-721475AEicMi@bun.com...
>
> Your so full of shit, why dont you piss off somewhere else.

Just because you're blind to dreams others have doesn't mean others can't
see the dreams.

> You want to design a new computer but you cant wire an existing system to
a VGA, you
> cant get a serial mouse too work, youre having trouble with video cables.
>
> When are you going to get the hint that computers dont like you!!.

Look, I'm an A+ Certified Computer Tech. I can build a PC, repair them,
upgrade them, and troubleshoot them. I eat, breathe, and live computers!
And have for over 16 years! Where do you come off thinking I know so little,
just because I'm having trouble knowing what pins I need to tie together to
get some A/V video off an ST's monitor port? If the pins are definately
there, I'll get to them one way or another! I just want to make sure I'm
not wasting my time and $5.50 on a system I may not be able to so anything
with. *sigh*

Jared

4067. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <hqoG5.40999$TY4.33393@newsfeed.slurp.net>
Source record: 56160

On 14 Oct 2000 22:22:39 , "Jared Falvo" wrote:
>The Neotari Phoenix computer is a GEM2000-based computer with the following
>features:
>
>1) PowerPC 603e CPU
>2) GEM rewritten for PowerPC and upgraded
>3) Internal IDE port (no floppy port)
>4) LS-120 drive (doubles as 1.44Mb floppy, if necessary)
>5) Two DIMM slots
>6) 2x AGP slot
>7) Three or four PCI slots
>8) Audio card (vender yet to be established)
>9) Video card (vender yet to be established)

If ever a Power PC based Atari came out I would buy one...
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4068. Re: [PUB]: New on the Belgian ftp-serve

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <kqoG5.41000$TY4.33393@newsfeed.slurp.net>
Source record: 56161

On 15 Oct 2000 14:19:10 , "Krzysztof Maj" wrote:
>If you are talking about STarCall, a demo versions usually are fully
>usable and working.
>Unfortunately, the last versions (i.e. > 2.6) are useless for me: they
>engage all resources of my Mega STE not allowing to keep a transfer.
>I suppose, this versions were developed on a PC with emulator, not on a
>real ST.

That may be, but I have registered StarCall Pro and it is one hell of a
program combo. I do not see what it would not function on a ST, but it
works great on my Hades060.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4069. FA: 2.5 meg 1040ST with 40 meg HD

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Jim Donovan <jtdon@mail.direcpc.com>
Message-ID: <IAoG5.1325$925.35664@news.direcpc.com>
Source record: 56162

I have a 1040ST with 2.5 meg memory & 42 meg HD
for auction on ebay. I'm in NJ. Thanks

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=469506973

4070. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ea22df$0$180@news.zetnet.co.uk>
Source record: 56163

On 14 Oct 2000 22:22:39 , "Jared Falvo" wrote:

|The Neotari Phoenix computer is a GEM2000-based computer with the following
|features:
|
|1) PowerPC 603e CPU
|2) GEM rewritten for PowerPC and upgraded
|3) Internal IDE port (no floppy port)
|4) LS-120 drive (doubles as 1.44Mb floppy, if necessary)
|5) Two DIMM slots
|6) 2x AGP slot
|7) Three or four PCI slots
|8) Audio card (vender yet to be established)
|9) Video card (vender yet to be established)
|
|All PCI/AGP cards installed will be soldered in place to insure permanancy
|and security. Tampering voids warrantee.
|
|The exact same hardware will be installed in every system to insure
|consistancy.

I don't have MagicMac but I would imagine this plus a Mac would give
you the same sort of thing and its here already.

4071. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <BvpG5.209$qj2.34366@news.goodnet.com>
Source record: 56164

**** **** <***@***.com> wrote in message
news:2rjG5.35714$oA2.6689500@typhoon.southeast.rr.com...
> >1) PowerPC 603e CPU
>
> Dude, it's possible that by the time we could get organized on this, the
603
> could be unavailbable, or for opposite luck, that a g3 woulc be cheap
enough
> to consider.

Then we'd go with a G3... and beyond, as needed. PowerPC is PowerPC, is it
not?

> >2) GEM rewritten for PowerPC and upgraded
>
>
> Unfortunately, we don't own the rights to GEM, and we certainly couldn't
buy
> them. Why not make the machine so that it can run current software, which
> would give us time to write a new clone version?

That's what the ST emulator is for. GEM2000 would be a port of GEM to the
PowerPC chip (which apparently no one has done yet). The system would run
GEM2000 (which gives us the ST's desktop look and feel) natively. The ST
emulator allows us to run old Atari ST software on the PowerPC chip in
GEM2000. While we're enjoying playing/using software via the emulator, some
would be working to port their apps to GEM2000 or write new software.

Put simply, what makes an Atari ST an Atari ST? The brand name and case?
That's a part, but it more to do with the OS. No other [new] computer
system (especially a PowerPC one) is using GEM. Why not port it and create,
in essense a new Atari (hence the company name Neotari) ST system that can
continue the life of the ST in a way that doesn't force TOS/GEM to work on
hardware it wasn't designed for? We scrap TOS/GEM (with exception of the ST
emulator) and build some modern hardware and start building a new GEM-based
system that we can run our old apps on as well as apps rewritten for a new
version of GEM.

With exception to the brand name (Atari) and case (any design previously
made) and old OS (TOS/GEM), we would be able to be proud GEM system users,
while secretly knowing that it's the spirit of the ST we're helping thrive
in this new millenium. If old Atari ST apps are rewritten to run in a new
GEM (and old apps run in the ST emulator), we benefit from a faster
processor both ways (remarkably so in the rewritten ones). GEM gets a
facelift and we can stop worrying about how we're all these poor Atarians
suffering with the old ST's and clones that are shriveling up into

non-existance.

We need to break free of the rut we're in (forcing old software to run in a modified OS, running on hardware that is, at best, just a few feet from obsolenscence (sp?) itself). PowerPC is the [very wise] break Apple made, why not us ST users?

GEM/XM (a multi-tasking version of GEM, from what I hear) is written in C and the source code is available. All we need are programmers willing to do the work and get a new GEM revolution going... in a direction no one is trying (rewritten for the PowerPC processors)!

> Dude, you can't start fresh, and have any continuity. That's the mistake
> Amiga makes. They want to call it an amiga, but have ZERO in common with
> everything that amiga ever was. It's computer-culture rape, and mostly
just
> for corporate profit. The idea is that you keep enough of what the ST was,
> but patch up all the weak points. It won't ever be an ideal computer that
> way, but what is? If it isn't a hardware clone, and it can't run any atari
> software (emulation doesn't count), then how is it anything like the
atari?
> Besides, I don't know anything about business, but I know this is a losing
> proposition just by looking at it. Ever wonder why atari abandoned it in
the
> first place?

It will have EVERYTHING in common with the old Atari ST, except it won't be called an Atari ST (the clones sure aren't), the case won't have the look of an ST (the clones sure don't), but it WILL be GEM (which is what the Atari ST OS is!) Just because you rewrite an Atair ST app from one version of GEM to another version and it runs on a different processor, doesn't immediately make that app different. It just breaks the restraints of old technology, allowing the software to be upgraded and improved on better hardware!

Why is Atari ST software so hard to find (and buy)? Because ST's are dead, and clones are dying rapidly. When a system ceases to be supported, software for it dries up as well. What I propose is recreating the spirit of the ST in a new form and giving people a reason to buy them as well as write new software for it! Stop pushing a dead horse down the streets of a ghost town. Buy yourself a new horse and do some sight-seeing!

I believe, beyond a reasonable doubt, that if people knew there was a new system available that used modern technology and ran their old ST apps and had new software being written for it (or old apps ported to the new GEM/processor), they would have reason to buy it.

What makes using Calamus (or whatever ST app you're using) not worth using anymore? The ability to do the work fast enough for your business. If you can do your work faster, why NOT do it faster? If you can do it better, why NOT do it better? An improved version of GEM and a modern processor would allow that!

It really doesn't matter what CPU you use as long as you get out of the rut that keeps you from doing what you want as fast as you can. It could be a Pentium-based system as easily as a PowerPC one (perhaps even easier, since the code base is already Intel-based), but we all know that the PowerPC processor is better, MHz for MHz. That's why we consider it.

If you use a Windows app instead of an Atari ST one that does the same thing, think of why you do. It's because it does the work faster and is more supported than the Atari ST app, right? If you would *rather* use the Atari ST app, you need a way of making it possible or reasonable to do so.

I mean, software does what it's designed to do. Photoshop on a PowerMac is essentially the same as Photoshop on a PC. All things (like software price and system price) being equal, the only reason you'd choose one version over another is the fact that you either already HAVE that specific system or the version you buy runs faster/better on a specific system.

Think of all the apps and games you run/ran on your ST or ST clone. If they ran better or faster on a new GEM system, wouldn't you get that system? What if you knew that a new version was being written for that new system and that it ran 50-100% faster than it did on your old hardware? Wouldn't you want to get it? Some of us like our software for specific "feel good" (loyalty to the GEM's look and/or ease of use or whatever) reasons and other for purely productive reasons. If you're not married to GEM's "look & feel" (possibly also for nostalgic reasons), then it probably doesn't matter what software you run on what system as long as you get your work done. And you won't care about this dream one iota.

But if you want to use old favorite ST programs/games or buy new ones or do your work that much faster, then I don't see why creating a system that allows us to do that is out of the reason of interest or possibility.

Simply put, are you happy where you are as an ST user (I sure wouldn't be as an ST user... too depressing seeing how little life is left in the ST sector) or would you like to go faster and do more and have more as an ST user? I do!

Atari clones are the right idea, but they can't go much further (as evidenced by Milan II's demise) without making a necessary break from the road we're on and start fresh. Go PowerPC. Rewrite (port) GEM! Write an ST emulator! Port old apps to the new GEM! Write new apps for the new system! Have fun being an ST user again without the concerns that your hardware is obsolete and no longer supported (or support is rapidly dying).

If a company makes a new computer and/or keeps the hardware fresh and exciting (and people keep writing new software and/or upgrading current apps) what reason is there to abandon it? NONE! All we have to do is create that new platform and get software support for it. We just have to be convinced that it's the right thing to do and it's possible to do it!

Sure it won't be an Atari. Sure it won't look like an Atari. But you'll be running Atari ST apps on it and seeing new software written (or ported) for it.

Forget about keeping the old going. We have to realize that what software we use today is only running on dying hardware with dying support. It's not the software we need to ditch, it's the technology. With a new heart, the body comes to life once again! And with new life, comes fresh perspectives and opportunities to see what couldn't be seen before!

What I speak of is possible, and profitable, if people will stop nay-saying it and help to make it a reality. It takes people with vision and a willingness to help however they can to bring this dream to reality.

If you don't care, don't say anything, just go on your merry way. If you think it's crazy or impossible, don't say anything, just go on your merry way. But, if you do believe in this, even to the tiniest degree, let your voice be heard. Allow the spark to ignite some small place in your heart and keep it warm, with the hope and dream that a new future can be had for those choosing NOT to live (and be enslaved) in the realm of Microsoft and Apple. GEM is not dead, only hibernating. Shall we let it sleep forever or wake it up and give it (and us) something to do faster and better than ever before?

"Think not that anything is impossible or it will be. What is mere thought can be true reality. What is true reality can be used."

Jared (listening to the MIDI version of the Klax soundtrack... very inspiring!)

4072. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8sd9bs$c4$1@nnrp1.phx.gblx.net>
Source record: 56165

Jared Falvo <luposian@mailcity.com> wrote:
: I am a visionary. Not a developer. Not a programmer. I am the one who
: likes to see things others can't or refuse to. No need to rehash what no
: one is willing to try. I hate seeing my dreams torn asunder by those who
: can't see the forest for the trees. Or can't see trees where only a bare
: piece of land exists currently.

: I'd surely be willing to MAKE a lead if I knew what pins (wires) to put
: together. But one set of people seem to say that pin 2 (Composite) exists
: and another set seem to say it doesn't exist.

: I just want to know one way or another before I spend $5.50 on a system that
: I may not be able to do what I want to on it, which is hook it up to our A/V
: TV.

Well, if there is a composite video source in there, there is an RF
modulator in there, and there is an RCA connector on the back.

If there is, pin 2 is the second from the right, looking from the outside,
and it is the composite video out. If there is no RF modulator, it is
connected to nothing. Ground is the only pin on the bottom row.

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Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

4073. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010151755580.81-100000@TT030>
Source record: 56166

On Sun, 15 Oct 2000, Sean Barbieri wrote:

> Hi Lonny,
>
> I spoke to Ronald (Andersson) about this some weeks back and mentioned
> this problem too.
> Just to see if it worked with MagiC PC I downloaded the new version and
> it totally froze the system - right away on program load (same with
> earlier versions too). As a test I downloaded the Frac client and that
> (apart from one option page)loaded ok - however not tried it online as
> yet. From what I can tell AtarIRC is crashing even with STinG (rather
> than IConnect) and MagiC PC, so something is causing a problem on
> inialisation somewhere.

There was a problem correct aIRC for STinG recently and if I recall
it was v1.09. All I can say is make sure you have the latest
aIRC and unload IConnect and anything releated to it for the
time being.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4074. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010151758260.81-100000@TT030>
Source record: 56167

On Sun, 15 Oct 2000, Sean Barbieri wrote:

> BTW, I am _not_ asking you to fix this though for MagiC PC, but just
> for your general information as I don't think you use it :-)

I understand. ;-)
It's also impossible for me to test/debug remotely since I
really only have STiK for testing.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4075. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <3SpG5.210$qj2.34554@news.goodnet.com>
Source record: 56168

Guess I'm gonna have to take screwdriver and open up the thing to see if it's worth buying then, huh? Hope the people at the thrift shop don't arrest me for doing that... :-)

BTW, If there was an RF modulator inside, wouldn't there be an RF output jack on the back? Or were some made that had the RF modulator inside, but no output jack for it? If so, Atari was screwing up right from the start, huh? It's no wonder they killed themselves with the Tramiels onboard.

Pissed off by the death of my favorite company... other than Kawasaki.

Jared

Jim DeClercq <jimd1@primenet.com> wrote in message
news:8sd9bs$c4$1@nnrp1.phx.gblx.net...
> Jared Falvo <luposian@mailcity.com> wrote:
> : I am a visionary. Not a developer. Not a programmer. I am the one who
> : likes to see things others can't or refuse to. No need to rehash what
no
> : one is willing to try. I hate seeing my dreams torn asunder by those
who
> : can't see the forest for the trees. Or can't see trees where only a
bare
> : piece of land exists currently.
>
> : I'd surely be willing to MAKE a lead if I knew what pins (wires) to put
> : together. But one set of people seem to say that pin 2 (Composite)
exists
> : and another set seem to say it doesn't exist.
>
> : I just want to know one way or another before I spend $5.50 on a system
that
> : I may not be able to do what I want to on it, which is hook it up to our
A/V
> : TV.
>
> Well, if there is a composite video source in there, there is an RF
> modulator in there, and there is an RCA connector on the back.
>
> If there is, pin 2 is the second from the right, looking from the outside,
> and it is the composite video out. If there is no RF modulator, it is
> connected to nothing. Ground is the only pin on the bottom row.
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4076. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010151812000.81-100000@TT030>
Source record: 56169

On Sun, 15 Oct 2000, Jared Falvo wrote:

- super snip-

> What I speak of is possible, and profitable, if people will stop nay-saying
> it and help to make it a reality. It takes people with vision and a
> willingness to help however they can to bring this dream to reality.

Don't wish to nay-say, but add a few things.
I don't know about you, but a java everything browser would jolt me
out of my rut. Speed per say has never been a huge issue.
Have you ever considered starting a software company?

Anyway, put me down me for a developer machine. When your plan
becomes a reality I may wish to port my IRC client.

_____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4077. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010151800550.81-100000@TT030>
Source record: 56170

On Sun, 15 Oct 2000, Steve Sweet wrote:

> So how about an iConnect version?.

I don't wish to deal with a native IConnect version, which
would result in more than one version of the program, nor
do I want to mess with an OVL design. I did my part and
sent the IFusion author some suggestions to solve some
problems. I think that was a good first step on my part.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4078. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <3qqG5.365$li.507@newsread2.prod.itd.earthlink.net>
Source record: 56171

On 15 Oct 2000 14:43:24 , "Jared Falvo" wrote:
>**** **** <***@***.com> wrote in message
>news:2rjG5.35714$oA2.6689500@typhoon.southeast.rr.com...
>> >1) PowerPC 603e CPU
>>
>> Dude, it's possible that by the time we could get organized on this, the
>603
>> could be unavailbable, or for opposite luck, that a g3 woulc be cheap
>enough
>> to consider.
>
>Then we'd go with a G3... and beyond, as needed. PowerPC is PowerPC, is it
>not?
>
>> >2) GEM rewritten for PowerPC and upgraded
>>
>>
>> Unfortunately, we don't own the rights to GEM, and we certainly couldn't
>buy
>> them. Why not make the machine so that it can run current software, which
>> would give us time to write a new clone version?
>
>That's what the ST emulator is for. GEM2000 would be a port of GEM to the
>PowerPC chip (which apparently no one has done yet). The system would run
>GEM2000 (which gives us the ST's desktop look and feel) natively. The ST
>emulator allows us to run old Atari ST software on the PowerPC chip in
>GEM2000. While we're enjoying playing/using software via the emulator, some
>would be working to port their apps to GEM2000 or write new software.
>
>Put simply, what makes an Atari ST an Atari ST? The brand name and case?
>That's a part, but it more to do with the OS. No other [new] computer
>system (especially a PowerPC one) is using GEM. Why not port it and create,
>in essense a new Atari (hence the company name Neotari) ST system that can
>continue the life of the ST in a way that doesn't force TOS/GEM to work on
>hardware it wasn't designed for? We scrap TOS/GEM (with exception of the ST
>emulator) and build some modern hardware and start building a new GEM-based
>system that we can run our old apps on as well as apps rewritten for a new
>version of GEM.
>
>With exception to the brand name (Atari) and case (any design previously
>made) and old OS (TOS/GEM), we would be able to be proud GEM system users,
>while secretly knowing that it's the spirit of the ST we're helping thrive
>in this new millenium. If old Atari ST apps are rewritten to run in a new
>GEM (and old apps run in the ST emulator), we benefit from a faster

>processor both ways (remarkably so in the rewritten ones). GEM gets a
>facelift and we can stop worrying about how we're all these poor Atarians
>suffering with the old ST's and clones that are shriveling up into
>non-existance.
>
>We need to break free of the rut we're in (forcing old software to run in a
>modified OS, running on hardware that is, at best, just a few feet from
>obsolenscence (sp?) itself). PowerPC is the [very wise] break Apple made,
>why not us ST users?
>
>GEM/XM (a multi-tasking version of GEM, from what I hear) is written in C
>and the source code is available. All we need are programmers willing to do
>the work and get a new GEM revolution going... in a direction no one is
>trying (rewritten for the PowerPC processors)!
>
>> Dude, you can't start fresh, and have any continuity. That's the mistake
>> Amiga makes. They want to call it an amiga, but have ZERO in common with
>> everything that amiga ever was. It's computer-culture rape, and mostly
>just
>> for corporate profit. The idea is that you keep enough of what the ST was,
>> but patch up all the weak points. It won't ever be an ideal computer that
>> way, but what is? If it isn't a hardware clone, and it can't run any atari
>> software (emulation doesn't count), then how is it anything like the
>atari?
>> Besides, I don't know anything about business, but I know this is a losing
>> proposition just by looking at it. Ever wonder why atari abandoned it in
>the
>> first place?
>
>It will have EVERYTHING in common with the old Atari ST, except it won't be
>called an Atari ST (the clones sure aren't), the case won't have the look of
>an ST (the clones sure don't), but it WILL be GEM (which is what the Atari
>ST OS is!) Just because you rewrite an Atair ST app from one version of GEM
>to another version and it runs on a different processor, doesn't immediately
>make that app different. It just breaks the restraints of old technology,
>allowing the software to be upgraded and improved on better hardware!
>
>Why is Atari ST software so hard to find (and buy)? Because ST's are dead,
>and clones are dying rapidly. When a system ceases to be supported,
>software for it dries up as well. What I propose is recreating the spirit
>of the ST in a new form and giving people a reason to buy them as well as
>write new software for it! Stop pushing a dead horse down the streets of a
>ghost town. Buy yourself a new horse and do some sight-seeing!
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>I believe, beyond a reasonable doubt, that if people knew there was a new
>system available that used modern technology and ran their old ST apps and
>had new software being written for it (or old apps ported to the new
>GEM/processor), they would have reason to buy it.
>
>What makes using Calamus (or whatever ST app you're using) not worth using

>anymore? The ability to do the work fast enough for your business. If you
>can do your work faster, why NOT do it faster? If you can do it better, why
>NOT do it better? An improved version of GEM and a modern processor would
>allow that!
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>It really doesn't matter what CPU you use as long as you get out of the rut
>that keeps you from doing what you want as fast as you can. It could be a
>Pentium-based system as easily as a PowerPC one (perhaps even easier, since
>the code base is already Intel-based), but we all know that the PowerPC
>processor is better, MHz for MHz. That's why we consider it.
>
>If you use a Windows app instead of an Atari ST one that does the same
>thing, think of why you do. It's because it does the work faster and is
>more supported than the Atari ST app, right? If you would *rather* use the
>Atari ST app, you need a way of making it possible or reasonable to do so.
>
>I mean, software does what it's designed to do. Photoshop on a PowerMac is
>essentially the same as Photoshop on a PC. All things (like software price
>and system price) being equal, the only reason you'd choose one version over
>another is the fact that you either already HAVE that specific system or the
>version you buy runs faster/better on a specific system.
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>Think of all the apps and games you run/ran on your ST or ST clone. If they
>ran better or faster on a new GEM system, wouldn't you get that system?
>What if you knew that a new version was being written for that new system
>and that it ran 50-100% faster than it did on your old hardware? Wouldn't
>you want to get it? Some of us like our software for specific "feel good"
>(loyalty to the GEM's look and/or ease of use or whatever) reasons and other
>for purely productive reasons. If you're not married to GEM's "look & feel"
>(possibly also for nostalgic reasons), then it probably doesn't matter what
>software you run on what system as long as you get your work done. And you
>won't care about this dream one iota.
>
>But if you want to use old favorite ST programs/games or buy new ones or do
>your work that much faster, then I don't see why creating a system that
>allows us to do that is out of the reason of interest or possibility.
>
>Simply put, are you happy where you are as an ST user (I sure wouldn't be as
>an ST user... too depressing seeing how little life is left in the ST
>sector) or would you like to go faster and do more and have more as an ST
>user? I do!
>
>Atari clones are the right idea, but they can't go much further (as
>evidenced by Milan II's demise) without making a necessary break from the
>road we're on and start fresh. Go PowerPC. Rewrite (port) GEM! Write an
>ST emulator! Port old apps to the new GEM! Write new apps for the new
>system! Have fun being an ST user again without the concerns that your
>hardware is obsolete and no longer supported (or support is rapidly dying).
>
>If a company makes a new computer and/or keeps the hardware fresh and

>exciting (and people keep writing new software and/or upgrading current
>apps) what reason is there to abandon it? NONE! All we have to do is
>create that new platform and get software support for it. We just have to
>be convinced that it's the right thing to do and it's possible to do it!
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>Sure it won't be an Atari. Sure it won't look like an Atari. But you'll be
>running Atari ST apps on it and seeing new software written (or ported) for
>it.
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>Forget about keeping the old going. We have to realize that what software
>we use today is only running on dying hardware with dying support. It's not
>the software we need to ditch, it's the technology. With a new heart, the
>body comes to life once again! And with new life, comes fresh perspectives
>and opportunities to see what couldn't be seen before!
>
>What I speak of is possible, and profitable, if people will stop nay-saying
>it and help to make it a reality. It takes people with vision and a
>willingness to help however they can to bring this dream to reality.
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>If you don't care, don't say anything, just go on your merry way. If you
>think it's crazy or impossible, don't say anything, just go on your merry
>way. But, if you do believe in this, even to the tiniest degree, let your
>voice be heard. Allow the spark to ignite some small place in your heart
>and keep it warm, with the hope and dream that a new future can be had for
>those choosing NOT to live (and be enslaved) in the realm of Microsoft and
>Apple. GEM is not dead, only hibernating. Shall we let it sleep forever or
>wake it up and give it (and us) something to do faster and better than ever
>before?
>
>"Think not that anything is impossible or it will be. What is mere thought
>can be true reality. What is true reality can be used."
>
>Jared (listening to the MIDI version of the Klax soundtrack... very
>inspiring!)
>
>
>
>.
Jared,
Sounds like a major undertaking but surely is possible! And (trying
not to sound pessimistic here but real instead) for a lot of us it's
not feasable to come up with the money for yet 'another' computer!
So, speaking for myself, a major boost to most of the Atari's still in
use would be an up-to-date browser (SSL/Javascript). That would initially
stop a lot of the necessary migration to PCs! Even if my stock Falcon030
is relatively slow by today's standards, I'd be happy to use much of
the on-line software made available by hosts and also be able log-in
to most secure servers (chat being last!). That I'm willing to pay for!!!
I don't like not having a speedy processor but access is more
important to me than speed!!! It just seems unlikely that there would be

up-to-date software for yet "another" new system. That in itself would
cause the premature death of any new venture! Maybe this is a bad analogy,
but what good is a trophy winning horse that's not allowed on the track
to compete???
What's needed is clean and current software to go with the "Neotari"
as a package deal (for those willing to spend some bucks) and more
upgrades to the current software and platform to keep us in the game until
we're able to afford better!
Keep the ideas comming though :)
John G.

4079. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8sdfke$7v4$1@nnrp1.deja.com>
Source record: 56172

In article <l7bG5.180$qj2.28686@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:
> The Neotari Phoenix computer is a GEM2000-based computer with the
following
> features:
>
> 1) PowerPC 603e CPU
> 2) GEM rewritten for PowerPC and upgraded
> 3) Internal IDE port (no floppy port)
> 4) LS-120 drive (doubles as 1.44Mb floppy, if necessary)
> 5) Two DIMM slots
> 6) 2x AGP slot
> 7) Three or four PCI slots
> 8) Audio card (vender yet to be established)
> 9) Video card (vender yet to be established)
>
> All PCI/AGP cards installed will be soldered in place to insure
permanancy
> and security. Tampering voids warrantee.
>
> The exact same hardware will be installed in every system to insure
> consistancy.
>
> GEM will be ported to the PowerPC chip and upgraded to be Y2K-
compliant as
> well as improved overall, thus rendering it to be called GEM2000!
>
> An Atari ST emulator will be written for GEM2000 and included with
every
> system. This will allow Atari ST programmers to rewrite their
software for
> GEM2000.
>
> In the end, the Atari era can be reborn with no more concern trying to
> upgrade old Atari systems to the modern era, which is nigh
pointless. It's
> time to accept the loss of Atari and all it's systems (clones
included) and
> begin anew, while maintaining the essence of the Atari spirit in
Neotari
> Corp. and the Phoenix I computer, using a revised GEM.
>
> Any Atari programmers, developers, ST users, interested in this
vision?

> Instead of trying to force ST GEM/TOS to work on ST clones, thus
merely
> pushing a dead horse a few more feet down the road. Let's take GEM,
rewrite
> it for the PowerPC processor (isn't GEM written in C? Mighty
portable code
> from what I hear), and start a new computer system, made by a new
computer
> company. Atari ST users can enjoy running their old software via
emulation,
> and ST programmers can rewrite their ST softwares to work with the
new GEM.
>
> In the end, you have the same look and feel of GEM as the Atari ST's
had,
> the same software (if not also new software and games!). The only
> difference is that it's not an Atari ST or Atari clone and isn't
trying to
> push an outdated OS and technology where it can't go. Drop the old
baggage
> and let's start fresh!
>
> I'd love to see this realized and I think a lot of other people would
too.
> A dream is the spark. Let's add some kindling and get this dream off
to a
> roaring, flaming start! Hmm?
>
> "Think not that anything is impossible or it will be. What is mere
thought
> can be true reality. What is true reality can be used."
>
> Jared (listening to the MIDI version of the Klax soundtrack... very
> inspiring!)
>
>

I think the Atari x86 concept is a better and more viable way to go. (
http://www.volny.cz/phanatic/) It would use cheaper PC clones.

Just my 2 cents..

Rob
webmaster@atari-users.net

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

4080. Re: Atari Printer - compatible toner?

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39ea5a8d$1_3@athena.netset.com>
Source record: 56173

In article <8s7g2frsf2@news1.xs4all.nl>,
Ronald van der Kamp <atarist@xs4all.nl> wrote:
>Mostly the Atari laserprinter are know as
>TEC 1305 or 1301
>One is SLM 804 other is SLM 605
>
>Or was it 1503?
>I'am not so good at remembering numbers
>

If you are looking for supplies for the SLM605, it's the same
engine as the Epson EPL6000.

Here is the infom from a Replacement toner Cartridge.

EPSON #IBS300
Replacement Toner Cartridge
EPL-6000/ActionLaser/ActionLaser Plus

Also fits: NCR 6435, Mannesmann Tally 906/905,
AT&T 593, Facit P6060, Office Automation System LaserPro Exec,
Olivetti PG 306, Packard Bell P129500,
Toshiba PageLaser 6, Abaton LaserScript I & II, Desktop Systems
Laser Printer, Microtek TruLaser.

The Toner for a605 is fairly easy to get and fairly cheap, however the
Drums are somewhat harder to get and cost over $100 US. However note,
they are easier to get than the SLM804 supplies.

Dan Ackerman
aka baldrick

4081. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39ea5f9b$1_3@athena.netset.com>
Source record: 56174

In article <8sdfke$7v4$1@nnrp1.deja.com>, Rob <rmahlert@delphi.com> wrote:
>
>I think the Atari x86 concept is a better and more viable way to go. (
>http://www.volny.cz/phanatic/) It would use cheaper PC clones.
>
>Just my 2 cents..
>
>Rob
>webmaster@atari-users.net

It's an interesting idea. I don't understand why they went about
it they way they did though...

My reasoning being this. In the end what does programing their
stage 1 really get for you? Some expericence programming for the
microsoft world yes, but as far as the further steps go I would say very
litle.

I think launching directly into a port of MiNT for x86 with an
underlayment of FreeDOS (as litle as possible) would have been a more
profitable endeavour. It at least should give them somewhat of a speed
increase. What they have now falls terribly short of MagicPC, which I
think underutilizes the host system by residing on top of Windows.

And not meaning to be a wet blanket, but there will still be a
limitation in the end of what hardware the user will be able to
purchase. Speak to a linux user and ask them if they can go out and buy
any card they care to off of a store shelf. They can't. Why a lot of
companies won't release the full details of their cards or if they will
want a large amount of money for that. Which makes it likely that any
"modern" atari clone wishing for decent graphics will be running a Voodoo
or a small asortment of other video cards. To be honest though I wouldn't
complain to be running my Atari software on a Voodoo 2000 ;)

And as far as the PC version of GEM goes. Why do we care about
it? They didn't come over here for modern software and support, they are
playing around with updating bits of the post lawsuit GEM without
addressing some of it's fundamental flaws. We have better open source
solutions here already.

Dan Ackerman
aka baldrick

who still has a preference for Motorola processors ;)

4082. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971678248-32981AEicMi@cwcom.net>
Source record: 56175

From: "Simon Osborne" <atariactive@btinternet.com>
Date: Sat, 14 Oct 2000 10:34:34 +0100

>> Still no chance of adding IConnect support, if only via IFusion?
>> --
>
>It seems to me that the author of iFusion is hard to get hold of. I know the
>author of AtarICQ have tried to contact him, since ifusion is buggy

So I understand - but I felt that it was worth expressing my interest in an
IConnect compatible version.
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4083. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971678252-33493AEicMi@cwcom.net>
Source record: 56176

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Sat, 14 Oct 2000 14:16:06 +0200 (MET DST)

>>Still no chance of adding IConnect support, if only via IFusion?
>
>Why not the other way around. STik/STing/MiNT-net support for the ASH
>internet products?

I'd go along with that too, despite the fact that the ASH IConnect lineup
covers 99% of the range of STinG etc type stuff. Emailer, Chatter, Teli,
Fiffi, it's practically complete.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4084. Re: Audio CD question

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <39e95a85$0$10891@news.zetnet.co.uk>
Source record: 56289

Hi Steve!

>>I've just replaced Extendos with Spin! v0.34. All works brilliantly,
>>including LFNs and I can access a Windoze95 cd I couldn't before.

>Why did you do that, Extendos 3.3 works perfuctly here LFN's and all. and i can access
>Pox ridden CD's as well.

My one is an old version that doesn't do LFN's etc. ie it's not a Pro or a
Gold version...

Cheers!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| ._____.
| | // //|
|(also known on IRC & ICQ as: JazHaz) ;-))) | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|List owner of the Cheshunt Computer Club mailing list| Atari RULES!
-------------------------------------------------------
```

4085. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <ilfG5.19303$d4.1358761@nnrp4.clara.net>
Source record: 56290

Jared Falvo <luposian@mailcity.com> wrote in message
news:l7bG5.180$qj2.28686@news.goodnet.com...
> The Neotari Phoenix computer is a GEM2000-based computer with the
following
> features:
>
> 1) PowerPC 603e CPU
> 2) GEM rewritten for PowerPC and upgraded
> 3) Internal IDE port (no floppy port)

UDMA 33, 66 or 100?

> 4) LS-120 drive (doubles as 1.44Mb floppy, if necessary)

What about optical drive, given that
CD and DVD are the most common
software distribution media and have
the lowest cost per MB?

> 5) Two DIMM slots

Why only two?

> 6) 2x AGP slot

Why not AGP 4x?

> 7) Three or four PCI slots

32-bit or 64-bit?

> 8) Audio card (vender yet to be established)

Surely this should be decided by functionality
rather than vendor?

> 9) Video card (vender yet to be established)

Have you considered new technologies
like DVI? Such factors will influence the
choice of vendor, unless you can fine one
willing to manufacture to spec.

> All PCI/AGP cards installed will be soldered in place to insure permanancy
> and security. Tampering voids warrantee.

That's complete nonsense... What will you
do come the day you really need a more
powerful graphics card, or want to replace

the audio card with something more
professional (you sure won't be able to fit
something of pro-quality for a consumer
price) or different features?

> The exact same hardware will be installed in every system to insure
> consistancy.

Why? A computer is not a games console
and must be adaptable to individual needs.
Some people are going to need more RAM
and hard disk space than others. From a
manufacturing point of view it's best to make
a single model, but you seem to be suggesting
making them all the same for no good reason!

Shiuming Lai

4086. wtb sc1224

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Daniel Smith <baysound@worldnet.att.net>
Message-ID: <mMfG5.6446$9T4.330744@bgtnsc04-news.ops.worldnet.att.net>
Source record: 56291

PLEASE SEND INFO
ON CONDITION AND PRICE.

THANKS
DAN
OR CALL 813-962-6175

4087. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39e99b302a3c4d0@online.be>
Source record: 56292

on Sat 14-10-2000 08:59 Derryck Croker wrote:

>From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
>Date: 13 Oct 2000 08:32:38 GMT
>
>>Martin \"Nightowl\" Byttebier <tos4ever@online.be> wrote:
>>> Why are people always forget to mention FreeMiNT? Version 1.15.5 can
>>> handle this size of partitions with ease.
>>
>>Not to forget its support for VFAT (long filenames) and FAT32 (allows
>>partition sizes up to some Terabyte, although I wouldn't recommend more
>
>I guess that MagiC 6.01 doesn't support FAT32 then, as I cannot gain access to
>partitions over 1GB on my Falcon no matter how often I type "FAT32" into
>HDDriver's partition type field?

Maybe another reason to switch over to MiNT :-)

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4088. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Krzysztof Maj <kmaj@smok.krakus.top.pl>
Message-ID: <39e9b6542ced693@smok.krakus.top.pl>
Source record: 56293

On Sat 14-10-2000 10:16 (+0200) Martin "Nightowl" Byttebier wrote:

>>Is this a demo or full version?
>>I believe I've only had the demo in the past, but for all I know the
>>full version might have been released as freeware since then....
>
>
>It's a demo version

If you are talking about STarCall, a demo versions usually are fully
usable and working.
Unfortunately, the last versions (i.e. > 2.6) are useless for me: they
engage all resources of my Mega STE not allowing to keep a transfer.
I suppose, this versions were developed on a PC with emulator, not on a
real ST.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

4089. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8sca3u$1en$1@newsg3.svr.pol.co.uk>
Source record: 56294

Yes its quite simple. All you do is take one common or garden IBM clone.
I usually use a AMD K6 based machine, with Windows98. Into this
machine insert common or garden WIn TV card or similar. Our local
computer fair usually has 2nd user cards for 15 UK Pounds, or about 10
dollars.

Install card in PC and connect composite out from Atari into PC card.

Bingo, you can now use ST on PC monitor. Computer card digitises
Atari Output, and then speeds it up into a form suitable for display on PC
monitor.

..... Or perhaps that's not what the person had in mind :-)

Dave Wade.

P.S. it does work, but its really only good for low res.

Jared Falvo <luposian@mailcity.com> wrote in message
news:62IF5.80$qj2.9707@news.goodnet.com...
> Which is why I was saying, is there a way of *accelerating* the signal
> (frequency) from the ST video out so that it CAN do color on an SVGA
> monitor. Sort of like translatingt the signal so that the ST is still
> outputting 15Hz, but the monitor is getting 30Hz. Or maybe it can be done
> the other way around... or something.
>
> Jared
> --------
> Hellraiser <justin@hellraiser.demon.co.uk> wrote in message
> news:3UAF5.1946$c93.235385@news1.cableinet.net...
> > As far as I am aware, it is possible to use a conventional serial mouse
> with
> > an ST, so long as you have the requisite software. As for hooking it up
to
> > your monitor, there is no way u can connect it directly to a VGA monitor
> > that I know of, but if u have a TV card in your PC, you could construct
a
> > lead to go from the monitor out on the ST and connecting the composite
> video
> > out to the video in on the TV card. As for sound, just route that from
the
> > monitor port to the sound input on your PC - voila, instant ST on PC
> > monitor.
> >
> > Hellraiser.....>
> > "Jared Falvo" <luposian@mailcity.com> wrote in message

> > news:2rxF5.23$qj2.4963@news.goodnet.com...
> > > I have the opportunity to buy a 1040ST for $5.50 (US dollars). It
> doesn't
> > > have a monitor or mouse. What I need to know is, are there mods
> available
> > > to make the 1040ST usable (in color modes) with an SVGA monitor, like
my
> > 15"
> > > Sony E100. As well, is there a way to reroute the wiring in a
> two-button
> > PC
> > > serial mouse to make it work with the 1040ST?
> > >
> > > I know that they say that the monitor has to be able to do 15Hz
> Horizontal
> > > in order to do color modes (the lowest mine goes is 30Hz), but is
there
> > any
> > > way to accelerate the horizontal signal from the 1040ST so that it can
> > > display color modes at 30Hz?
> > >
> > > As well, I'm debating as to a system design challenge... attempt to
> build
> > an
> > > ST that is 100% optimized (maximum RAM, maximum video output hardware,
> > etc.)
> > > I want to see if we can't build a system that can do the Internet
> > smoothly,
> > > based less on a fast CPU and mainly on an awesome video and
motherboard
> > > subsystem. Of course, the OS (TOS/GEM) might get in the way of that,
> > but...
> > > surely it must be possible if someone tries hard enough.
> > >
> > > Milan II may be dead, but why not have fun reinventing the old 8MHz
> 68000
> > > ST's into a maximized system for the loyal masses! Hmm?
> > >
> > > Jared
> > >
> > >
> > >
> >
> >
>
>

4090. Re: Who's a good dealer to get an ST Mouse

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8sc9qqgvg2@SOLAIR2.EUnet.yu>
Source record: 56295

On 13 Oct 2000 13:51:42 , Jonathan J. Hunt wrote:
>I'm finally in need of another Atari ST mouse. Mine's getting hard to
>move around. When I clean the ball I noticed the metal on the wheels was
>a little corroded -- I figure this can't help. Cleaning the mouse doesn't
>do much good at all & have tried it with several mouse pads to no avail.

The "wheels" also need occasional cleaning- but this requires that the
mouse be dismantled. Brass axes of the wheels rotate in plastic "bearings"
(actually, in holes through a peice of plastic) and dirt soon gets thee
braking the mechanism. If everything is disassembled, these areas
can be cleaned with e.g. a (soft) toothpick point wetted in alcohol.

4091. One case of Atari PCs

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 02:45:03 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <588.323T150T2253583optimus@canit.se>
Source record: 56286

First of all, I know this is an ST group, but there might be people in here who collect these beasts, too.
I was recently given a suitcase of Atari PC3 and PC4 motherboards, for which I've been able to find no use whatsoever. However, if you're keeping such a system, or intending to build one (bad idea!), they're yours to keep. Their most interesting features are the Mt. Fuji sign and the ST-type external floppy connector.

--
En ligne avec Thor 2.6.

Idealismus ist die F�higkeit, die Menschen so zu sehen, wie sie sein k�nnten,
wenn sie nicht so w�ren, wie sie sind.
--- Curt Goetz

4092. Re: Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 05:48:48 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8sbgg0$s0c$7@sshuraac-i-1.production.compuserve.com>
Source record: 56287

Connecting 1040ST to TV video:

Unless you have a 1040stFM, with rf modulator, you don't normally
have video out. Only analog RGB.

A hack is needed to get regular composite video, around the video
shifter. But usually done in the rf modulator.

Rick D.

--

4093. Re: Folders resetting...

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 05:53:10 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <8sbgo6$s0c$8@sshuraac-i-1.production.compuserve.com>
Source record: 56288

The method I use(with stock machines) is to open more than one
directory folder window, putting each at the subfolder I need.
Course, I am limited to three, and one destination. But it
works. And I can save desktop to save the postitions if needed.

Rick D.

--

4094. Re: Ulli / Papyrus support

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 14:19:31 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <39e9bcf3$0$10894@news.zetnet.co.uk>
Source record: 56177

Hi Steve

On 12 Sep 2000 16:32:08 , Steve Sweet wrote:

>Paul, The one's i recall we discovered together were the Font selector being un-
>sorted, the remove report button somewhere in the printer dept., the colour labels
>in the colour selector, paragraph buttons are poxed, colour selectors butons are
>rasters.

Sorry not to get back to you on this. Life has just been (and still is)
too busy for me to go looking at it yet.

I haven't forgotten and I'll get back to you one day.

I've no idea where Ulli is at the moment - hopefully busy with the next
up-date :-))

Cheers

Paul

P.S. Now that I 've got my wife's new PC on the desk, it really is good
to have Papyrus on both platforms. No problems transferring files
either, thanks to a SCSI port on the PC and my Syquest. (TOD/DOS
partition works a treat.)

4095. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 22:33:28 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <1yqG5.1503$Z75.3651@nntpserver.swip.net>
Source record: 56178

> > Your so full of shit, why dont you piss off somewhere else.
>
> Just because you're blind to dreams others have doesn't mean others
can't
> see the dreams.

Dreams? Impossible dreams can never come true - that's a fact of life.
The Atari was great in the past and still very useful for it's users,
but it doesn't get developed anymore and to try to start that would
require an enormous amount of both time and money. Besides, it would be
impossible to use anything of the old technology if it's supposed to
compete with anything else - so you'd need to design a completely new
computer and adapt the TOS for it, to get an Atari-like computer. It's
been done to some extent, but how big share of the market do those
clones have? Just about nothing :(

> > You want to design a new computer but you cant wire an existing
system to
> a VGA, you
> > cant get a serial mouse too work, youre having trouble with video
cables.
> >
> > When are you going to get the hint that computers dont like you!!.
>
> Look, I'm an A+ Certified Computer Tech. I can build a PC, repair
them,
> upgrade them, and troubleshoot them. I eat, breathe, and live
computers!
> And have for over 16 years! Where do you come off thinking I know so
little,
> just because I'm having trouble knowing what pins I need to tie
together to
> get some A/V video off an ST's monitor port? If the pins are
definately
> there, I'll get to them one way or another! I just want to make sure
I'm
> not wasting my time and $5.50 on a system I may not be able to so
anything
> with. *sigh*

Hmmm....
WOW! A certified PC tech?
Anyone can build a PC and anyone can exchange cards until the s**t
works, "troubleshooting" - that's a laugh! - so "PC tech" doesn't say
much at all. I quit working as a computer tech when everything became

spelled "PC", because it doesn't require ANY real skills anymore - it's a total bore for a technician these days. I've built hundreds of PC's and repaired even more - but where's the challenge for a REAL technician when you don't do ANYTHING at component level anymore (you don't even have to use an oscilloscope or have a basic understanding about electronics to "repair" a PC!) - hence don't need any technical skills! You can't call yourself a technician if you can't read a drawing and understand at least something about which signals to use for a simple video output and solder your own cable (just look in the manual - or on one of the sites that have the schematics at hand) - so don't complain when "ordinary" people critizise you for not understanding such basic things. That pisses me off!
You can complain about my leaving the Atari platform, but anything that's said can't stick because I've repaired immense numbers of Ataris and Amigas - and in the good old days, C-64, VIC-20, Atari 8-bit and whatever - at component level - so I'm of the old school of engineers... I've left the Atari platform since I need the speed of a PC nowadays - but I keep supporting it by making some information available on my website - and in this forum among other places. You have to realize that the Atari platform is ancient history now - but it still has it's charms and a LOT of fans still using it - but it can never be revived and start to compete with what's available now, so why you try to make other people do such impossible things for you, I'll never understand...

Regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

4096. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-15 23:22:17 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <eYqG5.1511$Z75.3781@nntpserver.swip.net>
Source record: 56179

> I don't like not having a speedy processor but access is more
> important to me than speed!!! It just seems unlikely that there would
be
> up-to-date software for yet "another" new system. That in itself would
> cause the premature death of any new venture! Maybe this is a bad
analogy,
> but what good is a trophy winning horse that's not allowed on the
track
> to compete???
> What's needed is clean and current software to go with the
"Neotari"
> as a package deal (for those willing to spend some bucks) and more
> upgrades to the current software and platform to keep us in the game
until
> we're able to afford better!

Just about what appened to the Falcon (in addition to poor marketing,
too high price even after the PC prices started to fall etc...). There
were lots of promises in the start for software and hardware "under
development" for the Falcon, but only a small part of it really came to
the market eventually - and when it did, it was after long delays.
Besides, the machine wasn't built with the TT as a basis - yet another
mistake :(
A new machine still has to be compatible backwards - otherwise you'll
have to make it PC- or Mac-compatible if you're not going to make LOTS
of programming before releasing the new machine - and where's the need
for the new developed software if the machine already is PC-compatible?
A lot of work down the drain, it seems... :(
Another issue: Why start to compete with Hades and Milan on a market
share that's so small already? You would simply risk killing all of it
in the end instead of expanding it.
I believe that a new "Atari" machine will never come true, but new
software would keep current users happy for a long time - so the main
focus for the playform should absolutely be on the software side. If the
speed really was an important issue, there wouldn't have been one single
Atari user left today - they all would have left for the PC or the Mac
platform instead (as very many already have). Actually, I believe most
users actually do have another computer too, but still use the Atari for
nostalgic reasons - and most of them wouldn't be much interested in
investing even more on a new machine that's more expensive than it's
worth because of the lack of new software.

Best regards,
Claes
My e-mail address: claes@holmerup.com

My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

4097. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39EB2866.7F060F19@ooc.de>
Source record: 56096

Derryck Croker wrote:

> I guess that MagiC 6.01 doesn't support FAT32 then, as I cannot gain access to
> partitions over 1GB on my Falcon no matter how often I type "FAT32" into
> HDDriver's partition type field?

I'm not absolutely sure but I think at least MagiC 6.1 is required.
Simply ask ASH for the details.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4098. Re: SCSI internal drive/s on the TT question

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39EB2901.C3C7B859@ooc.de>
Source record: 56097
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Ken Macdonald wrote:

> my question is can we have 2 SCSI drives
> on the internal SCSI bus?

Yes, sure. The internal bus is not really different from the external bus. It's just on the opposite side of the cabled, that's all.

> Can they be separate SCSI ids (i.e. 0
> and 1) or can they have the same
> SCSI id, but different LUNs (i.e. LUN 0
> and LUN 1)

You have to use different SCSI IDs, just like with external drives. You can't use different LUNs with hard disk drives except with hard disk drives where one controller on the drive controls more than one drive. I don't know any SCSI hard disk drive where this is the case.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4099. Re: Byebye Cortex...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B61086A6.54FE%bengy@mac.com>
Source record: 56098

in article 39eb2349.11227186@news.cwru.edu, Jeff Armstrong at
jba4@po.cwru.edu wrote on 10/16/00 9:50 AM:

> Hey everyone! I don't know if this is already old news, but everyone
> should go check out http://www.titan-bss.co.uk/. There's been an
> update of sorts. Apparently the hosting company has removed their
> website for lack of payment. I guess that's officially the end of
> that! Too bad for us users...

Hi Jeff,
As far as I've been told, Cortex is not dead, and products which they were
selling such as the tempest are still being developed.
So, dont worry.. yet :-)

Bengy
magicos.de

4100. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8sfb7e$f9$1@draco.stochastik.rwth-aachen.de>
Source record: 56099

In article <l7bG5.180$qj2.28686@news.goodnet.com>,
Jared Falvo <luposian@mailcity.com> wrote:

>All PCI/AGP cards installed will be soldered in place to insure permanancy
>and security. Tampering voids warrantee.

>The exact same hardware will be installed in every system to insure
>consistancy.

ROTFL!

I think it is still a bit time until april 1st ... is it your clock or mine
that is running in the wrong universe?

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4101. Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <5fGG5.239$qj2.43209@news.goodnet.com>
Source record: 56100

The whole of my Neotari Phoenix idea would be a lot easier if we has the source code to even TOS 1.0! I suspect it would be a lot more feasible to port Atari's GEM/TOS than to rewrite (port) even the latest version of GEM/XM, which has nothing of the ST in mind.

As well, a friend of mine seems to think that, even though C code is fairly portable, GEM has probably got a lot of system specific details that would take heavy rewriting to circumvent. Is this true? If so, wouldn't it be easier, then, to start with something that at least has some ST direction already in it? Or is it the same problem? Porting to any processor other than the 680x0 would be monumental and undesirable to take on?

Was the source code ever released or made available somewhere?

Jared

4102. Re: Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8sfbviig1@draco.stochastik.rwth-aachen.de>
Source record: 56101

In article <5fGG5.239$qj2.43209@news.goodnet.com>,
Jared Falvo <luposian@mailcity.com> wrote:
>
>As well, a friend of mine seems to think that, even though C code is fairly
>portable, GEM has probably got a lot of system specific details that would
>take heavy rewriting to circumvent. Is this true? If so, wouldn't it be

Yes. VDI has lots of assembler code in it, and even the AES has assembler
parts (for the task switching and some other stuff), and is definitely no
portable C code.

It took me quite some time to get it to even compile using a decent ANSI
compiler, and some more until it worked on the Milan.

>easier, then, to start with something that at least has some ST direction
>already in it? Or is it the same problem? Porting to any processor other
>than the 680x0 would be monumental and undesirable to take on?

Possible, but quite a lot of work.

Additionally, when you start from scratch (or from any codebase that is
different from the original TOS), you will get compatibility problems with a
lot of older programs that depend on lots of small, undocumented
features/quirks[1]. These are programs that probably do not work on
MiNT/Magic, either, but I learned that a lot of existing atari users still
expect to use such programs on a modern machine.

>Was the source code ever released or made available somewhere?

No. Sources to some old DRI Gemdos are available somewhere.

cu
Michael

[1] A very bad example is Cubase, which actively examines the assembler code
of TOS, copies a small part and then modifies it.
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4103. Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39EB3745.8DB8BE3C@patent.gov.uk>
Source record: 56102

Hi all,

sometime ago I raised the question for the need for a moderator for this group. Certain very recent postings and replies have caused me repeat this plea. If some one is repeatedly posting 'questions' and making suggestions of such a nature that it readily becomes apparent that that person is either a provoker of the S*****p type, in order to have a laugh at the well intentioned responders or is an idiot on whom all the advise in the world is wasted, then surely at the very least we serious users of this NG should ignore him (in the hope he will give up and go away) or ideally set up some filter mechanism to block out this kind of nuisance.

Bob King.

4104. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8sfdcakvp2@sun27.hrz.tu-darmstadt.de>
Source record: 56103

Hi!

Uwe Seimet <us@ooc.de> wrote:
> I'm not absolutely sure but I think at least MagiC 6.1 is required.

IIRC yes. And also IIRC: The latest /official/ version of MagiC has a bug in its FAT32-support, causing wrong results for the free space on a drive. Nothing serious, though, but annoying/irritating nonetheless.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4105. Re: Byebye Cortex...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39eb39ae$0$174@news.zetnet.co.uk>
Source record: 56104

On 16 Oct 2000 15:50:56 , Jeff Armstrong wrote:
>Hey everyone! I don't know if this is already old news, but everyone
>should go check out http://www.titan-bss.co.uk/. There's been an
>update of sorts. Apparently the hosting company has removed their
>website for lack of payment. I guess that's officially the end of
>that! Too bad for us users...

I'm on their mailing list and received a mail about a week ago saying
that they had a new email address.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4106. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971717664-590769AEicMi@bun.com>
Source record: 56105

Hi again jared

>Why is Atari ST software so hard to find (and buy)?

It isnt, everything i currently use is under a year old, some of the high end apps a matter of days old.

>Because ST's are dead,

All seven of mine are OK thanks..

>and clones are dying rapidly.

They never really lived..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4107. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971717666-591189AEicMi@bun.com>
Source record: 56106

Hi Martin

>>I guess that MagiC 6.01 doesn't support FAT32 then, as I cannot gain access to
>>partitions over 1GB on my Falcon no matter how often I type "FAT32" into
>>HDDriver's partition type field?

>Maybe another reason to switch over to MiNT :-)

Or another excuse to stick with 1GIG partitions.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4108. Re: [Ebay] Philips CM8833 Mk 2 RGB monitor on Ebay

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: jeremyalansmith <jeremyalansmith@netscapeonline.co.uk>
Message-ID: <01c0379f$ae210060$2a6ffc3e@default>
Source record: 56107
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.marketplace

> I hardly think that one of the most popular monitors available for the
> 16-bit home computers covered by the groups is 'off topic spam'. I have
> left the two most relevant groups in place.
>

Thanks for your defence, Richard! As it happens, I apologised anyway for posting in groups other than .marketplace, but I read your message with a smile on my face.

:-)

Jeremy.

4109. Re: [PUB]: New on the Belgian ftp-serve

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39eb577e28ef5c5@online.be>
Source record: 56108

on Sun 15-10-2000 20:26 Edward S. Baiz Jr. wrote:

>That may be, but I have registered StarCall Pro and it is one hell of a
>program combo. I do not see what it would not function on a ST, but it
>works great on my Hades060.

I don't use Starcall myself. I only have it on my HD.
I recall me that I've had a hard time to install a previous version.
Starcall had serious problems to find my available modem ports. Remember
I'm using MinT/MiNT-net. When it finally found the ports, starcall crashed
everytime I wanted to alter the modem port speed.
The latest versions (since 3.2x) however installs very smootly and find
the modem ports without any problem. No crashes.

It surely looks great and I think it's worth the price.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4110. mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: sweet@dds.nl
Message-ID: <39eb568e.11961379@news.ams.chello.nl>
Source record: 56109

I just bought a mega ste 4 to start up my homerecording studio
It worked fine for a few days but now it has problems starting up. The
screen remains black although the harddrive start running. Only after
a long long time it will eventually start up.

Anyone a suggestion?
Thanx
Erwin

It's a sweet world and nothing else ;-)

4111. Re: SCSI internal drive/s on the TT question

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39EB5F57.75862279@cfc.dnd.ca>
Source record: 56110
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

OK!
thanks a lot for the help Uwe.
I metionned the LUNs as I remember reading old
ICD or SpectreGCR manual they would mentions LUNs.
although, like you, I have never seen any jumper settings
or drives that would set LUNs.
ken

Uwe Seimet wrote:
>
> Ken Macdonald wrote:
>
> > my question is can we have 2 SCSI drives
> > on the internal SCSI bus?
>
> Yes, sure. The internal bus is not really different from the external
> bus. It's just on the opposite side of the cabled, that's all.
>
> > Can they be separate SCSI ids (i.e. 0
> > and 1) or can they have the same
> > SCSI id, but different LUNs (i.e. LUN 0
> > and LUN 1)
>
> You have to use different SCSI IDs, just like with external drives. You
> can't use different LUNs with hard disk drives except with hard disk
> drives where one controller on the drive controls more than one drive. I
> don't know any SCSI hard disk drive where this is the case.
>
> --
> --
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4112. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39eb619b$0$175@news.zetnet.co.uk>
Source record: 56111

On 16 Oct 2000 18:21:24 , Steve Sweet wrote:

|>Why is Atari ST software so hard to find (and buy)?
|
|It isnt, everything i currently use is under a year old, some of the high end apps a
|matter of days old.
|
|>Because ST's are dead,
|
|All seven of mine are OK thanks..
|
|>and clones are dying rapidly.
|
|They never really lived..

My Hades is fine, thank you, although I do worry what I am going to
do if it packs up.

4113. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39eb619b$1$175@news.zetnet.co.uk>
Source record: 56112

On 16 Oct 2000 19:27:37 , sweet guy wrote:

|I just bought a mega ste 4 to start up my homerecording studio
|It worked fine for a few days but now it has problems starting up. The
|screen remains black although the harddrive start running. Only after
|a long long time it will eventually start up.
|
|Anyone a suggestion?

Stick any formatted disk in drive A. Your computer mustn't be
booting from the hard drive?

4114. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39eb619a$0$175@news.zetnet.co.uk>
Source record: 56113

On 16 Oct 2000 18:13:41 , Bob King wrote:

|sometime ago I raised the question for the need for a moderator for this
|group. Certain very recent postings and replies have caused me repeat
|this plea. If some one is repeatedly posting 'questions' and making
|suggestions of such a nature that it readily becomes apparent that that
|person is either a provoker of the S*****p type, in order to have a
|laugh at the well intentioned responders or is an idiot on whom all the
|advise in the world is wasted, then surely at the very least we serious
|users of this NG should ignore him (in the hope he will give up and go
|away) or ideally set up some filter mechanism to block out this kind of
|nuisance.

I presume that a moderator equals delay? I would be opposed to that.
There is a lot of stuff being posted these days.

4115. Re: >> AtarICQ 0.145 released <<

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39eb71ef$0$179@news.zetnet.co.uk>
Source record: 56114

On 14 Oct 2000 00:15:36 , Joakim H&#65533;gberg wrote:
>Hi,
>
>This is getting old news by now, but AtarICQ 0.145 is out and is a
>rather massive update compared to the old 0.144 and is well worth a look
>if you found the old release awkward to use. It also for the first time
>has an overlay for native MiNTnet support. This OVL is logging and
>should be considered beta as of yet.
>
>If you download AtarICQ, be sure to grab the latest binary (145r2.zip)
>since contains some small fixes. You will still need the full package
>though.

Definite improvement! One small problem, in med res on an STe you can't
get to the bottom corner of the window to enlarge it :-(

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

4116. Re: Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8sfto4$m4a$1@news.asu.edu>
Source record: 56115

I've got a STfm, and built a cable to connect it to a composite monitor (read "television with A/V inputs"). Works fine in ST Low, works in ST High but somewhat fuzzy. You can read text, but the quality is definitely not as good as the standard SC1224 analog RGB monitor. Fine for games, video projects, etc.

Seems I've plugged this cable into other STs (non-FM) and they worked, too, but don't know if age was involved - the machine I may have tried and worked was a 520ST with the silly power bricks and no internal drive. Fairly old. So the advice here is, try it on your machine and see what happens. Just stick the dressed leads of a hacked up $2 A/V cord into the appropriate holes of the 13-pin DIN connector on the ST and see what happens. You aren't likely to hose up anything by just trying.

As far as pinouts of the 13-pin DIN goes, I think there are FAQs and useful websites around, one or more of which ought to have the pinouts of all the connectors (i.e., a scan of the old user manual). I won't do your work for you, and looking around the sites will do you good. A great place to start is Hallvard Tangeraas' Launching Pad,

http://www.geocities.com/SiliconValley/Bay/8745/index.html

Also, the Atari schematics (not for a ST, unfortunately, but the monitor pinouts will be the same) are at

http://www.fortunecity.com/skyscraper/quadra/455/

If you REALLY need help, drop me a line, and if I feel like it, I will try to find my old manual.

David Ormand *** Tucson, Arizona *** TMS9900 Lives! (sort of)
--

4117. FS UK TT PTC 1426 monitor.

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <w5MG5.138$2M1.17464@newsr1.u-net.net>
Source record: 56116

I have a TT PTC 1426 colour monitor for sale, the one with the width switch on the back, price £100.

Barrie at Keychange.

4118. Re: Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010162008270.87-100000@TT030>
Source record: 56117

On Mon, 16 Oct 2000, Jared Falvo wrote:

> Was the source code ever released or made available somewhere?

I highly recommend TT Digger and if you know what that is
you will know the answer to your query. I hope you and
your friend are good coders. ;-)

I love TT Digger, dam good software!

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4119. Re: FALCON FOR SALE !!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: David G Misner <excalibur@mminternet.com>
Message-ID: <39EBC1DA.397311A1@mminternet.com>
Source record: 56118

Piotr Nowotnik wrote:

> Hi....
>
> Ive got FALCON 030 with 480 MB HDD, 12MB RAM, 200 disks with software, lot
> of games, Monitor, SVGA monitor cable (!) ..... good condition...
>
> email me : nowotnik@yahoo.com

How much and where are you???

4120. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971764320-33298AEicMi@cwcom.net>
Source record: 56119

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Sun, 15 Oct 2000 12:39:22 +0200 (MET DST)

>>I guess that MagiC 6.01 doesn't support FAT32 then, as I cannot gain
>access to
>>partitions over 1GB on my Falcon no matter how often I type "FAT32" into

>Maybe another reason to switch over to MiNT :-)

You'd make a good Evangelist Martin! :-)
--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4121. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971764324-33852AEicMi@cwcom.net>
Source record: 56120

From: "Jared Falvo" <luposian@mailcity.com>
Date: Sun, 15 Oct 2000 15:08:12 -0700

>Guess I'm gonna have to take screwdriver and open up the thing to see if
>it's worth buying then, huh? Hope the people at the thrift shop don't

At only 5.5 USD I'd expect them to tell you to ante up the money first!

Have you tried looking around the many Atari web sites to see if there's a
diagram of the video out with pin assignments?

>BTW, If there was an RF modulator inside, wouldn't there be an RF output
>jack on the back? Or were some made that had the RF modulator inside,
>but

The simple answer is that if there's a modulator inside then you'll get an
RF out. Why would a company spend good money on such a device, only to
lock it away inside the case??

I think that you'll find that composite video will be available if there
IS a modulator present - and you can tell that by the model number.
520(1040)STFM would have one, note the "M" for Modulator.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4122. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971764326-34442AEicMi@cwcom.net>
Source record: 56121

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Sun, 15 Oct 2000 18:05:40 +0000

>On Sun, 15 Oct 2000, Steve Sweet wrote:
>
>> So how about an iConnect version?.
>
>I don't wish to deal with a native IConnect version, which
>would result in more than one version of the program, nor

FWIW Chatter, at least the betatest versions, come in both IConnect and
Draconis stack flavours in the same archive - so it's not a novel idea :-)
--

____ ____ ____
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4123. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971764330-34974AEicMi@cwcom.net>
Source record: 56122

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sun, 15 Oct 2000 20:26:53 GMT

>If ever a Power PC based Atari came out I would buy one...

Recent development plans for MagiCMac might be the answer to your dreams.
Apparently it's expected to run on that machine with no requirement for
the Mac OS, so it'll be lightning fast.
--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4124. Re: SCSI internal drive/s on the TT question

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200010162019.a46505@su2.maus.de>
Source record: 56123

Hi Ken,

KM>my question is can we have 2 SCSI drives on the internal SCSI bus?
why not?

KM>Can they be separate SCSI ids (i.e. 0 and 1)
They must have different IDs!

KM>or can they have the same SCSI id, but different LUNs (i.e. LUN 0 and
KM>LUN 1)
In theory yes, but is there any driver software that supports
different LUNs on the same ID?

If you do like you described above, terminate the TT (the TT's host)
and the second drive, unterminate drive no 1 and don't branch any
external device, unless you'll have to change termination again.

And ensure that one fo the drives provides term power for a usual TT
doesn't do so. But if your system did work with one drive only, term
power should be present.

Und TTschï¿½
ps

4125. Re: Milan 2 in trouble

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <200010161651.a44153@kr.maus.de>
Source record: 56124

Hi!

MB>This sounds strange to me. What is this chip?

Probably the 060.;-) Or is this one still being produced?

Regards,
Jan

4126. Re: Help: Need video pinout on Atari 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <8seacs$3q4$1@pegasus.csx.cam.ac.uk>
Source record: 56184

O. Alan Jones wrote in message ...
>I just picked up a Atari 1040 ST, but I don't have a monitor for it. Can
>someone please direct me to a schematic on the 1040 ST so I can find out
the
>video port signals so I can hook it up to one of my monitors for testing.
>
>Thanks in advance....
>-Alan
>

Try http://www.fortunecity.com/skyscraper/quadra/455/ .

Stephen Moss

4127. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8sebr4tbe1@nnrp1.deja.com>
Source record: 56185

In article <971678252-33493AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> >Why not the other way around. STik/STing/MiNT-net support for the
ASH
> >internet products?
>
> I'd go along with that too, despite the fact that the ASH IConnect
lineup
> covers 99% of the range of STinG etc type stuff. Emailer, Chatter,
Teli,
> Fiffi, it's practically complete.

The problem is that since they only work with IConnect, they can't be
used in a LAN. And some of them - like Teli and Fiffi - are not nearly
as good as some of the alternatives which works with MiNT-Net or STiNG.
E.g. it would be nice to be able to use Chatter together with aMail,
ssh and NcFTP.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4128. Re: Papyrus support

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Ulli Ramps <Ulli@rom-logicware.com>
Message-ID: <39EAC5AD.194EB5C0@rom-logicware.com>
Source record: 56186

As I wrote above - horrible amount of work, at the moment - but personal
emails will be answered in days. :-)

Ken Springer wrote:
>
> Steve Sweet wrote:
> >
> > Hi Guys
> >
> > So whats happened to the Papyrus support and the answeres to all the posted
> > problems?.
>
> Good question. Nothing from Ulli on their own support board
> for weeks.
>
> Ken

--

Gruss / Greetings

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin
---
http://www.rom-logicware.com (Adr., Tel., FAX)

*** Bitte nicht unzitiert auf alte Mails beziehen ***

+++ Please don't refer to previous mails w/o citation +++
+++ (because of the high volume of incoming mails) +++

4129. Re: Ulli / Papyrus support

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Ulli Ramps <Ulli@rom-logicware.com>
Message-ID: <39EAC565.6402DBA2@rom-logicware.com>
Source record: 56187

Yes, horrible busy, at the moment, and as well as preparing the next
version, we are also growing by becoming a new partner, which means much
more power even for the Atari version!
But at the moment this means a horrible lack of time for me X-)

Paul Williamson wrote:
>
> Hi Steve
>
> On 12 Sep 2000 16:32:08 , Steve Sweet wrote:
>
> >Paul, The one's i recall we discovered together were the Font selector being un-
> >sorted, the remove report button somewhere in the printer dept., the colour labels
> >in the colour selector, paragraph buttons are poxed, colour selectors butons are
> >rasters.
>
> Sorry not to get back to you on this. Life has just been (and still is)
> too busy for me to go looking at it yet.
>
> I haven't forgotten and I'll get back to you one day.
>
> I've no idea where Ulli is at the moment - hopefully busy with the next
> up-date :-))
>
> Cheers
>
> Paul
>
> P.S. Now that I 've got my wife's new PC on the desk, it really is good
> to have Papyrus on both platforms. No problems transferring files
> either, thanks to a SCSI port on the PC and my Syquest. (TOD/DOS
> partition works a treat.)

--

Gruss / Greetings

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin
---
http://www.rom-logicware.com (Adr., Tel., FAX)

*** Bitte nicht unzitiert auf alte Mails beziehen ***

+++ Please don't refer to previous mails w/o citation +++
+++ (because of the high volume of incoming mails) +++

4130. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <bvAG5.1181$HF.100887@newsread2.prod.itd.earthlink.net>
Source record: 56188

On 15 Oct 2000 13:20:22 , "Jared Falvo" wrote:
>I am a visionary. Not a developer. Not a programmer. I am the one who
>likes to see things others can't or refuse to. No need to rehash what no
>one is willing to try. I hate seeing my dreams torn asunder by those who
>can't see the forest for the trees. Or can't see trees where only a bare
>piece of land exists currently.
>
>I'd surely be willing to MAKE a lead if I knew what pins (wires) to put
>together. But one set of people seem to say that pin 2 (Composite) exists
>and another set seem to say it doesn't exist.
>
>I just want to know one way or another before I spend $5.50 on a system that
>I may not be able to do what I want to on it, which is hook it up to our A/V
>TV.
>
>Jared
Your not a devolper or a programmer but you make statements like
"porting GEM"? Well, I'm not not a developer nor a programmer but
sometimes I can tell when someone is dishing out a lot of sheep dip!
And all over $5.50 ??? That's a real bank breaker there :))) Why don't
you try talking to some of these good people here in this NG about what
has already been tried and how the Atari evolved before you go making
demeaning remarks about willingness, dreams and trees!!!
Or better yet, start a new thread (as you've done before) as if no
one here can read either!!!
John G.

4131. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Hellraiser <justin@hellraiser.demon.co.uk>
Message-ID: <eLAG5.2727$bN4.325513@news1.cableinet.net>
Source record: 56189

```
">
> I just want to know one way or another before I spend $5.50 on a system
that
> I may not be able to do what I want to on it, which is hook it up to our
A/V
> TV.
>

For fuck's sake, just buy it! It's only $5.50, it's hardly likely to
bankrupt you, you tight git.

Sheesh. With misers like this on the case, no wonder Atari went bust :)

Hellraiser.....>
```

4132. Re: Correct settings of STinG 1.26?

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Henrik Gildå <di98gihe@chl.chalmers.se>
Message-ID: <39EAD898.9434944F@chl.chalmers.se>
Source record: 56190

Hi again!

Thanks for your help. Yesterday I discovered that my serial port was set
to 19200... how embarassing.
Most likely because the old SERIAL.CPX was overwritten by the new one
when I installed STinG 1.26.

Regards
Henrik

4133. looking for schematics for TT-RAM and ST-RAM

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: tarbez@chez.com
Message-ID: <39eae452.12750334@news.free.fr>
Source record: 56191

I need schematics for TT-Ram and ST-Ram(TT030).

Anybody can help me?

Thierry

4134. SCSI internal drive/s on the TT question

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <39EAF81A.F42E1348@idirect.com>
Source record: 56192
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

hi
I am helping out a friend(Aage Nielsen,
exec member at large of TAF)
install an extra SCSI drive on his TT.

rather than go to the effort and extra
expense of using the external
SCSI port, I thought of just adding the
second drive to his internal SCSI
cable. We can take out the existing
cable and replace it with one that
can accept two drives, the cable is long
enough to go out the back to the
second drive, and provide power to the
second drive.

my question is can we have 2 SCSI drives
on the internal SCSI bus?
Can they be separate SCSI ids (i.e. 0
and 1) or can they have the same
SCSI id, but different LUNs (i.e. LUN 0
and LUN 1)
Thanks for any help here

ken

4135. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8sf2bu$e45$1@nnrp1.deja.com>
Source record: 56193

In article <971629062-721475AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:

> Your so full of shit, why dont you piss off somewhere else.
> When are you going to get the hint that computers dont like you!!

I think you should watch your language. This posting adds nothing to
the thread but is only an insult. Nothing more, nothing less.

I don&#65533;t say I agree with everything Jared says, but he should not have
to put up with _crap_ like this :/

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

4136. FALCON FOR SALE !!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: Piotr Nowotnik <nowotnik@yahoo.com>
Message-ID: <39eb12d0$1@news.vogel.pl>
Source record: 56194

Hi....

Ive got FALCON 030 with 480 MB HDD, 12MB RAM, 200 disks with software, lot of games, Monitor, SVGA monitor cable (!) ..... good condition...

email me : nowotnik@yahoo.com

Eolian

4137. Byebye Cortex...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <39eb2349.11227186@news.cwru.edu>
Source record: 56195

Hey everyone! I don't know if this is already old news, but everyone should go check out http://www.titan-bss.co.uk/. There's been an update of sorts. Apparently the hosting company has removed their website for lack of payment. I guess that's officially the end of that! Too bad for us users...

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4138. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 01:32:08 UTC
From: **** **** <***@***.com>
Message-ID: <sUsG5.19442$QB1.5765143@typhoon.southeast.rr.com>
Source record: 56180

Claiming that it could be profitable is dumb. This is a hobbyist market, and profiting in that context means "rape the atari community". If you want to build the computer because you love them, or you think it should be built, or damn, even because you are bored, count me in. If you want to become the billionaire entrepeneur that ressurected the dead atari ST platform, then you have mental deficiencies.

John

4139. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 02:31:24 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8sdp9s$295$1@nnrp2.phx.gblx.net>
Source record: 56181

Jared Falvo <luposian@mailcity.com> wrote:
: Guess I'm gonna have to take screwdriver and open up the thing to see if
: it's worth buying then, huh? Hope the people at the thrift shop don't
: arrest me for doing that... :-)

: BTW, If there was an RF modulator inside, wouldn't there be an RF output
: jack on the back? Or were some made that had the RF modulator inside, but
: no output jack for it? If so, Atari was screwing up right from the start,
: huh? It's no wonder they killed themselves with the Tramiels onboard.

The modulators are in metal boxes with an RCA plug on one face. To put one
of them on the board, you have to have a hole in the case for the RCA plug.

There are STs, STF and STFM. The M stands for modulator. The F stands
for internal floppy.

In other words, no RCA, no modulator.

4140. Re: Games and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 05:31:08 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8sdvvv$j5s$1@perki.connect.com.au>
Source record: 56182

The real question is, does anyone have a copy of an executable TOS version, 1.0X that is capable of running on the MegaSTE in order to get arround badly written games?

"Steve Sweet" <stevesweet@bun.com> wrote in message news:971466642-597046AEicMi@bun.com...
> Hi Mark
>
> >Yeah it is 2.06, but just wondered if anyone had ever run anything but TOS
> >2.06 (or 2.05 smarty), on a MegaSTE?
>
> Ive got TOS 3.06 (32bit) in mine!.

4141. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-16 06:23:52 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8se6to$t0r$1@snipp.uninett.no>
Source record: 56183

Jared Falvo <luposian@mailcity.com> wrote:

> Put simply, what makes an Atari ST an Atari ST? The brand name and case?

[...]

> GEM/XM (a multi-tasking version of GEM, from what I hear) is written in C
> and the source code is available. All we need are programmers willing to do
> the work and get a new GEM revolution going... in a direction no one is
> trying (rewritten for the PowerPC processors)!

You are really far out there... I seriously doubt that you have any idea how Ataris are used today, how the OS works or what's available. Porting GEM to get the native desktop look?? You must be joking, or stuck in the 80's. What about MiNT, N.AES, XaAES, fVDI, MagiC, Thing, Jinnee etc? These are free or commercial products tenfolds more powerful than GEM and the old desktop. I don't understand why one would even bother fiddling with GEM on a new clone. And a "GEM 2000" would probably just split the software developers into three camps, instead of two like today. We don't need that.

And then there's the hardware: Why the PPC? It's slower, more expensive and a lot harder to get than e.g. an Athlon in most parts of the world. And why even a new design? It would take a *lot* of money and effort, which is almost certainly wasted since you'll never been able to finance the production.

If you really want "power without the price", do this:

1. Buy a standard PC with an ATI graphics-card and a soundblaster.
2. Write a 68k-emulator (must include PMMU and FPU) with a minimal TOS-implementation. You only need a few (X)BIOS-functions, mostly to get some text-output.
3. Write a bootloader that loads the emulator and MiNT and tells the emulator to run MiNT.

There you go, you have a new "Atari". fVDI will use the ATI-card just fine (yes, it will use the accelerated functions), GSXB with driver will use the Soundblaster and MiNT will allow you to run N.AES or XaAES. You'll have to write some drivers for MiNT (serial-ports, network cards etc.) but you'd have to do that in any case.

This is a much more modern system than GEM will ever be, it will run almost all GEM-apps and best of all, all of it's components are here today, most of them free with sources available. This is the cheapest and fastest "Atari" you can get, and people can walk into any computer shop in the world and buy it.

> an ST (the clones sure don't), but it WILL be GEM (which is what the Atari
> ST OS is!) Just because you rewrite an Atair ST app from one version of GEM

Bulls**t. You don't have a clue. Period.

> I believe, beyond a reasonable doubt, that if people knew there was a new
> system available that used modern technology and ran their old ST apps and
> had new software being written for it (or old apps ported to the new
> GEM/processor), they would have reason to buy it.

Certainly, but they'd never buy your product simply because it wouldn't
work.

> It really doesn't matter what CPU you use as long as you get out of the rut
> that keeps you from doing what you want as fast as you can. It could be a
> Pentium-based system as easily as a PowerPC one (perhaps even easier, since
> the code base is already Intel-based), but we all know that the PowerPC
> processor is better, MHz for MHz. That's why we consider it.

This doesn't make sense at all. The bottom line is that you can get a much
faster processor for less money by choosing AMD or Intel. So what if you
have to run it at 800MHz instead of 450? I'd say that a 1.2Gz
"Atari" would sound more impressive than 450MHz...

> Atari clones are the right idea, but they can't go much further (as
> evidenced by Milan II's demise) without making a necessary break from the

??? And what would you call your "Neotari"? It runs old binaries, it runs
TOS, it looks like TOS (urkh...) but it's not an Atari. That leaves us
with two options: It's either a clone or an emulator.

> Sure it won't be an Atari. Sure it won't look like an Atari. But you'll be
> running Atari ST apps on it and seeing new software written (or ported) for
> it.

The problem is that this "Neotari" is dreamed up by someone who has
absolutely no idea what a "serious" Atari is today. The fact that you
can't even get your Atari (I actually doubt that you use one at all) on
the net but use your PC instead probably says it all.

> way. But, if you do believe in this, even to the tiniest degree, let your
> voice be heard. Allow the spark to ignite some small place in your heart
> and keep it warm, with the hope and dream that a new future can be had for

You must be joking? Jeeez, these new-age airheads...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4142. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Terry May <outrider@unlvrebels.com>
Message-ID: <20001017100905.578E.OUTRIDER@unlvrebels.com>
Source record: 56046

On Mon, 16 Oct 2000 18:13:41 +0100
Bob King <robert.king@patent.gov.uk> wrote:

> sometime ago I raised the question for the need for a moderator for this
> group. Certain very recent postings and replies have caused me repeat
> this plea. If some one is repeatedly posting 'questions' and making
> suggestions of such a nature that it readily becomes apparent that that
> person is either a provoker of the S*****p type, in order to have a
> laugh at the well intentioned responders or is an idiot on whom all the
> advise in the world is wasted, then surely at the very least we serious
> users of this NG should ignore him (in the hope he will give up and go
> away) or ideally set up some filter mechanism to block out this kind of
> nuisance.

Why don't you become your own moderator? Why do you want someone else
determining what you can and cannot read? How tough is it to killfile
someone and/or ignore threads in which you have no interest?
--
"I'll catch this bird for you, but it ain't gonna be easy. Bad fish!
Not like going down to the pond and chasing bluegills and tommycocks.
This shark, swallow you whole. No shakin', no tenderizin', down you go."

4143. Re: Bit Bopper on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sup4037ca8ol16@corp.supernews.com>
Source record: 56047

On 17 Oct 2000 10:51:03 , xmusic@my-deja.com wrote:
>Is there somebody who has installed the Bit Bopper the Video/Audio
>Fx software on the Atari/C-lab Falcon? I have some problems with the
>Speedogdos Fonts and the program spdgdos.prg(TOS#35 Error).Thanks

Sorry this may (is) be a bit OT but is that the shop Xmusic, based
in the UK?

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

4144. Re: Newsie email addressing

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39ec908e$0$180@news.zetnet.co.uk>
Source record: 56048

On 17 Oct 2000 02:55:26 , Thomas J. Andrews wrote:
>Is it possible to send an email with Newsie 0.94 to multiple addresses? I
>had occasion a while ago to send an email to someone and I wanted to CC:
>four other addresses from my address book. I couldn't figure out how to get
>more than one address on either the Send: or CC: address lines. I finally
>had to do it the hard way, creating seperate letters for each set of two
>addresses. What a pain!

Yep, that's the way it has to be I'm afraid! You can only get a max
of 2 recipients, by using the Send and CC lines.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4145. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <HD0H5.297$qj2.57456@news.goodnet.com>
Source record: 56049

The thing I can't understand is why everyone seems so "anti-improvement" in the ST/TOS scene. Why is everyone so "it's a hobbyist thing"? Are we all just using our Atari/clones for nostalgiac reasons? Seems kinda pointless to me. I like to remember how much I loved my 1040ST, back in '86. But I try not to, because, in all honesty, it hurts too much, realizing those WERE the happiest years in my life. When technology was still something exciting and Atari was doing things others hadn't done (a 1Mb 68000 system for under $1,000? WOW!!!).

But look where we are now? Faster and better technology is all we look forward to. No more innovation, no more real exciting progress. We're at 1Ghz CPU's and climbing. We've got 256Mb systems and 64Mb video cards and 40Gbyte hard drives, not to mention a host of other doo-dads. We're so friggin' jaded, technology is nothing but trivial to us now.

Ok, so where does that leave us as Atari/clone users? Lost and forgotten, that's where. We strive to prove our latest clones or modded-to-death Falcons can do the Internet. Wow. Does anyone really care? I doubt it.

We're living in the ashes, instead of soaring above the clouds. All because no one is willing to admit that the way things are is no longer worth a hill of beans to anyone!

All I'm saying is that we break out of this ghost town we're living in and make some innovative new steps for us to all follow in. Sure it won't be the latest technology. Sure it won't be the fastest. Sure it won't be the best.

But it's a whole lot better than living in the nostagic past forever, trying to justify keeping your ancient piece of Atari-era crap and make it do the Internet a fraction as well as any lame-assed 486 PC can do with a decent PCI video card running Win85!

Atari did us wrong, commited suicide, and left us to suck on the bleached white bones of their corpse. Gee, life is grand ain't it? And we've been trying to make due with what's left, ever since!

I left the Atari scene years ago and, except for that pesky memory of nostalgia, haven't looked back since. But I'm always wishing it could have been different, that Atari was still alive and well and not just some namesake of Hasbro. But the timeline has played out this way an we have to live with it.

All I'm offering is a dream that says, take the old software, rewrite it for a new GEM written for PowerPC (or Pentium, for all I care!). If you truely cared about using the software for more than "reliving the past" (which is nothing but a waste of time anyways), you would see what I'm saying has

purpose.

Time and money and effort are ALWAYS part of the equation. Especially where change is concerned. I mean, are we just going to stand there at this dead-end we're left at, or are we going to back up a few houses and go down a road we haven't travelled that at least goes somewhere a few years longer if not infiniately longer?

The point at which one can stop seeking further progress is when all your needs are perfectly met. When your system does EVERYTHING as fast as you'll ever need it (or as fast as it can be done), when the software is flawless and the games are perfect.

But that time isn't yet.

If I bring to the table one vision, imagine this:

Any application you run, running significantly faster!
Any game you play, being that much more exciting!
Any software you use, being that much better!
Any software ideas not yet created, now being available!

Now assuming that software/game/application runs on an Atari ST or clone, where does that leave us? With a task ahead. And living in the past and pushing aging technology in directions it can't go, is not going to get us there.

Software development is fueled by hardware potential. The reason so few are still developing software is because the hardware (clone or not) is at it's life's end. It's been pushed, and hacked, and prodded in every direction within the confines of the 68K series. And that road is exhausted. Utterly and completely.

And I believe it's time to jump the tracks, take what baggage we can that doesn't hamper our progress, and see where we can go from there.

If the Atari ST software doesn't matter, then none of this matters.
If The Atari ST "look and feel" (OS) doesn't matter, then none of this matters.

If we're not trying to keep the spirit alive, then it's truely pointless to continue. Even if the spirit is called something else and lives in a different system, it's still the same spirit.

If you run a favorite application that originally ran on an ST, but now runs on a system that has a similar look OS-wise, but a newer, faster CPU. Is it not the same application? As long as we remember what we're doing and why we're doing it, it doesn't matter if the app runs on a PC that runs GEM or a GEM system that runs off a PowerPC.

It's the apps and operating system that makes us happy. And if changing direction, to allow us new opportunities to innovate and create, is what we need to do, then why not do it?

Money, right?
Time, right?
Effort, right?

Is it worth it or not? Is keeping up with the times and not scraping in the dust worthwhile or not? Or does anyone care anymore... except for nostalgia?

If I could forget my past with the ST and Atari, I gladly would. It's simply too painful to remember all that potential screwed straight to hell. All I'm trying to do is make it possible to remember the past fondly and yet also be able to say, "look at where we've taken it!". No one but us is going to make a change. Atari won't. Hasbro won't.

Am I just yelling to the breeze? Am I calling upon completely deaf and uncaring ears? Am I the only one who is so friggin' tortured by the way things have turned out that I desparately want to see a change, regardless how impossible that change seems to accomplish?

All it takes is people who know how and are willing to program
All it takes are people who know how and are willing to design the computer
All it takes are people with a little money to band together

Nothing is accomplished overnight. Nothing worth doing right is going to necessarily be cheap or easy.

But it's possible, regardless what people say. If only we all care enough to achieve it.

Are you?

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message news:971764330-34974AEicMi@cwcom.net...
> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> Date: Sun, 15 Oct 2000 20:26:53 GMT
>
> >If ever a Power PC based Atari came out I would buy one...
>
> Recent development plans for MagiCMac might be the answer to your dreams.
> Apparently it's expected to run on that machine with no requirement for
> the Mac OS, so it'll be lightning fast.
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

4146. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39eca4d6255c4d0@online.be>
Source record: 56050

on Tue 17-10-2000 10:36 Dan Ackerman wrote:

>But I would say it has several strikes against it.
>
>1. All commercial.
>2. All closed source.
>3. Virtually no interest in having anyone else write for their
>TCP/IP stack.

You forgot the most important point, apart of Cab they all need MagiC in order to work. Even the latest Iconnect needs MagiC now.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4147. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39eca4d6255c4d1@online.be>
Source record: 56051

on Mon 16-10-2000 09:09 Derryck Croker wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>

>>Maybe another reason to switch over to MiNT :-)
>
>You'd make a good Evangelist Martin! :-)

I do my best.

Amen
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4148. Re: Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8si6p8$225$1@snipp.uninett.no>
Source record: 56052

Jared Falvo <luposian@mailcity.com> wrote:
> The whole of my Neotari Phoenix idea would be a lot easier if we has the
> source code to even TOS 1.0! I suspect it would be a lot more feasible to
> port Atari's GEM/TOS than to rewrite (port) even the latest version of
> GEM/XM, which has nothing of the ST in mind.

Why are you still messing about with TOS, and even worse - PC-GEM?? Have
you any clue on what's been going on in the Atari community the last ten
years?

> Was the source code ever released or made available somewhere?

No. But if you really want a starting point and seriously consider porting
a GEM/TOS-compatible OS to a new platform, take a look at FreeMiNT and
XaAES (or oAESis).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4149. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: sweet@dds.nl
Message-ID: <39ec9f3a.3999001@news.ams.chello.nl>
Source record: 56053

On Tue, 17 Oct 2000 14:46:37 -0000, bindon@madasafish.com (Lyndon Amsdon) wrote:

>On 16 Oct 2000 20:14:19 , JI Logan wrote:
>>On 16 Oct 2000 19:27:37 , sweet guy wrote:
>>
>>|I just bought a mega ste 4 to start up my homerecording studio
>>|It worked fine for a few days but now it has problems starting up. The
>>|screen remains black although the harddrive start running. Only after
>>|a long long time it will eventually start up.
>>|
>>|Anyone a suggestion?
>>
>To reseat the chips take the top off and clean with brush, lightly.
>Then press down, be quite firm, on the socketed chips so they creak.
>If that doesn't help you may need to remove the chips and clean the
>contacts with some sort of alcohol.
>
How can I get those chips out without cracking them completely? The memory chips are no problem but those fore-ankle ones are sticky

It's a sweet world and nothing else ;-)

4150. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <Yt1H5.39862$oA2.8553450@typhoon.southeast.rr.com>
Source record: 56054

To some extent, I agree. However, the way to go about changing this, isn't some dumb quest to start a new corporation. This would never be profitable. Desirable though? Maybe. Even so, there are a great many intellectual property hurdles to jump, and after that, even more and higher technological. It might take several months to even figure out what a nextgen ST should be. I don't think it has to be relegated to some obnoxious emulator for windows, and it doesn't have to compete megaherz for megahertz. Me, I'm still looking for an ST that I can afford, as I've made something of a hobby of collecting computers, 68k series in particular. I've also toyed with the idea of making my own hardware, and let me say this on the subject, IT IS NO TRIVIAL TASK. Calm down a bit, and let's talk about what the computer should be first, until then we can't even be sure it's possible.

Thanks,
John Oyler
http://aIIethernet.tripod.com/
jojo4@va.mediaone.net

4151. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8si8m3hmb1@plutonium.compulink.co.uk>
Source record: 56055

In message <8s2ccn$n85$1@nnrp1.deja.com>, atarigalen@my-deja.com said:

>P.S.: With 32MB, the sector size (essentially the size of each
>storage 'chunk') is 512 bytes. This means that even if you write a
>tiny two word text file to disk, you still use 512 bytes of space on
>the HD. As things grow...

It's worse than that! TOS, DOS, MagiC etc can only access clusters,
which are normally 2 sectors, so the smallest you can use is 1 KB! In
the same way the figures should be doubled for the larger partitions.

I believe the reason is the limitation of the FAT size, so the number of
records that need to be kept stays more-or-less constant as partitions
get larger. In theory one could use clusters of 1 sector for small
partitions, but I'm not sure that TOS etc, could handle that.

I agree with your recommendation - 32 to 50 MB is enough for C:, which
should not have too much on it anyway apart from the files needed to get
the system up and running (includes AUTOs, ACCS, START and probably path
and environment files etc). This is for safety - write as little to C:
during normal use as possible has always been my motto!

Regards, /Peter/

4152. New version of NED PLAYER (plus new site address)

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Petr Sumbera <sumbera@volny.cz>
Message-ID: <8si953chl1@news.vol.cz>
Source record: 56056

NED PLAYER is now the only one sound player on ATARI scene that can play ADPCM packed files directly from disc. And more it is even possible to do this on a slow 8Mhz STE. Standard (STE/TT/FALCON) version and FALCON only version are available at new address: http://new-design.atari.org. Please change your links!

Petr

4153. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010171620440.82-100000@TT030>
Source record: 56057

On Mon, 16 Oct 2000, Derryck Croker wrote:

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Sun, 15 Oct 2000 18:05:40 +0000
>
> >I don't wish to deal with a native IConnect version, which
> >would result in more than one version of the program, nor
>
> FWIW Chatter, at least the betatest versions, come in both IConnect and
> Draconis stack flavours in the same archive - so it's not a novel idea :-)

aIRC is coded in GFA-Basic, gasp! :-) Anyway, apart having a few
people initially tell me they thought GFA probably could not be
used for STiK access, I think I did an OK job. To some extent
lucky to have gotten to this point at all. I honestly don't
know how to interface IConnect to GFA, and it would be another
major research project. I spent a good month if I recall working
out the STiK interface and GFA. I guess I've become a bit lazy,
plus I don't really wish to code for a closed stack.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4154. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010171635020.82-100000@TT030>
Source record: 56058

On 17 Oct 2000, Bob King wrote:

Bob,

If this S*****p person has you that upset, a more direct approach
would be to forward all his posts to his ISP's admin. He's been shut
down before from what I understand. Just an suggestion. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4155. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010171640360.82-100000@TT030>
Source record: 56059

On Tue, 17 Oct 2000, Jared Falvo wrote:

> But it's possible, regardless what people say. If only we all care enough
> to achieve it.
>
> Are you?

I understand the dream, we all have had it however in order
to take you serious I'd like to know a few things.

Your age?
How long have you been an Atari user?
Do you own only Atari's? Or have you already given into the pressure?

If you have not progressed to at least a TT or Falcon, or a
clone, a wacked out ST, pushed the envolope, gone to the edge,
hit that wall... then not to many people are going to take you
serious. I may be completely wrong, but you come of as an old 520ST
user who refuses to move up to what is available.
That is not meant to be mean, it is just my honest
feeling. If I'm wrong I'm sorry.

Many of us here have lived this and are still doing that.
I still have room to grow... I have not hit the wall yet
as far as hardware is concerned...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4156. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <9n3H5.7391$HF.549571@newsread2.prod.itd.earthlink.net>
Source record: 56060

On 10 Oct 2000 01:30:08 , "Pascal Ricard" wrote:
>Hello,
>
> in article <fhqE5.6945$D81.280525@newsread2.prod.itd.earthlink.net> (comp.sys.atari.st)
> John Garone wrote on Mon 09-10-2000 20:55 (GMT):
>
>> In a follow-up of my post : To John Rojewski (including one of
>> Steve Sweet's Benny Hill type comments (:->)~ I stated that the problem
>> cleared up, however I spoke too soon since my next visit produced 18
>> duplicates (originally 7) and today it's down to 10!!!
>> ISP=Earthlink (NG=?).
>
>Nothing to do with Newsie methink. Same problem here with
>NEWSWatch/Okami. Must be a problem with a server somewhere on earth.
>
>Bye,
>/Pascal/
>
>--
>Ric's HomePage: http://paricard.free.fr
>TransAction : http://atari.transaction.free.fr
>.
Hoping I'm not speaking too soon, whatever was wrong has mysteriously
cleared up! The repeat posts went from 3 to 7, 10, 17, 18, 10, 7, 0 !!!
Fingers crossed!
John G.

4157. Re: Annoying little MagiC-problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <8sikku$g3h$1@nnrp1.deja.com>
Source record: 56061

Hi Jo

In article <8shkjr$i2m$1@nnrp1.deja.com>,
Jo Even Skarstein <joska@online.no> wrote:
> I have a small, but very annoying problem with MagiC on my TT: I'm

Do you have Magxdesk set as the variable for shell in the max.inf Jo?
I remember doing something like this myself ages ago. If so just try
leaving it empty.

Regards
Sean
--
* Atari STe Veloce+4 (4MB ST-RAM 4MB TT RAM) 68020/68000 Processor *
* Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *

Sent via Deja.com http://www.deja.com/
Before you buy.

4158. Phantom Accel/Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <Qm4H5.36562$Qf5.389091@newsread1.prod.itd.earthlink.net>
Source record: 56062

Hi All,
I'm looking for opinions on the Phantom Accelerator (good or bad)
for the Falcon (prefereably from those who have tried it). (:->)~
John G.

4159. Re: Bit Bopper on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: xmusic@my-deja.com
Message-ID: <8sin0s$i1f$1@nnrp1.deja.com>
Source record: 56063

In article <sup4037ca8ol16@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) wrote:
> On 17 Oct 2000 10:51:03 , xmusic@my-deja.com wrote:
> >Is there somebody who has installed the Bit Bopper the Video/Audio
> >Fx software on the Atari/C-lab Falcon? I have some problems with the
> >Speedogdos Fonts and the program spdgdos.prg(TOS#35 Error).Thanks
>
> Sorry this may (is) be a bit OT but is that the shop Xmusic, based
> in the UK?
>
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--------------------------------------+
> NOPE,it is a Recording and Rehearsal Studio based in Thessaloniki/
Greece.Among other machines :C-lab Falcons x2 (Ciao Steinberg...)FDI
x2,Analog8,JamIn8,Cubase Audio x2,Audiotracker,Wavemaster...Atari
1040STe 4Mb(soon with Hard Disk too)
Bye,Tony

Sent via Deja.com http://www.deja.com/
Before you buy.

4160. Re: Newsie email addressing

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <XY4H5.1223$jV.2093@newsfeed.slurp.net>
Source record: 56064

On 17 Oct 2000 02:55:26 , Thomas J. Andrews wrote:
>Is it possible to send an email with Newsie 0.94 to multiple addresses? I
>had occasion a while ago to send an email to someone and I wanted to CC:
>four other addresses from my address book. I couldn't figure out how to get
>more than one address on either the Send: or CC: address lines. I finally
>had to do it the hard way, creating seperate letters for each set of two
>addresses. What a pain!

I could not figure it either which is why I also use MyMail which has this
feature...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4161. Re: Annoying little MagiC-problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <kZ4H5.1224$jV.2093@newsfeed.slurp.net>
Source record: 56065

On 17 Oct 2000 13:35:54 , Jo Even Skarstein wrote:
>I have a small, but very annoying problem with MagiC on my TT: I'm
>using Thing as desktop, and when I try to shut down MagiC - either by
>pressing ctrl+alt+delete or running shutdown.app - Thing and all of the
>applications and accessories are terminated and then MagXdesk appear.
>If I then press ctrl+alt+delete again, MagiC reboots without first
>flushing the wb-cache :-(
>
>I'm using a very early MagiC 6.x, possibly 6.00 or 6.01. The TT has a
>Crazy Dots II graphics card with NVDI 5.00, and I'm using STiNG 1.26
>(PLIP only).

That is strange. I have the shutdown.prg linked in Jinnee so it always
works. The Control-Alternate-Delete also activates the shutdown.prg. I am
sure Thing would have a way to this also.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4162. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: afoster@mrworry.compsoc.man.ac.uk
Message-ID: <slrn8uough.d3j.afoster@mrworry.compsoc.man.ac.uk>
Source record: 56066

In article <8sca3u$1en$1@newsg3.svr.pol.co.uk>, Dave Wade wrote:

[snip]

>Install card in PC and connect composite out from Atari into PC card.

[another snip]

>P.S. it does work, but its really only good for low res.

I must confess I've done this - and I managed to get a pretty high quality
medium-resolution display on my WinTV card by tweaking the contrast
settings in kWinTV, and setting 'white' to be light grey in Xcontrol on
the ST.

Hey presto - almost usable... :-)

Adam Foster

--
Adam Foster - afoster@zetnet.co.uk - afoster@compsoc.man.ac.uk

4163. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ecc7a5$0$174@news.zetnet.co.uk>
Source record: 56067

On 16 Oct 2000 09:22:28 , Derryck Croker wrote:

|>If ever a Power PC based Atari came out I would buy one...
|
|Recent development plans for MagiCMac might be the answer to your dreams.
|Apparently it's expected to run on that machine with no requirement for
|the Mac OS, so it'll be lightning fast.

That might be the best answer to a lot of future problems.

4164. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ecc7a7$0$174@news.zetnet.co.uk>
Source record: 56068

On 17 Oct 2000 14:46:37 , Lyndon Amsdon wrote:

|>Stick any formatted disk in drive A. Your computer mustn't be
|>booting from the hard drive?
|
|Could be more than that JI. I'm not sure but maybe it needs it's
|chips reseating. Usually a white screen is produced if no disk is in
|the drive, or the HD is not booting.

With no floppy in A and no hard drive it used to take "ages"
(perhaps 40 seconds?) to boot but always came up with the normal
screen.

4165. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ecc7a6$0$174@news.zetnet.co.uk>
Source record: 56069

On 17 Oct 2000 13:22:01 , Bob King wrote:

|>The best way is self-moderating, if you know a plonker is being a
|>plonker! ignore it don't read it,
|
|Hi Steve,
|
|Yes, I reluctantly agree with the reality of all you say above, but the truth
|is, that although you and I read all the string of postings from these guys, rapidly
|realise the dross of their worth and do not rise to the latest fatuous question,
|someone always does bite and so it goes on.
|We are an endangered species, limited in numbers by lack of new food, but an equal,
|if not greater danger is the spread of a corrupting energy sucking virus.

I used to keep all the news items but now delete 95% after glancing
at them (especially if the quote is so long the answer is not
visible). Keep the group open and unmoderated but accept that some
is rubbish.

4166. FS Atari MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Expert at zZounds <tim@zzounds.com>
Message-ID: <B6126620.1077%tim@zzounds.com>
Source record: 56070

Collectors Item.
Atari MegaSTE with Atari Monochrome monitor and mouse.

Includes the following software/hardware: Steinberg Cubase,
Hybrid Arts EditTrack II MIDI sequencing software.
Hybrid Arts GenPatch (patch librarian), HybriSwitch (allows
multiple programs to run simultaneously), GenEdit (MIDI editor, organizer,
controller)
It all comes with original disks, packaging, and big fat
user manuals. Im the original owner. All in mint condition

Not looking for trades or to sell individual pieces. Only $300 Buyer pays
shipping.
Email me timh@aquila.com
--

4167. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Hz7H5.349$qj2.69744@news.goodnet.com>
Source record: 56071

Last Atari I owned (new) was an Atari Falcon030, that lovely piece of hardware Atari stopped supporting, right after it was released, to pursue the gaming failure known as the Jaguar, just moments before they comitted suicide and screwed us all royally. I suppose it was fate they would go to JTS and JTS went bankrupt as well... The Tramiels... a plague upon mankind... a pock of nightmare... a curse waiting to happen...

Where the (!!!) are they (the Tramiels) today?

Jared

Lonny Pursell <fatal@SYNTAX.ERROR> wrote in message news:Pine.MNT.4.10.10010171640360.82-100000@TT030...
> On Tue, 17 Oct 2000, Jared Falvo wrote:
>
> > But it's possible, regardless what people say. If only we all care enough
> > to achieve it.
> >
> > Are you?
>
> I understand the dream, we all have had it however in order
> to take you serious I'd like to know a few things.
>
> Your age?
> How long have you been an Atari user?
> Do you own only Atari's? Or have you already given into the pressure?
>
> If you have not progressed to at least a TT or Falcon, or a
> clone, a wacked out ST, pushed the envolope, gone to the edge,
> hit that wall... then not to many people are going to take you
> serious. I may be completely wrong, but you come of as an old 520ST
> user who refuses to move up to what is available.
> That is not meant to be mean, it is just my honest
> feeling. If I'm wrong I'm sorry.
>
> Many of us here have lived this and are still doing that.
> I still have room to grow... I have not hit the wall yet
> as far as hardware is concerned...
>
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

4168. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <kC7H5.351$qj2.69261@news.goodnet.com>
Source record: 56072

I would agreee with your reasonable approach. As long as people begin to see that such change is possible and even desirable, I am happy to continue my quest... albeit in a lighter tone of voice. :-)

Jared

**** **** <***@***.com> wrote in message news:Yt1H5.39862$oA2.8553450@typhoon.southeast.rr.com...
> To some extent, I agree. However, the way to go about changing this, isn't
> some dumb quest to start a new corporation. This would never be profitable.
> Desirable though? Maybe. Even so, there are a great many intellectual
> property hurdles to jump, and after that, even more and higher
> technological. It might take several months to even figure out what a
> nextgen ST should be. I don't think it has to be relegated to some obnoxious
> emulator for windows, and it doesn't have to compete megaherz for megahertz.
> Me, I'm still looking for an ST that I can afford, as I've made something of
> a hobby of collecting computers, 68k series in particular. I've also toyed
> with the idea of making my own hardware, and let me say this on the subject,
> IT IS NO TRIVIAL TASK. Calm down a bit, and let's talk about what the
> computer should be first, until then we can't even be sure it's possible.
>
> Thanks,
> John Oyler
> http://aIIethernet.tripod.com/
> jojo4@va.mediaone.net
>
>

4169. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971857908-484158AEicMi@cwcom.net>
Source record: 56073

From: Jo Even Skarstein <joska@online.no>
Date: Mon, 16 Oct 2000 07:47:49 GMT

>> covers 99% of the range of STinG etc type stuff. Emailer, Chatter,

>The problem is that since they only work with IConnect, they can't be
>used in a LAN. And some of them - like Teli and Fiffi - are not nearly
>as good as some of the alternatives which works with MiNT-Net or STiNG.

Fair point about LAN (but I wonder how many people are using a network?). I will argue with you about Fiffi though, with Scripter control and a Resume function it knocks spots off both NEWSie's ftp section and aFTP, however I much prefer aFTP's interface over Fiffi's.

>E.g. it would be nice to be able to use Chatter together with aMail,
>ssh and NcFTP.

Maximising your online time, I can certainly go along with that! :-)

BTW, I tried aMail out yesterday - after adding the necessary incantation to the config file to add NNTP support, it downloaded message headers OK but they weren't displayed anywhere, so there was no means of downloading the bodies themselves? This part of the program seems to be more of an afterthought. It also wouldn't load the default.cfg file at runtime, however that might be because I was running it under MagiC.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4170. Re: Ulli / Papyrus support

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971857910-484674AEicMi@cwcom.net>
Source record: 56074

From: Ulli Ramps <Ulli@rom-logicware.com>
Date: Mon, 16 Oct 2000 11:07:49 +0200

>Yes, horrible busy, at the moment, and as well as preparing the next
>version, we are also growing by becoming a new partner, which means much
>more power even for the Atari version!

Looking forward to that! :-)

>But at the moment this means a horrible lack of time for me X-)

Appreciated - we're in email contact about the over-long button texts, so
hopefully a new version of Papyrus will feature the improvements I've said
that I'd be willing to help with.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4171. Re: Byebye Cortex...

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971857914-485166AEicMi@cwcom.net>
Source record: 56075

From: jba4@po.cwru.edu (Jeff Armstrong)
Date: Mon, 16 Oct 2000 15:50:56 GMT

>update of sorts. Apparently the hosting company has removed their
>website for lack of payment. I guess that's officially the end of
>that! Too bad for us users...

Funnily enough I received an email from Coretex advising of a new email
address the other day, after their web site was closed...

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4172. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971857916-485734AEicMi@cwcom.net>
Source record: 56076

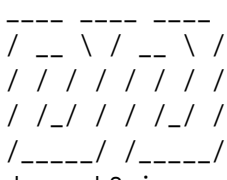
From: Uwe Seimet <us@ooc.de>
Date: Mon, 16 Oct 2000 18:10:14 +0200

>> I guess that MagiC 6.01 doesn't support FAT32 then, as I cannot gain
>access to
>> partitions over 1GB on my Falcon no matter how often I type "FAT32"

>I'm not absolutely sure but I think at least MagiC 6.1 is required.
>Simply ask ASH for the details.

It's unfortunate that the latest version available in the UK remains at
6.01, and that ASH will not sell to people who live outside Continental
Europe :-(

I suppose it's not such a big deal, when's all said and done.
--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4173. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971857918-486210AEicMi@cwcom.net>
Source record: 56077

From: sweet@dds.nl (sweet guy)
Date: Mon, 16 Oct 2000 19:27:37 GMT

>It worked fine for a few days but now it has problems starting up. The
>screen remains black although the harddrive start running. Only after
>a long long time it will eventually start up.

Try putting a blank but formatted disk in the floppy A: drive.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4174. Re: Wanted: Standard Atari Falcon Case

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971895754-41171AEicMi@bun.com>
Source record: 56078

Hi Steve

>I am in need of an Atari Falcon 030 case as the model I have is fitted
>within a Lighthouse Tower case and this no longer is suitable for me.

Try calling system solutions, they may have a case left over from a past transplant.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4175. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971895756-41607AEicMi@bun.com>
Source record: 56079

Hi Sweet guy

Are we related??..

>I just bought a mega ste 4 to start up my homerecording studio
>It worked fine for a few days but now it has problems starting up.

Do you have access to a voltmeter??.

Where in the world are you?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4176. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971895758-42043AEicMi@bun.com>
Source record: 56080

Hi Uwe and else

>I'm not absolutely sure but I think at least MagiC 6.1 is required.

Does anyone have any more info on the Magic 7 or did it die with the Millan project?.

>Simply ask ASH for the details.

^^^^^^^ yeah!, right??. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4177. Mega STE on LAN

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Youness El Andaloussi <youness@nospam.elandaloussi.net>
Message-ID: <DcUG5.69$%3.31@news.iam.net.ma>
Source record: 56129

Hi, I'm interested on puting a Mega STE ON my lan for nostalgic purposes :)... anyone know if I can use the Atari Lan port to plug it in RJ or BNC?

TIA

Youness El Andaloussi (tikshbila@yahoo.com)

4178. Wanted: Standard Atari Falcon Case

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <PFXM9KAJsC75Ewl7@steverosie.demon.co.uk>
Source record: 56130
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.adverts

Hi

I am in need of an Atari Falcon 030 case as the model I have is fitted
within a Lighthouse Tower case and this no longer is suitable for me.

I am UK based

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4179. Bit Bopper on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: xmusic@my-deja.com
Message-ID: <8shaumagl1@nnrp1.deja.com>
Source record: 56131

Is there somebody who has installed the Bit Bopper the Video/Audio Fx software on the Atari/C-lab Falcon? I have some problems with the Speedogdos Fonts and the program spdgdos.prg(TOS#35 Error).Thanks

Sent via Deja.com http://www.deja.com/
Before you buy.

4180. Re: Reflections about Atari computing future

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: xmusic@my-deja.com
Message-ID: <8shbkh$au8$1@nnrp1.deja.com>
Source record: 56132

In article <39EA02B6.7DAD2805@jazzfree.com>,
"Francisco L. Fernandez" <flufetor@jazzfree.com> wrote:
> Hi Shiuming,
>
> Thank you for your comments.
> Hey folks, did you know about the NEW CT60 Falcon Accelerator with a
68060 processor.It is fully compatible!It comes...look at:
www.czuba-tech.com
Antonis/C-lab Falconx2/Cubase Audiox2/&more...
> Shiuming Lai wrote:
> > > I think that if we want the TOS plattform running some of today
> > > computing uses (digital cinema, MPEG2 recording/playing) is not
enough
> > > having an accelerated pseudo-clone. For this, new hardware
plattform is
> > > to be developed, perhaps around power PC chips and using
something like
> > > the excellent Tempest idea to make run straightforward 68K TOS
software.
> >
> > It's called 68K emulation. Apple did this years ago.
> > Doing quite well on PPC machines now.
>
> Ok, this is to be comented later.
>
> > > Perhaps a way could be to establish a non profit foundation
(primarily
> > > of course, it should have to be mantained and pay for hardware
design
> > > developments added) and obtain from Hasbro, or whoever holds it,
the
> > > license to build Atari motherboards and also the schematics of
them and
> > > the design of custom chips. Then it wouldn't be hard nor
expensive to
> > > optimize the design and manufacture the motherboards on demand
> >
> > That's crazy. Manufacturing hardware on
> > demand is about the most expensive way
> > you can go about it. You have to make
> > these things in the thousands to be viable.
> > As for it not being difficult... It doesn't
> > get harder than having to understand and
> > modify something you didn't design yourself.

>
> On demand meant when there is interested people enough to make it
viable
> to produce.
>
> > > Well, I don't know if it is possible to obtain all the
motherboard
> > > components as you have pointed out in some articles.
> >
> > The only components you'd have difficulty
> > obtaining are the custom chips, and you
> > wouldn't have custom silicon made in small
> > quantities, it's expensive. You'd implement them
> > in modern high-speed programmable gate arrays
> > (the same things which make possible the
> > development of minority machines like Hades,
> > Milan and Phenix).
> >
> > > Also with
> > > schematics or chips design. This is only a first approach to a
way to
> > > solve a problem that many of us could suffer in the future: the
lack of
> > > hardware support.
> >
> > When dreaming up your ideal Atari machine
> > it's easy to take an existing design, and add
> > in various existing solutions (which are
> > sometimes compromises on the technology
> > they bridge to) and pull some nice-sounding
> > numbers out of thin air. If you were to draw
> > these on a functional schematic, you'd end
> > up with a real mess.
> >
> > For example, on a new machine, sticking a
> > 32-bit PCI bus on top of a 16-bit architecture
> > where the CPU also resides is self-defeating
> > because you introduce a bottle-neck. Just
> > because Eclipse works this way, doesn't
> > necessarily make it a good solution for a new
> > design. You're thinking upside-down.
> >
> > Shiuming Lai
>
> Well, don't forget that my proposal was one to produce hardware with
> maximum level of compatibility (thus retaining the Falcon I/O 24 bit
> space) and minimize the cost of design or production, only adding on
> board some existing designs as Eclipse or TT style dual addresing.
> And don't forget too that this only was to provide replacement
machines

> with a little step forward in expandability. This was not a way to
get a
> revolution in TOS computing, as I stated.
> If working on existing design is so painful, even not modifing the
> original design, it only remains the software solution if we want to
go
> on using our ancient, not clean, TOS software, or pray to not find
> ourselves some day with our machines functioning no more.
>
> What do I mean with software solution?. And if you read my original
> article, I was no confident in having enough free developing
resources
> among our community to take it to a good end. Perhaps is the same
idea
> exposed by the Milan team (but unfortunately, I don't understand
> German). It means a serious port of MINT, AES and VDI to existing
home
> hardware plattforms.
> I have some first stage ideas about how could it be achieved.
> It is to modify or mix the Linux kernel with Mint kernel (simply as a
> module or as an stand alone different OS), making use of all the
> hardware interface provided with it. This would give the support for
> MINT, Gemdos, and some BIOS and XBIOS calls.
> As with AES and VDI, VDI could be simply a resident daemon like the X
> server, acting only as a bridge between VDI interface calls and X
calls
> (well, not only this, but for the final drawing procedures). This
will
> avoid the need to supply and update drivers for the ever-changing
world
> of graphics cards.
> AES and a desktop should be loaded after this VDI.
> For old 68k GEM stuff, we should use an special interpreter program
(a
> Falcon and an ST version) to load the code, interprete and parsing it
> and mapping the OS calls to the external MINT and GEM OS but
reflecting
> the changes in the interpreted memory space That is, each AES an VDI
> call will be executed internally and externally, mirrored, with the
> emulated physical screen being a single window in the display.
> For non GEM friendly old software we could use the interpreter (to be
> higly configurable for each aplication, and each one in a separate ST
> memory space) in a more machine level emulation mode, parsing te
video
> memory to VDI special direct mode drawing.
>
> Now suppose the effort to achieve this. It means:
>
> * Open source x86 and PPC MINT/Linux kernel.
> * Open source XVDI daemon.

> * Open source well working multitasking AES.
> * Open source GEM desktop.
> * Open source virtual ST and Falcon interpreters.
>
> What do you think?
>
> Best regards,
>
> Francisco L. Fernandez
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4181. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <VF4KNtA1$C75EwHS@steverosie.demon.co.uk>
Source record: 56133

In article <39EB3745.8DB8BE3C@patent.gov.uk>, Bob King
<robert.king@patent.gov.uk> writes
>Hi all,
>
>sometime ago I raised the question for the need for a moderator for this
>group. Certain very recent postings and replies have caused me repeat
>this plea. If some one is repeatedly posting 'questions' and making
>suggestions of such a nature that it readily becomes apparent that that
>person is either a provoker of the S*****p type, in order to have a
>laugh at the well intentioned responders or is an idiot on whom all the
>advise in the world is wasted, then surely at the very least we serious
>users of this NG should ignore him (in the hope he will give up and go
>away) or ideally set up some filter mechanism to block out this kind of
>nuisance.
>
>Bob King.

Hi

Going moderated would not be a good idea.

To be properly moderated the moderator would need to be impartial,
otherwise their opinion would mirrored in the posts.

There is also a delay in posting, crucial in time related postings. This
delay can be substantial depending on the work load.

It also MAY put people off posting, especially newcomers. Also newcomers
may have their posting rejected because the question they are asking
have been asked time and time again.

The best way is self-moderating, if you know a plonker is being a
plonker! ignore it don't read it, and we all know what spam is and how
to avoid it. If the spam is contravening what it's advertising, then
make a complaint with the body that's being advertised, e.g.
Alladvantage ...

I have subscribed to moderated groups before and the disadvantages
outweigh the advantages: 2 days for a posting/reply to appear and then
at the sole discretion of the moderator!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4182. Re: SCSI internal drive/s on the TT question

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8shckhbma1@nnrp1.deja.com>
Source record: 56134
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The only drive I've ever found that makes effective use of different
LUN's is the Panasonic PD650 which uses LUN0 for itself when it is a
650Mb MO drive and LUN1 for itself when it's a CDROM drive. You need HD-
Driver with the <Check for seperate LUN's> option checked in Advanced
settings, and you need SPIN to drive the CDROM side of it....and you
need to have a PD650cart in it when it boots up.....

chrisc

In article <39EB5F57.75862279@cfc.dnd.ca>,
Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
> OK!
> thanks a lot for the help Uwe.
> I metionned the LUNs as I remember reading old
> ICD or SpectreGCR manual they would mentions LUNs.
> although, like you, I have never seen any jumper settings
> or drives that would set LUNs.
> ken
>
> Uwe Seimet wrote:
> >
> > Ken Macdonald wrote:
> >
> > > my question is can we have 2 SCSI drives
> > > on the internal SCSI bus?
> >
> > Yes, sure. The internal bus is not really different from the
external
> > bus. It's just on the opposite side of the cabled, that's all.
> >
> > > Can they be separate SCSI ids (i.e. 0
> > > and 1) or can they have the same
> > > SCSI id, but different LUNs (i.e. LUN 0
> > > and LUN 1)
> >
> > You have to use different SCSI IDs, just like with external drives.
You
> > can't use different LUNs with hard disk drives except with hard disk
> > drives where one controller on the drive controls more than one
drive. I
> > don't know any SCSI hard disk drive where this is the case.
> >
> > --
> > --

> > Dr. Uwe Seimet mailto:us@ooc.de
> > MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4183. Re: Mega STE on LAN

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <wPWG5.20889$d4.1572292@nnrp4.clara.net>
Source record: 56135

Youness El Andaloussi <youness@nospam.elandaloussi.net> wrote in message
news:DcUG5.69$%3.31@news.iam.net.ma...
> Hi, I'm interested on puting a Mega STE ON my lan for nostalgic purposes
> :)... anyone know if I can use the Atari Lan port to plug it in RJ or BNC?

No you can't. Contact System Solutions in the
UK to buy a Riebl VME Ethernet card (BNC).

sales@system-solutions.co.uk

Shiuming Lai

4184. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <wPWG5.20890$d4.1571998@nnrp4.clara.net>
Source record: 56136

Bob King <robert.king@patent.gov.uk> wrote in message
news:39EB3745.8DB8BE3C@patent.gov.uk...
> Hi all,
>
> sometime ago I raised the question for the need for a moderator for this
> group. Certain very recent postings and replies have caused me repeat
> this plea. If some one is repeatedly posting 'questions' and making
> suggestions of such a nature that it readily becomes apparent that that
> person is either a provoker of the S*****p type,

What's wrong with having a sinclap in here?
A laughing stock is always welcome.

Shiuming Lai

4185. Re: Who's a good dealer to get an ST Mouse

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: csjjh@ux1
Message-ID: <39ec4e66$1@news.eiu.edu>
Source record: 56137

In article <8P4G5.4162$3u6.66996@newsread1.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> wrote:
>Jonathan,
> If your up to dismantling the mouse, remove the rollers and try lightly
>sandpapering them. Helped mine out!
> John G.

Thanks for the idea. I think I'll try that out after I get a replacement
so I'll have a backup that way if I don't mess it up too much.
Later,
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<
==========
*** Get paid 50 cents/hour for surfing the web! ***
Visit: http://www.alladvantage.com/go.asp?refid=LAL219
==========
Send & receive money through e-mail via PayPal & get $5 sign up
bonus! Visit: https://secure.paypal.com/refer/pal=csjjh%40eiu.edu

4186. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39ec506c$0$173@news.zetnet.co.uk>
Source record: 56138

On 17 Oct 2000 12:07:00 , "Shiuming Lai" wrote:
>
>Bob King <robert.king@patent.gov.uk> wrote in message
>news:39EB3745.8DB8BE3C@patent.gov.uk...
>> Hi all,
>>
>> sometime ago I raised the question for the need for a moderator for this
>> group. Certain very recent postings and replies have caused me repeat
>> this plea. If some one is repeatedly posting 'questions' and making
>> suggestions of such a nature that it readily becomes apparent that that
>> person is either a provoker of the S*****p type,
>
>What's wrong with having a sinclap in here?
>A laughing stock is always welcome.
>
>Shiuming Lai
>
>
>.

Hi Shiuming,

I am surprised. I thought that this was a News Group set up for the original purpose of news groups, ie for people with a common specialist interest, having various degrees of knowledge in that subject, where the beginer could learn from the expert and the subject thus kept from dying. People like S*****p, (don't you realise he trawls the NG's for a mention of his name, with the sole purpose of polution) exist soley to provoke and perpetuate havok. Have you looked at comp.sys.advocacy lately, do you realy want this NG to become like that, a haven for the disaffected, affected moron.
He would not be the laughing stock, we would!

Bob King.

4187. Annoying little MagiC-problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8shkjr$i2m$1@nnrp1.deja.com>
Source record: 56139

I have a small, but very annoying problem with MagiC on my TT: I'm using Thing as desktop, and when I try to shut down MagiC - either by pressing ctrl+alt+delete or running shutdown.app - Thing and all of the applications and accessories are terminated and then MagXdesk appear. If I then press ctrl+alt+delete again, MagiC reboots without first flushing the wb-cache :-(

I'm using a very early MagiC 6.x, possibly 6.00 or 6.01. The TT has a Crazy Dots II graphics card with NVDI 5.00, and I'm using STiNG 1.26 (PLIP only).

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4188. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39ec5279$0$173@news.zetnet.co.uk>
Source record: 56140

On 17 Oct 2000 11:54:45 , Steve Stupple wrote:
>In article <39EB3745.8DB8BE3C@patent.gov.uk>, Bob King
><robert.king@patent.gov.uk> writes
>>Hi all,
>>
>>sometime ago I raised the question for the need for a moderator for this
>
>>nuisance.
>>
>>Bob King.
>
>Hi
>
>Going moderated would not be a good idea.
>
>To be properly moderated the moderator would need to be impartial,
>otherwise their opinion would mirrored in the posts.
>
>There is also a delay in posting, crucial in time related postings. This
>delay can be substantial depending on the work load.
>
>It also MAY put people off posting, especially newcomers. Also newcomers
>may have their posting rejected because the question they are asking
>have been asked time and time again.
>
>The best way is self-moderating, if you know a plonker is being a
>plonker! ignore it don't read it,

Hi Steve,

Yes, I reluctantly agree with the reality of all you say above, but the truth
is, that although you and I read all the string of postings from these guys, rapidly
realise the dross of their worth and do not rise to the latest fatuous question,
someone always does bite and so it goes on.
We are an endangered species, limited in numbers by lack of new food, but an equal,
if not greater danger is the spread of a corrupting energy sucking virus.

Bob King.

and we all know what spam is and how
>to avoid it. If the spam is contravening what it's advertising, then
>make a complaint with the body that's being advertised, e.g.
>Alladvantage ...
>
>I have subscribed to moderated groups before and the disadvantages

>outweigh the advantages: 2 days for a posting/reply to appear and then
>at the sole discretion of the moderator!!!!
>
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>.

4189. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39ec6404$1_1@athena.netset.com>
Source record: 56141

In article <971678252-33493AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Sat, 14 Oct 2000 14:16:06 +0200 (MET DST)
>
>>>Still no chance of adding IConnect support, if only via IFusion?
>>
>>Why not the other way around. STik/STing/MiNT-net support for the ASH
>>internet products?
>
>I'd go along with that too, despite the fact that the ASH IConnect lineup
>covers 99% of the range of STinG etc type stuff. Emailer, Chatter, Teli,
>Fiffi, it's practically complete.
>

But I would say it has several strikes against it.

1. All commercial.
2. All closed source.
3. Virtually no interest in having anyone else write for their
TCP/IP stack.

Then we look at what choice you have of clients.

You list one of each above with the potential of running clients
under an emulator. I have the choice of at least a half dozen email
clients, a couple of IRC clients, a couple of ICQ clients, several FTP
clients, a few different CAB.OVL's... the list goes on. And I'm using
STiK.

Now if I were using MiNT Net I could increase that list again on
each of the options + some options for clients that the average person
doesn't even know exist.

Now lets look at the first two topics listed above.

Commercial? Only commercial internet client for STiK API that I
know of is CAB (a product of ASH). Most are shareware or freeware
applications.

Open source? While not all the clients are open source there are
many that are open source. Beyond that I can verify for you that both I
and Ronald Anderson have spent 100's of hours over the last several years
helping programmers to get their clients functioning or helping track down
those elusive bugs.

In the end I think it breaks down to the old problem of a company that can't see past it's national boundaries. Here is a question and an illustration of that. Why were english language versions of CAB released months after the German version, even though as a beta tester of CAB, I always had an english language RSC? I'm quite serious I would get an english RSC file whenever I got an updated CAB beta, yet I would hear how the RSC had to be translated before an english language version could be shipped.

Well that's enough of a rant for one day.

Dan Ackerman
aka baldrick

4190. FA: MagicSac Macintosh emulator

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Bill Hutchison <billh@microware.com>
Message-ID: <39EC6782.E7E3F72E@microware.com>
Source record: 56142
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

for auction on e-bay. A complete original MagicSac emulator for the ST.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=470109419

-Bill

4191. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <suopidi4ggmh76@corp.supernews.com>
Source record: 56143

On 16 Oct 2000 20:14:19 , JI Logan wrote:
>On 16 Oct 2000 19:27:37 , sweet guy wrote:
>
>|I just bought a mega ste 4 to start up my homerecording studio
>|It worked fine for a few days but now it has problems starting up. The
>|screen remains black although the harddrive start running. Only after
>|a long long time it will eventually start up.
>|
>|Anyone a suggestion?
>
>Stick any formatted disk in drive A. Your computer mustn't be
>booting from the hard drive?

Could be more than that JI. I'm not sure but maybe it needs it's
chips reseating. Usually a white screen is produced if no disk is in
the drive, or the HD is not booting.

To reseat the chips take the top off and clean with brush, lightly.
Then press down, be quite firm, on the socketed chips so they creak.
If that doesn't help you may need to remove the chips and clean the
contacts with some sort of alcohol.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

4192. Re: Newsie email addressing

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39EC6CC6.F80245ED@cfc.dnd.ca>
Source record: 56144

"Thomas J. Andrews" wrote:
> Is it possible to send an email with Newsie 0.94 to multiple addresses? I
> had occasion a while ago to send an email to someone and I wanted to CC:
> four other addresses from my address book. I couldn't figure out how to get
> more than one address on either the Send: or CC: address lines. I finally
> had to do it the hard way, creating seperate letters for each set of two
> addresses. What a pain!
> TJ

hi thomas

try this
you have decided to send e-mail to someone, and cc it to four others.
fine, select the To:, and put one e-mail address in the CC:
then click on edit
(I use qed, but I think this may work in any test editor you have set up
provided you can access the GEM clipboard)
At the top of the mailtest.txt file now open is the header info on To:
and CC:
Going back to Newsie momentarily, click on open address book, and edit
the address you
want to add to the CC: line.
click on the line with the e-mail address, hit Control-C (to copy) and
close the address,
go back to qed, click behind the already placed CC: address, making sure
you add one
space between the addresses, and Control-V (to paste)

i.e.
to: whats@hisname.com
cc: fred@flint.stone barney@rubble.roc bam@bam.bam pebbles@stop.this

as their are no spaces allowed in email addresses, the space is parsed
as denoting
an addtional address.
quite convoluted, n'est ce pas?
;-)
but it works

ken

4193. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39ec7f66135090@free.fr>
Source record: 56145

Hello,

in article <39ec6404$1_1@athena.netset.com> (comp.sys.atari.st)
Dan Ackerman wrote on Tue 17-10-2000 10:36 (-0400):

> In article <971678252-33493AEicMi@cwcom.net>,
> Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> >I'd go along with that too, despite the fact that the ASH IConnect lineup
> >covers 99% of the range of STinG etc type stuff. Emailer, Chatter, Teli,
> >Fiffi, it's practically complete.
> >
>
>
> But I would say it has several strikes against it.
>
> 1. All commercial.

Just to be fair, Teli is shareware afaik.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4194. Newsie email addressing

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 02:55:26 UTC
From: taj16@dreamscape.com
Message-ID: <sunfsubji69fd3@corp.supernews.com>
Source record: 56125

Is it possible to send an email with Newsie 0.94 to multiple addresses? I had occasion a while ago to send an email to someone and I wanted to CC: four other addresses from my address book. I couldn't figure out how to get more than one address on either the Send: or CC: address lines. I finally had to do it the hard way, creating seperate letters for each set of two addresses. What a pain!

TJ

4195. Re: Newsie email addressing

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 05:18:10 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <w5OllkASE+65Ewpz@my-ste.demon.co.uk>
Source record: 56126

In article <sunfsubji69fd3@corp.supernews.com>, Thomas J. Andrews
<taj16@dreamscape.com> writes
>Is it possible to send an email with Newsie 0.94 to multiple addresses? I
>had occasion a while ago to send an email to someone and I wanted to CC:
>four other addresses from my address book. I couldn't figure out how to get
>more than one address on either the Send: or CC: address lines. I finally
>had to do it the hard way, creating seperate letters for each set of two
>addresses. What a pain!

IIRC you can set up a nickname that has multiple addresses. Sending a
mail with the nickname as the recipient should result in the mail being
sent to all those addresses listed for that nickname.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
6.3 |http://www.distributed.net/

4196. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 05:19:48 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <0ZHk9yA0F+65EwL9@my-ste.demon.co.uk>
Source record: 56127

In article <39EB3745.8DB8BE3C@patent.gov.uk>, Bob King
<robert.king@patent.gov.uk> writes
>Hi all,
>
>sometime ago I raised the question for the need for a moderator for this
>group. Certain very recent postings and replies have caused me repeat
>this plea. If some one is repeatedly posting 'questions' and making
>suggestions of such a nature that it readily becomes apparent that that
>person is either a provoker of the S*****p type, in order to have a
>laugh at the well intentioned responders or is an idiot on whom all the
>advise in the world is wasted, then surely at the very least we serious
>users of this NG should ignore him (in the hope he will give up and go
>away) or ideally set up some filter mechanism to block out this kind of
>nuisance.

The best filter mechanism you can get is yourself. An idea would be for you to look at the posters name and, if it's someone you think is clueless, or a troll, mark the thread as read and continue elsewhere.

Turning this group into a moderated group isn't a good idea in that you may annoy the moderator and end up being unable to post to the group. There would be a delay introduced in posting which would remove the spontaneity of the group. And, most importantly for me anyway, would remove my choice of whether to read the posts by whoever the moderator decides not to approve.

Finally, what happens if the moderator disappears, as happened with comp.sys.atari.announce a while ago? For a long while that group was as good as dead, and that isn't something that I'd like to happen to this group.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
6.3 |http://www.distributed.net/

4197. Re: FALCON FOR SALE !!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 06:01:24 UTC
From: Piotr Nowotnik <nowotnik@yahoo.com>
Message-ID: <39ebeb55$1@news.vogel.pl>
Source record: 56128

hi......im in poland ;-)

i think that 300 USD is not too much? ;-)

regards
eolian

U&#65533;ytkownik David G Misner <excalibur@mminternet.com> w wiadomooci do grup dyskusyjnych napisa&#65533;:39EBC1DA.397311A1@mminternet.com...
>
>
> Piotr Nowotnik wrote:
>
> > Hi....
> >
> > Ive got FALCON 030 with 480 MB HDD, 12MB RAM, 200 disks with software, lot
> > of games, Monitor, SVGA monitor cable (!) ..... good condition...
> >
> > email me : nowotnik@yahoo.com
>
> How much and where are you???
>
>
>
>

4198. Re: Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 22:44:50 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39ECD661.127CE518@cable.A2000.nl>
Source record: 56081

Hi
Lonny and Jo Even

Jo Even Skarstein wrote:
>
> Jared Falvo <luposian@mailcity.com> wrote:
> > The whole of my Neotari Phoenix idea would be a lot easier if we has the
> > source code to even TOS 1.0! I suspect it would be a lot more feasible to
> > port Atari's GEM/TOS than to rewrite (port) even the latest version of
> > GEM/XM, which has nothing of the ST in mind.
>
> Why are you still messing about with TOS, and even worse - PC-GEM?? Have
> you any clue on what's been going on in the Atari community the last ten
> years?
>
> > Was the source code ever released or made available somewhere?
>
> No. But if you really want a starting point and seriously consider porting
> a GEM/TOS-compatible OS to a new platform, take a look at FreeMiNT and
> XaAES (or oAESis).

Powerfull words of wisdom. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4199. Ebay sale: Star LC colour printer - boxed

Newsgroup: comp.sys.atari.st
Date: 2000-10-17 23:09:44 UTC
From: "Scott G. Mackay" <scottmac@clara.co.uk>
Message-ID: <D15H5.217$p03.49448@nnrp4.clara.net>
Source record: 56082

Star LC colour Printer - Boxed

Dot matrix printer for use with Atari ST's, PC's and Amigas.
Comes complete in it's original box and poly inserts.

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=471703639

Scott M.

4200. Re: Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: un@liamp.cix.co.uk
Message-ID: <memo.20001018153731.14241O@lproven.compulink.co.uk>
Source record: 55946

In article <81r95emdq1.fsf@junk.nocrew.org>, cg@nospamcrew.org (Christer Gustavsson) wrote:

> This exactly what OSIS is, although there is no activity in the
> project for the moment. There is even some m68k-emulation support at
> the moment, and some atari-gem programs run, at least under
> linux-ppc. Under linux-x86 there are endian problems that need to be
> solved, but at least Atari's LINES.APP run emulated on that architecture
> :-).

So I understand, though I found it hard to get much info from the website, which is rather incoherent.

I think there's a great deal of profitable ground in the two groups co-operating, though.

I think GEM on Linux could work REALLY well, in two scenarios:

[1] under X, as a GNOME/KDE type thing. A simple small fast window manager/desktop environment with an existing applications base and know-how.

[2] Under raw console-mode Linux, perhaps via the framebuffer, as a low-resource graphical system with much less complexity than X.

But how do we get the two together?

--
Liam P.

4201. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39edcc0e$1_3@athena.netset.com>
Source record: 55947

In article <9n3H5.7391$HF.549571@newsread2.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> wrote:
>On 10 Oct 2000 01:30:08 , "Pascal Ricard" wrote:
>>Hello,
>>
>> in article <fhqE5.6945$D81.280525@newsread2.prod.itd.earthlink.net> (comp.sys.atari.st)
>> John Garone wrote on Mon 09-10-2000 20:55 (GMT):
>>
>>> In a follow-up of my post : To John Rojewski (including one of
>>> Steve Sweet's Benny Hill type comments (:->)~ I stated that the problem
>>> cleared up, however I spoke too soon since my next visit produced 18
>>> duplicates (originally 7) and today it's down to 10!!!
>>> ISP=Earthlink (NG=?).
>>
>>Nothing to do with Newsie methink. Same problem here with
>>NEWSWatch/Okami. Must be a problem with a server somewhere on earth.
>>
>>Bye,
>>/Pascal/
>>
>>--
>>Ric's HomePage: http://paricard.free.fr
>>TransAction : http://atari.transaction.free.fr
>>.
> Hoping I'm not speaking too soon, whatever was wrong has mysteriously
>cleared up! The repeat posts went from 3 to 7, 10, 17, 18, 10, 7, 0 !!!
>Fingers crossed!
> John G.

Just out of curiousity are the repeat posts random or do they seem
to be linked to one or a few specific people?

With Outlook at work I will get multiple postings from some people
from time to time in this group. I always just assumed it was something
on their end. Although I don't think I've noticed as many with trn (but I
use that on a different news server).

Dan Ackerman
aka baldrick

4202. Re: Milan 2 in trouble

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <G2JII0.9w@gem.win.co.nz>
Source record: 55948

Lyndon Amsdon (bindon@madasafish.com) wrote:
: Yep, Lattice PLDs were used on the Phenix design as well. I heard it
: was the CPU (68060) that was difficult to get brand new and that they
: would need to change over to the Coldfire range.

So the "highly relevant custom chip, highly integrated into the
motherboard design" is actually the 68060 CPU. That is a good joke isn't
it. These people should be in marketing.

As for using the Coldfire instead, that is an even bigger joke. (Motorola
just announced a new Coldfire core which would be much more useful for
this, but the first standard parts using the core will not be available
until mid-2001.)

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
Atari hardware products - 68HC08 support site

4203. Re: Phantom Accel/Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: sf0218@aol.com
Message-ID: <20001018125102.09997.00000587@ng-cg1.aol.com>
Source record: 55949

So how much does this accelerator cost, in U.S. dollars?
Thanks,
Sam Ferrer

4204. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <surlkbdq5javfb@corp.supernews.com>
Source record: 55950

On 17 Oct 2000 21:41:59 , JI Logan wrote:
>On 17 Oct 2000 14:46:37 , Lyndon Amsdon wrote:
>
>|>Stick any formatted disk in drive A. Your computer mustn't be
>|>booting from the hard drive?
>|
>|Could be more than that JI. I'm not sure but maybe it needs it's
>|chips reseating. Usually a white screen is produced if no disk is in
>|the drive, or the HD is not booting.
>
>With no floppy in A and no hard drive it used to take "ages"
>(perhaps 40 seconds?) to boot but always came up with the normal
>screen.

Yes after a long time, but while it was waiting for the GEM desktop to
appear the screen was a plain white screen. In the original post he
said the screen was black.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

4205. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <surll4q05av004@corp.supernews.com>
Source record: 55951

On 17 Oct 2000 18:49:34 , sweet guy wrote:
>On Tue, 17 Oct 2000 14:46:37 -0000, bindon@madasafish.com (Lyndon
>Amsdon) wrote:
>
>>On 16 Oct 2000 20:14:19 , JI Logan wrote:
>>>On 16 Oct 2000 19:27:37 , sweet guy wrote:
>>To reseat the chips take the top off and clean with brush, lightly.
>>Then press down, be quite firm, on the socketed chips so they creak.
>>If that doesn't help you may need to remove the chips and clean the
>>contacts with some sort of alcohol.
>>
>How can I get those chips out without cracking them completely? The
>memory chips are no problem but those fore-ankle ones are sticky

If you've tried pushing on them a bit, then you'll need to remove them
and give 'em a good cleaning. The square PLCC chips are quite
difficult to remove without the right tools.

Best way is to use a very fine flat screwdriver and prise them
out from each corner, a bit at a time. Quite a few of the sockets
have only two holes at each corner to put a screwdriver so these may
be more difficult.

Have you tried cleaning the TOS chips (not sure where they are on the
Mega ste). They're socketed (2 of them) just do one at a time, so you
don't get them muddled. It won't harm it putting them in the wrong
sockets though (I think!)

Good luck ;-)

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

4206. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <surllv3th2v00c@corp.supernews.com>
Source record: 55952

On 17 Oct 2000 16:51:58 , Lonny Pursell wrote:
>On Tue, 17 Oct 2000, Jared Falvo wrote:

Hi Lonny!

>> But it's possible, regardless what people say. If only we all care enough
>> to achieve it.
>>
>> Are you?
>
>I understand the dream, we all have had it however in order
>to take you serious I'd like to know a few things.
>
>Your age?
What does that matter? I'm 15 but who gives a monkey!?

>How long have you been an Atari user?
Again, does that matter. My first computer was my STe when I got it
in Nov '95. And it's still here sitting on my desk.

>Do you own only Atari's? Or have you already given into the pressure?
I have 3 STes and an old STfm. A 386 laptop, and that stinks. My
internet connection remains with my STe.

>If you have not progressed to at least a TT or Falcon, or a
>clone, a wacked out ST, pushed the envolope, gone to the edge,
>hit that wall... then not to many people are going to take you
>serious.
Why not? You find me a Falcon or TT near me (Bristol, UK) and I might
buy it. I don't want to by on ebay because

1: It's too expensive for what you get
2: I can't go a check it out
3: Shipping cost's an arm and a leg

I did find a Falcon with CAF16 etc but it was gone in about 4 hours of
the paper coming out. The guy said I was about the tenth person to
ring up that day. All I see locally is stacks of old 520 ST's with
games. Not my cup of tea at all.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

4207. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <bbdaklDPNc75Ewm4@lovecraft.demon.co.uk>
Source record: 55953

Once upon a time <8sk53l$l7s$1@nnrp1.deja.com>, Jo Even Skarstein
<joska@online.no> grabbed chalk and scrawled:

>It's a good idea, but it would be better to run it on standard PC
>hardware instead. Macs are slow, expensive, hard to get and have poor
>support for other operating systems than MacOS.

whooosh

Whoa, Jo. Whilst they may still be premium priced compared to PC
hardware, I think that's a very dated view of Macs...

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

4208. Re: Byebye Cortex...

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <39ede631.1096366@news.cwru.edu>
Source record: 55954

Ooops,, sorry everyone. Many people have let me know that Cortex is
in fact still in business. It's just that their website wasn't up, so
I assumed they finally called it quits. Sorry, everyone!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4209. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8skqb1$ms9$1@snipp.uninett.no>
Source record: 55955

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:

>>It's a good idea, but it would be better to run it on standard PC
>>hardware instead. Macs are slow, expensive, hard to get and have poor
>>support for other operating systems than MacOS.

> *whooosh*

> Whoa, Jo. Whilst they may still be premium priced compared to PC
> hardware, I think that's a very dated view of Macs...

Sure, the new Macs are fine, but atleast here in Norway they're almost
twice as expensive as equally spec'ed PC's. And since I don't really like
either of them, I'd choose the fastest and cheapest.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4210. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <t2nH5.31$W12.8619@newsr1.u-net.net>
Source record: 55956

Hello.

> I just bought a mega ste 4 to start up my homerecording studio

A good choice. Genuine software of course.....

> It worked fine for a few days but now it has problems starting up. The
> screen remains black although the harddrive start running. Only after
> a long long time it will eventually start up.

I speak from experience, I have three Mega STEs.

At switch on you should see the white screen with the Atari logo top left.
If you leave it to boot it will perform a memory test and allow the hard
drive, if fitted, to settle. It will then autoboot from the hard drive if
set up to do so. A blank formatted disc in drive A will speed this up.

If you are happy your memory is OK and the hard drive is up to speed press
the space bar, the machine will bypass the wait and boot.

I have had many customers with this 'warm up time', a service sorts out 99%.
Some of the chips in the Mega STE are tricky to extract and broken sockets
are a nightmare.

I do not advise jemmying with a screwdriver.

If you need it servicing ring 01925 266120 to arrange.

Barrie at Keychange.

4211. Re: Milan 2 in trouble

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8sksp4$b8d$1@nnrp1.deja.com>
Source record: 55957

I would think that it isn't so much the availability of the 060,
thousands are used in the embeded market (and Amiga market as well),but
more likely they couldn't get a decent price with their limited
production runs. I have some, and they ran between $180.00 and $230.00
each. It would be hard to market a sub - $1000.00 (USD) computer with
the CPU's each costing that much.
I guess in reality, unavailable and cost prohibitive are one in the
same.

Mike

In article <G2JII0.9w@gem.win.co.nz>,
mb@gem.win.co.nz (Mario Becroft) wrote:
> Lyndon Amsdon (bindon@madasafish.com) wrote:
> : Yep, Lattice PLDs were used on the Phenix design as well. I heard
it
> : was the CPU (68060) that was difficult to get brand new and that
they
> : would need to change over to the Coldfire range.
>
> So the "highly relevant custom chip, highly integrated into the
> motherboard design" is actually the 68060 CPU. That is a good joke
isn't
> it. These people should be in marketing.
>
> As for using the Coldfire instead, that is an even bigger joke.
(Motorola
> just announced a new Coldfire core which would be much more useful for
> this, but the first standard parts using the core will not be
available
> until mid-2001.)
>
> --
> --
> Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
> Atari hardware products - 68HC08 support site
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4212. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39ee03404ddf4c0@online.be>
Source record: 55958

on Wed 18-10-2000 09:37 Jo Even Skarstein wrote:

>In article <971857908-484158AEicMi@cwcom.net>,
>
>I have never used NNTP with aMail (it's always faster to run tin
>remotely), but I believe it's far from finished.

AFAIK, all what you can do is download/read the messages. It's not
possible yet to send messages.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4213. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39ee03404ddf4c1@online.be>
Source record: 55959

on Tue 17-10-2000 09:10 Derryck Croker wrote:

>F
>BTW, I tried aMail out yesterday - after adding the necessary incantation to
>the config file to add NNTP support, it downloaded message headers OK but
>they weren't displayed anywhere, so there was no means of downloading the
>bodies themselves? This part of the program seems to be more of an
>afterthought. It also wouldn't load the default.cfg file at runtime, however
>that might be because I was running it under MagiC.

I don't understand quite well what you means.
AFAIK, one can't download the headers first and then make a selection of
the articles one finally want to retrieve.
aMail downloads directly the messages. You can read then the same way you
read mails
The list of newsgroups you've downloaded are found in the first dropdown
menu usaly INBOX stands. They can be found in the NEWS entry.

The messages itself are stored, al least on my set up in /home/root/amail

-rw-rw-rw- 1 root wheel 338575 Oct 18 18:32 comp.atari
-rw-rw-rw- 1 root wheel 319364 Oct 2 21:28 inbox
-rw-rw-rw- 1 root wheel 38684 Feb 8 2000 maus.hardware
-rw-rw-rw- 1 root wheel 0 Jun 8 17:20 outbox
-rw-r--r-- 1 root wheel 880701 Sep 30 11:15 sent-mail
drwxr-xr-x 2 root wheel 1024 Oct 18 18:36 temp

Be aware though that one can only read messages. Sending messages isn't
possible yet.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4214. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8sl1tv$j3a$1@SOLAIR2.EUnet.yu>
Source record: 55960

On 16 Oct 2000 06:23:52 , Jo Even Skarstein wrote:

>If you really want "power without the price", do this:
>
>1. Buy a standard PC with an ATI graphics-card and a soundblaster.
>2. Write a 68k-emulator (must include PMMU and FPU) with a minimal
>TOS-implementation. You only need a few (X)BIOS-functions, mostly to get
>some text-output.
>3. Write a bootloader that loads the emulator and MiNT and tells the
>emulator to run MiNT.
>
>There you go, you have a new "Atari". fVDI will use the ATI-card just fine
>(yes, it will use the accelerated functions), GSXB with driver will use
>the Soundblaster and MiNT will allow you to run N.AES or XaAES. You'll
>have to write some drivers for MiNT (serial-ports, network cards etc.) but
>you'd have to do that in any case.

This sounds VERY sensible (about the most sensible comment in this thread,
I am afraid), and it could be done in some reasonable time.

A new "atari" hardware that would be available in, say, four years (maybe
that's the time needed to develop such a design?) has no chance ever to
materialize but I suppose that a basic 68k emulator like the one you describe
might be made in several months if someone was willing to make the effort.
Would the people that maintain and develop MiNT be interested in such a feat?
I think they are the ones that would be the most qualified to integrate
seamlessly the emulator, MiNT, N.AES (or XaaES or whatever), Thing or Jinnee.
Maybe parts of emulation code for some of existing emulators (StonX? - free
source) might be used to speed up the realization?.

For fun, I have tried setting up an autostarting multitasking environment in
TOSBox on an average PC: TosBOX 1.10 + TOS 2.06 + MiNT1.12 (newer ones don't
work) + NVDI 4.11 + AES 4.1 (not ideal, I know, but I don't have N.AES) +
Wdialog + Jinnee 2.1 (demo, unfortunately).

It came out very handy and fast and quite impressive with 1024x768 screen
resolution, and gives some approximate impression of a machine you describe.
Quite a lot of software works perfectly, and I suppose that most of that
which doesn't work can be made to work because it runs ok on some other
Atari emulators.

4215. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39EE0C6D.ABA7C6A1@cable.A2000.nl>
Source record: 55961

Bob King wrote:
>
> that
> person is either a provoker of the S*****p type,

I think I got a impression of the state of mind of this character.
I doubt whether this newsgroup is the correct place for a analysis.

Besides, I am highly unqualified. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4216. Re: Byebye Cortex...

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010181653120.81-100000@TT030>
Source record: 55962

On Tue, 17 Oct 2000, Derryck Croker wrote:

> From: jba4@po.cwru.edu (Jeff Armstrong)
> Date: Mon, 16 Oct 2000 15:50:56 GMT
>
> >update of sorts. Apparently the hosting company has removed their
> >website for lack of payment. I guess that's officially the end of
> >that! Too bad for us users...
>
> Funnily enough I received an email from Coretex advising of a new email
> address the other day, after their web site was closed...

I also recieved such a notice and never bought a thing from them,
just talked with Dave once or twice about something.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4217. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10010182305420.175-100000@online.no>
Source record: 55963

On Wed, 18 Oct 2000, Jo Even Skarstein wrote:

> In article <39ecc7a5$0$174@news.zetnet.co.uk>,
> jlog@zetnet.co.uk (JI Logan) wrote:
>
> > |Recent development plans for MagiCMac might be the answer to your
> dreams.
> > |Apparently it's expected to run on that machine with no requirement
> for
> > |the Mac OS, so it'll be lightning fast.
> >
> > That might be the best answer to a lot of future problems.
>
> It's a good idea, but it would be better to run it on standard PC
> hardware instead. Macs are slow, expensive, hard to get and have poor
> support for other operating systems than MacOS.

No, Jo Even, it would not be better to run in on standard PC. If there is any truth to the Milan III rumors (PPC thingy), I would much rather pay a lot more for such a machine than a PC. I can't explain why I think this way, I just do. I don't find any personality in those PC boxes, or something like that :)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4218. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010181659460.81-100000@TT030>
Source record: 55964

On Wed, 18 Oct 2000, Lyndon Amsdon wrote:

> On 17 Oct 2000 16:51:58 , Lonny Pursell wrote:
> >On Tue, 17 Oct 2000, Jared Falvo wrote:
>
> Hi Lonny!
>
> >> But it's possible, regardless what people say. If only we all care enough
> >> to achieve it.
> >>
> >> Are you?
> >
> >I understand the dream, we all have had it however in order
> >to take you serious I'd like to know a few things.
> >
> >Your age?
> What does that matter? I'm 15 but who gives a monkey!?

I don't give a monkey how old you as are I was not talking to you.
So you are right it don't matter. ;-)

However if Jared wishes to toss such grand ideas around I want
to know some background information! I've been beating on Atari's
longer than you have been walking this earth apparently and
so I think it is fair to ask such questions.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4219. Re: Magnawriter

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8sl6hk$36r$1@nnrp1.phx.gblx.net>
Source record: 55965

Ken Springer <wordworks@greeleynet.com> wrote:
: I may have the name wrong, but I believe Bruce Noonan wrote
: a version of ST Writer that had enlarged text for the
: visually handicapped.

: Does anyone know if a version is still available that will
: run on a 520ST that has been upgraded to 1 meg?

Well, I know that any version I have runs on a 1040ST upgraded to four
megs. Somehow, I do not think you have a problem.

It should be found on umich archives.

--
---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

4220. Atari Show 2000

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8sl6v1$cm1$1@uranium.btinternet.com>
Source record: 55966

Hello,

Just to let people know that back issues of Atari Computing will be
available from us at the show, along with quite a few second-hand British
and American ST magazines at very cheap pocket-money prices :)

Also, we'll have a little surprise in store...

Simon Osborne
Atari Active

4221. Re: Milan 2 in trouble

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <FspH5.23017$QB1.7408547@typhoon.southeast.rr.com>
Source record: 55967

The 060s were always high... by the time they were ready to ramp up production of them, Motorola had already decided that it wasn't really worth pushing. In their defense, the 68k line of cpu's couldn't have been extended more than 1 or 2 generations past that, tops. The 603e is hardly the pinacle of PPC chips, but at $44 (less in quantity) I think someone needs to find a decent way to substitute them. Just hope everyone isn't waiting for me to do it. ;-)

Thanks,
John

4222. Re: Phantom Accel/Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <moqH5.202$131.11666@newsread2.prod.itd.earthlink.net>
Source record: 55968

On 18 Oct 2000 16:51:02 , SF0218 wrote:
>So how much does this accelerator cost, in U.S. dollars?
>Thanks,
>Sam Ferrer
>.

Hi Sam,
The quote was in foreign currency but when I find out the US$
I'll post it as soon as I get a bit more info on it's reliability!
John G.

4223. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <QwqH5.251$131.11666@newsread2.prod.itd.earthlink.net>
Source record: 55969

On 18 Oct 2000 12:13:02 , Dan Ackerman wrote:
>In article <9n3H5.7391$HF.549571@newsread2.prod.itd.earthlink.net>,
>John Garone <swampfox1@earthlink.net> wrote:
>>On 10 Oct 2000 01:30:08 , "Pascal Ricard" wrote:
>>>Hello,
>>>
>>> in article <fhqE5.6945$D81.280525@newsread2.prod.itd.earthlink.net>
(comp.sys.atari.st)
>>> John Garone wrote on Mon 09-10-2000 20:55 (GMT):
>>>
>>>> In a follow-up of my post : To John Rojewski (including one of
>>>> Steve Sweet's Benny Hill type comments (:->)~ I stated that the problem
>>>> cleared up, however I spoke too soon since my next visit produced 18
>>>> duplicates (originally 7) and today it's down to 10!!!
>>>> ISP=Earthlink (NG=?).
>>>
>>>Nothing to do with Newsie methink. Same problem here with
>>>NEWSWatch/Okami. Must be a problem with a server somewhere on earth.
>>>
>>>Bye,
>>>/Pascal/
>>>
>>>--
>>>Ric's HomePage: http://paricard.free.fr
>>>TransAction : http://atari.transaction.free.fr
>>>.
>> Hoping I'm not speaking too soon, whatever was wrong has mysteriously
>>cleared up! The repeat posts went from 3 to 7, 10, 17, 18, 10, 7, 0 !!!
>>Fingers crossed!
>> John G.
>
>
> Just out of curiousity are the repeat posts random or do they seem
>to be linked to one or a few specific people?
>
> With Outlook at work I will get multiple postings from some people
>from time to time in this group. I always just assumed it was something
>on their end. Although I don't think I've noticed as many with trn (but I
>use that on a different news server).
>
> Dan Ackerman
> aka baldrick
>.
Hi Dan,

It seemed random (did'nt think to notice if it was related to certain posts).
John G.

4224. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39EE1280.7810D292@cable.A2000.nl>
Source record: 55970

Hi

Djordje Vukovic wrote:

> For fun, I have tried setting up an autostarting multitasking environment in
> TOSBox on an average PC: TosBOX 1.10 + TOS 2.06 + MiNT1.12 (newer ones don't
> work) + NVDI 4.11 + AES 4.1 (not ideal, I know, but I don't have N.AES) +
> Wdialog + Jinnee 2.1 (demo, unfortunately).
>
> It came out very handy and fast and quite impressive with 1024x768 screen
> resolution, and gives some approximate impression of a machine you describe.
> Quite a lot of software works perfectly, and I suppose that most of that
> which doesn't work can be made to work because it runs ok on some other
> Atari emulators.

Very interesting to read this.
Maybe you should try GEMULATOR? I have understood that tosbox doesnt emulate
all the hardware, only just enough to run clean GEM programs.
Perhaps Gemulator can run newer MiNT versions? There is a free version.

If not, I can prepare a XaAES version that runs on MiNT 1.12

If I remember well, I must have a 500MHz pentium somewhere around. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4225. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39EE1389.70D919B2@cable.A2000.nl>
Source record: 55971

Hi Odd

Odd Skancke wrote:

> No, Jo Even, it would not be better to run in on standard PC. If there is
> any truth to the Milan III rumors (PPC thingy), I would much rather pay a
> lot more for such a machine than a PC. I can't explain why I think this
> way, I just do. I don't find any personality in those PC boxes, or
> something like that :)

But Odd! After this treat the PC will have *your* personality built in. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4226. Re: Magnawriter

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39EE5570.A32E70E9@greeleynet.com>
Source record: 55972

Jim DeClercq wrote:
>
> It should be found on umich archives.

Would you please pass along the URL?

Thanks.

Ken

4227. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971978034-50943AEicMi@bun.com>
Source record: 55973

Hi Ji

>With no floppy in A and no hard drive it used to take "ages"
>(perhaps 40 seconds?) to boot but always came up with the normal
>screen.

What are the memory test and server delay bars doing during this wait??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4228. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972023850-105891AEicMi@cwcom.net>
Source record: 55974

From: jlog@zetnet.co.uk (JI Logan)
Date: 17 Oct 2000 21:41:58 GMT

>I used to keep all the news items but now delete 95% after glancing
>at them (especially if the quote is so long the answer is not
>visible). Keep the group open and unmoderated but accept that some
>is rubbish.

Absolutely, I've lost count of the messages that have succumbed to the "Delete" key unread due to the complete lack of thought that obviously went into the reply. I've been thinking that the task of a moderator in this and the allied NG's could be more of an advisor on such topics as the inadvisability of quoting an entire message to put a "Me too" at the end?
--


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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4229. Re: Phantom Accel/Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972023854-106576AEicMi@cwcom.net>
Source record: 55975

From: swampfox1@earthlink.net (John Garone)
Date: Tue, 17 Oct 2000 22:26:56 GMT

>I'm looking for opinions on the Phantom Accelerator (good or bad)
>for the Falcon (prefereably from those who have tried it). (:->)~

Someone reported a while back that it was perfect, that's the only
report I've heard thus far.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4230. Re: Annoying little MagiC-problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972023856-107029AEicMi@cwcom.net>
Source record: 55976

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Tue, 17 Oct 2000 23:08:00 GMT

>On 17 Oct 2000 13:35:54 , Jo Even Skarstein wrote:
>>I have a small, but very annoying problem with MagiC on my TT: I'm

>That is strange. I have the shutdown.prg linked in Jinnee so it always
>works. The Control-Alternate-Delete also activates the shutdown.prg. I am
>sure Thing would have a way to this also.

Probably by using the env. variable:

#_ENV SDMASTER=C:\GEMSYS\GEMDESK\SHUTDOWN.PRG

in magx.inf?

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4231. Re: Annoying little MagiC-problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8sjieb$6vv$1@nnrp1.deja.com>
Source record: 56087

In article <8sikku$g3h$1@nnrp1.deja.com>,
Sean Barbieri <s.barbieri@atarinet.co.uk> wrote:

> Do you have Magxdesk set as the variable for shell in the max.inf Jo?

No, I'm using Thing so naturally "shell" is set to Thing.

> I remember doing something like this myself ages ago. If so just try
> leaving it empty.

This will leave me with Magxdesk, which is quite useless to me. My
entire work-environment is built around Thing + Taskbar...

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4232. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ed60a6$0$175@news.zetnet.co.uk>
Source record: 56088

On 17 Oct 2000 11:14:24 , "Jared Falvo" wrote:

|The thing I can't understand is why everyone seems so "anti-improvement" in
|the ST/TOS scene. Why is everyone so "it's a hobbyist thing"? Are we all
|just using our Atari/clones for nostalgiac reasons?

I am not anti-improvement but I am anti pointless dreaming. I use my
Hades seriously all the time. I do letters, reports, scanning, OCR
work etc. The reason I use an Atari at all is the ease of use of the
OS and programs. I use a Hades because it is faster and has more
memory. Large images are no problem. Papyrus is great, particularly
on the faster machines.

I would be happy to buy anything that was of the same simplicity but
was significantly faster. Phenix is gone, Milan II seems to have
gone. What will I do if the Hades gives up? If you are prepared to
design and sell a better machine that will run my programs I will
buy it (if it is not too expensive). The new MagicMac running on a
bare PPC Mac sounds ideal.

| . . . .
|But look where we are now? Faster and better technology is all we look
|forward to. No more innovation, no more real exciting progress. We're at
|1Ghz CPU's and climbing. We've got 256Mb systems and 64Mb video cards and
|40Gbyte hard drives, not to mention a host of other doo-dads. We're so
|friggin' jaded, technology is nothing but trivial to us now.

I can't help feeling that your argument lacks logic. Are you for new
technology or against it? You seem to be against it here and for it
in your argument below.

|Ok, so where does that leave us as Atari/clone users? Lost and forgotten,
|that's where. We strive to prove our latest clones or modded-to-death
|Falcons can do the Internet. Wow. Does anyone really care? I doubt it.

I don't care whether any outsider using a pc cares or not. If they
can only see multimedia etc and not the practicalites then more fool
them.

| . . . .
|All I'm saying is that we break out of this ghost town we're living in and
|make some innovative new steps for us to all follow in. Sure it won't be
|the latest technology. Sure it won't be the fastest. Sure it won't be the
|best.

What is the point of striving for something if it is not the
fastest and the latest technology? You already have old, slow

technology in the form of a basic ST.

| . . . . .
|I left the Atari scene years ago and, except for that pesky memory of
|nostalgia, haven't looked back since.

Why jabber on at people who stuck with Atari?

| . . . .
|All I'm offering is a dream that says, take the old software, rewrite it for
|a new GEM written for PowerPC (or Pentium, for all I care!). If you truely
|cared about using the software for more than "reliving the past"

Sounds like fast, new technology! And why do you assume that we are
all just reliving the past? That is what you wanted to do by
re-starting "Atari." The Atari scene only survives because people
are USING their machines and their programs.

| . . . .
|If we're not trying to keep the spirit alive, then it's truely pointless to
|continue. Even if the spirit is called something else and lives in a
|different system, it's still the same spirit.

| . . . .
|All it takes is people who know how and are willing to program
|All it takes are people who know how and are willing to design the computer
|All it takes are people with a little money to band together

Well, that shouldn't be too difficult given a weekend or so.
Alternatively all we have to do is wait for the new MagicMac.

4233. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8sjr0v$e5i$1@nnrp1.deja.com>
Source record: 56089

In article <971857908-484158AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> Fair point about LAN (but I wonder how many people are using a
network?). I

Quite a few I would guess. There's already a lot of people that connect their Atari to the net through a PC or Mac, simply because they want to use both at the same time and because their Atari doesn't have the necessary hardware (i.e. ethernet-card).

> will argue with you about Fiffi though, with Scripter control and a
Resume
> function it knocks spots off both NEWSie's ftp section and aFTP,
however I
> much prefer aFTP's interface over Fiffi's.

I personally use either NcFTP, Midnight Commander or just plain BSD-ftp, simply because I find them easier and faster to use.

> >E.g. it would be nice to be able to use Chatter together with aMail,
> >ssh and NcFTP.
>
> Maximising your online time, I can certainly go along with that! :-)

Exactly. And this can be done if the specs to IConnect is released, as it would allow people to write IConnect-overlays to STiNG/STiK and MinT-Net. It has already been done with Draconis (for STiNG and MiNT-Net) and STiK (GlueSTiK for MiNT-Net).

It's possible that ASH believes that this will reduce profit, as their users no longer needs to buy *all* their internet-tools from them, but I believe the result will be the opposite: If you can use IConnect clients together with STiK/STiNG, Draconis and MiNT-Net clients, more people will buy e.g. Chatter and perhaps ASH Emailer.

> BTW, I tried aMail out yesterday - after adding the necessary
incantation to
> the config file to add NNTP support, it downloaded message headers OK

I have never used NNTP with aMail (it's always faster to run tin remotely), but I believe it's far from finished.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
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4234. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <CdfH5.117$9W6.4534@newsread2.prod.itd.earthlink.net>
Source record: 56090

On 15 Oct 2000 13:20:22 , "Jared Falvo" wrote:
>I am a visionary. Not a developer. Not a programmer. I am the one who
>likes to see things others can't or refuse to. No need to rehash what no
>one is willing to try. I hate seeing my dreams torn asunder by those who
>can't see the forest for the trees. Or can't see trees where only a bare
>piece of land exists currently.
>
>I'd surely be willing to MAKE a lead if I knew what pins (wires) to put
>together. But one set of people seem to say that pin 2 (Composite) exists
>and another set seem to say it doesn't exist.
>
>I just want to know one way or another before I spend $5.50 on a system that
>I may not be able to do what I want to on it, which is hook it up to our A/V
>TV.
>
Jared (if that's your real name),
Your not a devolper or a programmer and your "visionary" skills need
glasses as thick as the bottom of soda bottles!!! I'm not not a developer
or a programmer either but sometimes I can tell when someone is dishing
out a lot of sheep dip! And all over $5.50 ??? That's a real bank breaker
there!!! Why don't spend some of that wasted energy on learning how to
acrue a better reputation instead of earning one of a disruptor? Try
talking to some of these good programmers here in this NG (who have
already earned their wings) about what has already been tried and how
the Atari evolved before you go making demeaning remarks about
willingness, dreams and trees!!!
Or better yet, start a new thread (as you've done before) as if no
one here can read either!!!
John G.

4235. Re: Phantom Accel/Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8sk1af$i9m$1@nnrp1.deja.com>
Source record: 56091

I've bought a Phantom SE, the instructions are nice and clear, the qulaity of the PCB's is OK, I've fitted the 44kHz clock part to my home Falcon and it works perfectly, detected by both Aniplayer and Falcamp. I'll be fitting the accelerator part to my studio Falcon, it look sto be very similar to the Nemesis, ie not for beginners, but if you know your way around a soldering iron (and have a nice low-power one with a fine tip) then you'll be OK...

chrisc

In article <Qm4H5.36562$Qf5.389091@newsread1.prod.itd.earthlink.net>, swampfox1@earthlink.net (John Garone) wrote:
> Hi All,
> I'm looking for opinions on the Phantom Accelerator (good or bad)
> for the Falcon (prefereably from those who have tried it). (:->)~
> John G.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4236. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8sk53l$l7s$1@nnrp1.deja.com>
Source record: 56092

In article <39ecc7a5$0$174@news.zetnet.co.uk>,
jlog@zetnet.co.uk (JI Logan) wrote:

> |Recent development plans for MagiCMac might be the answer to your
dreams.
> |Apparently it's expected to run on that machine with no requirement
for
> |the Mac OS, so it'll be lightning fast.
>
> That might be the best answer to a lot of future problems.

It's a good idea, but it would be better to run it on standard PC
hardware instead. Macs are slow, expensive, hard to get and have poor
support for other operating systems than MacOS.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4237. ACE - a 16bit soft-synthesizer for the Falcon030.

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Daniel Hedberg <nospam@thankyou.com>
Message-ID: <o3hH5.1285$jv2.192571@newsc.telia.net>
Source record: 56093

```
Interested in music software for the Falcon030?
Find out more about our latest project ACE, a 16bit soft-synthesizer by
pointing your
browsers to http://home.swipnet.se/newbeat

Project information and screenshots available!

Take care,
Daniel Hedberg
New Beat
```

4238. Re: Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Christer Gustavsson <cg@nospamcrew.org>
Message-ID: <81r95emdq1.fsf@junk.nocrew.org>
Source record: 56094

un@liamp.cix.co.uk (Liam Proven) writes:
> The other objective is to create a portable multitasking GEM running on
> top of Linux or some other multitasking OS. This would then be able to
> run on various non-Intel architectures, such as PowerPC or ARM.

This exactly what OSIS is, although there is no activity in the
project for the moment. There is even some m68k-emulation support at
the moment, and some atari-gem programs run, at least under
linux-ppc. Under linux-x86 there are endian problems that need to be
solved, but at least Atari's LINES.APP run emulated on that architecture
:-).

/Christer

4239. Magnawriter

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <39EDB4E0.3E0963A1@greeleynet.com>
Source record: 56095

I may have the name wrong, but I believe Bruce Noonan wrote
a version of ST Writer that had enlarged text for the
visually handicapped.

Does anyone know if a version is still available that will
run on a 520ST that has been upgraded to 1 meg?

Thanks.

Ken

4240. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 00:11:58 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39ecf8145f7c9e0@free.fr>
Source record: 56083

Hello,

in article <9n3H5.7391$HF.549571@newsread2.prod.itd.earthlink.net> (comp.sys.atari.st)
John Garone wrote on Tue 17-10-2000 21:19 (GMT):

> Hoping I'm not speaking too soon, whatever was wrong has mysteriously
> cleared up! The repeat posts went from 3 to 7, 10, 17, 18, 10, 7, 0 !!!
> Fingers crossed!

No problem here either for a few days :-)

ï¿½+,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4241. Re: Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 01:06:00 UTC
From: un@liamp.cix.co.uk
Message-ID: <memo.20001018020600.37343B@lproven.compulink.co.uk>
Source record: 56084

In article <5fGG5.239$qj2.43209@news.goodnet.com>, luposian@mailcity.com (Jared Falvo) wrote:

> Was the source code ever released or made available somewhere?

Yes!

ST GEM is based on GEM 1.0. DR itself continued to develop GEM up until GEM 3.1, and incomplete versions 4 and 5 were released by third parties - but this is only the Intel PC version.

It's source-compatible with ST GEM, and a couple of years ago was made open-source under the GPL by the current owners of DR's intellectual property, Lineo Inc. (http://www.lineo.com).

There is a project running to update FreeGEM, currently based on DR's v3.1 sources, with the features of ViewMAX 1, 2 and 3 and GEM 3 and 4, as well as achieving functional parity with later ST releases.

Much of the low-level work has now been done.

The project's homepage is http://www.deltasoft.com and we welcome any and all people who are willing and able to contribute.

We have two targets. One a modern, fully-functional GEM that still runs on MS-DOS compatible OSs in Real mode - i.e., on an Intel 8086 or compatible. Small, fast and efficient.

The other objective is to create a portable multitasking GEM running on top of Linux or some other multitasking OS. This would then be able to run on various non-Intel architectures, such as PowerPC or ARM.

It would certainly be possible to write a 680x0 compatibility layer for this to allow ST GEM applications to run, and some of us would love to see that happen.

--
Liam Proven • http://come.to/liamsweb

4242. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 02:30:38 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9747.326T1900T2105105optimus@canit.se>
Source record: 56085

Jared Falvo skrev:

>The thing I can't understand is why everyone seems so "anti-improvement" in
>the ST/TOS scene. Why is everyone so "it's a hobbyist thing"? Are we all
>just using our Atari/clones for nostalgiac reasons? Seems kinda pointless
>to me. I like to remember how much I loved my 1040ST, back in '86. But I
>try not to, because, in all honesty, it hurts too much, realizing those WERE
>the happiest years in my life. When technology was still something exciting
>and Atari was doing things others hadn't done (a 1Mb 68000 system for under
>$1,000? WOW!!!).

Why are we so "anti-improvement"? Because the "improvement" in question is
being proposed by an utter quack.

>But look where we are now? Faster and better technology is all we look
>forward to. No more innovation, no more real exciting progress. We're at
>1Ghz CPU's and climbing. We've got 256Mb systems and 64Mb video cards and
>40Gbyte hard drives, not to mention a host of other doo-dads. We're so
>friggin' jaded, technology is nothing but trivial to us now.

True. And 40MB HDs are quite handy. I can back up every other hard drive on
the network and still have ample space. CD-ROMs are antiquated by now, I can
just keep it on-line all at once. ^_^

>Ok, so where does that leave us as Atari/clone users? Lost and forgotten,
>that's where. We strive to prove our latest clones or modded-to-death
>Falcons can do the Internet. Wow. Does anyone really care? I doubt it.

You certainly don't. I don't really know what your business is here, since you
don't use your Atari (Have you ever tried a modded-to-death Falcon?).
Besides, the Falcon is completely tangible, whereas the Neotari is not.

>We're living in the ashes, instead of soaring above the clouds. All because
>no one is willing to admit that the way things are is no longer worth a hill
>of beans to anyone!

Wrong. It's all because of Atari and Atari users and market forces et al.

>All I'm saying is that we break out of this ghost town we're living in and
>make some innovative new steps for us to all follow in. Sure it won't be
>the latest technology. Sure it won't be the fastest. Sure it won't be the
>best.

...so we're back at square one. =)

>But it's a whole lot better than living in the nostagic past forever, trying
>to justify keeping your ancient piece of Atari-era crap and make it do the
>Internet a fraction as well as any lame-assed 486 PC can do with a decent

>PCI video card running Win85!

What the bloddy hell do you mean by that? Has your brain been replaced by a monkey's testicle recently or have you always been that way? If you don't like Atari "crap", go somewhere else. Try the Sinclair QL users next door, perhaps are they interested.

>Atari did us wrong, commited suicide, and left us to suck on the bleached
>white bones of their corpse. Gee, life is grand ain't it? And we've been
>trying to make due with what's left, ever since!

You're absolutely right. Your point being?

>I left the Atari scene years ago and, except for that pesky memory of
>nostalgia, haven't looked back since. But I'm always wishing it could have
>been different, that Atari was still alive and well and not just some
>namesake of Hasbro. But the timeline has played out this way an we have to
>live with it.

So you come back in a humdrum, expecting everyone to jump onto your shiny bandwagon of dreams of grandeur, dreams which have never been requested by the real Atari users, those who, as opposed to you, haven't jumped ship.

>All I'm offering is a dream that says, take the old software, rewrite it for
>a new GEM written for PowerPC (or Pentium, for all I care!). If you truely
>cared about using the software for more than "reliving the past" (which is
>nothing but a waste of time anyways), you would see what I'm saying has
>purpose.

But let's take a step back and look at your proposal. Does it even have the slightest chance of being realised? Is it what the Atari users want?

>Time and money and effort are ALWAYS part of the equation. Especially where
>change is concerned. I mean, are we just going to stand there at this
>dead-end we're left at, or are we going to back up a few houses and go down
>a road we haven't travelled that at least goes somewhere a few years longer
>if not infiniately longer?

Are we to change into that new sports-car which as of yet only exists on the draeing board and has no fuel?

>The point at which one can stop seeking further progress is when all your
>needs are perfectly met. When your system does EVERYTHING as fast as you'll
>ever need it (or as fast as it can be done), when the software is flawless
>and the games are perfect.

>But that time isn't yet.

And you certainly aren't the harbinger of a new era in Atari computing.

>If I bring to the table one vision, imagine this:

>Any application you run, running significantly faster!

Get a Hades.

>Any game you play, being that much more exciting!

Get a Playstation.

>Any software you use, being that much better!

Get an Amiga.

>Any software ideas not yet created, now being available!

Get BeOS.

>Now assuming that software/game/application runs on an Atari ST or clone,
>where does that leave us? With a task ahead. And living in the past and
>pushing aging technology in directions it can't go, is not going to get us
>there.

Is that some kind of mantra of yours? It keeps reappearing every second
sentence. Have you even once tried out this aging technology pushed to its
limits?

>Software development is fueled by hardware potential. The reason so few are
>still developing software is because the hardware (clone or not) is at it's
>life's end. It's been pushed, and hacked, and prodded in every direction
>within the confines of the 68K series. And that road is exhausted. Utterly
>and completely.

Untrue. The ST was absolutely static in the hardware department for seven or
eight years. It enjoyed an immense software production.

>And I believe it's time to jump the tracks, take what baggage we can that
>doesn't hamper our progress, and see where we can go from there.

You have already chosen your path. Now, when you have a Neotari, please come
back. Vapourware is not all that exciting in a community which has been ridden
by far too much of that from every corner.

>If the Atari ST software doesn't matter, then none of this matters.
>If The Atari ST "look and feel" (OS) doesn't matter, then none of this
>matters.

>If we're not trying to keep the spirit alive, then it's truely pointless to
>continue. Even if the spirit is called something else and lives in a
>different system, it's still the same spirit.

True. Your point being?

>If you run a favorite application that originally ran on an ST, but now runs
>on a system that has a similar look OS-wise, but a newer, faster CPU. Is it
>not the same application? As long as we remember what we're doing and why
>we're doing it, it doesn't matter if the app runs on a PC that runs GEM or a
>GEM system that runs off a PowerPC.

Please stop spouting all those platitudes, they are only relevant when
applicable to a real-world situation.

>It's the apps and operating system that makes us happy. And if changing
>direction, to allow us new opportunities to innovate and create, is what we
>need to do, then why not do it?

It's the apps and operating system that makes us happy. That's why some still
use Ataris, even though the hardware may leave a lot to be desired.

>Money, right?
>Time, right?
>Effort, right?

You're bloody right!

>Is it worth it or not? Is keeping up with the times and not scraping in the
>dust worthwhile or not? Or does anyone care anymore... except for
>nostalgia?

You're the one being nostalgic here, reminiscing of your old glory days with
the ST. You haven't run one in years, and are thus a relic. You're an
anachronism in this particular context, and your knowledge of the current
Atari scene is about as deep as that of Giuglio Marconi's in the field of
integrated circuits.
Please, comp.sys.atari.st is not a fairground for your sentimental journey,
and its inhabitants are no tourist attractions.

>If I could forget my past with the ST and Atari, I gladly would. It's
>simply too painful to remember all that potential screwed straight to hell.
>All I'm trying to do is make it possible to remember the past fondly and yet
>also be able to say, "look at where we've taken it!". No one but us is
>going to make a change. Atari won't. Hasbro won't.

And you certainly won't.

>Am I just yelling to the breeze? Am I calling upon completely deaf and
>uncaring ears? Am I the only one who is so friggin' tortured by the way
>things have turned out that I desparately want to see a change, regardless
>how impossible that change seems to accomplish?

You're the one who's out of touch. Your ideas are of equally little interest
to both the Atari community and the world at large.

>All it takes is people who know how and are willing to program

Are you one of those? Then program. Put your material up at
http://www.sourceforge.net/. Share with others, when you actually have
something to share.

>All it takes are people who know how and are willing to design the computer

Contact Rodolphe Czuba.

>All it takes are people with a little money to band together

Get a mortgage and register Neotari Corp.

>Nothing is accomplished overnight. Nothing worth doing right is going to
>necessarily be cheap or easy.

>But it's possible, regardless what people say. If only we all care enough
>to achieve it.

>Are you?

Do you care about Atari? If so, where have you been for the last ten years?

--
En ligne avec Thor 2.6.

I use OpenBSD 'coz it has a cool blowfish logo. The other BSDs look satanic.
- Anonymous Coward

4243. WTB:cd rom connector

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 04:11:01 UTC
From: claire southagte <rainbowchild@ntlworld.com>
Message-ID: <B612D354.711%rainbowchild@ntlworld.com>
Source record: 56086

hi
does anyone have a cd rom connector for the st? an icd or link 2? software
would be good also :)

4244. Re: TT to Mac via RS422 port?

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 23:26:14 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39EE3196.F8529740@ihug.co.nz>
Source record: 55977

Hi there,

Jo Even Skarstein wrote:
>
> Bill F <flipflapx@coastalnet.com> wrote:
> > What is the best way to network a TT to a Mac?
>
> If you can run SLIP or PPP over that port on the Mac (you should), you can
> run STiNG or MiNT-Net on the TT and use a "normal" TCP/IP connection
> instead of AppleTalk. An ordinary Mac printer-cable can be used as a
> null-modem cable between the Mac and TT.

I tried to do that using STiNG on my Falcon, but couldn't find any software
on the Mac that was friendly enough to allow a direct 'null' connection on
the LAN port. Finally I gave up, and just did null modem via CoNnect and a
Mac terminal program (Z-Term), for file transfer. IP masq etc would have
been nicer...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4245. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-18 23:42:28 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39EE3561.851B204B@ihug.co.nz>
Source record: 55978

Hi there,

Iggy Drougge wrote:
>
> Please choose another name, we already have a Fenix and a Phenix in the Atari
> world, we don't need any more confusion.

There isn't any confusion. The previous one(s) didn't even grow
feathers to fly let alone fly...I have my doubts here too...

> Oh, and I'll believe it when I see it, no earlier.

You'll find Jimmy Hoffa before you'll find another company
game enough to try investing in the miserly Atari market...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4246. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8sm7o4emp1@nnrp1.deja.com>
Source record: 55979

In article <8sl1tv$j3a$1@SOLAIR2.EUnet.yu>,
vdjole@EUnet.yu (Djordje Vukovic) wrote:

> materialize but I suppose that a basic 68k emulator like the one you
describe
> might be made in several months if someone was willing to make the
effort.

Actually, if one could live with DOS for a while it should be possible to adapt an emulator like PacifiST to work with FreeMiNT and fVDI. The problem with current MiNT-kernels (IIRC) is that the new, built-in FATFS only works on "real" hardware, so fixing that (preferably in the emulator) should be the first thing to do. Then one must implement a PCIBIOS and (possibly) adapt fVDI's Mach64-driver, and adapt GSXB's Soundblaster-driver. I guess a real harddisk-driver must be implemented as well. Then it would be possible to minimize the emulation of hardware.

FreeMiNT already works with DOS-compatible FAT16 and FAT32 partitions, as well as VFAT. It also supports minixfs and ext2, so it would integrate very well with other operating systems on the PC without actually *needing* any of them.

> Would the people that maintain and develop MiNT be interested in such
a feat?

I don't think they're emulator-fans (neither am I, but what can you do when you need (want) faster hardware...).

> For fun, I have tried setting up an autostarting multitasking
environment in
> TOSBox on an average PC: TosBOX 1.10 + TOS 2.06 + MiNT1.12 (newer

[...]

> It came out very handy and fast and quite impressive with 1024x768
screen
> resolution, and gives some approximate impression of a machine you
describe.

I've tried this with GEMulator, which unfortunately only worked in monochrome and didn't use any accelerated graphics. A real VDI-driver would do wonders for most emulators. This is also something Johan Klockars (author of fVDI) seems to be interested in.

--
/*

```
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.
```

4247. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8sm96a$fq8$1@nnrp1.deja.com>
Source record: 55980

In article <Pine.MNT.4.10.10010182305420.175-100000@online.no>,
oskancke@online.no wrote:

> No, Jo Even, it would not be better to run in on standard PC. If
there is
> any truth to the Milan III rumors (PPC thingy), I would much rather
pay a
> lot more for such a machine than a PC. I can't explain why I think
this
> way, I just do. I don't find any personality in those PC boxes, or
> something like that :)

Highly irrational, but so is using Ataris in the first place so I think
I understand you ;-) However, when we start using emulators I would
rather use fast, cheap hardware I can buy in any local computer store
than having to import expensive hardware from Germany.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4248. Re: TT to Mac via RS422 port?

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8sm9jn$fu1$1@nnrp1.deja.com>
Source record: 55981

In article <39EE3196.F8529740@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:

> > If you can run SLIP or PPP over that port on the Mac (you should),
you can
> > run STiNG or MiNT-Net on the TT and use a "normal" TCP/IP connection
> > instead of AppleTalk. An ordinary Mac printer-cable can be used as a
> > null-modem cable between the Mac and TT.
>
> I tried to do that using STiNG on my Falcon, but couldn't find any
software
> on the Mac that was friendly enough to allow a direct 'null'
connection on

So this is a problem on Macs as well? I had lots of problems with this
on the PC (Win98) as well, I ended up in writing a "modem emulator"-
script for chat and fooled the PC to believe that my Falcon was a
modem... I don't know if something like chat exists for STiNG though.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4249. Re: Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Christer Gustavsson <cg@nospamcrew.org>
Message-ID: <813dhtcjak.fsf@junk.nocrew.org>
Source record: 55982

un@liamp.cix.co.uk (Liam Proven) writes:
> I think GEM on Linux could work REALLY well, in two scenarios:
>
> [1] under X, as a GNOME/KDE type thing. A simple small fast window
> manager/desktop environment with an existing applications base and
> know-how.

I don't think that it is trivial to design a GEM system that way,
because of the way VDI workstations are used by applications. Maybe it
is possible to solve with some dirty tricks, though.

> [2] Under raw console-mode Linux, perhaps via the framebuffer, as a
> low-resource graphical system with much less complexity than X.

This is the way OSIS, or ovdisis actually, works. It works with the
framebuffer and GGI, although the GGI part supports less than the fb
part.

/Christer

4250. Re: Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: un@liamp.cix.co.uk
Message-ID: <memo.20001019133239.16797E@lproven.compulink.co.uk>
Source record: 55983

In article <813dhtcjak.fsf@junk.nocrew.org>, cg@nospamcrew.org (Christer Gustavsson) wrote:

> I don't think that it is trivial to design a GEM system that way,
> because of the way VDI workstations are used by applications. Maybe it
> is possible to solve with some dirty tricks, though.

I am sure you're right. I don't know much about the technical underpinnings of GEM.

One possible way is the way WinNT runs 16-bit Windows applications. The new, 32-bit Windows kernel is not binary-compatible with the 16-bit one. So, 16-bit apps can't run directly under it.

Instead, there is a translation layer called WOW.EXE: stands for Windows-on-Windows. It "thunks" 16-bit calls through to 32-bit calls to the kernel, and translates the results back. 16-bit code runs on WOW, WOW runs on the 32-bit kernel.

The great advantage of this is that you can run several copies of WOW at once, and each 16-bit application thinks it's the only one. Programs that cannot or do not multitask under 16-bit Windows, or Windows 95/98/ME (which still has a partly 16-bit kernel), can multitask happily and safely on NT.

So the "big" native GEM system - call it X-GEM for the sake of argument - can be totally incompatible with old applications. As long as the APIs remain similar enough for source code to be recompiled, perhaps with some global redefines, that's OK.

X-GEM but runs a stub that presents the old API to old GEM applications so that they can run under the new environment.

> > [2] Under raw console-mode Linux, perhaps via the framebuffer, as a
> > low-resource graphical system with much less complexity than X.
>
> This is the way OSIS, or ovdisis actually, works. It works with the
> framebuffer and GGI, although the GGI part supports less than the fb
> part.

I see. But does it actually work at the moment?

--
Liam P.

4251. Atari Software for sale..

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: JonOUTathan.whFORite@mSPAMcc.ac.uk
Message-ID: <8FD28C4ECJonathanWhitemccacuk@news.mcc.ac.uk>
Source record: 55984

Hi all..

I'm a former ST/Falcon owner. Recently I found a box full of software in my attic and rather than throw it all away, I thought I'd offer it for sale here. All of it is proper, bought and paid for software with manuals. Some of it has suffered a bit from being in the attic in terms of the maunals being a bit damp, but it all looks in OK condition to me. But here's the key - I have no way of testing any of this stuff to make sure if the disks are OK. This is why I'm selling it dirt cheap, because I don't honestly know if it will all work or not.

Price is dead simple. Each 'thing' is a fiver, plus the postage required to get it to you. I'm in Manchester, UK, by the way.

As follows..

Apps

Papyrus Gold
WordFlair II
Calligrapher Gold V3
Hisoft Truepaint
Hisoft C Interpreter

NVDI
SpeedoGDOS (plus some extra disks of fonts)
Ease Desktop

Games

Speedball II
Gods
Mangetic Scrolls Collection
Wonderland (Magnetic Scrolls adventure game)
Corporation + Mission Disk
StarGlider II
Elf

Book

Abacus Gem Programmers Reference

Contact me via email or leave a reply here and I'll get in touch with you.

TTFN
Jon
--
"It was rather an unusual shop because it didn't sell
anything..."
Jonathan White, COS group, Manchester University

4252. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <2fCH5.23828$QB1.7824470@typhoon.southeast.rr.com>
Source record: 55985

Can't believe you people are talking about emulators. That is equivalent to saying "PC's are cool hardware, if only they had an OS I liked". More than that even... add to it "Atari's had such a great OS, that I'd be willing to accept it even with a really obnoxious emulation layer".

Bring back the do-nothing dreamer, unrealistic fool that he is, any day. Hell, I'd rather try to have a conversation with the build your own cable box spammer, than to talk about this.

John

4253. FS: Atari ST & Accessories

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <39EEF0F8.88F83565@usa.net>
Source record: 55986
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Any offers for these?

Atari 520 STe (upgraded to 4Mb)
ICD Link SCSI adapter
100Mb SCSI Drive
Forget Me Clock 2

Mono Monitor (non-Atari)
ST > Scart cable
Monitor Switch Box

Cheetah Bug Joystick
Konix Speedking (Right handed) Joystick

Star LC-24 10 Dot Matrix Colour Printer

I'm in Glasgow, so a local sale would be helpful, but not essential.

--
AG

Remove removes from address to remove anti-spam measures.
--

Alan Gauton E-Mail ag@spd.eee.strath.ac.uk

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

4254. FS: Atari ST Software

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <39EEF549.8EE659AC@usa.net>
Source record: 55987
Cross-posted to: uk.adverts.computer,comp.sys.atari.st

Again, any offers for these. Located in Glasgow.

Canvas (Art Package)
Diamond Back II (Backup tool)
Lattice C 5.52 (Lot of manuals, so weighs quite a bit)

--
AG

Remove removes from address to remove anti-spam measures.
--

Alan Gauton E-Mail ag@spd.eee.strath.ac.uk

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

4255. Re: Phantom Accel/Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: sf0218@aol.com
Message-ID: <20001019095158.09997.00000848@ng-cg1.aol.com>
Source record: 55988

Thanks!
Sam

4256. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39EF099C.1201C770@ooc.de>
Source record: 55989

xlator@cix.compulink.co.uk wrote:

> It's worse than that! TOS, DOS, MagiC etc can only access clusters,
> which are normally 2 sectors, so the smallest you can use is 1 KB! In

This is not correct. MagiC can also access clusters with more than 2
sectors.
But this doesn't change anything with respect to the partition sizes
since the maximum number of bytes per cluster is limited for TOS
compatible partitions.

> I believe the reason is the limitation of the FAT size, so the number of
> records that need to be kept stays more-or-less constant as partitions
> get larger. In theory one could use clusters of 1 sector for small
> partitions, but I'm not sure that TOS etc, could handle that.

MagiC can. You can get all this information with the "GEMDOS limits"
function in HDDRUTIL.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4257. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39EF0A06.37EF95D@ooc.de>
Source record: 55990

Steve Sweet wrote:

> Does anyone have any more info on the Magic 7 or did it die with the Millan project?.

MagiC 7? I've never heard of it.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4258. Atari items for sale

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Bill Repetto <brepetto@mindspring.com>
Message-ID: <8sn1vn$f24$1@slb3.atl.mindspring.net>
Source record: 55991

check out these auctions:

Atari Portfolio in excellent cond. w/ manual and ac adapter:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=467789981

Atari Mega ST2 with Tweety Board installed:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=468567577

Atari Megafile 60 Hard Drive with ac adapter and cable:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=472281255

Happy Bidding!

4259. Looking for a driver for a MIDI port extension

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Tjalling <d.tjager@freeler.nl>
Message-ID: <8snh4ogcv1@Snowflake_Obsidian.lion-access.net>
Source record: 55992

Hi all,

My brother is looking for a Cubase Driver for Atari ST for a MT-16plus from EWS (extended
SoundWare) Midi-port extension. He doesn't have access to newsgroups so he asked me to put it up. Can anybody help?

Tjalling (d.tjager@freeler.nl)

4260. Re: Phantom Accel/Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <PRIH5.7328$131.213036@newsread2.prod.itd.earthlink.net>
Source record: 55993

On 18 Oct 2000 23:30:26 , John Garone wrote:
>On 18 Oct 2000 16:51:02 , SF0218 wrote:
>>So how much does this accelerator cost, in U.S. dollars?
>>Thanks,
>>Sam Ferrer
>>.
>
>Hi Sam,
> The quote was in foreign currency but when I find out the US$
>I'll post it as soon as I get a bit more info on it's reliability!
> John G.
>.
Here's what I've got (taken from http://phanatic.atari.org) :
NOTE:
Ctirad states he's still producing the board but at a slow rate!
His E-mail info sounds like a win-win situation for the buyer!!!
(I'd rather not post it since I don't have permission!)

75 DM, 25 GBP, 38 EUR, 25 Fr, US $32.00

($35 US for the SE version which includes a separate audio clock!

I converted to US $ using the currency converter at:
http://www.xe.net/ucc

From Ctirad's Info:

```
-----------------------------+++-----------------------------
Atari Falcon 030/Nemesis C-lab Falcon MK-I/Phantom
-------------------------------------------------------------
home of Phantom accelerator, Ax86 project,
Falcon 030 tweaking, Hi-Fi and music
-----------------------------+++-----------------------------
WEB: http://phanatic.atari.org e-mail: phanatic@volny.cz
-----------------------------+++-----------------------------
```

John G.

4261. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971987778-999155AEicMi@bun.com>
Source record: 55994

Hi there

>>It's a good idea, but it would be better to run it on standard PC
>>hardware instead. Macs are slow, expensive, hard to get

Does the phrase "Total Bollox" mean much to you??..

>> and have poor support for other operating systems than MacOS.

Suprise suprise!!. 8~\

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4262. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10010192235560.97-100000@online.no>
Source record: 55995

On Thu, 19 Oct 2000, Jo Even Skarstein wrote:

> In article <Pine.MNT.4.10.10010182305420.175-100000@online.no>,
> oskancke@online.no wrote:
>
> > No, Jo Even, it would not be better to run in on standard PC. If
> there is
> > any truth to the Milan III rumors (PPC thingy), I would much rather
> pay a
> > lot more for such a machine than a PC. I can't explain why I think
> this
> > way, I just do. I don't find any personality in those PC boxes, or
> > something like that :)
>
> Highly irrational, but so is using Ataris in the first place so I think
> I understand you ;-) However, when we start using emulators I would
> rather use fast, cheap hardware I can buy in any local computer store
> than having to import expensive hardware from Germany.

Now, in this house, emulation is so out of the question that I can't find words for it. I mean, I would go to Germany, steal the TOS sources from Michael Schwingen and port TOS/MiNT/Xaaes to a PPC thingy before I even consider emulating :) Ofcourse, to run old Atari apps, a m68k emulator would have to take care of that, but the OS would run native.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4263. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Daniel Hedberg <nospam@thankyou.com>
Message-ID: <m9JH5.1498$jv2.221154@newsc.telia.net>
Source record: 55996

"Steve Sweet" <stevesweet@bun.com> wrote...
> >With no floppy in A and no hard drive it used to take "ages"
> >(perhaps 40 seconds?) to boot but always came up with the normal
> >screen.
>
> What are the memory test and server delay bars doing during this wait??.

It's not even certain that any bars show up, it depends on the
TOS version. AFAIK version 2.05 installed in some MegaSTe's doesn't
show any bars when booting. However it does perform the memory test.

Take care,
Daniel Hedberg
http://home.swipnet.se/newbeat

4264. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39ef60c4$0$180@news.zetnet.co.uk>
Source record: 55997

On 18 Oct 2000 20:17:04 , Steve Sweet wrote:

|>With no floppy in A and no hard drive it used to take "ages"
|>(perhaps 40 seconds?) to boot but always came up with the normal
|>screen.
|
|What are the memory test and server delay bars doing during this wait??.

This was long before memory tests and server delay bars. They only
came with the TT and STe as far as I recall.

4265. Need Help ... Transcendence BBS has Y2K problems.

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: bobclark@korrnet.org
Message-ID: <8snovicoa1@penn.dii.utk.edu>
Source record: 55998

I'm attempting to run a BBS on my Atari ST using Transcendence BBS (I think it's version 2.401)
The problem is, my BBS thinks that it's 1900, not 2000. I am on an Atari 1040STfm, running TOS 1.06 (I think, I know it's a pre 1.4 version) ...
And I have downloaded and installed the Y2K patches mentioned on the http://quickfaq.atari.org ... they patch the system ok but my BBS still insists that it's 1900! Is there any way to fix this problem?

4266. Re: Magnawriter

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8snq1c$c5b$1@nnrp1.phx.gblx.net>
Source record: 55999

Ken Springer <wordworks@greeleynet.com> wrote:
: Jim DeClercq wrote:
: >
: > It should be found on umich archives.

: Would you please pass along the URL?

Sorry. www.umich.edu/~archive/atari. I have what you want, which is any version, set to one of three type sizes, on floppy disk, and on that TOAD CD, if all else fails.

Jim
--
Jim DeClercq
jimd1@primenet.com

4267. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <3kKH5.44095$oA2.10199834@typhoon.southeast.rr.com>
Source record: 56000

Odd Skancke wrote in message ...

> Now, in this house, emulation is so out of the question that I can't find
>words for it. I mean, I would go to Germany, steal the TOS sources from
>Michael Schwingen and port TOS/MiNT/Xaaes to a PPC thingy before I even
>consider emulating :) Ofcourse, to run old Atari apps, a m68k emulator
>would have to take care of that, but the OS would run native.
>
>Regards,

Amen.

Thanks,
John Oyler
http://aIIethernet.tripod.com/
jojo4@va.mediaone.net

4268. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8sntnk$qs3$1@nnrp1.deja.com>
Source record: 56001

In article <8sf2bu$e45$1@nnrp1.deja.com>,
Joakim H&#65533;gberg <gokmase@my-deja.com> wrote:
> In article <971629062-721475AEicMi@bun.com>,
> Steve Sweet <stevesweet@bun.com> wrote:
>
> > Your so full of $%&...
>
> I think you should watch your language. This posting adds nothing to
> the thread but is only an insult. Nothing more, nothing less.
>
> I don&#65533;t say I agree with everything Jared says, but he should not have
> to put up with _crap_ like this :/
>
Agreed. This newsgroup has kept itself remarkably free of words that
have no meaning and seek only to inflame. Kindly think before you type.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4269. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39ef813c$0$174@news.zetnet.co.uk>
Source record: 56002

On 17 Oct 2000 06:19:48 , David Bolt wrote:
>In article <39EB3745.8DB8BE3C@patent.gov.uk>, Bob King
><robert.king@patent.gov.uk> writes
>>Hi all,

>
>The best filter mechanism you can get is yourself. An idea would be for
>you to look at the posters name and, if it's someone you think is
>clueless, or a troll, mark the thread as read and continue elsewhere.
>

I agree, it doesn't matter what newsgroups you go on there are always trolls, it's a fact of life/the net. I've only been on this group for about 2.5 years and it's a lot better than the others I've been on even allowing for S....p.

Moderators, however hard they try will never please all of the people all of the time and the last thing this group needs is people leaving because they feel of a form of censorship is being applied, the number of postings are naturally less now than they used to be as owner/usership degrades.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

4270. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-19 22:49:40 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39EF7A84.1E022910@cable.A2000.nl>
Source record: 56003

Hi

**** **** wrote:
>
> Odd Skancke wrote in message ...
>
> > Now, in this house, emulation is so out of the question that I can't find
> >words for it. I mean, I would go to Germany, steal the TOS sources from
> >Michael Schwingen and port TOS/MiNT/Xaaes to a PPC thingy before I even
> >consider emulating :) Ofcourse, to run old Atari apps, a m68k emulator
> >would have to take care of that, but the OS would run native.
> >
> >Regards,
>
> Amen.

In the 70's and 80's I worked on ICL mainframes.
Half way they invented a completely new range ans completely new OS.
The new hardware had a very fast cpu core. (O.K. for that time.)
Actually the new cpu was loaded with a microcode.
There were 2 microcodes available.

Guess why?

:-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4271. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8soqn2nie1@news.comnet.co.nz>
Source record: 56006

"JI Logan" <jlog@zetnet.co.uk> wrote ...
> On 18 Oct 2000 20:17:04 , Steve Sweet wrote:
> |>With no floppy in A and no hard drive it used to take "ages"
> |>(perhaps 40 seconds?) to boot but always came up with the normal
> |>screen.
> |
> |What are the memory test and server delay bars doing during this
wait??.
>
> This was long before memory tests and server delay bars. They only
> came with the TT and STe as far as I recall.

The STE TOS does not have "memory test" and "server delay" bars on
startup. These are features of TOS 2.06, 3.06 and 4.x. The STE has 1.6
or 1.62, although 2.06 could be retrofitted to the STE.

The Mega STE came with TOS versions 2.01, 2.05 or 2.06. Only those
fitted with 2.06 had a visible memtest/delay on startup.

Likewise, TTs came with TOS versions 3.01, 3.05 or 3.06. Only those with
3.06 had a visible memtest/delay on startup.

--

Quote for the month:

"Daylight Savings. Can I help you?"
"Yes - I'd like to make a withdrawal"

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4272. Re: Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Christer Gustavsson <cg@nospamcrew.org>
Message-ID: <81em1ckmcr.fsf@junk.nocrew.org>
Source record: 56007

un@liamp.cix.co.uk (Liam Proven) writes:
> In article <813dhtcjak.fsf@junk.nocrew.org>, cg@nospamcrew.org (Christer
> Gustavsson) wrote:
> I am sure you're right. I don't know much about the technical
> underpinnings of GEM.

... and I don't know enough about X to tell if it's possible to map
AES windows to X windows. It is possible to map the entire GEM desktop
to an X window, but that's implemented already.

> > This is the way OSIS, or ovdisis actually, works. It works with the
> > framebuffer and GGI, although the GGI part supports less than the fb
> > part.
> I see. But does it actually work at the moment?

Yes, it does run several (emulated) applications under linuxppc but
not that many under linuxx86. For native applications it works better,
but there are not many native applications.

/Christer

4273. devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39EFFD2D.FC003823@siemens.at>
Source record: 56008
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
Hi,

I have written a piece of code that looks like :

JumpFrom:
jmp ([JumpTable-JumpFrom-4.b,PC,d0.l*4])
JumpTable:
dc.l Target1,Target2,...

Target1: some code
Target2: some more code
...

The advantage is that it doesn't need an extra address
register and is faster than any other method I tried.
When I assemble it with the Pure Assembler it works very
fine but when I assemble it with DevPac 3.10 although I
set the option to 68040 and in the DevPac manual it is
described to be working from 68020 up I always get :

Error : relative addressing not allowed

I tried every variation I could imagine but it's no use.
Unfortunately I need GST format output of that module
and therefore can't use the Pure Assembler.

So can anybody tell me how to write that code so DevPac
accepts it or is there a bug in DevPac preventing the
use of PC relative addressing modes ?

Thanks
Gerhard
```

4274. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8sp21jne1@snipp.uninett.no>
Source record: 56009

**** **** <***@***.com> wrote:
> Can't believe you people are talking about emulators. That is equivalent to

So basically you want to end the "Atari"-life with the 060. If you want
something faster you *need* an emulator. For some strange reason it seems
like an expensive and slow "clone" with a PPC is more politically correct
among many, even though it's still the same as a PC - a different
architecture with an emulator. It's just slower, more expensive and harder
to get.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4275. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8sp2i1ne2@snipp.uninett.no>
Source record: 56010

Odd Skancke <oskancke@online.no> wrote:

> Now, in this house, emulation is so out of the question that I can't find
> words for it. I mean, I would go to Germany, steal the TOS sources from
> Michael Schwingen and port TOS/MiNT/Xaaes to a PPC thingy before I even

Please do that, but I'd prefer if you port it to something *I* can afford
;-) A PC.

> consider emulating :) Ofcourse, to run old Atari apps, a m68k emulator
> would have to take care of that, but the OS would run native.

There's nothing that keeps you from porting the OS to x86 as well, but
running it under the 68k-emulator is the fastest way to get it going. When
it comes to the point where it's fast, stable and usable, it's time to
start porting the drivers, OS and apps to the new CPU. Just like Apple did
it, if you exclude the "fast, stable and usable"-bit.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4276. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8sp2qmne3@snipp.uninett.no>
Source record: 56011

Steve Sweet <stevesweet@bun.com> wrote:

>>>It's a good idea, but it would be better to run it on standard PC
>>>hardware instead. Macs are slow, expensive, hard to get

> Does the phrase "Total Bollox" mean much to you??..

Not in this case. You can walk into any computers store here in Norway and
compare prices and performance, Macs *are* underpowered and overpriced
compared to PC's. They tend to look a little better though, but inside
they're just PC's with a different CPU and generally lesser hardware.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4277. Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Nick Langdon <nlangdon@decofilms.com>
Message-ID: <39F00F73.6AD73A4C@decofilms.com>
Source record: 56012
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

You mean the one that goes "When you get an Atari Attack, just pop in Solaris for a mighty whack Jack!" I have two VHS tapes from Atari that were commercials for both the games and the ST's.

Clay Halliwell wrote:

> Okay, hopefully someone knows this...
>
> Does anyone know who composed the "Have You Played Atari Today?" ditty?
>
> And on a less difficult note (groan), what's the name of that classical song
> Atari used for a lot of their TV ads back in the 80s?
>
> --
> Clay Halliwell | ATARI XL/XE DO + THE
> clay.FAKEMEAT.h@att.net | 8 - B I T S --------
> e.halliwell@genie.com | /////////// M A T H
> Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
> Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
> http://www.atarihq.com/jeo/ "Where do you want to play Atari today?"

--
http://www.decofilms.com/mariondavies
http://www.decofilms.com/cosmo

4278. is it possible to fit a 9.1Gb SCSI drive to my TT030's internal SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F01CE4.1744112A@uklinux.net>
Source record: 56013

Hi,
I'm upgrading my PC at the moment and fitting a new harddisk thus
getting rid of the older one.
I was wondering if it is at all possible to connect the old 9.1Gb SCSI
drive inside my TT in place
of the older 48Mb one. Also, is it possible to connect my old SCSI
CD-Writer to the TT?

cheers,
Marc

4279. TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F02162.940E5EC0@uklinux.net>
Source record: 56014
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I am wondering if anyone knows where i can find out about using SIMMS
memory to upgrade my TT's ram and also if there are any extension
utilities so i can fit more than 8Mb?

cheers,
marc

4280. DOOM

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F02871.B32A86E4@uklinux.net>
Source record: 56015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hi,
was there ever a port of DOOM or Wolfenstein 3D to the ST/TT/Falcon??
I want some top class 3D shoot-em-ups for my TT

cheers,
Marc

4281. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39f01cc3$0$179@news.zetnet.co.uk>
Source record: 56016

```
On 20 Oct 2000 09:08:03 , Jo Even Skarstein wrote:
>**** **** <***@***.com> wrote:
>> Can't believe you people are talking about emulators. That is equivalent to
>
>So basically you want to end the "Atari"-life with the 060. If you want
>something faster you *need* an emulator. For some strange reason it seems
>like an expensive and slow "clone" with a PPC is more politically correct
>among many, even though it's still the same as a PC - a different
>architecture with an emulator. It's just slower, more expensive and harder
>to get.
>
>--
>
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>.
Hi Jo,

Wonder if the question of 'at what stage does a purist becomes a fanatic?',
comes in here somewhere?

Bob King.
```

4282. Holy Grail: CHASE THE CHUCK WAGON - Atari 2600 FA

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Trevor <ccg@iserv.net>
Message-ID: <39F034FF.FF6DD5CC@iserv.net>
Source record: 56017

Hello, I just thought I'd quick post this message if anyone is interested. We have the HOLY GRAIL of Atari 2600 carts CHASE THE CHUCK WAGON available for sale. If anyone is interested then check out the auction at the following link
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=470393071

There's an image of the cart and it's in perfect working order. Email me if you have any questions.
--
THE X-FILES VAULT
http://www.iserv.net/~ccg/index.html
thexfilesvault@yahoo.com

4283. Re: is it possible to fit a 9.1Gb SCSI drive to my TT030's internal SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39F03EB7.1F4280A3@cfc.dnd.ca>
Source record: 56018

Marc Wilson wrote:
> Hi,
> I'm upgrading my PC at the moment and fitting a new harddisk thus
> getting rid of the older one.
> I was wondering if it is at all possible to connect the old 9.1Gb SCSI
> drive inside my TT in place

certainly, subject to the limitation of the physical size of the drive.
just terminate it.

> of the older 48Mb one. Also, is it possible to connect my old SCSI
> CD-Writer to the TT?

you'll probably want to use the external SCSI port, so you'll need
cabling,
power supply, maybe a box to hold it in, and termination.

> cheers,
> Marc

three cheers!
ken ;-)

4284. Need Ext HD for Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: johnnyvan@my-deja.com
Message-ID: <8spkvd$5h1$1@nnrp1.deja.com>
Source record: 56019

I am looking for an ext HD for my Mega ST2 (with SW driver if required)
possibly a Megafile removable (a Syquest 44 Mb mechanism) with
interface cable. Any suggestions are welcome. Thanks.

John Vanchieri

Sent via Deja.com http://www.deja.com/
Before you buy.

4285. Re: Looking for a driver for a MIDI port extension

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <wwYH5.2838$Z75.7966@nntpserver.swip.net>
Source record: 56020

"Tjalling" <d.tjager@freeler.nl> skrev i meddelandet
news:8snh4ogcv1@Snowflake_Obsidian.lion-access.net...
> Hi all,
>
> My brother is looking for a Cubase Driver for Atari ST for a MT-16plus
from
> EWS (extended
> SoundWare) Midi-port extension. He doesn't have access to newsgroups
so he
> asked me to put it up. Can anybody help?

Hi,
If it's one of those devices that's plugged into the serial port, you
should be able to use the "Export" driver that's included with Cubase
from the start. Just make sure it's in the MROS folder and rename it
from export.dr to export.drv and you'll be in business :)

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

4286. Re: DOOM

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Bruno Begni <bruno.begni@rero.vsnet.ch>
Message-ID: <39F068A9.C5F32395@rero.vsnet.ch>
Source record: 56021
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Marc Wilson a ï¿½crit :
>
> hi,
> was there ever a port of DOOM or Wolfenstein 3D to the ST/TT/Falcon??
> I want some top class 3D shoot-em-ups for my TT
>
> cheers,
> Marc

Yes, Doom/Heretic/Hexen/Quake for 68030 or higher here :
http://www.multimania.com/pmandin/en/ports.html#Portages

Best regards

4287. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <eUZH5.24629$QB1.8424685@typhoon.southeast.rr.com>
Source record: 56022

Jo Even Skarstein wrote in message <8sp21jne1@snipp.uninett.no>...
>So basically you want to end the "Atari"-life with the 060. If you want
>something faster you *need* an emulator. For some strange reason it seems
>like an expensive and slow "clone" with a PPC is more politically correct
>among many, even though it's still the same as a PC - a different
>architecture with an emulator. It's just slower, more expensive and harder
>to get.

I don't want to end it's life at all. But the current obvious upgrade line would end at the 060. That's not being unrealistic, that's fact. The ST-type platform, was 68k. Do you deny this? Or are you denying that the 060 is the top of the line 68k?

Now, if we don't want it to die, it means moving to another cpu... to me, there is no such thing really. A cpu is central to the platform, no macs could be macs if they ran on a x86... they'd be "Apple PCs" (also, hell would be quite chilly about then, if I know Jobs). No amigas would be REAL amigas, if they were running on alpha chips (though, it would prolly kick ass, all the same). If you do concede that the cpu is unimportant, then every emulator is exactly the same as the machine itself, in a philosophical sort of way. Bullshit. The platform is a family of computer systems that all have a CPU family, rom, bus architecture, and OS in common. In this sense, it is the PC which is a blurry freak, with little definition. How many different expansion busses have they had over the years?

So that leaves us with a dilema. If we don't want it to die, we need a new cpu. But with a new cpu, it's not an ST. I however, feel that there is a new cpu, that still belongs to the same clan, if not family. The PPC is the only real option. And it's more than just the same manufacturer (In some cases, it's not even the same manufacturer... IBM makes ppc's too). Why can I claim that it's of the same family, if a bit more distant? For one, continuity... even as the 68k line was ending, the PPC was coming into it's own. If they were concurrent for a great length of time, for instance, if the 68000 and 601 were designed in the same year, but after 68060 was gone, the G5 comes out... well, obviously, they can't be the same family. This isn't the case, and we have continuity. Second, we have a cpu architecture, that if not compatible, you can at least agree that is more similar than any other two random chips. Try to run DOS 2.0 on a pIII... yet we'd all agree that the 286 and pentium3 belong in the same family. Third, if a straight port were done, it would be easiest to the PPC than to any other. Fourth, there is precedence. Apple's transition, the Amiga PPC accelerators (even rumors that they would have moved to it, had it not died), and I've even heard people say that the ST series either has or did have at one time, a PPC accelerator or maybe it was a clone.

Now, if you still want to emulate, go right ahead. Just don't pretend that it's an atari, and then come bitching to me that I'm not pretending along with you.

John

4288. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8spr5a$6q5$2@snipp.uninett.no>
Source record: 56023

**** **** <***@***.com> wrote:

> I don't want to end it's life at all. But the current obvious upgrade line
> would end at the 060. That's not being unrealistic, that's fact. The ST-type
> platform, was 68k. Do you deny this? Or are you denying that the 060 is the
> top of the line 68k?

> Now, if we don't want it to die, it means moving to another cpu... to me,
> there is no such thing really. A cpu is central to the platform, no macs
> could be macs if they ran on a x86... they'd be "Apple PCs" (also, hell

By that logic there are no "real" Macs today - because none of them has a
68k.

> sort of way. Bullshit. The platform is a family of computer systems that all
> have a CPU family, rom, bus architecture, and OS in common. In this sense,
> it is the PC which is a blurry freak, with little definition. How many
> different expansion busses have they had over the years?

ISA, VESA, PCI, AGP and that IBM-thing that never caught on. On the Atari
we've had four or five incompatible expansion busses during the same
period. And how much does the TT have in common with the ST? It's a *very*
different design, something the pretty crap compatibility (when it comes
to games and demos) shows.

> So that leaves us with a dilema. If we don't want it to die, we need a new
> cpu. But with a new cpu, it's not an ST. I however, feel that there is a new
> cpu, that still belongs to the same clan, if not family. The PPC is the only
> real option. And it's more than just the same manufacturer (In some cases,

This is religion, and since I'm not a religious person at all I won't
discuss this further.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4289. Re: More Milan II

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <pp%H5.1596$IF1.210706@nnrp3.clara.net>
Source record: 56024

<atarigalen@my-deja.com> wrote in message
news:8s0bea$31v$1@nnrp1.deja.com...

> According to magicos.de and Milan itself, the Milan II is dead, a
> victim of a few nasty hardware bugs and the fact that one can't
> reliably get parts for a 1995 era motherboard anymore.

68060: available as pulls (spares from industrial and
other machines being upgraded to newer processors).
Sourcing the CPU might have been a problem for
several hundred thousand users, but not for the few
die-hards left who are still willing to spend on their
hobby.

Everything else is off-the-shelf PC stuff, and production
model PCBs for anything have to be custom-made in
any case so there are thousands of companies that can
handle that aspect.

If there are any hardware-related problems, they'll
be to do with the actual design of proprietary system
logic circuits (which are implemented either in widely
available programmable gate array "blank" chips or in
custom silicon by any one of many companies, in a
similar fashion to the PCB), not getting hold of parts.

Shiuming Lai

4290. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <9P%H5.24741$QB1.8463736@typhoon.southeast.rr.com>
Source record: 56025

And it's my fault you're too dense to see the difference between 'model' and 'platform' or for that matter, between 'atari emulator' and 'atari platform'. You bring up stupid little comments about various model incompatibilites, and act as if that makes any difference? Come on. Incompatibilities are a GIVEN (you can only hope that they are few and mild), the alternative being that you only ever have a single model of computer. Wow. A one model platform, we all love those, do we not?

I tell you what. Why don't you reverse engineer the 060, and design the new 080 cpu, for use in ataris. I'll spring for the ASIC die, if you come up with a decent design (I'll even forgive a few FOOF intel style flaws, after all you're only amateur) Maybe the amiga community will chip in... no, wait. Um, they've all moved on to the PPC! I wonder why? Could it be that it's the sucessor and true heir to the 68k? Could it be that we are talking minimal opcode translation or virtual registers? Grow up. 68k and PPC might be cousins, instead of father/son, but that doesn't mean that the x86 and 68k are brothers. What you want, is a cheap computer, not a good one. And on top of that, a cheap computer that has an OS and/or emulator that can make you feel nostalgic. *puke* That's fine and dandy, but give me the real thing any day.

John

4291. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <f20l5.214$6v2.417@newsfeed.slurp.net>
Source record: 56026

I can only agree with that.

"**** ****" <***@***.com> wrote in message
news:9P%H5.24741$QB1.8463736@typhoon.southeast.rr.com...
> And it's my fault you're too dense to see the difference between 'model'
and
> 'platform' or for that matter, between 'atari emulator' and 'atari
> platform'. You bring up stupid little comments about various model
> incompatibilites, and act as if that makes any difference? Come on.
> Incompatibilities are a GIVEN (you can only hope that they are few and
> mild), the alternative being that you only ever have a single model of
> computer. Wow. A one model platform, we all love those, do we not?
>
> I tell you what. Why don't you reverse engineer the 060, and design the
new
> 080 cpu, for use in ataris. I'll spring for the ASIC die, if you come up
> with a decent design (I'll even forgive a few FOOF intel style flaws,
after
> all you're only amateur) Maybe the amiga community will chip in... no,
wait.
> Um, they've all moved on to the PPC! I wonder why? Could it be that it's
the
> sucessor and true heir to the 68k? Could it be that we are talking minimal
> opcode translation or virtual registers? Grow up. 68k and PPC might be
> cousins, instead of father/son, but that doesn't mean that the x86 and 68k
> are brothers. What you want, is a cheap computer, not a good one. And on
top
> of that, a cheap computer that has an OS and/or emulator that can make you
> feel nostalgic. *puke* That's fine and dandy, but give me the real thing
any
> day.
>
> John
>
>
>

4292. Transcendence BBS again ...

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: bobclark@korrnet.org
Message-ID: <8sq2n2qdt1@penn.dii.utk.edu>
Source record: 56027

Would anyone know where I can find the source code to Transcendence BBS? I was given to understand that
the author no longer supports it and it's now freeware. Any help
would be appreciated.

4293. Re: Mega STE on LAN

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39f09f6e1af70f0@tripnet.se>
Source record: 56028

On Tue 17-10-2000 11:59 (+0100) Shiuming Lai wrote:

>
>Youness El Andaloussi <youness@nospam.elandaloussi.net> wrote in message
>news:DcUG5.69$%3.31@news.iam.net.ma...
>> Hi, I'm interested on puting a Mega STE ON my lan for nostalgic purposes
>> :)... anyone know if I can use the Atari Lan port to plug it in RJ or BNC?
>
>No you can't. Contact System Solutions in the
>UK to buy a Riebl VME Ethernet card (BNC).

Or take a look at:

http://www.asamnet.de/~hilgarte/ether.htm

and there is an English version too!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4294. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <hC0I5.582$qj2.98804@news.goodnet.com>
Source record: 56029

I like your thinking... I really like it! It's a lot like mine, if not ultimately started by my fanciful wishing...

Jared

**** **** <***@***.com> wrote in message news:eUZH5.24629$QB1.8424685@typhoon.southeast.rr.com...
> Jo Even Skarstein wrote in message <8sp21jne1@snipp.uninett.no>...
> >So basically you want to end the "Atari"-life with the 060. If you want
> >something faster you *need* an emulator. For some strange reason it seems
> >like an expensive and slow "clone" with a PPC is more politically correct
> >among many, even though it's still the same as a PC - a different
> >architecture with an emulator. It's just slower, more expensive and harder
> >to get.
>
>
> I don't want to end it's life at all. But the current obvious upgrade line
> would end at the 060. That's not being unrealistic, that's fact. The ST-type
> platform, was 68k. Do you deny this? Or are you denying that the 060 is the
> top of the line 68k?
>
> Now, if we don't want it to die, it means moving to another cpu... to me,
> there is no such thing really. A cpu is central to the platform, no macs
> could be macs if they ran on a x86... they'd be "Apple PCs" (also, hell
> would be quite chilly about then, if I know Jobs). No amigas would be REAL
> amigas, if they were running on alpha chips (though, it would prolly kick
> ass, all the same). If you do concede that the cpu is unimportant, then
> every emulator is exactly the same as the machine itself, in a philosophical
> sort of way. Bullshit. The platform is a family of computer systems that all
> have a CPU family, rom, bus architecture, and OS in common. In this sense,
> it is the PC which is a blurry freak, with little definition. How many
> different expansion busses have they had over the years?
>
> So that leaves us with a dilema. If we don't want it to die, we need a new
> cpu. But with a new cpu, it's not an ST. I however, feel that there is a new
> cpu, that still belongs to the same clan, if not family. The PPC is the only
> real option. And it's more than just the same manufacturer (In some cases,

> it's not even the same manufacturer... IBM makes ppc's too). Why can I
> claim that it's of the same family, if a bit more distant? For one,
> continuity... even as the 68k line was ending, the PPC was coming into
it's
> own. If they were concurrent for a great length of time, for instance, if
> the 68000 and 601 were designed in the same year, but after 68060 was
gone,
> the G5 comes out... well, obviously, they can't be the same family. This
> isn't the case, and we have continuity. Second, we have a cpu
architecture,
> that if not compatible, you can at least agree that is more similar than
> any other two random chips. Try to run DOS 2.0 on a pIII... yet we'd all
> agree that the 286 and pentium3 belong in the same family. Third, if a
> straight port were done, it would be easiest to the PPC than to any other.
> Fourth, there is precedence. Apple's transition, the Amiga PPC
accelerators
> (even rumors that they would have moved to it, had it not died), and I've
> even heard people say that the ST series either has or did have at one
time,
> a PPC accelerator or maybe it was a clone.
>
> Now, if you still want to emulate, go right ahead. Just don't pretend that
> it's an atari, and then come bitching to me that I'm not pretending along
> with you.
>
> John
>
>

4295. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <_F0I5.585$qj2.98857@news.goodnet.com>
Source record: 56030

Did I say how much I admire your thinking? Tis true... the only true
successor to the Atari legacy is another "Atari" computer. And the only CPU
properly suited to that is the PowerPC... of any flavor, just about.

Jared

**** **** <***@***.com> wrote in message
news:9P%H5.24741$QB1.8463736@typhoon.southeast.rr.com...
> And it's my fault you're too dense to see the difference between 'model'
and
> 'platform' or for that matter, between 'atari emulator' and 'atari
> platform'. You bring up stupid little comments about various model
> incompatibilites, and act as if that makes any difference? Come on.
> Incompatibilities are a GIVEN (you can only hope that they are few and
> mild), the alternative being that you only ever have a single model of
> computer. Wow. A one model platform, we all love those, do we not?
>
> I tell you what. Why don't you reverse engineer the 060, and design the
new
> 080 cpu, for use in ataris. I'll spring for the ASIC die, if you come up
> with a decent design (I'll even forgive a few FOOF intel style flaws,
after
> all you're only amateur) Maybe the amiga community will chip in... no,
wait.
> Um, they've all moved on to the PPC! I wonder why? Could it be that it's
the
> sucessor and true heir to the 68k? Could it be that we are talking minimal
> opcode translation or virtual registers? Grow up. 68k and PPC might be
> cousins, instead of father/son, but that doesn't mean that the x86 and 68k
> are brothers. What you want, is a cheap computer, not a good one. And on
top
> of that, a cheap computer that has an OS and/or emulator that can make you
> feel nostalgic. *puke* That's fine and dandy, but give me the real thing
any
> day.
>
> John
>
>
>

4296. Tos ST/E...

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Egidio Basso <egidio.basso@wanadoo.be>
Message-ID: <8sq73m$27kp$1@buty.wanadoo.nl>
Source record: 56031

Je recherche tous les Tos des Atari ST et STE... Du 1.4 au 2.05 en Fran&#65533;ais : je poc&#65533;de d&#65533;j&#65533; tous les Atari sortis mais pas les Tos en 6 roms : je ne sais pas comment les r&#65533;unir en un seul fichier image ; 2 par 2 &#65533;a va mais il n'en reste 3 &#65533; r&#65533;unir et 2 par 2 il reste 1 et je ne sais que faire avec, d'ou le fichier est incomplet... Ceux en 2 roms c'est facile...Soit les Tos 1.4, 2.0 et 2.05 en fichiers de ces Tos sur une disquette 1.44 Mb. ou sur mon e-mail egidio.basso@wanadoo.be . Merci beaucoup. A+ :-)

--

Click here for Free Video!!
http://www.gohip.com/freevideo/

4297. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39f0ad90$1_3@athena.netset.com>
Source record: 56032

I just wanted to interject some sanity back into this argument as
it seems to be digenerating...

I personally am in favor of a PowerPC port. But that's me. No
logic behind it, no real reason, maybe the fact that it was made by the
same manufacturer as the CPU in my TT. However lets look at all this
logically a bit.

1. There is no reason that an open setup could not be ported to
both architectures. There seem to be enough people interested in both
options to make either and or both viable. Linux does it, BSD does it, Be
does it (or at least did) no reason we can't.

2. PowerPC option does have some problems.

Open PPC boards have never materialized, IBM didnt bother to
make North/South bridge chips in quantity. These leaves 3
options. 1. Hire a company to manufacture boards (someone else did this
and the price rance was around $800 per board) 2. Try to work out (or in
the case of a clone try to get) the real lowel functioning of the hardware
to a Mac motherboard (clones preferably as these go fairly cheaply since
Apple cut them off) 3. Go with some sort of embedded SBC option. Again
this last isn't very inexpensive.

3. x86 does have some positive points.

Even a really good modern motherboard tops out in the $600 range.
Some things would be a bit easier to port (x86 ASM in some open
source games).

So I would suggest the following. Instead of fighting over which
is better and who is insane. IF we ever get to the point where this idea
is more than just the desires and rambling of us in the community, why
don't we make them supportive projects instead of competive. Why not set
certain standards and keep them? Options to choose your own hardware and
change that option could be nothing but positive.

I would also like to propose one new standard for our dream open
source 'atari' OS. Begining of the executable has some flag that depicts
what hardware architecture it was compiled for.

Still personally dreaming of a PPC atari clone ;)

Dan Ackerman
aka baldrick@netset.com

4298. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F0B420.9204D7F8@cable.A2000.nl>
Source record: 56033

**** **** wrote:

> So that leaves us with a dilema. If we don't want it to die, we need a new
> cpu. But with a new cpu, it's not an ST. I however, feel that there is a new
> cpu, that still belongs to the same clan, if not family. The PPC is the only
> real option.

The only continuity by MAC is the operating system. The hardware is completely
different. Apple have used a 68K emualator for years. They seem to have done
the job so well, that only a few noticed. You were not one of those.

> Now, if you still want to emulate, go right ahead. Just don't pretend that
> it's an atari, and then come bitching to me that I'm not pretending along
> with you.

We dont care that much, but you dont want to emulate, but you'll have to if
you want your PPC. :^)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4299. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972076084-766101AEicMi@bun.com>
Source record: 56034

Hi G. Swaine

>> |What are the memory test and server delay bars doing during this
>> wait??.

>> This was long before memory tests and server delay bars. They only
>> came with the TT and STe as far as I recall.

>The STE TOS does not have "memory test" and "server delay" bars on
>startup. These are features of TOS 2.06, 3.06 and 4.x. The STE has 1.6
>or 1.62, although 2.06 could be retrofitted to the STE.

Perhaps if you'd joined the thread at the begining you'd have known were talking
about a MegaSTE, which would have TOS 2.05 minimum.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4300. Re: is it possible to fit a 9.1Gb SCSI drive to my TT030's internal SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972076086-766585AEicMi@bun.com>
Source record: 56035

Hi Marc

>I'm upgrading my PC at the moment and fitting a new harddisk thus
>getting rid of the older one.

Kick the crap out of the PC and fit the new drive in the TT

>I was wondering if it is at all possible to connect the old 9.1Gb SCSI
>drive inside my TT in place

It will. You'd only get 1Gig partitions AIUI

>of the older 48Mb one. Also, is it possible to connect my old SCSI
>CD-Writer to the TT?

If its old then maybe current software wont support as far as writing is concerned.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4301. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972076088-767025AEicMi@bun.com>
Source record: 56036

Hi Butt hole supporters.

>> > Your so full of $%&...
>>
>> I think you should watch your language. This posting adds nothing to
>> the thread but is only an insult. Nothing more, nothing less.
>>
>> I don`t say I agree with everything Jared says, but he should not have
>> to put up with _crap_ like this :/

My heart bleeds, are you expecting his babies.

>Agreed. This newsgroup has kept itself remarkably free of words that
>have no meaning and seek only to inflame.

Jared is an example of that.

>Kindly think before you type.

Stop you'l make me cry.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4302. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972076090-767505AEicMi@bun.com>
Source record: 56037

Hi Ji

>|What are the memory test and server delay bars doing during this wait??.
>
>This was long before memory tests and server delay bars. They only
>came with the TT and STe as far as I recall.

And what machine are we talking about exactly??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4303. Re: Need for a moderator

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972076094-767989AEicMi@bun.com>
Source record: 56038

Hi derryck

>I've been thinking that the task of a moderator in
>this and the allied NG's could be more of an advisor on such topics as
>the inadvisability of quoting an entire message to put a "Me too" at the
>end?

A test for you my friend.

Here's a list of words, arrange them into a sentence using any other words you wish to add.

Wall, banging, head, brick, blood.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4304. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F0B4D8.E794DFD2@cable.A2000.nl>
Source record: 56039

Jared Falvo wrote:
>
> I like your thinking... I really like it! It's a lot like mine, if not
> ultimately started by my fanciful wishing...

If you have nothing substantialy to contribute, could you please refrain
from quoting everything?

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4305. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39f0c7b22fc78c4@online.be>
Source record: 56040
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/xyqcam10.zip (11.196 bytes)
(XYQCAM10 is a Quickcam Color Parallel Port Driver for Falcon)

**mint**
ftp://chapelie.rma.ac.be/atari/mint/docs/mintdocs.tar.gz (179.774 bytes)
(MiNT for absolute beginners, German/English HYP)

ftp://chapelie.rma.ac.be/atari/mint/net/mico/micod204.zip (45.151 bytes)
(GEM front-end for pppd. German version)

ftp://chapelie.rma.ac.be/atari/mint/net/mico/micok204.zip (52.596 bytes)
(Configuration prg for Mico dial. German version)

ftp://chapelie.rma.ac.be/atari/mint/net/mico/hyper_d.zip (16.654 bytes)
(German HYP about Mico)

ftp://chapelie.rma.ac.be/atari/mint/net/mico/hyper_e.zip (14.823 bytes)
(English HYP about Mico)

ftp://chapelie.rma.ac.be/atari/mint/net/mico/engl_rsc.zip (13.913 bytes)
(English rsc of micod and micok)

ftp://chapelie.rma.ac.be/atari/mint/gem/aes/n_aes/taskbar-3.00-a1.zip (233.915 bytes)
(Taskbar is a Win95/NT-like taskbar, with a list of all running
applications and a start-menu. Works with N_AES, Magic and probably Geneva)

**multitasking**
taskbar-3.00-a1.zip (233.915 bytes) *See MiNT section*

**sound-utils**
ftp://chapelie.rma.ac.be/atari/sound-utils/n_play33.lzh (40.611 bytes)
```

(NED Player is GEM sound player for ATARI STE/TT/FALCON (computers with
DMA sound).

ftp://chapelie.rma.ac.be/atari/sound-utils/n_play33_f.lzh (42.497 bytes)
(Falcon only version of NED Player)

telecomm
ftp://chapelie.rma.ac.be/atari/telecomm/coma_atari_5.2.5_en.zip (609.000 bytes)
(CoMa Voice/Pro 5.2.5 for Atari:Answering machine, Fax & Voice-On-Demand-System,
Send & Receive Fax, Mailbox & Terminal with internal Z-Modem. English version)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/first_million_euro_4.4.2.zip (407.000 bytes)
(Book keeping program. German language)

ftp://chapelie.rma.ac.be/atari/utilities/irsc.lzh (156.866 bytes) (Resource viewer)

ftp://chapelie.rma.ac.be/atari/utilities/jgmt.lzh (37.618 bytes)
(GEMsight: JAY GEM Message Trap serves for debugging purposes
of the AES messaging.)

ftp://chapelie.rma.ac.be/atari/utilities/jaygrpii.lzh (104.210 bytes)
(Thing group file handling application.Tree view display
Support for TaskBar by Jo Even Skarstein, AV,
D&D, GEMScript, FONT and COLOR protocolls.)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4306. Re: Need Ext HD for Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ml3I5.27$bM2.491@newsfeed.slurp.net>
Source record: 56041

On 20 Oct 2000 14:31:09 , johnnyvan@my-deja.com wrote:
>I am looking for an ext HD for my Mega ST2 (with SW driver if required)
>possibly a Megafile removable (a Syquest 44 Mb mechanism) with
>interface cable. Any suggestions are welcome. Thanks.

I would get HDDriveer and pick either a Syquest or a Jaz drive. My Jaz
driver work well for me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4307. Re: DOOM

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200010201948.a4960@wun.maus.de>
Source record: 56042

Hallo Marc!

MW>was there ever a port of DOOM or Wolfenstein 3D to the ST/TT/Falcon??

Of course there is. DOOM, Heretic, Hexen and Quake are available from
http://www.multimania.com/pmandin/index_e.html.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

4308. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972115240-218849AEicMi@cwcom.net>
Source record: 56043

From: Jo Even Skarstein <joska@online.no>
Date: Wed, 18 Oct 2000 09:37:35 GMT

>> >E.g. it would be nice to be able to use Chatter together with aMail,
>> >ssh and NcFTP.
>>
>> Maximising your online time, I can certainly go along with that! :-)
>
>Exactly. And this can be done if the specs to IConnect is released, as

That's the ideal, but I can't honestly see that happening! However, ASH
had IConnect 1.8 available for free download from their website (I
haven't checked that it's still there), so who knows what might happen?

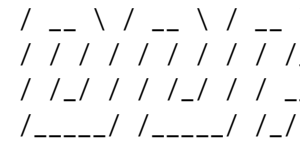
>It's possible that ASH believes that this will reduce profit, as their

Could well be actually :-/

>> BTW, I tried aMail out yesterday - after adding the necessary
>incantation to
>> the config file to add NNTP support, it downloaded message headers OK
>
>I have never used NNTP with aMail (it's always faster to run tin
>remotely), but I believe it's far from finished.

Evidently, a pity actually as I'd like to have compared it with Emailer.
Worth keeping an eye open on Atack's home page.

--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4309. Re: aIRC v1.10 released

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972115242-219365AEicMi@cwcom.net>
Source record: 56044

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Wed, 18 Oct 2000 18:44:02 +0200 (MET DST)

>>BTW, I tried aMail out yesterday - after adding the necessary incantation
>to
>>the config file to add NNTP support, it downloaded message headers OK but
>>they weren't displayed anywhere, so there was no means of downloading the
>>bodies themselves? This part of the program seems to be more of an

>I don't understand quite well what you means.
>AFAIK, one can't download the headers first and then make a selection of
>the articles one finally want to retrieve.

Hmm. Looking through the files that ended up on my drive revealed two files
of message headers, each header with a line mentioning that message bodies
should be downloaded seperately. The cascading menu entry for
comp.sys.atari.st just brought a blank window with 0/0 messages...

Perhaps I didn't configure it right, but there doesn't seem to be much that
can go wrong (bearing in mind that it isn't being run under MiNT, though
that shouldn't make a difference I'd have thought).

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4310. Have You Played Atari Today?

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 04:30:59 UTC
From: Clay Halliwell <clay.FAKEMEAT.h@att.net>
Message-ID: <7UPH5.9247$7N.512142@bgtnsc05-news.ops.worldnet.att.net>
Source record: 56004
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Okay, hopefully someone knows this...

Does anyone know who composed the "Have You Played Atari Today?" ditty?

And on a less difficult note (groan), what's the name of that classical song
Atari used for a lot of their TV ads back in the 80s?

--
Clay Halliwell | ATARI XL/XE DO + THE
clay.FAKEMEAT.h@att.net | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
http://www.atarihq.com/jeo/ "Where do you want to play Atari today?"

4311. IMS 4.7 Sequencer now Freeware

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 05:05:26 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8sojqkcep1@nnrp1.deja.com>
Source record: 56005

Hello All:

Go to:

http://www.mboom.com/free/atari.html

For a FREE Cubase-Like Sequencer for Atari.Has lots of features and is so VERY Cubase-like it is scary! Plus some tricks that Cubase does not have.

Needs one meg and a monochrome monitor or Color with Sebra.

Announced today on Atari-Midi Egrp by Guido.

Would appreciate any comments

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4312. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 22:21:49 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10010210021040.168-100000@online.no>
Source record: 56045

On Fri, 20 Oct 2000, **** **** wrote:

> Jo Even Skarstein wrote in message <8sp21jne1@snipp.uninett.no>...
> >So basically you want to end the "Atari"-life with the 060. If you want
> >something faster you *need* an emulator. For some strange reason it seems
> >like an expensive and slow "clone" with a PPC is more politically correct
> >among many, even though it's still the same as a PC - a different
> >architecture with an emulator. It's just slower, more expensive and harder
> >to get.
>
>
> I don't want to end it's life at all. But the current obvious upgrade line
> would end at the 060. That's not being unrealistic, that's fact. The ST-type
> platform, was 68k. Do you deny this? Or are you denying that the 060 is the
> top of the line 68k?
>
> Now, if we don't want it to die, it means moving to another cpu... to me,
> there is no such thing really. A cpu is central to the platform, no macs
> could be macs if they ran on a x86... they'd be "Apple PCs" (also, hell
> would be quite chilly about then, if I know Jobs). No amigas would be REAL
> amigas, if they were running on alpha chips (though, it would prolly kick
> ass, all the same). If you do concede that the cpu is unimportant, then
> every emulator is exactly the same as the machine itself, in a philosophical
> sort of way. Bullshit. The platform is a family of computer systems that all
> have a CPU family, rom, bus architecture, and OS in common. In this sense,
> it is the PC which is a blurry freak, with little definition. How many
> different expansion busses have they had over the years?
>
> So that leaves us with a dilema. If we don't want it to die, we need a new
> cpu. But with a new cpu, it's not an ST. I however, feel that there is a new
> cpu, that still belongs to the same clan, if not family. The PPC is the only
> real option. And it's more than just the same manufacturer (In some cases,
> it's not even the same manufacturer... IBM makes ppc's too). Why can I
> claim that it's of the same family, if a bit more distant? For one,
> continuity... even as the 68k line was ending, the PPC was coming into it's
> own. If they were concurrent for a great length of time, for instance, if
> the 68000 and 601 were designed in the same year, but after 68060 was gone,
> the G5 comes out... well, obviously, they can't be the same family. This
> isn't the case, and we have continuity. Second, we have a cpu architecture,
> that if not compatible, you can at least agree that is more similar than
> any other two random chips. Try to run DOS 2.0 on a pIII... yet we'd all
> agree that the 286 and pentium3 belong in the same family. Third, if a
> straight port were done, it would be easiest to the PPC than to any other.
> Fourth, there is precedence. Apple's transition, the Amiga PPC accelerators

> (even rumors that they would have moved to it, had it not died), and I've
> even heard people say that the ST series either has or did have at one time,
> a PPC accelerator or maybe it was a clone.
>
> Now, if you still want to emulate, go right ahead. Just don't pretend that
> it's an atari, and then come bitching to me that I'm not pretending along
> with you.
>
> John

I could not have said this better myself... so I'll just second the
above!

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4313. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 22:34:22 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10010210023370.168-100000@online.no>
Source record: 55896

On 20 Oct 2000, Jo Even Skarstein wrote:

> **** **** <***@***.com> wrote:
>
> > I don't want to end it's life at all. But the current obvious upgrade line
> > would end at the 060. That's not being unrealistic, that's fact. The ST-type
> > platform, was 68k. Do you deny this? Or are you denying that the 060 is the
> > top of the line 68k?
>
> > Now, if we don't want it to die, it means moving to another cpu... to me,
> > there is no such thing really. A cpu is central to the platform, no macs
> > could be macs if they ran on a x86... they'd be "Apple PCs" (also, hell
>
> By that logic there are no "real" Macs today - because none of them has a
> 68k.

Now, that logic is strange to me, Jo Even. Don't you just call all x86
machines a "PC"? You dont call all machines with a PPC a Mac? Amiga's have
PPC cards, PPC machines are called by their brand names, not some common,
faceless name like "PC". A PPC based Atari machine would still be an
Atari, while a PC emulating Atari OS would still be a boring PC. Not
acceptable to me at all!

>
> > sort of way. Bullshit. The platform is a family of computer systems that all
> > have a CPU family, rom, bus architecture, and OS in common. In this sense,
> > it is the PC which is a blurry freak, with little definition. How many
> > different expansion busses have they had over the years?
>
> ISA, VESA, PCI, AGP and that IBM-thing that never caught on. On the Atari
> we've had four or five incompatible expansion busses during the same
> period. And how much does the TT have in common with the ST? It's a *very*
> different design, something the pretty crap compatibility (when it comes
> to games and demos) shows.
>
> > So that leaves us with a dilema. If we don't want it to die, we need a new
> > cpu. But with a new cpu, it's not an ST. I however, feel that there is a new
> > cpu, that still belongs to the same clan, if not family. The PPC is the only
> > real option. And it's more than just the same manufacturer (In some cases,
>
> This is religion, and since I'm not a religious person at all I won't
> discuss this further.

Hehe, you're a religious person, only you deny it :) No person modifying
his Atari machines like you do is "not religous". And come on, I know deep

down you also agree that a G5 based machine running TOS/MiNT natively
would be so much cooler than emulating something on a faceless "PC" ;-)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4314. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 23:02:53 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10010210053120.168-100000@online.no>
Source record: 55897

On 20 Oct 2000, Dan Ackerman wrote:

<--SNIP-->
>
> Open PPC boards have never materialized, IBM didnt bother to
> make North/South bridge chips in quantity. These leaves 3
> options. 1. Hire a company to manufacture boards (someone else did this
> and the price rance was around $800 per board) 2. Try to work out (or in
> the case of a clone try to get) the real lowel functioning of the hardware
> to a Mac motherboard (clones preferably as these go fairly cheaply since
> Apple cut them off) 3. Go with some sort of embedded SBC option. Again
> this last isn't very inexpensive.

Hmm.. who was that someone else that hired a company to manufacture
boards? If someone designed a board for us to port our OS onto (PPC based,
ofcourse), I would gladly pay around $800 for such a thing. This would
include the great, great benefit of knowing all there is to know about the
hardware! That would certainly be the best way to keep the "Atari
personality" ;-) Rodolphe, are you reading?

So.. anyone still into Atari have the skills to design such a thing? Not
asking for it to be done or anything, just curious. I don't have hardware
skills like that, just to point that out :)

>
> 3. x86 does have some positive points.
>
> Even a really good modern motherboard tops out in the $600 range.
> Some things would be a bit easier to port (x86 ASM in some open
> source games).

Sorry to say this Dan, you who tried to look at this in an object way,
but I don't agree one second.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4315. Re: DOOM

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 23:11:18 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <E6fqyWAWEN85Ewvb@steverosie.demon.co.uk>
Source record: 55898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <39F068A9.C5F32395@rero.vsnet.ch>, Bruno Begni
<bruno.begni@rero.vsnet.ch> writes
>Yes, Doom/Heretic/Hexen/Quake for 68030 or higher here :
>http://www.multimania.com/pmandin/en/ports.html#Portages
>
>Best regards

Not forgetting Substation for the STE & Falcon's:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4316. Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.st
Date: 2000-10-20 23:14:29 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <KK$p+iAVHN85EwMZ@steverosie.demon.co.uk>
Source record: 55899
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <39F00F73.6AD73A4C@decofilms.com>, Nick Langdon
<nlangdon@decofilms.com> writes
>You mean the one that goes "When you get an Atari Attack, just pop in Solaris
>for a mighty whack Jack!" I have two VHS tapes from Atari that were
>commercials for both the games and the ST's.

The only Atari adverts I've seen in the UK was the one they couldn't
broadcast before a certain time! The one where the face is pulled off,
using Terminator 2 special effects... or was it by the same computer
that produced T2's effects?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4317. Atari Software For Sale

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <8ss1o0$i8i$6@neptunium.btinternet.com>
Source record: 55905
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

4318. Re: DOOM

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Atari Active <atariactive@spammy.btinternet.com>
Message-ID: <8ss40q$k7u$1@uranium.btinternet.com>
Source record: 55906

"Steve Stupple" <Steve@atari.org> wrote in message
news:E6fqyWAWEN85Ewvb@steverosie.demon.co.uk...
> In article <39F068A9.C5F32395@rero.vsnet.ch>, Bruno Begni
> <bruno.begni@rero.vsnet.ch> writes
> >Yes, Doom/Heretic/Hexen/Quake for 68030 or higher here :
> >http://www.multimania.com/pmandin/en/ports.html#Portages
> >
> >Best regards
>
> Not forgetting Substation for the STE & Falcon's:)

Hahahahaha, with the fantastic textures :)

Simon

4319. WinSTon MIDI support

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: jeremyalansmith <jeremyalansmith@netscapeonline.co.uk>
Message-ID: <01c03b60$46480c80$6968fc3e@default>
Source record: 55907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi!

I've e-mailed the maintainer of WinSTon, offering to help with MIDI support for Windows, but never got a response. So I'm posting here to see if anyone wants my help or knows where I can offer to support Winston, and I'm also posting to ask for anyone who knows about the Atari ST side of things MIDI-wise (because I only know about programming MIDI under Windows, hardware and software (ie, which port is to beemulated)..

Hope that's clear enough!

Jeremy.

4320. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: jeremyalansmith <jeremyalansmith@netscapeonline.co.uk>
Message-ID: <01c03b63$02537980$6968fc3e@default>
Source record: 55908
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> I've e-mailed the maintainer of WinSTon, offering to help with MIDI
support
> for Windows, but never got a response. So I'm posting here to see if
anyone
> wants my help or knows where I can offer to support Winston, and I'm also
> posting to ask for anyone who knows about the Atari ST side of things

Sorry, this bit:

> MIDI-wise (because I only know about programming MIDI under Windows,
> hardware and software (ie, which port is to beemulated)..

Should say:

> MIDI-wise (because I only know about programming MIDI under Windows). If
anyone can help out with the Atari ST side of things, hardware and software
(ie, which IO port is to be emulated) than that would be great.

D'uh! Damn newsreader.

Jeremy.

4321. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <QSgI5.3209$p03.427021@nnrp4.clara.net>
Source record: 55909

<atarigalen@my-deja.com> wrote in message
news:8rthbp$p9n$1@nnrp1.deja.com...
> In article <8rpcbh$9ie$1@plutonium.btinternet.com>,
> "BTInternet News" <julian@portland.co.uk> wrote:

> > a TT030, being a little rusty I could use a couple of pointers for
> > information I would like to get my hands on:
> >
> > Can I swap out the 720K Floppy for a 1.44Mb unit?
> Yes, if you have TOS 2.06. TOS 2.05 will not work (though you could
> upgrade that as well.

No, TT uses TOS 3.0x

Shiuming Lai

4322. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ss6tqnri2@snipp.uninett.no>
Source record: 55910

**** **** <***@***.com> wrote:
> And it's my fault you're too dense to see the difference between 'model' and
> 'platform' or for that matter, between 'atari emulator' and 'atari
> platform'. You bring up stupid little comments about various model
> incompatibilites, and act as if that makes any difference? Come on.
> Incompatibilities are a GIVEN (you can only hope that they are few and
> mild), the alternative being that you only ever have a single model of
> computer. Wow. A one model platform, we all love those, do we not?

Since you don't quote anything I really don't know what you're commenting
on here...

> I tell you what. Why don't you reverse engineer the 060, and design the new
> 080 cpu, for use in ataris. I'll spring for the ASIC die, if you come up

?? What are you raving about here?

> Um, they've all moved on to the PPC! I wonder why? Could it be that it's the
> sucessor and true heir to the 68k? Could it be that we are talking minimal

Religion, religion...

> opcode translation or virtual registers? Grow up. 68k and PPC might be
> cousins, instead of father/son, but that doesn't mean that the x86 and 68k
> are brothers. What you want, is a cheap computer, not a good one. And on top

Where have I stated that the x86 is "closer" to the 68k than the PPC? The
point is: Whatever CPU you choose to replace the 68k-line, you have to
emulate the 68k. Period. You can argue for and against emulation, and I
completely agree that emulation isn't the ideal way to run apps or
operating systems, but when you talk about "the true heir to the
68k" you're simply talking about emotions.

> of that, a cheap computer that has an OS and/or emulator that can make you
> feel nostalgic. *puke*

That's just insulting. Take a look at
http://atari.nvg.org/my_computers.html and then tell me that I'm just a
nostalgic sucker. I want faster hardware for one simple reason - the OS
and apps is getting more and more complex and needs more CPU. It's that
simple.

Please feel free to design a new platform with a PPC, but don't pretend
that it will be any better than a x86-based solution. It's
just... different. And more expensive. And probably a lot slower. And
certainly almost impossible to buy. Not to mention repair within
reasonable time.

```
--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4323. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8sscq0$97d$1@nnrp1.deja.com>
Source record: 55911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> Should say:
>
> > MIDI-wise (because I only know about programming MIDI under
Windows). If
> anyone can help out with the Atari ST side of things, hardware and
software
> (ie, which IO port is to be emulated) than that would be great.
>
> D'uh! Damn newsreader.
>
> Jeremy.

Hi Jeremy

Thanks for your OFFER and I hope someone listens as this is DEARLY NEEDED to be able to run Atari Midi Apps on a PC (under emulation of course) There are some Atari-Midi apps that cannot be reproduced for Windows like Dr T's KSC Omega II with PVG.

I am just Encouraging you and anybody here that does Atari Emulation for PC, that this is a need.

BTW...for the Mac platform, I am happy to report that NoSTalgia DOES work for Midi. You really have to "tweak it" though.Harry Koopman (Of Midijoy) has tested it for us on Atari-Midi Egrp.

Tim

--

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4324. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8sschb$p8m$1@snipp.uninett.no>
Source record: 55912

Jared Falvo <luposian@mailcity.com> wrote:
> Did I say how much I admire your thinking? Tis true... the only true
> successor to the Atari legacy is another "Atari" computer. And the only CPU
> properly suited to that is the PowerPC... of any flavor, just about.

Why? Are there any technological reasons? Price
vs. performance? Availability? Or just the fact that it's made by
Motorola?

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4325. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ssdmspht1@snipp.uninett.no>
Source record: 55913

Odd Skancke <oskancke@online.no> wrote:

>> > there is no such thing really. A cpu is central to the platform, no macs
>> > could be macs if they ran on a x86... they'd be "Apple PCs" (also, hell
>>
>> By that logic there are no "real" Macs today - because none of them has a
>> 68k.

> Now, that logic is strange to me, Jo Even. Don't you just call all x86
> machines a "PC"? You dont call all machines with a PPC a Mac? Amiga's have

Read closer what I was commenting on - **** said that "no macs could be
macs if they ran on a x86". Why is it so? Macs originally used 68k, then
they switched to PPC. Why are these Macs "real" Macs, if a
x86-"Mac" couldn't be? If Apple suddenly decided that x86 was cheaper and
performed better, and switched from PPC to x86 the same way they switched
from 68k to PPC, wouldn't they still be making Macs? ****'s logic doesn't
make sense.

> PPC cards, PPC machines are called by their brand names, not some common,
> faceless name like "PC". A PPC based Atari machine would still be an
> Atari, while a PC emulating Atari OS would still be a boring PC. Not
> acceptable to me at all!

Highly biased... First you have "PPC-based Atari machine", and then you
have a "PC emulating Atari OS". The fact is - whether you like it or not -
is that both options will be very similar. The "PPC-based Atari
machine" won't be an Atari, because it's not manufactured by Atari. And it
will use a 68k-emulator. Using standard PC-technology won't be any
different, except the choice of CPU. How much of the OS or apps you want
to run under the emulator does not depend on the choice of hardware, but
on how much work you want to put into the software initially. Look at what
Apple did - they started with PPC-based machines which ran almost
everything - including most of the OS - under the emulator, and it has
now evolved into a machine which finally doesn't include a 68k-emulator at
all.

I know that you like to program in 68k assembler, if you want to continue
with assembly and still have fun you don't have a choice but run your
software under a 68k-emulator. x86-assembler might be dreadfull, but
PPC-assembly isn't any better...

>> This is religion, and since I'm not a religious person at all I won't
>> discuss this further.

> Hehe, you're a religious person, only you deny it :) No person modifying
> his Atari machines like you do is "not religous". And come on, I know deep

Good point ;-) But all my modifications have had one purpose - better performance. I can't get any further with the current hardware, so the next logical step is - you guessed it - something radically faster.

> down you also agree that a G5 based machine running TOS/MiNT natively
> would be so much cooler than emulating something on a faceless "PC" ;-)

To me they're all the same, PPC, G5 or whatever it will be called in 2009 when the first PPC-based "Atari" arrives are just as anonymous and "faceless" as a x86. I don't like Macs, they're just PC-technology with a more expensive CPU, cooler case and a extremely boring, fascist OS. PCs are boring too, but they're a lot cheaper and faster.

And most importantly, I'm sick and tired of waiting for the next superfast clone. I want something *now*. Something that works, and is fast. And which I can buy tomorrow in a local store if I want.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4326. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8sse62pht2@snipp.uninett.no>
Source record: 55914

**** **** <***@***.com> wrote:
> Emulating 40% of the 68k cpu core, is not quite the same magnitude of

40%?? Do your homework...

> emulating 95% of the atari system. And as the API would evolve/grow to fit

Who's talking about emulating "95% of the atari system"? I'm talking about booting a PC directly into a 68k-emulator, not a ST-emulator. One would still have to write drivers for all the hardware, and *not* emulate old hardware to satisfy the OS. I'm basically talking about a Milan with a x86 instead of a 040 or 060. If you want to you can design a new, PPC-based machine and do the exact same thing. But it will take ages before you can release something like this.

> Emulators are a dead end. Since they only pretend to be an atari, they can't
> be anything more than the latest atari out there. A new atari, provided it
> really is one (and clones count), can be whatever the designer can dream of
> and afford to produce.

You obviously haven't understood what I'm talking about. I wouldn't even raise this discussion if I wanted a ST-emulator, because we already have quite a few of those. And don't want an emulator that runs under a different OS (like MagiC-PC, TOSbox or GEMulator does) because we already have quite a few of those as well.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4327. Tos ST/E

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Egidio Basso <egidio.basso@wanadoo.be>
Message-ID: <8ssh1grtk1@buty.wanadoo.nl>
Source record: 55915

La personne qui m'a contact pour m'envoyer les tos, est pri e de me recontacter pour me le renvoyer parce que je suis aller sur le net trop tard et le fichier.lzh t limin du site qui garde les contact. Je lui signale par la pr sente que je ne pirate pas les tos atari st/e pour quoi que ce soit, sauf pour un mulateur ST/E, parceque j'ai toujours mes atari st mais que je n'arrive pas regrouper les 6 eproms en un seul fichier image du tos sauf ceux en 2 eproms c'est facile mais 6, il en reste 3 et je ne sais pas comment faire avec les 3 a ne marche pas !!!!

Je recherche tous les Tos des Atari ST et STE... Du 1.0 au 2.05 en Fran ais : je poc de d j tous les Atari sortis mais pas les Tos en 6 roms : je ne sais pas comment les r unir en un seul fichier image ; 2 par 2 a va mais il n'en reste 3 r unir et 2 par 2 il reste 1 et je ne sais que faire avec, d'ou le fichier est incomplet... Ceux en 2 roms c'est facile...Soit les Tos 1.0, 1.2, 1.4, 2.0 et 2.05 en fichiers de ces Tos sur une disquette 1.44 Mb. ou sur mon e-mail egidio.basso@wanadoo.be . Merci beaucoup. A+ :-)

--

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4328. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <D7kI5.1741$bM2.2531@newsfeed.slurp.net>
Source record: 55916

I don't know why we are arging about this. Why can't we just follow Apple's and Amiga's footsteps with PPC? They are both doing well. If we were to switch to x86 the mobo would have to be built specifically for a TOS clone. I would not accept a PC motherboard with an emulator. I think Tempest is the best idea anyone has come up with for a long time. CT060 is fine and dandy but allready obsolete as was the CT2 when it came out.

4329. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: ph.gerin@skynet.be
Message-ID: <1eivaaj.120qrktef7ubkN%ph.gerin@skynet.be>
Source record: 55917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Tim Conrardy <tconrardy@hotmail.com> wrote:

> BTW...for the Mac platform, I am happy to report that NoSTalgia DOES
> work for Midi. You really have to "tweak it" though.Harry Koopman (Of
> Midijoy) has tested it for us on Atari-Midi Egrp.

NoSTalgia supports Midi via Quicktime (Midi OUT) or OMS (Midi IN & OUT)
but some applications are not (yet) working.
Note that the current version of NoSTalgia (0.7) has a bug preventing
Midi apps to run.
Version 0.71 is planned next week.

Enjoy !

--
NoSTalgia & PowerST AtariST emulator for the Macintosh
<http://users.skynet.be/sky39147/> <http://nostalgia.atari.org>
<ph.gerin@skynet.be>

4330. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <VFkI5.25768$QB1.9035360@typhoon.southeast.rr.com>
Source record: 55918

Jo Even Skarstein wrote in message <8ss6tqnri2@snipp.uninett.no>...

>Please feel free to design a new platform with a PPC, but don't pretend
>that it will be any better than a x86-based solution. It's
>just... different. And more expensive. And probably a lot slower. And
>certainly almost impossible to buy. Not to mention repair within
>reasonable time.

If we are talking actually designing and making new hardware, PPC vs x86 should roughly be price comparable. At which point, PPC wins my vote. And it's not just emotions, literally, there is less need for emulation than there would be for the x86. Internally, the cpu is not a 68k for sure, but it's a helluva lot closer to it than an intel chip ever could be. Minimal opcode translation, minimal need for virtual registers, and no more need to emulate the memory/address map than we would for x86, maybe a bit less.

If we are talking running an atari emulator on your dirt cheap dell... go ahead. No one here is stopping you.

John

4331. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <0OkI5.25771$QB1.9039058@typhoon.southeast.rr.com>
Source record: 55919

Jo Even Skarstein wrote in message <8ssdmspht1@snipp.uninett.no>...
>Read closer what I was commenting on - **** said that "no macs could be
>macs if they ran on a x86". Why is it so? Macs originally used 68k, then
>they switched to PPC. Why are these Macs "real" Macs, if a
>x86-"Mac" couldn't be? If Apple suddenly decided that x86 was cheaper and
>performed better, and switched from PPC to x86 the same way they switched
>from 68k to PPC, wouldn't they still be making Macs? ****'s logic doesn't
>make sense.

They would be Apple branded PC's. They would not be a mac, as while any definition of a platform can be fuzzy, it's clear on that point. Apple might instead actually write an OS for it, and if it can't run windows or other x86 OSs, then it would be a second platform based on x86. Still not a mac though.

Example: SGI has been trying to sell a new line of x86 NT computers, as lower end workstations, I believe. Would you actually claim that these belong in the SGI platform?

Manufacturer.
Platform.
Model.
CPU.

A platform doesn't necessarily mean the same thing as the platform, nor does it the model. In this way, a 486 model might still be x86, even though a 286 is x86 also. A Umax mac clone is still the mac platform, even though not made by Apple. An atari does not belong to the Amiga platform, even though both use 68k. It's pretty simple, if you ask me. Granted, there are some fuzzy boundaries, but not this time.

John

4332. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8ssldt$4c9$1@SOLAIR2.EUnet.yu>
Source record: 55920

On 19 Oct 2000 12:59:42 , "**** ****" wrote:
>Can't believe you people are talking about emulators. That is equivalent to
>saying "PC's are cool hardware, if only they had an OS I liked". More than
>that even... add to it "Atari's had such a great OS, that I'd be willing to
>accept it even with a really obnoxious emulation layer".

Definition of "emulation" can be very... well.. flexible. One might even
argue, for example, that Atari ST is emulated on a Falcon. People might
not be too fond of emulation concept, but if they are realistic they see
that all "real" Atari hardware items are slowly dying of old age and
building complete new Atari machines within acceptable price seems improbable.

You know of Turing's machine-inteligence test: suppose that you can
communicate with some entity by means of, say, a keyboard and screen/printer,
or some such device that removes unimportant details like voice coloration,
and if you can have an extensive discussion with this entity without
being able to say whether it is human or not, it would be unintelligent
to deny that entity the capacity of intelligence.

So imagine something similar: if you were given a monitor, a keyboard
and a mouse to work on a hidden computer, and the screen, the OS, and the
applications are those of an Atari and you can't tell whether the computer
is really an Atari or not (except, perhaps, by its speed), then why refuse
to admit that this machine is an Atari?

4333. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8ssle7$4c9$3@SOLAIR2.EUnet.yu>
Source record: 55921

On 18 Oct 2000 23:13:36 , Henk Robbers wrote:
>
>Hi
>
>Djordje Vukovic wrote:
>
>
>> For fun, I have tried setting up an autostarting multitasking environment in
>> TOSBox on an average PC: TosBOX 1.10 + TOS 2.06 + MiNT1.12 (newer ones don't
>> work) + NVDI 4.11 + AES 4.1 (not ideal, I know, but I don't have N.AES) +
>> Wdialog + Jinnee 2.1 (demo, unfortunately).

>Very interesting to read this.
>Maybe you should try GEMULATOR? I have understood that tosbox doesnt emulate
>all the hardware, only just enough to run clean GEM programs.
>Perhaps Gemulator can run newer MiNT versions? There is a free version.

I did try it. Overall effect is similar to TOSBox, but with the burden of
having to wait for ages while WinNT loads while TOSBox starts with DOS
almost instantly. Some things that work in TOSBox did not work in Gemulator
and vice versa, e.g:
* I could not start MiNT+ AES 4.1 in Gemulator and it worked in TOSBox-
in Gemulator I had "Corrupted AES" message- but I heard from a guy who had
WinNT with a newer service pack that this MultiTOS worked or him.
* Zmodem (GSZRZ) worked properly with a terminal-emulation program in
Gemulator, but refused to do so in TOSBox
* Prospero FORTRAN compiler and compiled FORTRAN programs worked in
Gemulator but not in TOSBox.
* DynaCADD worked (for a couple of minutes, until it froze) in TOSBox
and not at all in Gemulator (it worked in PaCifiST).
* Jinnee (demo) didn't like Gemulator and all sorts of improper behaviour
happened until if finally crashed. In TOSBox it worked almost OK (I could
not avoid lowercase filenames appearing in windows and file selectors with
MiNT installed, which sometimes made problems with file masks and file
search). Overall it's a nice desktop and it's a pity I don't have a full
version.
* New MiNT versions with built-in file system refuse to work in any emulator.
* Gemulator seems to have several unpleasant quirks (bugs, that is).

So, everything is.. almost, but not quite.. there. It seems to me that just
a little has to be done to make things work almost perfectly. Only, there
is noone to do it :(...TOSbox development has ceased.

>If not, I can prepare a XaAES version that runs on MiNT 1.12

I tried it a couple of weeks ago on my Mega, but had a lot of problems-
beginning with a fact that I could not start it (properly?) from MINT.CNF
(GEM=...), but only from desktop. Then there were problems with repeated or
incomplete screen redraws, some programs crashing, etc. And also Megapaint,
which, for some reason, I like and use very much, can't work. It doesn't
work with AES4.1, and it doesn't work with N.AES (a friend told me) but it
works OK with Geneva and Magic which can launch it in "singletask" mode
(can "singletask" launch be done somehow in MiNT? If not, I consider it
a serious flaw).

I am aware that XaAES is still in development, so I don't complain much.

>If I remember well, I must have a 500MHz pentium somewhere around. :-)

I tried all this on a 450MHz/Pentium II Compaq with WinNT at work.
Unfortunately, I could not tested everything very systematically- I could
hardly devote a couple of days to playing with Atari emulation. And it seems
that this particular PC is a little odd- a lot of things seem to be embedded
in the motherboard and I have noticed occasional minor differences
in behaviour, referring to other PCs.

4334. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8ssle1$4c9$2@SOLAIR2.EUnet.yu>
Source record: 55922

On 19 Oct 2000 07:27:05 , Jo Even Skarstein wrote:

>Actually, if one could live with DOS for a while

Yes, and DOS can be minimized to a couple of essential files and practially
hidden except at power-on.

>it should be possible
>to adapt an emulator like PacifiST to work with FreeMiNT and fVDI.

Somehow I did not succeed running NVDI, MiNT, etc. on PaCifiST, contrary
to TOSBox and Gemulator where they worked fine.

>problem with current MiNT-kernels (IIRC) is that the new, built-in
>FATFS only works on "real" hardware, so fixing that (preferably in the
>emulator) should be the first thing to do.

I think this is the case- if I remember correctly, only old MiNTs without
file-systems worked when I tried them with these emulators.

>Then one must implement a
>PCIBIOS and (possibly) adapt fVDI's Mach64-driver, and adapt GSXB's
>Soundblaster-driver. I guess a real harddisk-driver must be implemented
>as well. Then it would be possible to minimize the emulation of
>hardware.

Sounds reasonable...

>> Would the people that maintain and develop MiNT be interested
>
>I don't think they're emulator-fans (neither am I, but what can you do
>when you need (want) faster hardware...).

True. Although it is debatable whether this would be an emulation or
a sensible way to make a high-performance Atari computer.

>> For fun, I have tried setting up an autostarting multitasking
>environment in TOSBox on an average PC:

>I've tried this with GEMulator, which unfortunately only worked in
>monochrome and didn't use any accelerated graphics.

Well mine was monochrome too- TOSBox and Gemulator can be set up to Atari's
16-colour mode, but I don't consider this as serious colour mode and there
seem to be occasional problems with font sizes.

>A real VDI-driver would do wonders for most emulators. This is also
something Johan Klockars (author of fVDI) seems to be interested in.

Magic PC also has a "real" VDI driver, doesn't it?
I think that someone said that it really improves speed very much.

Another thing that I would like VERY much to see in an emulated (or
however it shoulkd be called) Atari machine is FPU support- preferrably with
a choice of memory-mapped or line-F FPU. Floating-point calculations seem
to be the weakest point, speedwise, of all Atari emulators.

4335. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8sspqm$38a$1@plutonium.btinternet.com>
Source record: 55923

jeremyalansmith <jeremyalansmith@netscapeonline.co.uk> wrote in message
news:01c03b60$46480c80$6968fc3e@default...
> Hi!
>
> I've e-mailed the maintainer of WinSTon, offering to help with MIDI
support
> for Windows, but never got a response.
Thats because WinSTon is dead.

Although, Darren Birks has taken over development and is looking into adding
MIDI support. You can email him at darren@fatal-design.com

Simon

4336. Re: Tos ST/E

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8ssptm$3lv$1@plutonium.btinternet.com>
Source record: 55924

Egidio Basso <egidio.basso@wanadoo.be> wrote in message
news:8ssh1grtk1@buty.wanadoo.nl...
> La personne qui m'a contact pour m'envoyer les tos, est pri e de me
> recontacter pour me le renvoyer parce que je suis aller sur le net trop
tard

<SNIP>

This is not a french newsgroup, so you don't make any sense to the majourity
of users.

Please either keep to a french Atari group or translate into English

Simon

4337. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39f1e731$0$174@news.zetnet.co.uk>
Source record: 55925

On 20 Oct 2000 21:00:26 , Steve Sweet wrote:

|>|What are the memory test and server delay bars doing during this wait??.
|>
|>This was long before memory tests and server delay bars. They only
|>came with the TT and STe as far as I recall.
|
|And what machine are we talking about exactly??.

Yes, well. I'll have to try practise thinking before typing (as
someone else said in a different thread).

4338. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8ssvhf$8bh$1@SOLAIR2.EUnet.yu>
Source record: 55926

On 20 Oct 2000 23:31:08 , "Martin \"Nightowl\" Byttebier" wrote:
>New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)

>ftp://chapelie.rma.ac.be/atari/mint/docs/mintdocs.tar.gz (179.774 bytes)
> (MiNT for absolute beginners, German/English HYP)

May I suggest that documentation for absolute beginners be packed into
a simpler and more common archive format (zip?). I can unpack this,
but those who want to know the most basic things about MiNT may not be
familiar with tar and gzip.

4339. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8st60j$rp7$1@nnrp1.deja.com>
Source record: 55927

In article <8ssvhf$8bh$1@SOLAIR2.EUnet.yu>,
vdjole@EUnet.yu (Djordje Vukovic) wrote:
> On 20 Oct 2000 23:31:08 , "Martin \"Nightowl\" Byttebier" wrote:
> >New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
>
> >ftp://chapelie.rma.ac.be/atari/mint/docs/mintdocs.tar.gz (179.774
bytes)
> > (MiNT for absolute beginners, German/English HYP)
>
> May I suggest that documentation for absolute beginners be packed into
> a simpler and more common archive format (zip?). I can unpack this,
> but those who want to know the most basic things about MiNT may not be
> familiar with tar and gzip.
>
Amen. I've got untar around here somewhere, but a sarcastic chuckle
escaped my lips when I saw that the newbie file was a *.tar.gz.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4340. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <972166834.14512.0.nnrp-10.9e983130@news.demon.co.uk>
Source record: 55928

On 21 Oct 2000 02:47:17 , Lonny Pursell wrote:
>
>Personally I would not touch a x86 based solution no matter
>how fast or cheap it is, call me religious. The amount of legacy
>crap in such chips is utterly disgusting and why bring such
>baggage to a more refined system.
>

Wasn't GEM written for the xx86 system, Amstrad (a UK company) shipped it with its PCs? ;-) Furthermore weren't some of the early fonts for the Atari were straight copies of PC ones, ie arse about face (as is typical with PCs) in that they were written low byte-high byte order. All the operating systems seem to have bits copied/purloined from other systems. Still the xx86 series do seem particulary convoluted in their workings, or perhaps it's users expecting to use more than 640K of memory.

Mike Bedford

4341. Re: is it possible to fit a 9.1Gb SCSI drive to my TT030's internal SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8st7f6$sm1$1@nnrp1.deja.com>
Source record: 55929

In article <972076086-766585AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:

> >I was wondering if it is at all possible to connect the old 9.1Gb
SCSI
> >drive inside my TT in place
>
> It will. You'd only get 1Gig partitions AIUI

No, no, no. 512MB max with TOS 3.0x. we went over this last week.

> >of the older 48Mb one. Also, is it possible to connect my old SCSI
> >CD-Writer to the TT?
>
> If its old then maybe current software wont support as far as writing
is concerned.
>
What is the model? Pretty much anything Yamaha or SCSI 2 can be made
to work ... I don't know about older stuff.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4342. WTB/Trade For FalconSpeed 286 boards

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8st7bn$dm4$1@nd.eastky.net>
Source record: 55930

```
Looking for any of those FalconSpeed 286 boards.
Contact me by e-mail if you have one for sale or trade.

phantomm@eastky.net
```

4343. Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8st7ge$dm4$2@nd.eastky.net>
Source record: 55931

Is there any Atari owners in the UK that live around Titan/Core Designs?

phantomm@eastky.net

4344. Cecile Docs in English??

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8st7rr$dm4$3@nd.eastky.net>
Source record: 55932

Regarding Cecile, the hard drive system software for the CENTURBO II.
Does anyone have the Docs for Cecile in English?
If so, I'd sure like to get a copy.
Maybe someone can do the translation if it hasn't been done already?

Anyone know if Cecile allows partitions sizes over 1 Gig with the
CT2B?

phantomm@eastky.net

4345. Looking for MicroProse software

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8st88u$dm4$4@nd.eastky.net>
Source record: 55933

I'm looking for a couple of games from MicroProse.
DogFight
F1 Grand Prix
RailRoad Tycoon
Civilization

Must be all original with manuals, disks, and etc. I'd prefer original
boxes as well. I'm located in the USA.
Willing to buy or trade for any of these.

phantomm@eastky.net

4346. SuperCharger

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8st92dedj1@nd.eastky.net>
Source record: 55934

Regarding those old SuperCharger PC hardware emulators for the ST.

Does anyone know if a 286, 386, and 486 upgrade board was ever produced
and sold to the public?

I have a working SuperCharger, but its the basic stock unit and am curious
about the upgrades that are mentioned in back issues of STart magazine.

phantomm@eastky.net

4347. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972204104-246877AEicMi@cwcom.net>
Source record: 55935

From: Henk Robbers <H.Robbers@cable.A2000.nl>
Date: Fri, 20 Oct 2000 23:10:48 +0200

>If you have nothing substantialy to contribute, could you please refrain
>from quoting everything?

Thank you Henk. At last there's another voice in the wilderness!
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4348. Re: devpac 3.10 & addressing modes

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:24:25 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8sqo6q$292n$1@news.comnet.co.nz>
Source record: 55901
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

"Janka Gerhard" <gerhard.janka@siemens.at> wrote ...
> Hi,
>
> I have written a piece of code that looks like :
>
> JumpFrom:
> jmp ([JumpTable-JumpFrom-4.b,PC,d0.l*4])

The first thing that strikes me here is that your offset calculation has
a trailing ".b", which Devpac thinks means "byte". This '020+ addressing
mode only allows word and longword offsets.

Also, why don't you use "jmp ([JumpTable,pc,d0.l*4])" ?

AFAICR, it is analagous to
lea JumpTable(pc,d0.l*4),a0
jmp (a0)

I haven't used that addressing mode very often in the 8-odd years I've
owned a TT

> JumpTable:
> dc.l Target1,Target2,...
>
> Target1: some code
> Target2: some more code
> ...
>
> The advantage is that it doesn't need an extra address
> register and is faster than any other method I tried.
> When I assemble it with the Pure Assembler it works very
> fine but when I assemble it with DevPac 3.10 although I
> set the option to 68040 and in the DevPac manual it is
> described to be working from 68020 up I always get :
>
> Error : relative addressing not allowed
>
> I tried every variation I could imagine but it's no use.
> Unfortunately I need GST format output of that module
> and therefore can't use the Pure Assembler.
>
> So can anybody tell me how to write that code so DevPac
> accepts it or is there a bug in DevPac preventing the
> use of PC relative addressing modes ?
>

> Thanks
> Gerhard

4349. Re: Source code to TOS/GEM...

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:31:00 UTC
From: un@liamp.cix.co.uk
Message-ID: <memo.20001021013122.34589B@lproven.compulink.co.uk>
Source record: 55900

In article <81em1ckmcr.fsf@junk.nocrew.org>, cg@nospamcrew.org (Christer Gustavsson) wrote:

> Yes, it does run several (emulated) applications under linuxppc but
> not that many under linuxx86. For native applications it works better,
> but there are not many native applications.

It's got further than I heard last time, then! :) Good news!

--
Liam P.

4350. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 00:52:40 UTC
From: **** **** <***@***.com>
Message-ID: <sN5l5.46373$oA2.11038957@typhoon.southeast.rr.com>
Source record: 55902

Emulating 40% of the 68k cpu core, is not quite the same magnitude of emulating 95% of the atari system. And as the API would evolve/grow to fit the new system, it wouldn't remain at 40%. Macintosh doesn't emulate nearly as much as it had to for the first powermac. The emulator 'software' will still be emulating as much 1000 years from now, as it did today. Heh, if the emulator authors have their way, it would prolly emulate more, not less. Emulators are a dead end. Since they only pretend to be an atari, they can't be anything more than the latest atari out there. A new atari, provided it really is one (and clones count), can be whatever the designer can dream of and afford to produce.

John

4351. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 01:12:23 UTC
From: **** **** <***@***.com>
Message-ID: <X36I5.46378$oA2.11050809@typhoon.southeast.rr.com>
Source record: 55903

I can agree with some of this.

Dan Ackerman wrote in message <39f0ad90$1_3@athena.netset.com>...
> I just wanted to interject some sanity back into this argument as
>it seems to be digenerating...
>
> I personally am in favor of a PowerPC port. But that's me. No
>logic behind it, no real reason, maybe the fact that it was made by the
>same manufacturer as the CPU in my TT. However lets look at all this
>logically a bit.
>
> 1. There is no reason that an open setup could not be ported to
>both architectures. There seem to be enough people interested in both
>options to make either and or both viable. Linux does it, BSD does it, Be
>does it (or at least did) no reason we can't.

No comment on Linux or BSD. Beos did it because they were too lame to realize they had designed and made a kickass machine. One of those most amazing platforms yet, and only 1800 beboxes built. If you want to turn what little bit of the atari is left, into some lame-ass OS ala OS/2 Amiga DE.... count me out.

> 2. PowerPC option does have some problems.
>
> Open PPC boards have never materialized, IBM didnt bother to
>make North/South bridge chips in quantity. These leaves 3
>options. 1. Hire a company to manufacture boards (someone else did this
>and the price rance was around $800 per board) 2. Try to work out (or in
>the case of a clone try to get) the real lowel functioning of the hardware
>to a Mac motherboard (clones preferably as these go fairly cheaply since
>Apple cut them off) 3. Go with some sort of embedded SBC option. Again
>this last isn't very inexpensive.

Assuming we keep it simple, we might be able to get away with a smaller 6 layer board. Not cheap by any means, but more like $75 instead of $800. Would have to minimize surface mount, or least socket it. That will get harder to do, with each passing year, as the variety of through hole components decreases. This would be one hell of a hand solder job, even for me. Definitely not a beginners kit.

> 3. x86 does have some positive points.
>
> Even a really good modern motherboard tops out in the $600 range.
> Some things would be a bit easier to port (x86 ASM in some open
>source games).

At which point, all that is left of atari, is the 10,000th x86 OS. Not to mention, as bad as the other ones are, this one would by nature include a kludgy emulation layer, and only provide the a fraction of the power of an alien aging platform. Hey, this has microsoft killer written all over it.

> So I would suggest the following. Instead of fighting over which
>is better and who is insane. IF we ever get to the point where this idea
>is more than just the desires and rambling of us in the community, why
>don't we make them supportive projects instead of competive. Why not set
>certain standards and keep them? Options to choose your own hardware and
>change that option could be nothing but positive.

Standards are cool. Designing for x86 means you don't have any.

> I would also like to propose one new standard for our dream open
>source 'atari' OS. Begining of the executable has some flag that depicts
>what hardware architecture it was compiled for.
>
> Still personally dreaming of a PPC atari clone ;)

Me too. The question is, does anyone here have the cahunas to actually get down to business and figure out what needs to go into it?

Thanks,
John

4352. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-21 02:47:17 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010210239320.86-100000@TT030>
Source record: 55904

I've seen it said a few times PPC chips are not necessarily fast,
cheap, and hard to find. Hmm... seems to me it carries on the
tradition of the 060 to some extent. lol

Personally I would not touch a x86 based solution no matter
how fast or cheap it is, call me religious. The amount of legacy
crap in such chips is utterly disgusting and why bring such
baggage to a more refined system.

I would pay out the wazoo for a PPC based solution, if someone
goes that extra mile. I've never gone for cheap, in fact
I've bought upgrades for my Atari's that cost as much as complete
PC's, more than once in the past. ;-)

I share the same PPC dream as others...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4353. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8svmdv$1v1$1@purple.gradwell.net>
Source record: 55796

Phantomm <phantomm@eastky.net> wrote:
> Is there any Atari owners in the UK that live around Titan/Core Designs?

try www.titan-bss.co.uk or email sales@titan-bss.co.uk

Regards
Denesh

4354. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F35DCD.E576E0E0@cable.A2000.nl>
Source record: 55797

**** **** wrote:
>
> Henk Robbers wrote in message <39F3070E.B81D82AE@cable.A2000.nl>...
>
> >> Else, since everything runs unix, there is only a single platform in the
> >> history of digital computers.
> >
> >You really think that the history of computers started with unix?
>
> You twist my words.

No no, they were already twisted.

> I said, that if OS=platform, since unix will run on
> everything modern, and most that is even ancient, there is only one
> platform, the "unix" one. Since this is obviously ludicrous (I hope it is
> anyway!), it should follow that OS does not equal platform.

And now you twist them further.

Unix is a platform that runs on pretty any machine.
That is true.

So you think because of that there cannot be another such platform?

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4355. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <TkJI5.27355$QB1.9747388@typhoon.southeast.rr.com>
Source record: 55798

Ah.

You are just an idiot. The reason I've used the word "platform" instead of "OS" was to signify a concept other than that of "OS". Else, we might have been using "OS" all along. That you want to ignore distinctions that everyone else seems unable to ignore, is not my problem.

I tell you what, just to help you avoid tortured mental gymnastics that might be necessary to have a conversation with clueful people, I promise to use the acronym "OS" whenever I'm talking about "OS's", and not the word "platform". Oh wait, I was already doing that to begin with!

John

4356. Home of POPWatch, NEWSwatch etc. changing

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Gary Priest <gary@gapcs.fsnet.co.uk>
Message-ID: <8svqlf$t7f$1@newsg3.svr.pol.co.uk>
Source record: 55799

I've been out of the Atari scene for about 18 months now, but I'm glad to see it's still alive and kicking with new releases of STinG, STiK, and various other major programs.

I'd like to get back into it all, but it's a matter of time etc. But who knows, maybe one day....

However, I am currently in the process of changing ISP's, so my trusty website of www.the-gap.demon.co.uk will no longer exist in a couple of weeks time (it's served me well for the last 6 years!).

My Atari page, which contains all my Atari software such as POPwatch, NEWSwatch, CoSTa, gapFTP etc. can now be found at the following addresses (all point to the same page):

http://gary-priest.atari.org/
http://www.gapcs.fsnet.co.uk/atari/atari.html

Emails should be sent to one of the following addresses:

gary-priest@atari.org
gary@gapcs.co.uk

Apologies to anyone who has emailed me recently and not received a reply. It's just that I've been extremely busy.

Best wishes,
Gary Priest

4357. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <niKI5.930$GL4.1803381@nnrp5.proxad.net>
Source record: 55800

> Hmm.. who was that someone else that hired a company to manufacture
> boards? If someone designed a board for us to port our OS onto (PPC based,
> ofcourse), I would gladly pay around $800 for such a thing. This would
> include the great, great benefit of knowing all there is to know about the
> hardware! That would certainly be the best way to keep the "Atari
> personality" ;-) Rodolphe, are you reading?

I read sometimes the NG here !

I think that this discussion is so steril !!
Reading the messages here, it seems that people (like you) who know the
RIORED project are RARE !!
Some of guys here should read my pages !
But YOU know that RIORED is an OPEN PPC machine READY to receive ALL OS !!

The only problem is : WHO will code the atari OS on the PPC(s) of RIORED
???!!
eh ?!
OK, the discussion is CLOSED !

PS: and please don't speak about the Tempest Joke !
After 3 years, did you see a photo of this product ????
NO ! So, no prototype ??, software dev without a proto ???!

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

4358. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <39f36fc9.21149801@news.cwru.edu>
Source record: 55801

On Wed, 18 Oct 2000 12:29:46 GMT, Jo Even Skarstein <joska@online.no>
wrote:
>
>It's a good idea, but it would be better to run it on standard PC
>hardware instead. Macs are slow, expensive, hard to get and have poor
>support for other operating systems than MacOS.
>

I personally like the idea of running it on PC hardware. I can't
understand why people are getting mad about this.

I would actually like to have a PC that, when started, booted a
native x86 port of MiNT and have some sort of 68k emulator in MiNT
after startup to take care of anything that needed a 68k to run. I'm
sure someone could write an x86 native VDI and a native AES (how about
XaAES, Henk?) to run after mint was started. There would never be any
PC operating system like DOS or Windows booted at all, MiNT would just
be the operating system on the computer.

Now, granted, I have little programming experience on this level, so I
don't have any idea how difficult it would be to port Mint to a PC to
run as the native OS. Probably possible, though.

I'm not too fond of sitting on my ass and waiting for some new
motherboard to be built with a PPC chip that I'll have to have
imported from Germany. If I'm going to buy hardware for any amount of
money, it damn well better be supported and warrantied by some sort of
company I can reach. And a company with a minuted production run of
custom PPC motherboards most certainly will not provide support.

However, when my trusty PC here breaks down, I just drive over to the
store where I bought it and they fix it. I don't like the thought of
having to mail broken items to europe somewhere.

A native MiNT port on an x86 system would be sweet. In almost every
way. What's not to like? You have cheap hardware that zooms and a
beautiful Atari OS on top. No DOS, no Windows. Maybe the hardware is
faceless and has little personality, but that's only because it's
standard. Is it really a good idea to produce a new non-standard
piece of hardware? I don't think so. Hell, my TT is non-standard
enough to drive me crazy. And who has seen a Milan? It's completely
faceless. It has a different motherboard inside, but everything else
in it is just boring PC equipment, including the case. But it's still
pretty neat!

What it comes down to is we need a solution. And it should be a fast solution. I can't use my TT as a primary computer because it is inferior to my Windows box in almost every way (it does have a laser printer and an enormous hard drive). I can't do my work on my TT 'cause it's way too slow for what I need . Conceptually, I would like to use my Atari as a primary computer, but my aging hardware doesn't cut it.

MiNT-x86 would be a neat idea. Just think about it.

>--
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>

Oooh, I hope I can get flamed like Jo too! One can dream!

He has some good arguments. Everyone should just calm down and relax. Have a beer and enjoy the ride. In fact, I think I'll have one right now... Some faceless american crappy beer... :-)

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4359. Re: Phantom Accel/Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <YuKI5.10164$1S5.1008892@newsread1.prod.itd.earthlink.net>
Source record: 55802

Thanks all for the feedback! I'm on the list to get one! The wait time
is set to about a month (not bad at all for today's Atari situation).
Now to get a spare Falcon in case I screw it up!!!
John G.

4360. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010222009350.80-100000@TT030>
Source record: 55803

On Sun, 22 Oct 2000, Rodolphe Czuba wrote:

> PS: and please don't speak about the Tempest Joke !
> After 3 years, did you see a photo of this product ????
> NO ! So, no prototype ??, software dev without a proto ???!

I don't think your track record is all that much better.
Promises are made, crap happens... if it appears fine if it
don't fine. If it does appear ct60 will seem slow? ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4361. - Major automotive website <457587229>

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: enquiries@seriousmonkey.com
Message-ID: <8t1cabnde127@lure.pipex.net>
Source record: 55804

seriousmonkey.com is set to revolutionise the global automotive industry with a wide range of genuinely groundbreaking and innovative Internet services benefiting business and consumers alike.

In order to support the hyper-growth expansion of our global operations, seriousmonkey.com will shortly be looking for a number of high-calibre, professional candidates to join our fast-paced and dedicated teams in London and the Republic of Ireland.

To visit seriousmonkey.com or view our online job vacancies, go to http://www.seriousmonkey.com

Frank Pottle
Managing Director
seriousmonkey.com

Article posted 23/10/2000 13:48:59.260

4362. Re: SuperCharger

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Ma4JnVAQFj85Ewti@steverosie.demon.co.uk>
Source record: 55846

In article <8st92dedj1@nd.eastky.net>, Phantomm <phantomm@eastky.net>
writes
>Regarding those old SuperCharger PC hardware emulators for the ST.
>
>Does anyone know if a 286, 386, and 486 upgrade board was ever produced
>and sold to the public?
>
>I have a working SuperCharger, but its the basic stock unit and am curious
>about the upgrades that are mentioned in back issues of STart magazine.
>
>phantomm@eastky.net

I've not known of any @upgrade' boards to upgrade from previous
versions, but I think they did go up to 386's!

The price of one of these costs more than a complete second hand Pentium
based system!!!

Mind you they may be collectable!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4363. Re: Tos ST/E

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <PqGJLuArIj85EwPT@steverosie.demon.co.uk>
Source record: 55847

In article <8ssptm$3lv$1@plutonium.btinternet.com>, Simon Osborne
<atariactive@btinternet.com> writes
>
>Egidio Basso <egidio.basso@wanadoo.be> wrote in message
>news:8ssh1grtk1@buty.wanadoo.nl...
>> La personne qui m'a contacti¿½ pour m'envoyer les tos, est priï¿½e de me
>> recontacter pour me le renvoyer parce que je suis aller sur le net trop
>tard
>
><SNIP>
>
>This is not a french newsgroup, so you don't make any sense to the majourity
>of users.
>
>Please either keep to a french Atari group or translate into English
>
>Simon

That's if they can do English. Mr.N.Bales sometimes steps in with a
translation, mind you I haven't seen anything in the groups for ages!! I
hope he's OK.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4364. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F21FE1.85862785@cable.A2000.nl>
Source record: 55848

**** **** wrote:

>
> A platform doesn't necessarily mean the same thing as the platform, nor does
> it the model. In this way, a 486 model might still be x86, even though a 286
> is x86 also. A Umax mac clone is still the mac platform, even though not
> made by Apple. An atari does not belong to the Amiga platform, even though
> both use 68k. It's pretty simple, if you ask me. Granted, there are some
> fuzzy boundaries, but not this time.
>

This illustrates perfectly that the hardware is totally irrelevant.
Platform == OS

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4365. Re: Cecile Docs in English??

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1eiwaca.ngbj48hy8oqcN%rsmac@t-online.de>
Source record: 55849

Phantomm <phantomm@eastky.net> wrote:

> Does anyone have the Docs for Cecile in English?

Sorry no. Only what comes on disc with ct2 hardware.

> Anyone know if Cecile allows partitions sizes over 1 Gig with the
> CT2B?

Restriction of TOS. Not more a 1 GB per Partition.
10GB drive is splitted into 10 partions each 1 GB (MagiC)

Regards, Robert

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4366. CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972204106-247373AEicMi@cwcom.net>
Source record: 55850

Hi all,

My freephone ISP has changed its login procedure, and now cannot be used
with IConnect. I suspect that they've gone for CHAP authentication.

No chance of using any of the available Atari stacks with that I suppose?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4367. New MyMAIL version (1.17)

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <8subaqjvm1@newstoo.ericsson.se>
Source record: 55851

```
Hi all !

New version of MyMail (1.17) at my homepage.
http://www2.tripnet.se/~erikhall/programs/mymail.html

[ Major improvements & bugfixes: ]
* General
- A problem with corrupt filenames after fileselection is fixed.
- Please note that the RSC file is updated so you need to
replace the old one when you update.
- Found and removed some old not used code.
- Some minor redesign of icon drawing functions.
- Fixed a bug in the window object handler.
- Problems with long filenames in Magic fixed.
- A fault in the window object handler was causing
wrong window to be topped in some cases.
This is now fixed.
* POP3
- A bug was causing problems with icon update
at download of mails.
* SMTP
- Some minor redesign and cleanup of code.
* Main window
- Improved the searching of text in all mails.
- Redesign of how status icons is redrawn in the main window
this is done to speedup the redraw and gives smaller code.
- The "move bar" look is updated
<> Now is folowing info shown in the "move bar":
1. MyMAIL rev nr.
2. Selected mailbox.
3. Active user account.
<> The texts 'Mailbox:' and 'Account:' is moved out to the help.dat file.
- Fixed a problem with no displayed mails in mailbox in the case of
new mail and if the mailbox was empty before.
- Fixed a problem with realtime redraw at move of the window.
* Editor window
- Now possible to drag links in text editor.
- Improved the way of selection of text at double clicking.
- Fixed a problem with scrolling of text in the editor when pressing enter.
- Fixed a problem with attached mtext.txt file when mail is bigger than
what mymail can display in its editor.
- Improved the history of the mail address fields.
It is now limited to the latest used 256 addresses.
- A fault in position calculation was causing
problems to drag text if the text was scrolled.
```

This is now fixed.
* Vcard edit window
- Changed the view to be only one view and not two as before.
- Total redesign of the code to allow the new type of edit fields.
Now it is possible to have longer text at every field as
the new editfiled type allows editing outside the visible size.
* Filter window
- Changed old editfiled functions to the new type in filter window.
- If filterwindow was open and then the user clicks on
the icon for the filter window again then there was a
system lockup.
This is now fixed.
* Mailing list window
- A fault was found and fixed in the Update of an existing address.
* Queue
- Moved most of the text for alert boxes out from the code into the help.dat file
* Dialer (stik/sting)
- Moved alert texts out to the help.dat file
and removed all not used text strings.
* Built in help window
- Changed from old window handler to new window object handler
but no functional change.
* Mail formating
- Some minor changes to speedup the code
but no functional change.
- Big cleanup of unused variables.

You can add or remove yourself from MyMAIL mailinglist.
The add/remove page is found at:
http://www2.tripnet.se/~erikhall/mymailupdates.html
The mailinglist are handled by MyMAIL automaticly.

Best Regards
Erik Hall

--

Hiroshima 45, Tjernobyl 86, Windows 95,
Avoid the next disaster.....

Erik Hï¿½ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
ICQ 53094908 ------------------------ /|\
/ | \

http://www2.tripnet.se/~erikhall/index.html

4368. Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Mille Babic <atari@ebox.tninet.se>
Message-ID: <972212342-680183AEicMi@ebox.tninet.se>
Source record: 55852

Hi all!

It was a long time ago I wrote down something here at our own area. I am sorry for that.

What I have to say this time could be very important for all of us with Atari originals. It is called broadband and it soon installed in every home here in Sweden and probably everywhere else. There is not way I am going to use my Falcon with the telephone line when I have this very cheep WAN connection in my appartment.

It is time for me to "chop off" the modem and replace it with a ethernet network card. I consider to attach a PC work as a Internet Connection Sharing (ICS) with two network cards and attach my Falcon with a ROM Port Ethernet Adaptor.

The alternative I also consider is to buy a switch with routing capabilities, such as Netgear RT314 or D-Link DI701 and attach it to the broadband cablemodem ethernet port.

This is my plans. You can read a article i wrote for The Swedish Users Association member Magazine Atarimagasinet about broadband and Networks if you are found in the swedish language at http://user.tninet.se/~gcc561r/bredband/index.html
The problems I (or we) have to solve is to give a Atari Original networking ethernet capabilities. The ROM Port Ethernet Cartridge Adaptor is a way to make this possible. What I then have to do is to return to the wonderful STinG and use the Vassilis Papathanssiou ETHER_PA.STX module?

Someone at Application Systems Heidelberg should look forward and reconsider to enhance IConnect somehow to communicate with a ethernet card such as the cartridge adaptor or is there a solution for that, that I missed? I am pleased with the way ASH produced the Internet packages based on IConnect, such as CAB, Emailer, Chatter, Teli, IFusion etc and o.k there is nothing wrong with free Internet software, but...

Someone told me that the cartridge adaptor is only capable of 75-85 kbps? and o.k. its really faster then my modem indeed, therfore I consider to usa a PC as well and it is the only way my ISP supports the system.

To give my 40 MHz Falcon (eXtender) 12 MB RAM with four SCSI-drives, CD-ROM and a SCSI cartridgetape streamer a way to connect to a LAN and WAN as well is a really upgrade for it. It would be very sad if I could not use it with direct Internet at home. I am
sure that it must be some different solutions to make this work.

I am also not the Linuxkind of person that would use MiNT/MiNTnet and GlueSTiK/ext2 My work and efforts is through the Internet and I am the person who wants a stable, defined and ready-to-go computer system. A sort of a install "default" person or a "ASH spokesman" that Peter Rottengatter asked me if I was, a time a go :-)
Is there someone at here that have a soulution to connect a original Atari to direct Internet and can advise me and a couple of my swe friends over here that consider buy this Cartridge Adapter? We are going to use broadband soulutions through Cable-TV, xDSL

and direct ethernet and are very straight to stay and use our Atari computers for the next years as well.

Best Regards

Mille Babic
http://surf.to/atari

4369. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8suh1tbbc1@snipp.uninett.no>
Source record: 55853

Djordje Vukovic <vdjole@eunet.yu> wrote:

> * New MiNT versions with built-in file system refuse to work in any emulator.

Frank Naumann told me that MiNT needs a XHDI-compatible harddisk-driver,
so it will work with any emulator that supports this (or atleast a small
subset).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4370. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8suhg7bbc2@snipp.uninett.no>
Source record: 55854

**** **** <***@***.com> wrote:
> Jo Even Skarstein wrote in message <8ss6tqnri2@snipp.uninett.no>...

> If we are talking actually designing and making new hardware, PPC vs x86
> should roughly be price comparable. At which point, PPC wins my vote. And
> it's not just emotions, literally, there is less need for emulation than
> there would be for the x86. Internally, the cpu is not a 68k for sure, but

I completely agree with you on this point, the PPC *is* a better designed
CPU than current x86-CPUs, and you won't have the endian-problems that
you'll get on a x86 once you start sharing data between emulated and
native apps.

There are several problems with this concept though:

1. Who's gonna design and manufacture it?
2. When will it be available?
3. What will it cost, and how to distribute it?
4. What about repairs?

Since we're talking very small numbers here (with a little luck perhaps a
couple of thousand boxes) I can't see how this can compete with already
existing hardware. The only realistic way to use a PPC would be to use
Macs, but they are a lot more expensive and harder to get. Atleast here in
Norway Macs sell very porly to the public, almost all Mac-dealers
specialise in the business-market and price their boxes accordingly.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4371. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8suhv6bbc3@snipp.uninett.no>
Source record: 55855

**** **** <***@***.com> wrote:

> They would be Apple branded PC's. They would not be a mac, as while any

Why?? They would still run MacOS, they would still be made by Apple, they
would still be expensive and they would still look pretty silly. Please
eplain to me one more time: How could Apple move from 68k -> PPC and still
be making Macs, while they can't move from PPC -> x86 (running the same OS
and apps)? I'm sorry, but you don't make sense at all...

> definition of a platform can be fuzzy, it's clear on that point. Apple might
> instead actually write an OS for it, and if it can't run windows or other
> x86 OSs, then it would be a second platform based on x86. Still not a mac
> though.

Hmm, since Macs aren't the only "platform" that use the PPC, you can't
call them Macs now either then. You'd have to call them... ehh... PPCs or
something.

> Example: SGI has been trying to sell a new line of x86 NT computers, as
> lower end workstations, I believe. Would you actually claim that these
> belong in the SGI platform?

If they run the same OS and the same apps - yes. But this is not the case
with x86 SGIs.

> A platform doesn't necessarily mean the same thing as the platform, nor does
> it the model. In this way, a 486 model might still be x86, even though a 286
> is x86 also. A Umax mac clone is still the mac platform, even though not
> made by Apple. An atari does not belong to the Amiga platform, even though
> both use 68k. It's pretty simple, if you ask me. Granted, there are some
> fuzzy boundaries, but not this time.

As Henk pointed out, this is a very good explanation of the fact that
platform == OS.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4372. 80x86 CPU card

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F24988.9C2DE62E@uklinux.net>
Source record: 55856
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
Does anyone know anyware i could find out about creating a PC board for the ST or TT using an Intel cpu (386/486) to emulate PC/Intel based applications and maybe for cross development?

cheers,
Marc

4373. Re: 80x86 CPU card

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <M2AI5.3526$IF1.430687@nnrp3.clara.net>
Source record: 55857
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Marc Wilson <badsector@uklinux.net> wrote in message
news:39F24988.9C2DE62E@uklinux.net...
> Hi,
> Does anyone know anyware i could find out about creating a PC board for
> the ST or TT using an Intel cpu (386/486) to emulate PC/Intel based
> applications and maybe for cross development?

You need to get the data sheets for each
product and all the information you need
to work it out yourself will be there. Some
may also have application notes which give
worked examples of basic projects but that's it.

If you mean has anyone devloped a DIY
project, I don't know.

Shiuming Lai

4374. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8suioobbc4@snipp.uninett.no>
Source record: 55858

Odd Skancke <oskancke@online.no> wrote:

>> Read closer what I was commenting on - **** said that "no macs could be
>> macs if they ran on a x86". Why is it so? Macs originally used 68k, then
>> they switched to PPC. Why are these Macs "real" Macs, if a
>> x86-"Mac" couldn't be? If Apple suddenly decided that x86 was cheaper and

> Simply because it then would be a "PC", not a "Mac"! That simple.
> People wouldn't even recognice it as an Apple machine. .. just a faceless
> "PC". It would loose its personality. Thats it.

It didn't seem to loose any personality the last time they changed the
CPU... Or when they discarded their own bus (Nubus?) in favour of PCI. Or
when they started using IDE-disks. Or graphics-cards with a x86-BIOS...

> You just dont WANT to understand? Neither Milan's or Hades were
> manufactured by Atari, but I regard those as Atari machines nontheless.

The Milan actually *emulates* hardware, and you still regard it as an
Atari? ;-)

> Okay, they have genuine m68k cpus. Ok, talking about Mac's and how the
> emulation were done on it. What OS did they run their emulatied OS on?
> Answer me that.

It ran under a completely new OS which - since it runs on Macs and in fact
is a new generation of MacOS - was called MacOS.

> not similar to PPC, but ..) and I found it downright easy. But, I'm in the
> process of learning C, so I guess that won't be a prob :)

C?? Ozk using... C? Before you know what's happened you'll start using
that PC you own as well ;-)

> Now.. I've heard that G5's were classified as Supercomputers here in
> Norway.. are they really slower than cheap PC's? I think you need to get
> quite an expensive PC to match its powers. Unless something happened that
> I didn't catch....

I'll bet quite a lot of money that by the time you can buy a $1000 G5 here
in Norway, you can buy a faster x86 for $700. And the G5-based
"Atari" will still be five years and another $1000 away.

>> And most importantly, I'm sick and tired of waiting for the next superfast
>> clone. I want something *now*. Something that works, and is fast. And
>> which I can buy tomorrow in a local store if I want.

> Seems to me you want to go PC, just that your ..uhhmm... religion (yeh)

I already have a PC. I hate it. Or to be more precise, I hate Windows. I'm using it for three things only:

1. Dreamweaver/Fireworks.
2. Web-surfing.
3. Watching DVDs.

It only cost me $400, I can live with that.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4375. Re: SWAP: Atari Jaguar for MIDI/Sampler

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sv5jo0eurckcc3@corp.supernews.com>
Source record: 55859

On 22 Oct 2000 01:12:11 , Steve Stupple wrote:
>In article <bPYw1VClvi85Ew$G@lovecraft.demon.co.uk>, Richard Kilpatrick
><richard@lovecraft.demon.co.uk> writes

>>I've seen STs with cartridges that
>>presumably add MIDI ports, as well as Serial based solutions (I'd rather
>>not go that route, since I don't know how stable my serial port is -
>>it's been RSVEd).
>
>YOu shouldn't have too much trouble with the serial ports, as AFAIK midi
>doesn't use a high frequency:)

AFAIK MIDI uses a conection speed of around 32k supplied by one of the ACIA chips. The stock MFP can only go to 19.2k which I suppose can cause problems with midi adaptors connected to the serial port, when lots of data is flowing.

Having RSVE doesn't make the serial port unstable, especially at 32k so having the RSVE should improve matters when using the serial port for MIDI.

4376. Re: CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sv5jo4i80n8rc6@corp.supernews.com>
Source record: 55860

On 22 Oct 2000 09:39:22 , Derryck Croker wrote:
>Hi all,
>
>My freephone ISP has changed its login procedure, and now cannot be used
>with IConnect. I suspect that they've gone for CHAP authentication.
>
>No chance of using any of the available Atari stacks with that I suppose?

Hi Derryck,

Just checked with STIK 2 and STinG 1.26 doc's and can't find any
mention of CHAP support, but I'm sure there is a way. I remember
hearing it from somewhere.

Well I suppose you knew that anyway.

4377. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8suje6bbc5@snipp.uninett.no>
Source record: 55861

Djordje Vukovic <vdjole@eunet.yu> wrote:

> Somehow I did not succeed running NVDI, MiNT, etc. on PaCifiST, contrary
> to TOSBox and Gemulator where they worked fine.

I know, that's why PaCifiST must be modified. The 68k-emulator seems to be working pretty well, but it doesn't make sense to emulate the other hardware when running "real" apps. When using a "real" VDI and "real" device-drivers one could eliminate all hardware-emulation except the MFP (accessed by a lot of software, also emulated in hardware on the Milan).

> I think this is the case- if I remember correctly, only old MiNTs without
> file-systems worked when I tried them with these emulators.

One must use a XHDI-compatible harddisk-driver. Then MiNT can access all partitions directly, and not via an underlying OS or an image like with current emulators.

>>I don't think they're emulator-fans (neither am I, but what can you do
>>when you need (want) faster hardware...).

> True. Although it is debatable whether this would be an emulation or
> a sensible way to make a high-performance Atari computer.

Exactly my point :-)

> Magic PC also has a "real" VDI driver, doesn't it?

No, you must buy NVDI5 for that.

> I think that someone said that it really improves speed very much.

It does. But MagiC-PC has serious short-comings in other areas which makes it virtually unusable. E.g. it only runs under Windows...

> Another thing that I would like VERY much to see in an emulated (or
> however it shoulkd be called) Atari machine is FPU support- preferrably with
> a choice of memory-mapped or line-F FPU. Floating-point calculations seem
> to be the weakest point, speedwise, of all Atari emulators.

That shouldn't be difficult to implement, although I really can't say as I've never made an emulator myself ;-) But even more important than FPU is the PMMU, atleast if you want to run the OS on the 68k-emulator. If the OS is ported the PMMU is not needed ofcourse.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4378. Re: SWAP: Atari Jaguar for MIDI/Sampler stuff

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <siAI5.3579$IF1.432097@nnrp3.clara.net>
Source record: 55862

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote in message
news:bPYw1VClvi85Ew$G@lovecraft.demon.co.uk...
> I've posted this in the past, but didn't really know what I wanted - now
> I do ;)
>
> I'm after a 16-bit sampler, such as the Stereo Replay's Pro version (not
> sure of the details, just know that my Stereo Replay is only 8-bit),

The 16-bit stereo sampler from AVR was a
fairly high-end product coming in a carry case
and having its own power supply. Cost about
£350 when new.

I suspect you may be after the cheaper mono
version, Replay 16. This also plugs in the
cartridge port, but you have to be aware that
it's a large L-shaped thing which obstructs
the enhanced joystick ports on the left-side of
520/1040 STE machines, and clashes with
the keyboard socket of Mega series machines.
It has MIDI trigger capabilities.

Replay 16 is available from System Solutions.
sales@system-solutions.co.uk, brand-new,
I think about £99.

> and/or a more advanced MIDI system. I've seen STs with cartridges that
> presumably add MIDI ports, as well as Serial based solutions (I'd rather
> not go that route, since I don't know how stable my serial port is -
> it's been RSVEd).

Forget the serial-based solutions, lousy timing.
If you're using Cubase, you'll be in luck.
System Solutions also has the excellent
SoundPool MO 4. Gives 4 extra outputs,
all with the same timing quality of the Atari,
and plugs in the parallel port. Very solidly
built in a metal case and ultra reliable.

I know you said "swap" but this might be
useful in the event you don't get what you
want for what you're offering.

Shiuming Lai

4379. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8sujpabbc6@snipp.uninett.no>
Source record: 55863

Lord Gaiyan <lord_gaiyan@hotmail.com> wrote:
> I don't know why we are arging about this. Why can't we just follow Apple's
> and Amiga's footsteps with PPC? They are both doing well. If we were to

OK, Apple is doing fairly well but Amiga?

> switch to x86 the mobo would have to be built specifically for a TOS clone.

No, the entire point is to use existing hardware. I.e. no hardware has to
be built explicitly for this, that's the entire point in using a x86. If
you want to build a new motherboard you can use a Coldfire and get away
with very little emulation.

> I would not accept a PC motherboard with an emulator. I think Tempest is the

Tempest: PPC-card with a new microkernel that loads a 68k-emulator.
Everything, including the OS, runs on the emulator...

> best idea anyone has come up with for a long time. CT060 is fine and dandy
> but allready obsolete as was the CT2 when it came out.

CT60 looks like a better design than the CT2, and I'll probably buy one if
it appears. If it lasts as long as my Afterburner I'll be happy.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4380. Re: CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8sujrgbbc7@snipp.uninett.no>
Source record: 55864

Derryck Croker <derryck@nospamcix.co.uk> wrote:

> My freephone ISP has changed its login procedure, and now cannot be used
> with IConnect. I suspect that they've gone for CHAP authentication.

> No chance of using any of the available Atari stacks with that I suppose?

pppd for MiNT-Net supports CHAP.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4381. Re: Tos ST/E

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8sukqp$k12$1@plutonium.btinternet.com>
Source record: 55865

Steve Stupple <Steve@atari.org> wrote in message
news:PqGJLuArlj85EwPT@steverosie.demon.co.uk...
> In article <8ssptm$3lv$1@plutonium.btinternet.com>, Simon Osborne
> <atariactive@btinternet.com> writes
> >
> >Egidio Basso <egidio.basso@wanadoo.be> wrote in message
> >news:8ssh1grtk1@buty.wanadoo.nl...
> >> La personne qui m'a contact pour m'envoyer les tos, est pri e de me
> >> recontacter pour me le renvoyer parce que je suis aller sur le net trop
> >tard
> >
> ><SNIP>
> >
> >This is not a french newsgroup, so you don't make any sense to the
majourity
> >of users.
> >
> >Please either keep to a french Atari group or translate into English
> >
> >Simon
>
> That's if they can do English. Mr.N.Bales sometimes steps in with a
> translation, mind you I haven't seen anything in the groups for ages!! I
> hope he's OK.

Actually, yes where IS he?

Simon

4382. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Krzysztof Maj <kmaj@smok.krakus.top.pl>
Message-ID: <39f2e536e8b30@smok.krakus.top.pl>
Source record: 55866

On Sun 22-10-2000 01:30 (+0200) Martin "Nightowl" Byttebier wrote:

>Nowadays tar and gzip can be used by everyone. It's as easy to use as Zip
>or LZH.
>
>All what you need is GuiTAR, gzip and tar. GuiTAR is a GEM front-end for
>tar. Very easy to use. I've assigned GuiTAR as an application to unpack
>tar, tar.gz and tgz archive. So whenever I double click on such an archive
>GuiTAR comes up and do his work. Very much like ST-ZIP or LZH-shell.

Yeees. If you have MiNT installed on your computer :(

Please, here is a part of a README file:

"2. What do I need?

[...cut...]

At the moment, a running MiNT system with at least AES 4.1 (or MagiC,
not tested yet) and 16 colors or up is required."

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

4383. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F2DB40.3C5C8E51@uklinux.net>
Source record: 55867
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

any ideas as to where to find the file? :)

cheers for the info,
marc

rob schmersel wrote:
>
> Try to find a file "SMC*.ZIP" (I believe it was called SMC1.zip but am
> not sure).
> This file describes an ISA to VME interface used for connected an SMC
> based tehernet
> card. It will work with other cards as well.
>
> CU
> ?Rob
>
> Marc Wilson wrote:
> >
> > Hi,
> >
> > Does anyone know anywhere i can find diagrams or instructions on using
> > ISA or E-ISA PC cards on an Atari ST or TT?
> > Also, is it possible to upgrade the TT's 68030 CPU to an '040 or '060 or
> > something along those lines?
> >
> > cheers,
> > Marc

4384. Re: SWAP: Atari Jaguar for MIDI/Sampler stuff

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <jRbeCBEoyt85Ewpi@lovecraft.demon.co.uk>
Source record: 55868

Once upon a time <siAI5.3579$IF1.432097@nnrp3.clara.net>, Shiuming Lai
<shiuming.lai@freeuk.com> grabbed chalk and scrawled:

>The 16-bit stereo sampler from AVR was a
>fairly high-end product coming in a carry case
>and having its own power supply. Cost about
>ï¿½350 when new.

Sounds good ;)

My Atari probably cost ï¿½400 new, I think it's worth ï¿½50 - maybe - now...
Still, I imagine such an expensive object is a: hard to find and b:
probably still in use by the current owners.

>I suspect you may be after the cheaper mono
>version, Replay 16. This also plugs in the
>cartridge port, but you have to be aware that
>it's a large L-shaped thing which obstructs
>the enhanced joystick ports on the left-side of
>520/1040 STE machines, and clashes with
>the keyboard socket of Mega series machines.

So does/is the Stereo Replay - even though the board inside isn't L-
shaped. Why would I have to go to a mono version, though, it seems
silly.

>It has MIDI trigger capabilities.

The same as the Stereo Replay, though software?

>Replay 16 is available from System Solutions.
>sales@system-solutions.co.uk, brand-new,
>I think about ï¿½99.

Hmmm... I can get a second hand EMU ESI 4000 for ï¿½400, and basically
solve the whole sampling thing ;)

>Forget the serial-based solutions, lousy timing.

I did wonder about them.

>If you're using Cubase, you'll be in luck.

I'm using TigerCub. MasterTracks doesn't like medium res, and I like
Tigercub - it's spontaneous.

>System Solutions also has the excellent
>SoundPool MO 4. Gives 4 extra outputs,
>all with the same timing quality of the Atari,

>and plugs in the parallel port. Very solidly
>built in a metal case and ultra reliable.

Sounds like a good solution...

>I know you said "swap" but this might be
>useful in the event you don't get what you
>want for what you're offering.

I think if I get into new stuff, then my solution will be to get a rackmount PC case and build a simple PC with MPU-401 combination (all my kit is ancient anyway). It would get around the problem of GenEdit crashing whenever I try and do, well, anything with it (it has D-50 patch editor templates, but they are utterly useless since the computer crashes if I ask it to do anything involving communication with the synth - except monitoring MIDI), plus the frustrating situation of almost all the decent software being written for 640 x 400 minimum res (and often looking crap on anything other than a Falcon).

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

4385. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <39f249e7$0$173@news.zetnet.co.uk>
Source record: 55869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

jeremyalansmith <jeremyalansmith@netscapeonline.co.uk> wrote in message
news:01c03b60$46480c80$6968fc3e@default...
> Hi!
>
> I've e-mailed the maintainer of WinSTon, offering to help with MIDI
support
> for Windows, but never got a response. So I'm posting here to see if
anyone
> wants my help or knows where I can offer to support Winston, and I'm also
> posting to ask for anyone who knows about the Atari ST side of things
> MIDI-wise (because I only know about programming MIDI under Windows,
> hardware and software (ie, which port is to beemulated)..
>
> Hope that's clear enough!
>
> Jeremy.
>

A lot of us would love this, but as the midi timing even on native PC
programs is appalling I can't imagine what it would be like on an emulator
sat on top of windows.
Kevin
www.kevindermott.co.uk

4386. Re: CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972218752-777697AEicMi@bun.com>
Source record: 55870

Hi Dellboy

>My freephone ISP has changed its login procedure, and now cannot be used
>with IConnect. I suspect that they've gone for CHAP authentication.

have you tried a manual Login with summat like Connect just to confirm whats going on??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4387. Re: SWAP: Atari Jaguar for MIDI/Sampler stuff

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972218754-778109AEicMi@bun.com>
Source record: 55871

Hi Richard

>I'm also looking for an SM124 within safe travelling distance of the
>Scottish Borders,

Safe travelling distance of the scottish borders??, is there such a scenario?. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4388. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972218758-778965AEicMi@bun.com>
Source record: 55872

Hi Marc

>Also, is it possible to upgrade the TT's 68030 CPU to an '040 or '060 or
>something along those lines?

It is possible, but you'l need to re-write TOS and mess around with memory mapping.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4389. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972218756-778537AEicMi@bun.com>
Source record: 55873

Hi Ji

>>And what machine are we talking about exactly??.

>Yes, well. I'll have to try practise thinking before typing (as
>someone else said in a different thread).

8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4390. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972218760-779385AEicMi@bun.com>
Source record: 55874

Hi Derryck

>>If you have nothing substantialy to contribute, could you please refrain
>>from quoting everything?
>
>Thank you Henk. At last there's another voice in the wilderness!

So we're up to three now. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4391. Re: Cecile Docs in English??

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972218762-779829AEicMi@bun.com>
Source record: 55875

Hi Phantom

>Regarding Cecile, the hard drive system software for the CENTURBO II.
>Does anyone have the Docs for Cecile in English?

Why dont you translate what you have with something like Ruftrade or GEMtrade?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4392. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8surhq$96$1@nnrp1.deja.com>
Source record: 55876
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

This page has alot of hacks for atari..
http://atarihacks.cjb.net/

Rob

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

In article <39F2DB40.3C5C8E51@uklinux.net>,
Marc Wilson <badsector@uklinux.net> wrote:
> any ideas as to where to find the file? :)
>
> cheers for the info,
> marc
>
> rob schmersel wrote:
> >
> > Try to find a file "SMC*.ZIP" (I believe it was called SMC1.zip but
am
> > not sure).
> > This file describes an ISA to VME interface used for connected an
SMC
> > based tehernet
> > card. It will work with other cards as well.
> >
> > CU
> > ?Rob
> >
> > Marc Wilson wrote:
> > >
> > > Hi,
> > >
> > > Does anyone know anywhere i can find diagrams or instructions on
using
> > > ISA or E-ISA PC cards on an Atari ST or TT?
> > > Also, is it possible to upgrade the TT's 68030 CPU to an '040
or '060 or
> > > something along those lines?
> > >
> > > cheers,
> > > Marc

>

Sent via Deja.com http://www.deja.com/
Before you buy.

4393. Re: SWAP: Atari Jaguar for MIDI/Sampler stuff

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <6HTUQLA90u85Ewbk@steverosie.demon.co.uk>
Source record: 55877

In article <jRbeCBEoyt85Ewpi@lovecraft.demon.co.uk>, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> writes
>So does/is the Stereo Replay - even though the board inside isn't L-
>shaped. Why would I have to go to a mono version, though, it seems
>silly.

The 16-bit version is called Replay 16.

Stereo Replay is Microdeal mid range priced sampler which is 8-bit, it
has a nice program with it that can run in hi/med rez.

Stereo Master is their budget sampler, the program that comes with that
is a lo rez one and is very basic.

The other sampler, which incorporates video, is called Videomaster.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4394. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F3009D.B5DF2A11@cable.A2000.nl>
Source record: 55878

Krzysztof Maj wrote:
>GuiTAR comes up and do his work. Very much like ST-ZIP or LZH-shell.
>
> Yeees. If you have MiNT installed on your computer :(
>

Which of course couldnt have been a tar.gz :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4395. Re: CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8sv1ri$3ic$1@plutonium.btinternet.com>
Source record: 55879

Steve Sweet <stevesweet@bun.com> wrote in message
news:972218752-777697AEicMi@bun.com...
> Hi Dellboy
>
> >My freephone ISP has changed its login procedure, and now cannot be used
> >with IConnect. I suspect that they've gone for CHAP authentication.
>
> have you tried a manual Login with summat like Connect just to confirm
whats going
> on??.

Most ISP's have changed over to CHAP. Unfortunately, BT Internet are one of
them (else I'd be using STIK2 for Internet)

Maybe we could persuade Dan to add CHAP to STik2??

Simon Osborne

4396. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <W_DI5.26444$QB1.9556519@typhoon.southeast.rr.com>
Source record: 55880

Jo Even Skarstein wrote in message <8suhg7bbc2@snipp.uninett.no>...

Ok. It truly seems we have a miscommunication problem, and it may be my fault. Apologies if I've said anything that is insulting.

>There are several problems with this concept though:
>
>1. Who's gonna design and manufacture it?

Design it...not sure. To some extent, why not us? Manufacturing can be done on a smaller scale, and not be too incredibly expensive. By this, I mean making the stuff that just can't be done by a hobbyist... pcb fabrication, etc. Soldering could concievably be done by hand.

>2. When will it be available?

Good question. Unfortunately, definitely a long wait, and probably never.

>3. What will it cost, and how to distribute it?

Cost would be the cost of the components. If we can keep it simple, a motherboard could be under $500, maybe less if we organized a group purchase

>4. What about repairs?

We're putting them together. I should hope we'd be the closest to experts there are for it. We all help each other out, shouldn't be any problems. Lesser electrical type repairs (bad cap, burnt resistor) shouldn't be too hard to take care of.

>Since we're talking very small numbers here (with a little luck perhaps a
>couple of thousand boxes)

Don't kid yourself. 2000 units would take alot of luck, 3 miracles, and a UN mandate.
I'm talking 50-100.

>I can't see how this can compete with already
>existing hardware.

Why does it have to compete? Apple and other companies have to compete, otherwise they go bankrupt. I'm not talking about starting a company, that would be insanity. i'm talking just a hobbyist project.

>The only realistic way to use a PPC would be to use
>Macs, but they are a lot more expensive and harder to get. Atleast here in
>Norway Macs sell very porly to the public, almost all Mac-dealers
>specialise in the business-market and price their boxes accordingly.

Dude, cept for shipping costs to Norway, we could buy the components, and you'd pay the same as everyone else. Unless there is some duty or tariff I don't know about, things should be OK.

John

4397. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <MaEI5.26447$QB1.9563649@typhoon.southeast.rr.com>
Source record: 55881

Jo Even Skarstein wrote in message <8suhv6bbc3@snipp.uninett.no>...
>**** **** <***@***.com> wrote:

>> definition of a platform can be fuzzy, it's clear on that point. Apple might
>> instead actually write an OS for it, and if it can't run windows or other
>> x86 OSs, then it would be a second platform based on x86. Still not a mac
>> though.
>
>Hmm, since Macs aren't the only "platform" that use the PPC, you can't
>call them Macs now either then. You'd have to call them... ehh... PPCs or
>something.

I'll try to be polite. PPC is only the cpu... platform is more than this. Concievably, there could be a platform that would use the x86, and still not be "PC" (once called ibm compatible). If it used different slots, didn't use a compatible bios, etc. To my knowledge, that never happened though. Maybe because it was a garbage chip.

Again, platform is the cpu family, firmware/bios/rom, and various other details all rolled together. If a particular OS will run on it with zero, or very minimal changes, this is a good test of the platform (amigaOS wont run on the Quadra, so even though both are 68k, not the same platform).

>> A platform doesn't necessarily mean the same thing as the platform,

Hmm, I must have been up late. That typo should read...
"A platform doesn't necessarily mean the same thing as the maker"

>>nor does
>> it the model. In this way, a 486 model might still be x86, even though a 286
>> is x86 also. A Umax mac clone is still the mac platform, even though not
>> made by Apple. An atari does not belong to the Amiga platform, even though
>> both use 68k. It's pretty simple, if you ask me. Granted, there are some
>> fuzzy boundaries, but not this time.
>
>As Henk pointed out, this is a very good explanation of the fact that
>platform == OS.

This ignores that several OS's have been multi-platform. The day that NeXTstep was released for sun, hp, and intel x86, we didn't see some magical merging of those all into one platform.

Also, it ignores that there are a buttload of OSs to choose from on some platforms. They don't fragment into thousands of platforms either.

Think of platform as hardware, and you'll be ok. There is more to it than that, but it's close enough.

John

4398. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <BgEI5.26449$QB1.9567099@typhoon.southeast.rr.com>
Source record: 55882

Dude.

Whether or not an x86 can be faster, for less money than a PPC, that's not the point. Some of want a different computer, maybe even for the sake of it just being different. We're even willing to pay for it both in $$$, and in cpu speed, to a lesser extent.

It's like if there were only one flavor of soda in the world. You're saying "let's not make another flavor, it will certainly be more expensive". "Besides, they all kind of taste the same anyway". Maybe the second flavor won't be better than the first, but just it being different might be enough. And you can't make it different if you want to use the same exact ingredients.

Thanks,
John

4399. ST Stuff for Sale - Southern Ontario

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Darren King <darrenk@pathcom.com>
Message-ID: <8sv561eph1@newsmaster.axxent.ca>
Source record: 55883

I live near Hamilton and work in Toronto. I would prefer someone local.
I have:

520STfm
1040STf
A 44 MB Megafile syquest drive
mono monitor
SC1435 colour monitor

Any interest? Make a reasonable offer and it's yours!

Darren

4400. [WEB] Aniplayer 2000 v2.13 upload

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <8sv588$17o$2@wanadoo.fr>
Source record: 55884

Hi,

The latest version of Aniplayer is on my site.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

4401. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <OSFI5.3853$Z75.10205@nntpserver.swip.net>
Source record: 55885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> > I've e-mailed the maintainer of WinSTon, offering to help with MIDI
> support
> > for Windows, but never got a response. So I'm posting here to see if
> anyone
> > wants my help or knows where I can offer to support Winston, and I'm
also
> > posting to ask for anyone who knows about the Atari ST side of things
> > MIDI-wise (because I only know about programming MIDI under Windows,
> > hardware and software (ie, which port is to beemulated)..

> A lot of us would love this, but as the midi timing even on native PC
> programs is appalling I can't imagine what it would be like on an emulator
> sat on top of windows.

Get real!
Most studios around the world actually DON'T use Ataris, believe it or not.
You don't have sample accurate sync on an Atari - but with a real midi
interface on a PC you have it there - so nowadays, a PC is even better for
midi applications than an Atari machine...
The main reason for midi timing problems is when people try to use crappy
gaming soundcards for midi - and that's impossible to use other than as a
toy! This is not a general problem in the PC, but a problem within the
soundcard!

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4402. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Samyn Karl <saka@village.uunet.be>
Message-ID: <39F33ADA.9B9EA20B@village.uunet.be>
Source record: 55886

Howdy,

Mille Babic wrote:
>
> Hi all!
>
> What I have to say this time could be very important for all of us with Atari originals. It
> is called broadband and it soon installed in every home here in Sweden and probably
> everywhere else.
> [snip]
> I consider to attach a PC work as a Internet Connection Sharing (ICS) with two network
> cards and attach my Falcon with a ROM Port Ethernet Adaptor.

Good choice, I also made this choice. Everything works fine, with the
right software you can do this. Although I think you should consider
using a Linux PC... much more flexibility and almost all soft is free.

> What I then have to do is to return to the wonderful STinG and use the Vassilis
> Papathanssiou ETHER_PA.STX module?

Yup, that's right. That's all you have to do. The installation isn't
very hard and the speed is OK.

You may want to look at these pages :

http://gallery.uunet.be/saka/atari/ethernet/genius.htm
http://gallery.uunet.be/saka/atari/reality/rtl8012.htm

And also this page :

http://www.asamnet.de/~hilgarte/ether.htm
Elmar sells everything in a package for a fair price.

Good luck.

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4403. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8svd7n$c00$1@SOLAIR2.EUnet.yu>
Source record: 55887

On 22 Oct 2000 11:02:31 , Jo Even Skarstein wrote:

>I completely agree with you on this point, the PPC *is* a better designed
>[...]
>There are several problems with this concept though:
>
>1. Who's gonna design and manufacture it?
>2. When will it be available?
>3. What will it cost, and how to distribute it?
>4. What about repairs?
>
>existing hardware. The only realistic way to use a PPC would be to use
>Macs, but they are a lot more expensive and harder to get.

Would it be feasible for some small company to "take over" (or whatever)
the boards (or the complete boxes) of some of the lesser (older?) Mac clones,
which seemed to be substantially cheaper than "real" Macs?
Or perhaps to persuade some Mac-clone manufacturer himself to adapt
and sell an "Atari" variant. There may be some profit for them in selling,
as you say, "several thousand boxes".

What I mean is not to run TOS (MiNT or whatever) in emulation over MacOS
but to replace the ROMs and boot a PPC-specific Atari OS.

BTW are the ANY Mac-clone manufacturers around? I am afraid that they
were practically exterminated in one of Apple's lunatic moves.

4404. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8svd7r$c00$2@SOLAIR2.EUnet.yu>
Source record: 55888

On 22 Oct 2000 11:35:34 , Jo Even Skarstein wrote:

>> I think this is the case- if I remember correctly, only old MiNTs without
>> file-systems worked when I tried them with these emulators.
>
>One must use a XHDI-compatible harddisk-driver. Then MiNT can access all
>partitions directly, and not via an underlying OS or an image like with
>current emulators.

Do I understand correctly: the new OS/emulator would have to use a XHDI-compatible, x86-specific driver. Not some driver that can (can it?) be loaded in existing emulators?

>> Magic PC also has a "real" VDI driver, doesn't it?
>No, you must buy NVDI5 for that.

Oh, yes, now I remember.

>> Another thing that I would like VERY much to see in an emulated (or
>> however it shoulkd be called) Atari machine is FPU support
>
>That shouldn't be difficult to implement, although I really can't say as
>I've never made an emulator myself ;-)

I agree, and I don't understand why none of current emulator authors included this. AFAIK 6888x FPUs use a rather limited and well-defined set of instructions. And it is disappointing to see some emulator achieve, say, 50xST speedup in integer arithmetic but only 5xST speedup in floating-point calculations.

4405. Re: CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8svd7t$c00$3@SOLAIR2.EUnet.yu>
Source record: 55889

On 22 Oct 2000 09:39:22 , Derryck Croker wrote:

>My freephone ISP has changed its login procedure, and now cannot be used
>with IConnect. I suspect that they've gone for CHAP authentication.
>
>No chance of using any of the available Atari stacks with that I suppose?

Wensuite, I think...

4406. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F3070E.B81D82AE@cable.A2000.nl>
Source record: 55890

**** **** wrote:
>
> >This illustrates perfectly that the hardware is totally irrelevant.
> >Platform == OS
>
> Ah. So you are a retard also? Don't know why it suprises me, the world is
> full of them.
>
Yes. I know a few.

> Platform != OS
>
> Else, since everything runs unix, there is only a single platform in the
> history of digital computers.

You really think that the history of computers started with unix?

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4407. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39f30381$0$180@news.zetnet.co.uk>
Source record: 55891

On 21 Oct 2000 22:20:34 , M.Bedford wrote:

| . . . .
|Wasn't GEM written for the xx86 system, Amstrad (a UK company) shipped
|it with its PCs? ;-)

Yes I think it was. I recall an article in Byte many years ago
describing the launch of GEM. There were fairly stringent conditions
which put a lot of people off.

| Still the xx86 series do seem particulary convoluted in their
|workings, or perhaps it's users expecting to use more than 640K of memory.

It was the thoughtlessness and restriction of the design which put
me off the xx86 series and the commonsense which attracted me to the
68000. (Also I had some experience of programming a DEC PDP11 in the
1970s, and the 68000 resembled it.)

4408. Re: CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8svgoirjq1@nnrp2.phx.gblx.net>
Source record: 55892

Djordje Vukovic <vdjole@EUnet.yu> wrote:
: On 22 Oct 2000 09:39:22 , Derryck Croker wrote:

: >My freephone ISP has changed its login procedure, and now cannot be used
: >with IConnect. I suspect that they've gone for CHAP authentication.
: >
: >No chance of using any of the available Atari stacks with that I suppose?

This reply is from a shell account, so I cannot just go an look, but the
dial.scr text file, near the beginning, has a number flag to set, to
combine header compression and PAP to get CHAP.

This is with sting 1.15.

This is an opinion, and some opinions are better than others.

Do not give up yet.

--
--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

4409. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <JUHI5.26604$QB1.9697429@typhoon.southeast.rr.com>
Source record: 55893

Djordje Vukovic wrote in message <8svd7n$c00$1@SOLAIR2.EUnet.yu>...

>Would it be feasible for some small company to "take over" (or whatever)
>the boards (or the complete boxes) of some of the lesser (older?) Mac
clones,
>which seemed to be substantially cheaper than "real" Macs?
>Or perhaps to persuade some Mac-clone manufacturer himself to adapt
>and sell an "Atari" variant. There may be some profit for them in selling,
>as you say, "several thousand boxes".

Not really. It complicates a process they tend to like to streamline, with
little incetive to do so. They'd have to charge more for the atari variety,
and that kind of thing kinda kills the notion.

>BTW are the ANY Mac-clone manufacturers around? I am afraid that they
>were practically exterminated in one of Apple's lunatic moves.

None. Apple makes more money from hardware, than from just licensing the OS
and roms. Still, would be cool if there were clones. Maybe the PC would die
off.

John

4410. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <BWHI5.26606$QB1.9698536@typhoon.southeast.rr.com>
Source record: 55894

Henk Robbers wrote in message <39F3070E.B81D82AE@cable.A2000.nl>...

>> Else, since everything runs unix, there is only a single platform in the
>> history of digital computers.
>
>You really think that the history of computers started with unix?

You twist my words. I said, that if OS=platform, since unix will run on everything modern, and most that is even ancient, there is only one platform, the "unix" one. Since this is obviously ludicrous (I hope it is anyway!), it should follow that OS does not equal platform.

John

4411. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sv6m2mbhm8fkfd@corp.supernews.com>
Source record: 55895

On 22 Oct 2000 18:55:51 , Djordje Vukovic wrote:
>On 22 Oct 2000 11:02:31 , Jo Even Skarstein wrote:

>What I mean is not to run TOS (MiNT or whatever) in emulation over MacOS
>but to replace the ROMs and boot a PPC-specific Atari OS.

Thats what I've benn thinking over the last few weeks. There must be
some kind of small socketed EPROM on the board that (similar to TOS)
can tell the CPU to load off the hard disk. Boot strapping I suppose.

Now all it would take is a patched TOS or even just a small EPROM or
some sort of microcontroller that would take the OP codes
from all 68k programmes and change them for the PPC.

Would be realativly cheap.

If you were to make a new motherboard PPC would defianatly be my first
choice as it doesn't have multiplexed address and data lines, which
would make things yet more difficult. And the OP codes must be very
close to the 68K architecture as they were, presumably made by the
same team.

4412. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39f230107758440@online.be>
Source record: 55942

on Sat 21-10-2000 20:49 Djordje Vukovic wrote:

>On 20 Oct 2000 23:31:08 , "Martin \"Nightowl\" Byttebier" wrote:
>>New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
>
>>ftp://chapelie.rma.ac.be/atari/mint/docs/mintdocs.tar.gz (179.774 bytes)
>> (MiNT for absolute beginners, German/English HYP)
>
>May I suggest that documentation for absolute beginners be packed into
>a simpler and more common archive format (zip?). I can unpack this,
>but those who want to know the most basic things about MiNT may not be
>familiar with tar and gzip.

IMHO gzip and tar are easy to use but anyway I've uploaded the same
archive in zip format

List of selected files on chapelie.rma.ac.be in directory atari/mint/docs

.. 0 Dec 31 23:59
mintdocs.zip -rw-r--r-- 180084 Oct 22 01:00
mintdocs.tar.gz -rw-r--r-- 179774 Oct 15 13:01
mint_fr.zip -rw-rw-r-- 35691 Jan 01 01:59

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4413. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39f235e67be7fe1@online.be>
Source record: 55943

on Sat 21-10-2000 22:40 atarigalen@my-deja.com wrote:

>In article <8ssvhf$8bh$1@SOLAIR2.EUnet.yu>,
>vdjole@EUnet.yu (Djordje Vukovic) wrote:

>> May I suggest that documentation for absolute beginners be packed into
>> a simpler and more common archive format (zip?). I can unpack this,
>> but those who want to know the most basic things about MiNT may not be
>> familiar with tar and gzip.
>>
>Amen. I've got untar around here somewhere, but a sarcastic chuckle
>escaped my lips when I saw that the newbie file was a *.tar.gz.

Nowadays tar and gzip can be used by everyone. It's as easy to use as Zip
or LZH.

All what you need is GuiTAR, gzip and tar. GuiTAR is a GEM front-end for
tar. Very easy to use. I've assigned GuiTAR as an application to unpack
tar, tar.gz and tgz archive. So whenever I double click on such an archive
GuiTAR comes up and do his work. Very much like ST-ZIP or LZH-shell.

GuiTAR can be found on the Belgian ftp-server

ftp://chapelie.rma.ac.be/atari/archivers/guitr05.zip (98.131 bytes)

tar and gzip are also in the archivers dir

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4414. SWAP: Atari Jaguar for MIDI/Sampler stuff

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <bPYw1VClvi85Ew$G@lovecraft.demon.co.uk>
Source record: 55944

I've posted this in the past, but didn't really know what I wanted - now I do ;)

I'm after a 16-bit sampler, such as the Stereo Replay's Pro version (not sure of the details, just know that my Stereo Replay is only 8-bit), and/or a more advanced MIDI system. I've seen STs with cartridges that presumably add MIDI ports, as well as Serial based solutions (I'd rather not go that route, since I don't know how stable my serial port is - it's been RSVEd).

I'm also looking for an SM124 within safe travelling distance of the Scottish Borders, since a lot of the rather nice Electronic Cow software won't run in less than 640 x 400 colours.

Richard, just acquired an MC-202, SH-101, MIDI-CV convertor and various other useful things...
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

4415. Re: SWAP: Atari Jaguar for MIDI/Sampler stuff

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <NqqJLJAbDj85Ewu6@steverosie.demon.co.uk>
Source record: 55945

In article <bPYw1VClvi85Ew$G@lovecraft.demon.co.uk>, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> writes
>I'm after a 16-bit sampler, such as the Stereo Replay's Pro version (not
>sure of the details, just know that my Stereo Replay is only 8-bit),
>and/or a more advanced MIDI system. I've seen STs with cartridges that
>presumably add MIDI ports, as well as Serial based solutions (I'd rather
>not go that route, since I don't know how stable my serial port is -
>it's been RSVEd).

What you want is the Replay 16, which is a 16-bit sampler. I know
someone that uses 2 of these on 2 STE's, each STE making up 1 track.
They do the job WELL:)

YOu shouldn't have too much trouble with the serial ports, as AFAIK midi
doesn't use a high frequency:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4416. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:55:47 UTC
From: **** **** <***@***.com>
Message-ID: <nWqI5.26267$QB1.9238591@typhoon.southeast.rr.com>
Source record: 55936

>This illustrates perfectly that the hardware is totally irrelevant.
>Platform == OS

Ah. So you are a retard also? Don't know why it suprises me, the world is full of them.

Platform != OS

Else, since everything runs unix, there is only a single platform in the history of digital computers. Hmm. Interesting premise. Why don't we just oversimplify things so much that we can say whatever we want, for the hell of it. Who cares if it is productive or not.

I have an idea. Why don't you, and your clan of backward little emulator worshippers go hide in a cave somewhere, so that you don't annoy us while we try to decide what a new atari should be.

John

4417. ISA to ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 00:59:32 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F23BF4.1AFF2A5@uklinux.net>
Source record: 55938
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Does anyone know anywhere i can find diagrams or instructions on using
ISA or E-ISA PC cards on an Atari ST or TT?
Also, is it possible to upgrade the TT's 68030 CPU to an '040 or '060 or
something along those lines?

cheers,
Marc

4418. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 01:21:08 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10010220314510.98-100000@online.no>
Source record: 55937

On 21 Oct 2000, Jo Even Skarstein wrote:

> **** **** <***@***.com> wrote:

<--SNIP .. SNAP-->
>
> > Um, they've all moved on to the PPC! I wonder why? Could it be that it's the
> > sucessor and true heir to the 68k? Could it be that we are talking minimal
>
> Religion, religion...

Yes, I can't deny it is religion.. I just thought you had the same
religion as me.. and other ppl here. Sorry, I was wrong. It is against my
religion to let a x86 based faceless piece of cheap shit run "my" OS. I
can't tell you why, but to me the PPC IS closer to the m68k line than
anything else.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4419. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 01:39:53 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10010220322290.98-100000@online.no>
Source record: 55939

On 21 Oct 2000, Jo Even Skarstein wrote:

> Odd Skancke <oskancke@online.no> wrote:
>
> >> > there is no such thing really. A cpu is central to the platform, no macs
> >> > could be macs if they ran on a x86... they'd be "Apple PCs" (also, hell
> >>
> >> By that logic there are no "real" Macs today - because none of them has a
> >> 68k.
>
> > Now, that logic is strange to me, Jo Even. Don't you just call all x86
> > machines a "PC"? You dont call all machines with a PPC a Mac? Amiga's have
>
> Read closer what I was commenting on - **** said that "no macs could be
> macs if they ran on a x86". Why is it so? Macs originally used 68k, then
> they switched to PPC. Why are these Macs "real" Macs, if a
> x86-"Mac" couldn't be? If Apple suddenly decided that x86 was cheaper and

Simply because it then would be a "PC", not a "Mac"! That simple.
People wouldn't even recognice it as an Apple machine. .. just a faceless
"PC". It would loose its personality. Thats it.

> performed better, and switched from PPC to x86 the same way they switched
> from 68k to PPC, wouldn't they still be making Macs? ****'s logic doesn't
> make sense.

Oh yes, to me it is logical :)

>
> > PPC cards, PPC machines are called by their brand names, not some common,
> > faceless name like "PC". A PPC based Atari machine would still be an
> > Atari, while a PC emulating Atari OS would still be a boring PC. Not
> > acceptable to me at all!
>
> Highly biased... First you have "PPC-based Atari machine", and then you
> have a "PC emulating Atari OS". The fact is - whether you like it or not -
> is that both options will be very similar. The "PPC-based Atari
> machine" won't be an Atari, because it's not manufactured by Atari. And it
> will use a 68k-emulator. Using standard PC-technology won't be any
> different, except the choice of CPU. How much of the OS or apps you want
> to run under the emulator does not depend on the choice of hardware, but
> on how much work you want to put into the software initially. Look at what
> Apple did - they started with PPC-based machines which ran almost
> *everything* - including most of the OS - under the emulator, and it has
> now evolved into a machine which finally doesn't include a 68k-emulator at
> all.

You just dont WANT to understand? Neither Milan's or Hades were
manufactured by Atari, but I regard those as Atari machines nontheless.
Okay, they have genuine m68k cpus. Ok, talking about Mac's and how the
emulation were done on it. What OS did they run their emulatied OS on?
Answer me that.

>
> I know that you like to program in 68k assembler, if you want to continue
> with assembly and still have fun you don't have a choice but run your
> software under a 68k-emulator. x86-assembler might be dreadfull, but
> PPC-assembly isn't any better...

Sure about that? I did some risc assembler on the jag (perhaps extremely
not similar to PPC, but ..) and I found it downright easy. But, I'm in the
process of learning C, so I guess that won't be a prob :)

>
> >> This is religion, and since I'm not a religious person at all I won't
> >> discuss this further.
>
> > Hehe, you're a religious person, only you deny it :) No person modifying
> > his Atari machines like you do is "not religous". And come on, I know deep
>
> Good point ;-) But all my modifications have had one purpose - better
> performance. I can't get any further with the current hardware, so the
> next logical step is - you guessed it - something radically faster.

Yes, something like that. But our religion differs too much, we can never
get married :/ (not literally, get it?)

>
> > down you also agree that a G5 based machine running TOS/MiNT natively
> > would be so much cooler than emulating something on a faceless "PC" ;-)
>
> To me they're all the same, PPC, G5 or whatever it will be called in 2009
> when the first PPC-based "Atari" arrives are just as anonymous and
> "faceless" as a x86. I don't like Macs, they're just PC-technology with a
> more expensive CPU, cooler case and a extremely boring, fascist OS. PCs
> are boring too, but they're a lot cheaper and faster.

Now.. I've heard that G5's were classified as Supercomputers here in
Norway.. are they really slower than cheap PC's? I think you need to get
quite an expensive PC to match its powers. Unless something happened that
I didn't catch....

>
> And most importantly, I'm sick and tired of waiting for the next superfast
> clone. I want something *now*. Something that works, and is fast. And
> which I can buy tomorrow in a local store if I want.

Seems to me you want to go PC, just that your ..uhhmm... religion (yeh)
stops you.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

4420. Software from 30p

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 03:42:06 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <39F2620E.C0C65FD3@cyberpeeps.freeserve.co.uk>
Source record: 55940

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

4421. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 06:11:32 UTC
From: rob schmersel <rob.schmersel@mbox301.swipnet.se>
Message-ID: <39F28514.50AA6AFA@mbox301.swipnet.se>
Source record: 55941
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Try to find a file "SMC*.ZIP" (I believe it was called SMC1.zip but am
not sure).
This file describes an ISA to VME interface used for connected an SMC
based tehernet
card. It will work with other cards as well.

CU
?Rob

Marc Wilson wrote:
>
> Hi,
>
> Does anyone know anywhere i can find diagrams or instructions on using
> ISA or E-ISA PC cards on an Atari ST or TT?
> Also, is it possible to upgrade the TT's 68030 CPU to an '040 or '060 or
> something along those lines?
>
> cheers,
> Marc

4422. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-22 22:15:05 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F366E9.E62490E7@cable.A2000.nl>
Source record: 55808

**** **** wrote:
>
> Ah.
>
> You are just an idiot.

Of course I am. That is the reason why I cant follow your reasoning.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4423. Re: This should be interesting!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010232007260.141-100000@TT030>
Source record: 55746

On Mon, 23 Oct 2000, Bob King wrote:

> Jared Falvo calls upon Rudolphe CZUBA to 'Email me'!!
> Keep still my beating heart!

I hope Jared is used seeing alot of CAPITOLS and !!!!! marks.
hehe

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4424. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010232005170.141-100000@TT030>
Source record: 55747

On Mon, 23 Oct 2000, Jared Falvo wrote:

This is what revision 3 now? You should apply for work
at centek. lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4425. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <DY4J5.796$qj2.132933@news.goodnet.com>
Source record: 55748

If we help Hasbro make more money for them using the Atari name, why wouldn't they be interested? Especially, if they don't have to be involved (well, unless they want to port some of those Atari classic remakes of theirs)?

See it like this:

If you gave $1,000 to someone and they paid you back in a few months and then you started getting a check for $250 every month thereafter without you having to do anything or be involved at all, wouldn't you be happy?

I'm hoping Hasbro see it the same way...

Jared

Michael and Nicole Freeman <nameerf@flash.net> wrote in message news:B619DD9A.2886%nameerf@flash.net...
> in article 0X_I5.767$qj2.128227@news.goodnet.com, Jared Falvo at
> luposian@mailcity.com wrote on 10/23/00 9:57 AM:
>
> > And if Hasbro financed the operation? Well, that's THE key to it all...
> > will they be willing to invest to start an Atari Computer division, provided
> > we show them a roadmap to how successful it can be. But ya gotta have
> > EVERYTHING there... the people ready to buy, the system design, the reasons
> > of how, why, and where. You miss one tiny detail and Hasbro will probably
> > see it and walk out. We have to convince them that it *will* profit THEM.
> > Not us. We're just in it for personal reasons, though we benefit
> > financially because we run the company FOR Hasbro. Sounds crazy I know, and
> > may not ever happen, but what harm is there in at least trying? Do any of
> > us lose anything if we're no worse off than we are now? I can't see how.
>
> As others have said before in this line of thinking, I think trying to
> completely revive the "Atari" name is very problematic, especially with
> Hasbro involved. First, to get Hasbro to work with you might not be as easy
> as you think. You've got to look at their reasoning for owning the Atari
> name. It's solely for the purpose of using it to "modernize" some classic
> video games (and for PC's only, no less). And as we've seen recently with

> the problems Atari Games/Midway had, I don't think Hasbro is very keen on
> anyone using the name for anything else but their own purposes. Second,
even
> if you could get Hasbro's attention, companies like them often have very
> specific long-term goals for their investments. As I'm positive making
> computer hardware isn't one of them, your chances of getting them to
> completely switch their focus and put money into something that likely
goes
> against their company's long-term vision are next to nill.
>
> Besides, most people don't know the Atari name for anything but video
games.
> If they do relate it to computers, it's more likely to be associated with
> obsolete nostalgia, or possibly even animosity, as the original Atari
> company really screwed some people (especially vendors). The only ones who
> know better and love the Atari for what it can do now and in the future
are
> those of us right here who already own them.
>
> > But I believe that starting out with the original 1040STand Mega ST
cases
> > (at the expense of user expandability... for now... later models can be
> > modified for more expandability) is the only way to successfully
reestablish
> > Atari in people's minds and regain mindshare with the public. Ya have
to
> > admit, no computer made past or present looks like an ST... and that, I
> > believe, is the key to successfully restarting Atari... the computer
> > company... once again.
>
> Yuck! I hated the old ST case! It wasn't very desktop-friendly as it took
up
> way too much space, the keyboard felt horrible, it wasn't easy to move the
> keyboard out of your way when you needed the extra space, and was a
> nightmare of cables and parts trailing across your desk. No thanks! If we
> are to see another Atari computer, I'd much rather see separate keyboard
and
> tower (or desktop) case design. That's what most computer desks are
designed
> for anyway these days, so it would be hard to fit it in aesthetically and
> ergonomically.
>
> Now having said all this, I do want to say that I like your enthusiasm and
> vision. I'd personally love to see a PPC-based Atari. I recently purchased
> an iMac, simply because my Falcon was very lacking in the speed and
internet
> areas. So I use the Mac for internet stuff and some other minor things
where
> speed is an issue, and my Falcon primarily for music. I much prefer the
> Falcon as far as it's Operating System flexibility and the software is

> really pretty good for the amount of support the computer has compared to
> PC's and Mac's (and of course, I prefer Mac's to PC's, which are just
> disgusting to use, for me anyway). I'd love to see the Tempest card become
> available, as it seems to be the only Atari-related device promising this
> very necessary move away from the dead or dying 68k line of CPU's.
>
> If there is to be any new Atari-compatible computer, it has to conform to
> certain modern standards, both internally and externally. It must not only
> be fast, usable, and offer the user something Macs and PC's don't, it must
> be given an attractive, modern, ergonomically-sensitive design that fits
in
> with modern surroundings. It must be able to do everything a Mac and PC is
> expected to do (including Internet with Java/Javascript, multimedia
plug-ins
> such as Flash, Shockwave, and streaming Audio/Video, etc) at speeds at or
> above Mac/PC speeds. So before a design can ever be in place, software
must
> be there, and you must get enough funding to produce ultra-fast, high-end
> hardware at low prices, otherwise no one will take anything you try
> seriously and your plan will flop.
>
> So keep working with your ideas. While I think you may have some
problematic
> reasoning, you have the drive to see the advancement of the Atari
heritage.
> Perhaps you might stumble on the right keys to get something going! I
> sometimes have this day-dream of what if there were a way to not only make
a
> new Atari machine, but find a new niche that is universal enough that
> everyone had a need for it, and could come up with the money somehow to
> market the heck out of the machine. It doesn't have to have the "Atari"
> label on it, as long as it was Atari-compatible, fast, and feature-packed.
> Anyway, whether or not it's only a dream, it's a good dream to have.
>
> Mike Freeman
> nameerf@flash.net
>
>

4426. FT: Classic stuff (BIG) 2600,Coleco,Vectrex,ST,G&W,Virtual Boy

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <39F4F5C7.3B4E4E7D@mindspring.com>
Source record: 55749
Cross-posted to: rec.games.video.classic,rec.games.vectrex,comp.sys.atari.st,rec.games.video.nintendo

[Sorry in advance for the cross-post. There's a little bit in here for everyone]

In an effort to avoid using eBay to sell classic gaming stuff when I could be trading, what follows is my painstakingly created trade list. :) Sorry, but nothing is in alphabetical order. :/

ATARI 2600

Ghostbusters (Blue label)
Frogger II: Threeedeep!
Pitfall II: Lost Caverns
Space Shuttle (Blue label)
Sky Diver
Pong Sports (Sears)
Pole Position
Maze Craze
Super Challenge Baseball
RealSports: Baseball
Combat (x2)
Football
Superman
Cosmic Ark
Breakout
Atlantis
Space Invaders (Atari)
Space Invaders (Sears)
Street Racer
Target Fun (Sears)
Video Pinball
Pitfall!
Outlaw
Frogger
Air Raiders
Asteroids
Missile Command
Night Driver
Grand Prix

ATARI 5200

RealSports: Football

COLECOVISION

Complete system - works! (Console, power supply, 2 controllers, switch box, RCA cable)

VIRTUAL BOY

Wario Land (complete, w/ box & instructions)
Red Alarm (Japanese Import, cart only)
AC Adapter

GAME & WATCH

Donkey Kong (works, missing battery cover)
Mario Bros. (works, has battery cover)

VECTREX

Vectrex system (does not power on, no sound, just a dot in the middle) w/ not-so-good controller (non-centering). Definetely a fix-me-up project - I'm just lazy! E-mail for more details.

MISC.

M-Network TRON Joysticks (Blue!) (x2)
TRON Joystick look-alike (Black, has retractable cable)
WICO Command Control Joystick (long handle)
Colecovision controller (Black)
ADAM/Colecovision controller (Beige)
Parker Bros. Merlin handheld game
Coleco ADAM 5.25" Disk Drive (w/ power supply)
Coleco ADAM spare Digital Data Drive (tape drive)
Atari Ultra Pong Doubles (complete in box)
Atari ST SM124 monitor (works, but has lots of stickers all over the housing)

Cartridge/tape holders:
1) Atari binder (Orange with Atari logo on it), holds 8 carts
2) Holds 12 carts (x2)
3) Modular system holds 16 carts
4) "Lazy Susan"-style tape holder (i.e. rotates) - used to hold ADAM tapes - holds 20 tapes (x2)

I can provide pictures of whatever you want (from this list :). My want list is extremely huge, so send me your trade lists if you are interested in anything here! I am looking for just about anything pre-NES... Most importantly, hardware or carts for the following:

2600, 5200, 7800, INTV, Coleco, Virtual Boy, real old (RCA Studio II would be awesome, Channel F, etc.), Atari ST games, etc.

Anything I don't trade will be eBay'ed. :)

Thanks!

Joe
jgrand@mindspring.com

4427. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39F4F9AC.CA76C61@qnet.com>
Source record: 55750

Jared Falvo wrote:

> If we help Hasbro make more money for them using the Atari name, why
> wouldn't they be interested? Especially, if they don't have to be involved
> (well, unless they want to port some of those Atari classic remakes of
> theirs)?

Not you or anyone else in this newsgroup could every make Hasbro more money by using the Atari name. Hasbro could careless about Atari computers. They would be involved just by the use of the name Atari. There is alot more to it then just say hey Ill give you money for the use of your name. Hasbro pisses away more money in a single day then it would cost to produce one of the already made atari clones.

>
>
> See it like this:
>
> If you gave $1,000 to someone and they paid you back in a few months and
> then you started getting a check for $250 every month thereafter without you
> having to do anything or be involved at all, wouldn't you be happy?
>
> I'm hoping Hasbro see it the same way...

You go ahead write them a letter send out and let everyone know what they say. I bet youll never get a response saying sure that sound great go ahead with your project and you can pay us later.

I really cant believe that this thread has been going on since July. If you were serious about this you would have already started a project.

Don

>
>
> Jared
> --------
> Michael and Nicole Freeman <nameerf@flash.net> wrote in message
> news:B619DD9A.2886%nameerf@flash.net...
> > in article 0X_I5.767$qj2.128227@news.goodnet.com, Jared Falvo at
> > luposian@mailcity.com wrote on 10/23/00 9:57 AM:
> >
> > > And if Hasbro financed the operation? Well, that's THE key to it all...
> > > will they be willing to invest to start an Atari Computer division,
> provided
> > > we show them a roadmap to how successful it can be. But ya gotta have

> > > EVERYTHING there... the people ready to buy, the system design, the
> reasons
> > > of how, why, and where. You miss one tiny detail and Hasbro will
> probably
> > > see it and walk out. We have to convince them that it *will* profit
> THEM.
> > > Not us. We're just in it for personal reasons, though we benefit
> > > financially because we run the company FOR Hasbro. Sounds crazy I know,
> and
> > > may not ever happen, but what harm is there in at least trying? Do any
> of
> > > us lose anything if we're no worse off than we are now? I can't see
> how.
> >
> > As others have said before in this line of thinking, I think trying to
> > completely revive the "Atari" name is very problematic, especially with
> > Hasbro involved. First, to get Hasbro to work with you might not be as
> easy
> > as you think. You've got to look at their reasoning for owning the Atari
> > name. It's solely for the purpose of using it to "modernize" some classic
> > video games (and for PC's only, no less). And as we've seen recently with
> > the problems Atari Games/Midway had, I don't think Hasbro is very keen on
> > anyone using the name for anything else but their own purposes. Second,
> even
> > if you could get Hasbro's attention, companies like them often have very
> > specific long-term goals for their investments. As I'm positive making
> > computer hardware isn't one of them, your chances of getting them to
> > completely switch their focus and put money into something that likely
> goes
> > against their company's long-term vision are next to nill.
> >
> > Besides, most people don't know the Atari name for anything but video
> games.
> > If they do relate it to computers, it's more likely to be associated with
> > obsolete nostalgia, or possibly even animosity, as the original Atari
> > company really screwed some people (especially vendors). The only ones who
> > know better and love the Atari for what it can do now and in the future
> are
> > those of us right here who already own them.
> >
> > > But I believe that starting out with the original 1040STand Mega ST
> cases
> > > > (at the expense of user expandability... for now... later models can be
> > > > modified for more expandability) is the only way to successfully
> reestablish
> > > > Atari in people's minds and regain mindshare with the public. Ya have
> to
> > > > admit, no computer made past or present looks like an ST... and that, I
> > > > believe, is the key to successfully restarting Atari... the computer
> > > > company... once again.

> >
> > Yuck! I hated the old ST case! It wasn't very desktop-friendly as it took
> up
> > way too much space, the keyboard felt horrible, it wasn't easy to move the
> > keyboard out of your way when you needed the extra space, and was a
> > nightmare of cables and parts trailing across your desk. No thanks! If we
> > are to see another Atari computer, I'd much rather see separate keyboard
> and
> > tower (or desktop) case design. That's what most computer desks are
> designed
> > for anyway these days, so it would be hard to fit it in aesthetically and
> > ergonomically.
> >
> > Now having said all this, I do want to say that I like your enthusiasm and
> > vision. I'd personally love to see a PPC-based Atari. I recently purchased
> > an iMac, simply because my Falcon was very lacking in the speed and
> internet
> > areas. So I use the Mac for internet stuff and some other minor things
> where
> > speed is an issue, and my Falcon primarily for music. I much prefer the
> > Falcon as far as it's Operating System flexibility and the software is
> > really pretty good for the amount of support the computer has compared to
> > PC's and Mac's (and of course, I prefer Mac's to PC's, which are just
> > disgusting to use, for me anyway). I'd love to see the Tempest card become
> > available, as it seems to be the only Atari-related device promising this
> > very necessary move away from the dead or dying 68k line of CPU's.
> >
> > If there is to be any new Atari-compatible computer, it has to conform to
> > certain modern standards, both internally and externally. It must not only
> > be fast, usable, and offer the user something Macs and PC's don't, it must
> > be given an attractive, modern, ergonomically-sensitive design that fits
> in
> > with modern surroundings. It must be able to do everything a Mac and PC is
> > expected to do (including Internet with Java/Javascript, multimedia
> plug-ins
> > such as Flash, Shockwave, and streaming Audio/Video, etc) at speeds at or
> > above Mac/PC speeds. So before a design can ever be in place, software
> must
> > be there, and you must get enough funding to produce ultra-fast, high-end
> > hardware at low prices, otherwise no one will take anything you try
> > seriously and your plan will flop.
> >
> > So keep working with your ideas. While I think you may have some
> problematic
> > reasoning, you have the drive to see the advancement of the Atari
> heritage.
> > Perhaps you might stumble on the right keys to get something going! I
> > sometimes have this day-dream of what if there were a way to not only make
> a
> > new Atari machine, but find a new niche that is universal enough that

> > everyone had a need for it, and could come up with the money somehow to
> > market the heck out of the machine. It doesn't have to have the "Atari"
> > label on it, as long as it was Atari-compatible, fast, and feature-packed.
> > Anyway, whether or not it's only a dream, it's a good dream to have.
> >
> > Mike Freeman
> > nameerf@flash.net
> >
> >

4428. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <ZT6J5.807$qj2.134303@news.goodnet.com>
Source record: 55751

Don <dons@qnet.com> wrote in message news:39F4F9AC.CA76C61@qnet.com...
> Not you or anyone else in this newsgroup could every make Hasbro more
money by
> using the Atari name. Hasbro could careless about Atari computers. They
would
> be involved just by the use of the name Atari. There is alot more to it
then
> just say hey Ill give you money for the use of your name. Hasbro pisses
away
> more money in a single day then it would cost to produce one of the
already made
> atari clones.

If they "piss away more money", as so you've said, then it shouldn't be any problem for them to invest in something they will only benefit from and get money out of without having to devote manpower or time or energy.

> You go ahead write them a letter send out and let everyone know what they
say.
> I bet youll never get a response saying sure that sound great go ahead
with your
> project and you can pay us later.
>
> I really cant believe that this thread has been going on since July. If
you
> were serious about this you would have already started a project.

One man, alone, can not accomplish this dream. Many joining can!

Jared

4429. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39F508ED.229F4659@qnet.com>
Source record: 55752

Jared Falvo wrote:

> Don <dons@qnet.com> wrote in message news:39F4F9AC.CA76C61@qnet.com...
> > Not you or anyone else in this newsgroup could every make Hasbro more
> money by
> > using the Atari name. Hasbro could careless about Atari computers. They
> would
> > be involved just by the use of the name Atari. There is alot more to it
> then
> > just say hey Ill give you money for the use of your name. Hasbro pisses
> away
> > more money in a single day then it would cost to produce one of the
> already made
> > atari clones.
>
> If they "piss away more money", as so you've said, then it shouldn't be any
> problem for them to invest in something they will only benefit from and get
> money out of without having to devote manpower or time or energy.

Benefit my ass. Join the real world and pull your head out of the clouds.
What you think ever in the whole damn world is going to drop there PC or MAC
and join on the Jared bandwagon to build a NEW ATARI. Its been done and in my
opinoin all the clones have failed. If you dont think so please go down to the
local computer shop and get my a Atari Clone. Ive yet to see anyone in the US
sell a Atari clone. Everyone Ive heard that has a Atari clone has purchased it
from overseas.

If you have ever done any business with a large corporation you would know that
the money that you say Hasbro would see from your Atari Clone would be lost
just putting in into their Corporation.

>
>
> > You go ahead write them a letter send out and let everyone know what they
> say.
> > I bet youll never get a response saying sure that sound great go ahead
> with your
> > project and you can pay us later.
> >
> > I really cant believe that this thread has been going on since July. If
> you
> > were serious about this you would have already started a project.
>
> One man, alone, can not accomplish this dream. Many joining can!
>

> Jared

One man can only do what he sets his mind to do. It doesnt take an army to build a computer but, it takes an world of consumers to keep it alive. Take a look at Dell computers....

Don

4430. Re: CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972370234-92979AEicMi@cwcom.net>
Source record: 55753

From: Steve Sweet <stevesweet@bun.com>
Date: Sun, 22 Oct 2000 13:32:54 -0100

>>My freephone ISP has changed its login procedure, and now cannot be
used
>>with IConnect. I suspect that they've gone for CHAP authentication.
>
>have you tried a manual Login with summat like Connect just to confirm
>whats going
>on??.

<Thanks to everyone else who's replied>

Yep, I got to a prompt "ascend%". Managed to get a help screen, one of
the
options was the entry of the magic letters PPP. This brought up an error
message to the effect that I was not authorized. I guess that I should
have
been authenticated via CHAP first, although there had been no attempt at
data exchange for this that I could see.

I logged in with the laptop with logging active and saw that a CHAP
authentication block had been accepted.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4431. Re: CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972370238-93481AEicMi@cwcom.net>
Source record: 55754

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 22 Oct 2000 11:42:40 GMT

>pppd for MiNT-Net supports CHAP.

That reminds me, there's a report on the MagiC Online pages that someone (Vasillis?) was developing the necessary kit to allow the use of MiNT-Net stuff under MagiC? There was nothing about this on the page that the link pointed to.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4432. Re: Cecile Docs in English??

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972370240-93933AEicMi@cwcom.net>
Source record: 55755

From: Steve Sweet <stevesweet@bun.com>
Date: Sun, 22 Oct 2000 13:44:14 -0100

>Hi Phantom
>
>>Regarding Cecile, the hard drive system software for the CENTURBO II.
>>Does anyone have the Docs for Cecile in English?
>
>Why dont you translate what you have with something like Ruftrade or
>GEMtrade?.

The latest beta version of GEMTrade is the only contender for French-
>English, but I have to say that it isn't very good at it.

I suggest turning the doc into html, put it onto a web page, and point
the translation engine at Systran at it. I find this is reliable on the
Atari.
--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4433. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972370242-94487AEicMi@cwcom.net>
Source record: 55756

From: {DB}@cyberstrider.net
Date: Sun, 22 Oct 2000 21:32:47 +0000 (UTC)

>Phantomm <phantomm@eastky.net> wrote:
>> Is there any Atari owners in the UK that live around Titan/Core
>Designs?
>
>try www.titan-bss.co.uk or email sales@titan-bss.co.uk

This is their new email address: cortexdesign@telinco.co.uk

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4434. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t0poretv1@nnrp1.deja.com>
Source record: 55811

In article <8svd7r$c00$2@SOLAIR2.EUnet.yu>,
vdjole@EUnet.yu (Djordje Vukovic) wrote:

> Do I understand correctly: the new OS/emulator would have to use a
XHDI-
> compatible, x86-specific driver. Not some driver that can (can it?)
be loaded
> in existing emulators?

You can do it both ways, both will work. It doesn't matter if you write the driver in 68k or x86, except that x86 will probably be a lot faster. I'd guess that the easiest way to do it is to put the driver inside the emulator/microkernel itself.

To get current MiNT-kernels to work with existing emulators you could write a hd-driver for them, or you can write a new FS that use the filesystem of the underlying OS. Personally I wouldn't spend any efforts on emulators that needs another OS to work.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4435. Re: Tos ST/E

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Nicholas Bales <bales@online.nospam.fr>
Message-ID: <8t0p9q$s26$1@news.stortek.com>
Source record: 55812

"Simon Osborne" <atariactive@btinternet.com> a crit dans le message news:
8sukqp$k12$1@plutonium.btinternet.com...
>
> Steve Stupple <Steve@atari.org> wrote in message
> news:PqGJLuArIj85EwPT@steverosie.demon.co.uk...
> > In article <8ssptm$3lv$1@plutonium.btinternet.com>, Simon Osborne
> > <atariactive@btinternet.com> writes
> > >
> > >Egidio Basso <egidio.basso@wanadoo.be> wrote in message
> > >news:8ssh1grtk1@buty.wanadoo.nl...
> > >> La personne qui m'a contact pour m'envoyer les tos, est pri e de me
> > >> recontacter pour me le renvoyer parce que je suis aller sur le net
trop
> > >tard
> > >
> > ><SNIP>
> > >
> > >This is not a french newsgroup, so you don't make any sense to the
> majourity
> > >of users.
> > >
> > >Please either keep to a french Atari group or translate into English
> > >
> > >Simon
> >
> > That's if they can do English. Mr.N.Bales sometimes steps in with a
> > translation, mind you I haven't seen anything in the groups for ages!! I
> > hope he's OK.
>
> Actually, yes where IS he?
>
> Simon
>

Thanks for the concern! I'm quite ok, but I've been taking it easy on the Atari scene for a while. Still lurking from time to time, but I haven't quite the time to participate as much as I used to. Kids, work, etc...

The Quick FAQ is still up and running, a minor update will probably be due soon with the latest bad news about the clones, and the good news about STiK 2.

New PC, so my .sig is gone, so for those who don't know, the Atari ST QuicK FAQ can be found at http://bales.online.fr/atari or

http://quickfaq.atari.org

Just like that other guy said: "I'll be back"

Nick

4436. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t0rsu$g98$1@nnrp1.deja.com>
Source record: 55813

In article <MaEI5.26447$QB1.9563649@typhoon.southeast.rr.com>,
"**** ****" <***@***.com> wrote:

> I'll try to be polite. PPC is only the cpu... platform is more than
this.
> Concievably, there could be a platform that would use the x86, and
still not
> be "PC" (once called ibm compatible). If it used different slots,
didn't use
> a compatible bios, etc. To my knowledge, that never happened though.

What happened is that the Mac is turned into a PC with a different CPU.
Since you regard the CPU as only a part of the platform, perhaps you
should regard current Macs as PCs, and MacOS as just another OS for PCs?

> Again, platform is the cpu family, firmware/bios/rom, and various
other
> details all rolled together. If a particular OS will run on it with
zero, or
> very minimal changes, this is a good test of the platform (amigaOS

Again, radical changes was done to MacOS and Mac-apps which makes 68k-
Macs and PPC-Macs just as incompatible (no, make that *more*
incompatible) than PPC-Macs and PCs. So tell me, which of these Macs
are true Macs by your logic? The old 68k? The new PPC? Are there two
incompatible Mac-platforms? Or is it *one* platform, defined by their
common OS?

> >As Henk pointed out, this is a very good explanation of the fact that
> >platform == OS.
>
> This ignores that several OS's have been multi-platform. The day that

Only if you consider the hardware only as the platform. But then you
suddenly have two Mac-platforms.

> NeXTstep was released for sun, hp, and intel x86, we didn't see some
magical
> merging of those all into one platform.

No, not the actual hardware, but NetXTstep is still *a* platform. And
BeOS is also one platform, even though it now runs on PCs instead of
the cool, but dead, BeBox.

> Also, it ignores that there are a buttload of OSs to choose from on
some
> platforms. They don't fragment into thousands of platforms either.

Only if you accept that a particular piece of hardware with no OS
should be considered a platform. IMO there's no such thing as a "x86-
platform", but we do have Windows (in various flavours split on two
platforms, DOS-based and NT), Linux, BSD in various flavours, BeOS and
countless other more or less popular platforms that runs on the same
hardware.

> Think of platform as hardware, and you'll be ok. There is more to it
than
> that, but it's close enough.

No it's not. A PC with Windows and a PC with Linux is not the same
platform. However, a PC with NetBSD and a TT with NetBSD is.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4437. Atari Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Hans van Ormondt <h.van.ormondt@mail.leidenuniv.nl>
Message-ID: <39F3FB6E.C3F722FB@mail.leidenuniv.nl>
Source record: 55814

Hi Folks,

I am finally leaving the Atari scene. and have a functioning Falcon for sale.
You can come and pick it up for Dfl. 100 at my house in Leiden, Netherlands.
Please react by e-mail to ormondt@lumc.nl

Farewell, dear friends

4438. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39F40C80.656D5A24@patent.gov.uk>
Source record: 55815

Jo Even Skarstein wrote:
>
> In article <MaEI5.26447$QB1.9563649@typhoon.southeast.rr.com>,
> "**** ****" <***@***.com> wrote:
>
> > I'll try to be polite. PPC is only the cpu... platform is more than
> this.
> > Concievably, there could be a platform that would use the x86, and
> still not
> > be "PC" (once called ibm compatible). If it used different slots,
> didn't use
> > a compatible bios, etc. To my knowledge, that never happened though.
>
> What happened is that the Mac is turned into a PC with a different CPU.
> Since you regard the CPU as only a part of the platform, perhaps you
> should regard current Macs as PCs, and MacOS as just another OS for PCs?
>
> > Again, platform is the cpu family, firmware/bios/rom, and various
> other
> > details all rolled together. If a particular OS will run on it with
> zero, or
> > very minimal changes, this is a good test of the platform (amigaOS
>
> Again, radical changes was done to MacOS and Mac-apps which makes 68k-
> Macs and PPC-Macs just as incompatible (no, make that *more*
> incompatible) than PPC-Macs and PCs. So tell me, which of these Macs
> are true Macs by your logic? The old 68k? The new PPC? Are there two
> incompatible Mac-platforms? Or is it *one* platform, defined by their
> common OS?
>
> > >As Henk pointed out, this is a very good explanation of the fact that
> > >platform == OS.
> >
> > This ignores that several OS's have been multi-platform. The day that
>
> Only if you consider the hardware only as the platform. But then you
> suddenly have two Mac-platforms.
>
> > NeXTstep was released for sun, hp, and intel x86, we didn't see some
> magical
> > merging of those all into one platform.
>
> No, not the actual hardware, but NetXTstep is still *a* platform. And
> BeOS is also one platform, even though it now runs on PCs instead of

> the cool, but dead, BeBox.
>
> > Also, it ignores that there are a buttload of OSs to choose from on
> some
> > platforms. They don't fragment into thousands of platforms either.
>
> Only if you accept that a particular piece of hardware with no OS
> should be considered a platform. IMO there's no such thing as a "x86-
> platform", but we do have Windows (in various flavours split on two
> platforms, DOS-based and NT), Linux, BSD in various flavours, BeOS and
> countless other more or less popular platforms that runs on the same
> hardware.
>
> > Think of platform as hardware, and you'll be ok. There is more to it
> than
> > that, but it's close enough.
>
> No it's not. A PC with Windows and a PC with Linux is not the same
> platform. However, a PC with NetBSD and a TT with NetBSD is.
>
> --
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Hi Jo,

Don't normally join in inter-soapbox yells such as this, but here's why whisper.
I tend to agree with you. In the beginning, sounds biblical doesn't it!, 'the platform is defined by the hardware rule', ruled. An IBM compatible was constructed, and to the user, operated in a manner manifestly different from say a Mac, an ST or an Amiga. Then along came the GUI and users started defining by usage the platform on which they worked by how it looked and responded, its 'look and feel'. Then, for the PC line, came the application of the de-facto standard Windows, which was applied to hardware not necessarily using the Intel series of processors. The same thing was slower to occur with the Mac line. Every PC compatible is designed such that to the user, running under a specific OS and GUI the specific hardware should be invisible, the various manufacturers strive to make the various features of say Windows run/operate faster, not different. If this were not so how could software writers possibly operate. Even the above line is too strict when applied to the 'Atari Platform', eg my Milan uses a 68040, Atari pedigree, yes, runs under NAES/MINT OS, Atari pedigree, bit of experimental breading creeping in here, and I use Thing as the GUI, more experimental breading. Is the resulting animal the same as the timorous little MegaST lying dormant on the floor. You tell me!

Bob King

4439. OS and Platform are NOT synonymous

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <73WI5.54654$oA2.12936485@typhoon.southeast.rr.com>
Source record: 55816

I've just got out the crayons, and scribbled atari on my IBM t20 laptop.
Now, the platform has magically changed, and dare I say, I own the most
advanced atari on planet earth. Kneel and worship.

:P

John

4440. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8t1bpb$sd4$1@news1.skynet.be>
Source record: 55817

Hi,

> Why not just connect your Falcon directly to the net?

Because there are a lack of net protocol on Atari (Mint/TOS/magic).

> Who said you can't? Doesn't STiNG support DHCP?

No, and the DHCP isn't all.. Sting (or MintNet) doesn't support also the
PPoP (absolutely necessary for a LAN/ADSL Connection in Europe).

Regards
Zorro

4441. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8t1ens$tg3$1@nnrp1.deja.com>
Source record: 55818

Hi Steve,

> Hi Butt hole supporters.

Once again forgetting to read the post properly? You seemed to ignore the fact that none of us said we fancied Jareds ideas. I just think he shows he knows how communicate with other ppl in a way that suits this newsgroup. That said, I do not at all agree upon all stuff he says.

What is the point for you to keep on posting here if you have no interest in either respecting other peoples opinions, or send a serious reply to a serious post? Mine was 100% serious, I can assure you that.

> >> > Your so full of $%&...
> >>
> >> I think you should watch your language. This posting adds nothing
to
> >> the thread but is only an insult. Nothing more, nothing less.
> >>
> >> I don`t say I agree with everything Jared says, but he should not
have
> >> to put up with _crap_ like this :/
>
> My heart bleeds, are you expecting his babies.

Thanks for proving my point. You have not even taken the time to qoute correctly, you are answering several posts at a time. Also you have not in any way told us why you think you have the right to kick ppl from this newsgroup. And most of all, you are completely neglecting to do anything but trying to tease ppl, totally off topic.

> Jared is an example of that.

Is this a joke? He has posted ideas (sometimes radical though, and mostly dreams) whereas you seek to piss him and lot of other ppl off.

Get serious or do not reply, that is my advice.
I am pretty sure many more than just me thinks this is far more important than keeping quoting short

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4442. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t1f3atip1@nnrp1.deja.com>
Source record: 55819

In article <BgEI5.26449$QB1.9567099@typhoon.southeast.rr.com>,
"**** ****" <***@***.com> wrote:

> Whether or not an x86 can be faster, for less money than a PPC,
that's not
> the point. Some of want a different computer, maybe even for the sake
of it
> just being different. We're even willing to pay for it both in $$$,
and in
> cpu speed, to a lesser extent.

I fully understand the desire to be different. After all, I'm using Ataris (and constantly spending $$$ on them) too. But there are limits on how long I would wait for the next "Atari", not to mention how much to pay.

> It's like if there were only one flavor of soda in the world. You're
saying
> "let's not make another flavor, it will certainly be more expensive".
> "Besides, they all kind of taste the same anyway". Maybe the second
flavor
> won't be better than the first, but just it being different might be
enough.

Perhaps if you live in a world where you don't have to make money. But designing and producing a new computer is time-consuming and expensive, something Milan Computer probably can tell you all about. The Phenix was supposedly finished, but what happened? Have you seen any new Amigas lately? Or a BeBox? Or the Milan2 for that matter?

> And you can't make it different if you want to use the same exact
> ingredients.

Sure you can. Both Corvettes and Beetles are made of steel, plastic and rubber, still they look and feel pretty different to me. I'd say that a "PC" running FreeMiNT+N.AES is closer to my Falcon than my Windows-box.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4443. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Q4ZI5.761$qj2.126866@news.goodnet.com>
Source record: 55820

Hey, Rudolphe...

You've made the Phenix. Have you yet made a PowerPC version or not? If
not, could it be done fairly easy?

Email me...

Jared
"Something is brewing again..."

Rodolphe Czuba <rczuba@free.fr> wrote in message
news:niKI5.930$GL4.1803381@nnrp5.proxad.net...
> > Hmm.. who was that someone else that hired a company to manufacture
> > boards? If someone designed a board for us to port our OS onto (PPC
based,
> > ofcourse), I would gladly pay around $800 for such a thing. This would
> > include the great, great benefit of knowing all there is to know about
the
> > hardware! That would certainly be the best way to keep the "Atari
> > personality" ;-) Rodolphe, are you reading?
>
> I read sometimes the NG here !
>
> I think that this discussion is so steril !!
> Reading the messages here, it seems that people (like you) who know the
> RIORED project are RARE !!
> Some of guys here should read my pages !
> But YOU know that RIORED is an OPEN PPC machine READY to receive ALL OS !!
>
> The only problem is : WHO will code the atari OS on the PPC(s) of RIORED
> ???!!
> eh ?!
> OK, the discussion is CLOSED !
>
> PS: and please don't speak about the Tempest Joke !
> After 3 years, did you see a photo of this product ????
> NO ! So, no prototype ??, software dev without a proto ???!
>
> --
> Rodolphe CZUBA
> 28, rue des Sorbiers
> F-60290 LAIGNEVILLE
> FRANCE
> email : rczuba@free.fr
> WEB : www.czuba-tech.com

>
>
>

4444. Using ST for Karaoke display

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: jetgraphics@my-deja.com
Message-ID: <8t1q94$7h7$1@nnrp1.deja.com>
Source record: 55821

I would like to use my ST with its on board RF modulator to display
MIDI file lyrics from my MIDI rig.

Is there any freeware or suggestions for doing this?

Thank you,

--
-- Expanding Universes require expanding minds
-- Jeff Ganaposki
-- http://www.geocities.com/jetgraphics

Sent via Deja.com http://www.deja.com/
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4445. This should be interesting!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39F472F7.825216DA@patent.gov.uk>
Source record: 55822

Jared Falvo calls upon Rudolphe CZUBA to 'Email me'!!
Keep still my beating heart!

Bob King

4446. Re: Using ST for Karaoke display

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: "kevindermott." <k@kevindermott.co.uk>
Message-ID: <39f476da$1@news.telinco.net>
Source record: 55823

<jetgraphics@my-deja.com> wrote in message
news:8t1q94$7h7$1@nnrp1.deja.com...
> I would like to use my ST with its on board RF modulator to display
> MIDI file lyrics from my MIDI rig.
>
> Is there any freeware or suggestions for doing this?
>
> Thank you,
>
>
>
> --
> -- Expanding Universes require expanding minds
> -- Jeff Ganaposki
> -- http://www.geocities.com/jetgraphics
> --
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

amazingly with its midi background there was never a proper program for this
on the ST, there is a small tos program on my site but very basic

Kev
www.kevindermott.co.uk

4447. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: "kevindermott." <k@kevindermott.co.uk>
Message-ID: <39f478a2@news.telinco.net>
Source record: 55824
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Claes Holmerup <newsgroups@holmerup.com> wrote in message
news:OSFI5.3853$Z75.10205@nntpserver.swip.net...
> > > I've e-mailed the maintainer of WinSTon, offering to help with MIDI
> > support
> > > for Windows, but never got a response. So I'm posting here to see if
> > anyone
> > > wants my help or knows where I can offer to support Winston, and I'm
> also
> > > posting to ask for anyone who knows about the Atari ST side of things
> > > MIDI-wise (because I only know about programming MIDI under Windows,
> > > hardware and software (ie, which port is to beemulated)..
>
> > A lot of us would love this, but as the midi timing even on native PC
> > programs is appalling I can't imagine what it would be like on an
emulator
> > sat on top of windows.
>
> Get real!
> Most studios around the world actually DON'T use Ataris, believe it or
not.
> You don't have sample accurate sync on an Atari - but with a real midi
> interface on a PC you have it there - so nowadays, a PC is even better for
> midi applications than an Atari machine...
> The main reason for midi timing problems is when people try to use crappy
> gaming soundcards for midi - and that's impossible to use other than as a
> toy! This is not a general problem in the PC, but a problem within the
> soundcard!
>
> Best regards,
> Claes
> my e-mail: claes@holmerup.com
> my website: www.holmerup.com
> swedish music of the web: www.swebmusic.com
>
>
guess I need to upgrade my £200 toy soundcard for a proper one then (sigh)
I suppose then I can ignore the latency control on my £300 sequencer that I
run on my £1200 PC.
Kevin

4448. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8t1top$a00$1@plutonium.compulink.co.uk>
Source record: 55825

In message <39EF099C.1201C770@ooc.de>, us@ooc.de said:

>xlator@cix.compulink.co.uk wrote:
>
>> It's worse than that! TOS, DOS, MagiC etc can only access clusters,
>> which are normally 2 sectors, so the smallest you can use is 1 KB! In
>
>This is not correct. MagiC can also access clusters with more than 2
>sectors.

I wouldn't dream of contradicting such an expert as you on hard disks,
but what I posted doesn't disagree with that, i.e. that you can't use
clusters *smaller* than 1 KB. I said nothing about not using *larger*
ones with more sectors :-)

>> I believe the reason is the limitation of the FAT size, so the number of
>> records that need to be kept stays more-or-less constant as partitions
>> get larger. In theory one could use clusters of 1 sector for small
>> partitions, but I'm not sure that TOS etc, could handle that.
>
>MagiC can. You can get all this information with the "GEMDOS limits"
>function in HDDRUTIL.

Sorry Uwe - where? I can't find it in my (German) handbook that I got
with my (English) V7.71 of HDDRIVER, and couldn't find it when running
HDDRUTIL 7.71. I'd be grateful for a location of the reference. Are you
saying that MagiC accepts 1-sector 512-byte clusters on hard disks? Up
to what limit in partition size? I would have thought you would run out
of FAT space with large partitions....

Regards, /Peter/

4449. PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <0X_I5.767$qj2.128227@news.goodnet.com>
Source record: 55826

Are you being serious or just joking? From the ton of skepticism about reviving the Atari name/computer line, I'm unsure.

Oh yeah... I'm back on THAT track again, thoroughly convinced that the only TRUE Atari computer is an ->Atari<- computer. But I'm approaching it from a different perspective. One of personal inspection and investigation, using the example of that 1040ST I was asking everyone about to see if I should buy it for $5.50, seeing if I could use it with an A/V TV.

Well, I'm gonna buy it and take it apart! Now other way to see how it could be made to be a PowerPC system inside that oh, sooo recognizable case.

"Neotari" is merely a way around the problem (and not likely a very successful one at that). Getting Atari back is going THROUGH the problem. Not saying it CAN be done, but it MAY be possible, *IF* I get all my logistics worked out both in hardware and concerning the people who would be willing to help make it happen.

And if Hasbro financed the operation? Well, that's THE key to it all... will they be willing to invest to start an Atari Computer division, provided we show them a roadmap to how successful it can be. But ya gotta have EVERYTHING there... the people ready to buy, the system design, the reasons of how, why, and where. You miss one tiny detail and Hasbro will probably see it and walk out. We have to convince them that it *will* profit THEM. Not us. We're just in it for personal reasons, though we benefit financially because we run the company FOR Hasbro. Sounds crazy I know, and may not ever happen, but what harm is there in at least trying? Do any of us lose anything if we're no worse off than we are now? I can't see how.

But I believe that starting out with the original 1040STand Mega ST cases (at the expense of user expandability... for now... later models can be modified for more expandability) is the only way to successfully reestablish Atari in people's minds and regain mindshare with the public. Ya have to admit, no computer made past or present looks like an ST... and that, I believe, is the key to successfully restarting Atari... the computer company... once again.

Jared

Bob King <robert.king@patent.gov.uk> wrote in message news:39F472F7.825216DA@patent.gov.uk...
> Jared Falvo calls upon Rudolphe CZUBA to 'Email me'!!
> Keep still my beating heart!
>
> Bob King

4450. good news Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39F47ADC.8E5D3CA@cfc.dnd.ca>
Source record: 55827

Zorro wrote:
> Hi,
> > Why not just connect your Falcon directly to the net?
> Because there are a lack of net protocol on Atari (Mint/TOS/magic).
> > Who said you can't? Doesn't STiNG support DHCP?
> No, and the DHCP isn't all.. Sting (or MintNet) doesn't support also the
> PPoP (absolutely necessary for a LAN/ADSL Connection in Europe).
> Regards
> Zorro

true, but an answer is here
http://www.linksys.com/products/product.asp?prid=142&grid=5
or
www.netgear.com/products/rt311ds.html
and there are probably others
the router supports DHCP, PPPoE,...
not inexpensive, but not a lot either for a home network!
ken

4451. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8t1vpacoc1@nnrp1.deja.com>
Source record: 55828

In article <8svmdv$1v1$1@purple.gradwell.net>,
{DB}@cyberstrider.net wrote:
> Phantomm <phantomm@eastky.net> wrote:
> > Is there any Atari owners in the UK that live around Titan/Core
Designs?
>
> try www.titan-bss.co.uk or email sales@titan-bss.co.uk
>
> Regards
> Denesh
>

I think he means is there anyone that can walk in, make a purchase, and
walkout with product in hand, IRL :)

M

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4452. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8t1vo3$h5i$1@SOLAIR2.EUnet.yu>
Source record: 55829

On 22 Oct 2000 21:12:54 , Lyndon Amsdon wrote:
>On 22 Oct 2000 18:55:51 , Djordje Vukovic wrote:
>>On 22 Oct 2000 11:02:31 , Jo Even Skarstein wrote:
>
>>What I mean is not to run TOS (MiNT or whatever) in emulation over MacOS
>>but to replace the ROMs and boot a PPC-specific Atari OS.
>
>Thats what I've benn thinking over the last few weeks. There must be
>some kind of small socketed EPROM on the board that (similar to TOS)
>can tell the CPU to load off the hard disk. Boot strapping I suppose.

AFAIK there are not small but large (about 512KB?) ROMs in Macs and
they contain not only the bootstrap code but also a number of low-level
routines of MacOS (something like BIOS? I don't know much about MacOS...).

4453. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8t1vo5$h5i$2@SOLAIR2.EUnet.yu>
Source record: 55830

On 23 Oct 2000 07:35:55 , Jo Even Skarstein wrote:

>To get current MiNT-kernels to work with existing emulators you could
>write a hd-driver for them, or you can write a new FS that use the
>filesystem of the underlying OS.

>Personally I wouldn't spend any
>efforts on emulators that needs another OS to work.

I considered this in line with "if you could live with DOS for a while..."
that you said. I agree that no-another-OS approach would be much nicer.

4454. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t21qk$av8$1@snipp.uninett.no>
Source record: 55831

Djordje Vukovic <vdjole@eunet.yu> wrote:

>>To get current MiNT-kernels to work with existing emulators you could
>>write a hd-driver for them, or you can write a new FS that use the
>>filesystem of the underlying OS.

>>Personally I wouldn't spend any
>>efforts on emulators that needs another OS to work.

> I considered this in line with "if you could live with DOS for a while..."
> that you said. I agree that no-another-OS approach would be much nicer.

What I mean is that I can live with having DOS (that's 3 files or
something like that) just so one can boot the emulator, but the emulator
shouldn't use the underlying OS to access filesystems or
hardware. E.g. MagiC-PC maps GEMDOS-calls more or less directly to
Windows, which means that you need a working, powersucking
Windows-installation in addition to MagiC.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4455. Atari Mega File Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8t231e$fo9$1@nnrp1.deja.com>
Source record: 55832

Just recieved this, and I really don't know how to answer this. Can anyone here help?

Tim

Hello Tim,

I'm sending out this problem description to everyone I know that is fimiliar with Ataris to see if I can get some help. If you don't mind taking a moment to read it over, I'd really appreciate hearing back from you if you have any advice.

atari megafile HD problems

(1) I have an old Megafile 30 external hard drive which I use with my 1040Ste. The drive has never functioned properly, and according to the original owner, the only way to get it to respond is to let it "warm-up" for 30 minutes before booting the STe. This seems to work most of the time but it is unreliable and inconvenient. It's been suggested that my Megafile is simply too old and cannot spin at the proper speed. If you have any suggestions for repairing the drive, I'd appreciate hearing them before I dispose of it.

(2) I recently obtained a second Megafile 30 external hard drive which functioned perfectly. My STe was able to boot from it immediately without requiring a floppy in the A drive. I had an idea and connected my older Megafile 30 external hard drive (see (1) above) to the new one to see if I could have both drives connected simultaneously to them same STe. I neglected to read in the manual that the second drive must have it's internal DIP switches set to a different number.

When I tried booting with both Megafile 30 external hard drives connected, the busy lights on both drives activated , but the STe didn't recognize either one. I disconnected the older, troublesome Megafile 30 external hard drive and rebooted with only the good one connected. My STe will no longer recognize the second "good" Megafile 30 external hard drive even when I boot from a floppy!

Did I damage the good Megafile 30 external hard drive by trying to boot with the second Megafile 30 external hard drive connected?

Could the problem by a mechanical one that occurred coincidentally during my two-drive experiment? Could the problem by viral and spread from one drive to the other?

(3) Are there any new, reliable external Hard Drives currently
available that I could use with my Atari 1040STe?

Thanks Tim!
Hope to hear from you soon.

Luigi Allemano
Montr&#65533;al, Qu&#65533;bec

--

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4456. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B619DD9A.2886%nameerf@flash.net>
Source record: 55833

in article 0X_I5.767$qj2.128227@news.goodnet.com, Jared Falvo at luposian@mailcity.com wrote on 10/23/00 9:57 AM:

> And if Hasbro financed the operation? Well, that's THE key to it all...
> will they be willing to invest to start an Atari Computer division, provided
> we show them a roadmap to how successful it can be. But ya gotta have
> EVERYTHING there... the people ready to buy, the system design, the reasons
> of how, why, and where. You miss one tiny detail and Hasbro will probably
> see it and walk out. We have to convince them that it *will* profit THEM.
> Not us. We're just in it for personal reasons, though we benefit
> financially because we run the company FOR Hasbro. Sounds crazy I know, and
> may not ever happen, but what harm is there in at least trying? Do any of
> us lose anything if we're no worse off than we are now? I can't see how.

As others have said before in this line of thinking, I think trying to completely revive the "Atari" name is very problematic, especially with Hasbro involved. First, to get Hasbro to work with you might not be as easy as you think. You've got to look at their reasoning for owning the Atari name. It's solely for the purpose of using it to "modernize" some classic video games (and for PC's only, no less). And as we've seen recently with the problems Atari Games/Midway had, I don't think Hasbro is very keen on anyone using the name for anything else but their own purposes. Second, even if you could get Hasbro's attention, companies like them often have very specific long-term goals for their investments. As I'm positive making computer hardware isn't one of them, your chances of getting them to completely switch their focus and put money into something that likely goes against their company's long-term vision are next to nill.

Besides, most people don't know the Atari name for anything but video games. If they do relate it to computers, it's more likely to be associated with obsolete nostalgia, or possibly even animosity, as the original Atari company really screwed some people (especially vendors). The only ones who know better and love the Atari for what it can do now and in the future are those of us right here who already own them.

> But I believe that starting out with the original 1040STand Mega ST cases
> (at the expense of user expandability... for now... later models can be
> modified for more expandability) is the only way to successfully reestablish
> Atari in people's minds and regain mindshare with the public. Ya have to
> admit, no computer made past or present looks like an ST... and that, I
> believe, is the key to successfully restarting Atari... the computer
> company... once again.

Yuck! I hated the old ST case! It wasn't very desktop-friendly as it took up way too much space, the keyboard felt horrible, it wasn't easy to move the keyboard out of your way when you needed the extra space, and was a

nightmare of cables and parts trailing across your desk. No thanks! If we are to see another Atari computer, I'd much rather see separate keyboard and tower (or desktop) case design. That's what most computer desks are designed for anyway these days, so it would be hard to fit it in aesthetically and ergonomically.

Now having said all this, I do want to say that I like your enthusiasm and vision. I'd personally love to see a PPC-based Atari. I recently purchased an iMac, simply because my Falcon was very lacking in the speed and internet areas. So I use the Mac for internet stuff and some other minor things where speed is an issue, and my Falcon primarily for music. I much prefer the Falcon as far as it's Operating System flexibility and the software is really pretty good for the amount of support the computer has compared to PC's and Mac's (and of course, I prefer Mac's to PC's, which are just disgusting to use, for me anyway). I'd love to see the Tempest card become available, as it seems to be the only Atari-related device promising this very necessary move away from the dead or dying 68k line of CPU's.

If there is to be any new Atari-compatible computer, it has to conform to certain modern standards, both internally and externally. It must not only be fast, usable, and offer the user something Macs and PC's don't, it must be given an attractive, modern, ergonomically-sensitive design that fits in with modern surroundings. It must be able to do everything a Mac and PC is expected to do (including Internet with Java/Javascript, multimedia plug-ins such as Flash, Shockwave, and streaming Audio/Video, etc) at speeds at or above Mac/PC speeds. So before a design can ever be in place, software must be there, and you must get enough funding to produce ultra-fast, high-end hardware at low prices, otherwise no one will take anything you try seriously and your plan will flop.

So keep working with your ideas. While I think you may have some problematic reasoning, you have the drive to see the advancement of the Atari heritage. Perhaps you might stumble on the right keys to get something going! I sometimes have this day-dream of what if there were a way to not only make a new Atari machine, but find a new niche that is universal enough that everyone had a need for it, and could come up with the money somehow to market the heck out of the machine. It doesn't have to have the "Atari" label on it, as long as it was Atari-compatible, fast, and feature-packed. Anyway, whether or not it's only a dream, it's a good dream to have.

Mike Freeman
nameerf@flash.net

4457. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Hellraiser <justin@hellraiser.demon.co.uk>
Message-ID: <qk0J5.497$MK5.67240@news1.cableinet.net>
Source record: 55834

> But I believe that starting out with the original 1040STand Mega ST cases
> (at the expense of user expandability... for now... later models can be
> modified for more expandability) is the only way to successfully
reestablish
> Atari in people's minds and regain mindshare with the public. Ya have to
> admit, no computer made past or present looks like an ST... and that, I
> believe, is the key to successfully restarting Atari... the computer
> company... once again.

To be honest, I always thought the ST case was a bit ugly, the Amiga one
seemed a nicer design. (well, aside from that bloody great modulator
sticking out of the back :)

Hellraiser.....>

4458. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <rm0J5.54892$oA2.13089570@typhoon.southeast.rr.com>
Source record: 55835

Jo Even Skarstein wrote in message <8t1f3atip1@nnrp1.deja.com>...

>Perhaps if you live in a world where you don't have to make money. But
>designing and producing a new computer is time-consuming and expensive,
>something Milan Computer probably can tell you all about. The Phenix
>was supposedly finished, but what happened? Have you seen any new
>Amigas lately? Or a BeBox? Or the Milan2 for that matter?

We might be making progress, I can at least see your point of view. And it doesn't look ridiculous to me either.

Who says we have to make money at this? If I were choosing business partners, it wouldn't be over usenet, to make a product that is the financial world's equivalent of a black hole.

Actually, there may be new amiga's soon, though I won't hold my breath. The way things look though, I don't consider them real amigas (nor clones) either. It is sad that there are no new beboxes, nor that I am unlikely to ever own one. Maybe we shouldn't wait for a Milan2.

>> And you can't make it different if you want to use the same exact
>> ingredients.
>
>Sure you can. Both Corvettes and Beetles are made of steel, plastic and
>rubber, still they look and feel pretty different to me. I'd say that
>a "PC" running FreeMiNT+N.AES is closer to my Falcon than my Windows-
>box.

Hmm. This isn't fair. What that corvette had a beetle engine in it, and the fiberglass body were removed, and beetle fenders were bolted to it as best they'd fit, and it had beetle tires and upholstery... would it still be a corvette? Even more importantly would it even be a beetle, or would it just be some messed up piece of junk that was ugly and didn't work too well?

Let's start talking about what we want a nextgen atari clone to be. Pay no attention to cost, but don't go overboard either. Then we will have something to work with, and we can see if it would be cheap enough to build as a hobbyist's kit.

John

4459. Re: SWAP: Atari Jaguar for MIDI/Sampler stuff

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <546.331T250T2043515optimus@canit.se>
Source record: 55836

Steve Stupple skrev:

>YOu shouldn't have too much trouble with the serial ports, as AFAIK midi
>doesn't use a high frequency:)

31250 bps.

--
En ligne avec Thor 2.6.

> I'll maybe do a giraffe/milk/fridge game for this year's CSSCGC.
> That'd be good. Yes.

Advanced Giraffe Refrigeration Simulator.
All the thrills and 'spills' are here as you manoeuvre the milk and lure
the lactophobic animal around a kitchen packed with hazards!
** Actual Spectrum screenshots! **
"It's TOTALLY AMAZING!!!" - David Darling

Equin0x p&#65533; comp.sys.sinclar

4460. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: djhh212@aol.com
Message-ID: <20001023174702.05959.00001225@ng-bj1.aol.com>
Source record: 55837

make an atari comp that is specialized for midi again, add audio capabilities
this time and thats the only way i could see it working......

4461. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F4B295.3E7128E3@cable.A2000.nl>
Source record: 55838

Hi Jeff

Jeff Armstrong wrote:

> I would actually like to have a PC that, when started, booted a
> native x86 port of MiNT and have some sort of 68k emulator in MiNT
> after startup to take care of anything that needed a 68k to run. I'm
> sure someone could write an x86 native VDI and a native AES (how about
> XaAES, Henk?)

A piece of cake. ;-) (Big tongue in cheek)
The interface to MiNT wouldnt change of course.
The trap 2 code could be implemented as a device driver.
The trap 2 itself is of course executed by the emulator.

Unfortunately intel cpu's have alien biology inside. It is called endianism.
Impossible to explain what it is, let alone how it has reach the earth.

> to run after mint was started. There would never be any
> PC operating system like DOS or Windows booted at all, MiNT would just
> be the operating system on the computer.
>

Absolutely the best approach.
The OSIS guys are trying to do this for Linux.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4462. WTD Atari TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Julian Lewis-Booth <julianlb@btinternet.com>
Message-ID: <B61A7069.66F%julianlb@btinternet.com>
Source record: 55839

Is there anyone considering getting rid of one of these?

I have a range of interesting hardware from an Oric Atmos through a Vectrex (Boxed) to a collection of Mac, PC, Amiga and Atari bits I would consider trading for one!

Failing that I will pay cash for a good one (max spend ï¿½200 for a really good one)

If you think I can tempt you please drop me a line. julian@portland.co.uk or julianlb@btinternet.com

Regards

Julian

4463. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t2caodtd1@snipp.uninett.no>
Source record: 55840

Henk Robbers <H.Robbers@cable.a2000.nl> wrote:

>> to run after mint was started. There would never be any
>> PC operating system like DOS or Windows booted at all, MiNT would just
>> be the operating system on the computer.

> Absolutely the best approach.
> The OSIS guys are trying to do this for Linux.

Or not. OSIS needs another OS - Linux - to work, so in this respect it's
not much different from MagiC-PC or GEMulator.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4464. Re: Using ST for Karaoke display

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8t2co3$f0m$1@news1.xs4all.nl>
Source record: 55841

Did not the Electric Cow have a midi-payer for on-stage use and
karaoke?

Met vriendelijke groet,
Ronald van der Kamp

[...]
>amazingly with its midi background there was never a proper program for this
>on the ST, there is a small tos program on my site but very basic
>
>Kev
>www.kevindermott.co.uk
>
>
>.

4465. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8t2f6c$2q1a$1@purple.gradwell.net>
Source record: 55842

Mike <magicmac@my-deja.com> wrote:
>> try www.titan-bss.co.uk or email sales@titan-bss.co.uk
> I think he means is there anyone that can walk in, make a purchase, and
> walkout with product in hand, IRL :)

I know. My point was don't bother. Look at the web site - even email them
and see what the auto-response says. Just looking at the web site will
tell you why not to bother.

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

4466. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39F4C443.8705B8EE@qnet.com>
Source record: 55843

This is why people need to look around before they start dreamin up something
that has already been done. He has a site with all of his work. Here is his
web page again since you didnt catch it the first time.
http://www.czuba-tech.com

Jared Falvo wrote:

> Hey, Rudolphe...
>
> You've made the Phenix. Have you yet made a PowerPC version or not? If
> not, could it be done fairly easy?
>
> Email me...
>
> Jared
> "Something is brewing again..."
> ----------
> Rodolphe Czuba <rczuba@free.fr> wrote in message
> news:niKI5.930$GL4.1803381@nnrp5.proxad.net...
> > > Hmm.. who was that someone else that hired a company to manufacture
> > > boards? If someone designed a board for us to port our OS onto (PPC
> based,
> > > ofcourse), I would gladly pay around $800 for such a thing. This would
> > > include the great, great benefit of knowing all there is to know about
> the
> > > hardware! That would certainly be the best way to keep the "Atari
> > > personality" ;-) Rodolphe, are you reading?
> >
> > I read sometimes the NG here !
> >
> > I think that this discussion is so steril !!
> > Reading the messages here, it seems that people (like you) who know the
> > RIORED project are RARE !!
> > Some of guys here should read my pages !
> > But YOU know that RIORED is an OPEN PPC machine READY to receive ALL OS !!
> >
> > The only problem is : WHO will code the atari OS on the PPC(s) of RIORED
> > ???!!
> > eh ?!
> > OK, the discussion is CLOSED !
> >
> > PS: and please don't speak about the Tempest Joke !
> > After 3 years, did you see a photo of this product ????
> > NO ! So, no prototype ??, software dev without a proto ???!
> >

> > --
> > Rodolphe CZUBA
> > 28, rue des Sorbiers
> > F-60290 LAIGNEVILLE
> > FRANCE
> > email : rczuba@free.fr
> > WEB : www.czuba-tech.com
> >
> >
> >

4467. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8t2iuj$a8e$1@news.asu.edu>
Source record: 55844

>Would it be feasible for some small company to "take over" (or whatever)
>the boards (or the complete boxes) of some of the lesser (older?) Mac clones,
>which seemed to be substantially cheaper than "real" Macs?
>Or perhaps to persuade some Mac-clone manufacturer himself to adapt
>and sell an "Atari" variant. There may be some profit for them in selling,
>as you say, "several thousand boxes".

Would it be possible for "us" to cajole or buy-out or simply pay royalties
to Hasbro for the Falcon engineering? Tweaking an existing design, and
fixing known bugs (rather than experiencing new ones with a new design)
would be considerably cheaper than designing from scratch.

Just a thought. Not my best one.

Here's a better: There is a movement (however glacial) to create an open
architecture PowerPC platform based mostly on CHRP (or whatever the last
acronym was). RioRed was one of these, there are others. If people are
really serious about creating an alternative platform ("platform ==
OS + hardware architecture), it would be way better to get in on an
already-underway alternative platform that other people than just a few
Atarians are interested in. Logistics are part of this larger movement.
Check http://www.openppc.org/ for the idea.
--

4468. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8t2j17$a8f$1@news.asu.edu>
Source record: 55845

Just like the Mac's transition from 68K to PowerPC, emulation would only be required for old binaries; existing applications would be ported and new ones written to run on the platform's hardware (CPU + memory + peripherals) natively.

Here's a thought. Linux took off from very meagre beginnings to become a respectable OS that runs on Intel machines, Mac machines, and other beasts. Why could TOS/GEM not do the same? Certainly a peecee or a Mac running TOS/GEM and Atari apps would not be the same thing (spiritually) as a real Atari computer, but realistically speaking, a TOS/GEM-based OS that boots without the agency of foreign OSes on any given machine is the best bet for the Atari idea to flourish, maybe even spread from this tight little group of fanatics.

What would it take to turn TOS/GEM into an Open Source experiment that could survive the demise of a parent company? Getting original Atari TOS source and maybe Atari DR GEM source released to the public domain? (ha ha) Maybe getting ASH to let go of MagicMac and MagicPC? (ha ha) Maybe port MiNT to boot/run on PPC and x86? (hmm...)

--

4469. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:21:47 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3700.331T2350T815943optimus@canit.se>
Source record: 55807

Mille Babic skrev:

>Hi all!

Hej, Mille!

>What I have to say this time could be very important for all of us with Atari
>originals. It is called broadband and it soon installed in every home here
>in Sweden and probably everywhere else. There is not way I am going to use
>my Falcon with the telephone line when I have this very cheep WAN connection
>in my appartment.

Very true.

>It is time for me to "chop off" the modem and replace it with a ethernet
>network card. I consider to attach a PC work as a Internet Connection
>Sharing (ICS) with two network cards and attach my Falcon with a ROM Port
>Ethernet Adaptor.

Why not just connect your Falcon directly to the net?

>The alternative I also consider is to buy a switch with routing capabilities,
>such as Netgear RT314 or D-Link DI701 and attach it to the broadband
>cablemodem ethernet port.

Why a router/switch? My friend is just using a simple hub.

>This is my plans. You can read a article i wrote for The Swedish Users
>Association member Magazine Atarimagasinet about broadband and Networks if
>you are found in the swedish language at
>http://user.tninet.se/~gcc561r/bredband/index.html The problems I (or we)
>have to solve is to give a Atari Original networking ethernet capabilities.
>The ROM Port Ethernet Cartridge Adaptor is a way to make this possible. What
>I then have to do is to return to the wonderful STinG and use the Vassilis
>Papathanssiou ETHER_PA.STX module?

Yes, or wait for the MiNTnet driver.

>Someone at Application Systems Heidelberg should look forward and reconsider
>to enhance IConnect somehow to communicate with a ethernet card such as the
>cartridge adaptor or is there a solution for that, that I missed? I am
>pleased with the way ASH produced the Internet packages based on IConnect,
>such as CAB, Emailer, Chatter, Teli, IFusion etc and o.k there is nothing
>wrong with free Internet software, but...

Someone at ASH should pick his head out his own rectum and scrap the entire
iConnect project altogether.

>Someone told me that the cartridge adaptor is only capable of 75-85 kbps? and
>o.k. its really faster then my modem indeed, therfore I consider to usa a PC
>as well and it is the only way my ISP supports the system.

The parallel adapter is slow, yes.
Just because your ISP only claims to support one system doesn't mean that you
can't use any system you like. If that were the case, a lot of Atarians would
be without a dial-up ISP as well.

>To give my 40 MHz Falcon (eXtender) 12 MB RAM with four SCSI-drives, CD-ROM
>and a SCSI cartridgetape streamer a way to connect to a LAN and WAN as well
>is a really upgrade for it. It would be very sad if I could not use it with
>direct Internet at home. I am sure that it must be some different solutions
>to make this work.

Who said you can't? Doesn't STiNG support DHCP?

>I am also not the Linuxkind of person that would use MiNT/MiNTnet and
>GlueSTiK/ext2 My work and efforts is through the Internet and I am the
>person who wants a stable, defined and ready-to-go computer system. A sort
>of a install "default" person or a "ASH spokesman" that Peter Rottengatter
>asked me if I was, a time a go :-) Is there someone at here that have a
>soulution to connect a original Atari to direct Internet and can advise me
>and a couple of my swe friends over here that consider buy this Cartridge
>Adapter? We are going to use broadband soulutions through Cable-TV, xDSL and
>direct ethernet and are very straight to stay and use our Atari computers for
>the next years as well.

Get a network adapter, plug it in. Is there any more to it?

--
En ligne avec Thor 2.6.

Give your child mental blocks for Christmas.

4470. Re: DOOM

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 00:45:01 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <616.331T50T1053595optimus@canit.se>
Source record: 55806
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Stupple skrev:

>In article <39F068A9.C5F32395@rero.vsnet.ch>, Bruno Begni
><bruno.begni@rero.vsnet.ch> writes
>>Yes, Doom/Heretic/Hexen/Quake for 68030 or higher here :
>>http://www.multimania.com/pmandin/en/ports.html#Portages
>>
>>Best regards

>Not forgetting Substation for the STE & Falcon's:)

Or "Running".
...
Was that ever finished?

--
En ligne avec Thor 2.6.

Gillar man porr..v�ld kvinno f�rnedring...och en massa onda handlingar s� �r det
filmen f�r dig....sj�lv vet jag inte..har sett 1-3.....samtidigt som jag avskyr
dem s� �r det �nd� s� n�tt magiskt bakom dem...
Eric B om Urotsukid�ji

4471. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 01:11:24 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2792.331T1200T1315257optimus@canit.se>
Source record: 55805

**** **** skrev:

>Jo Even Skarstein wrote in message <8suhv6bbc3@snipp.uninett.no>...
>>**** **** <***@***.com> wrote:

>>> definition of a platform can be fuzzy, it's clear on that point. Apple
>might
>>> instead actually write an OS for it, and if it can't run windows or other
>>> x86 OSs, then it would be a second platform based on x86. Still not a mac
>>> though.
>>
>>Hmm, since Macs aren't the only "platform" that use the PPC, you can't
>>call them Macs now either then. You'd have to call them... ehh... PPCs or
>>something.

>I'll try to be polite. PPC is only the cpu... platform is more than this.
>Concievably, there could be a platform that would use the x86, and still not
>be "PC" (once called ibm compatible). If it used different slots, didn't use
>a compatible bios, etc. To my knowledge, that never happened though. Maybe
>because it was a garbage chip.

It happened some times. In Japan, there was/is a very popular computer line
called "PC98", which has got its own bus and only runs a particular version of
Windows (I think it ran its own jhome-cooked DOS version before).
Similarly, in Sweden, there was an odd educational computer in the mid-
eighties, based on an 80186 CPU, while incompatible with the IBM.

>Again, platform is the cpu family, firmware/bios/rom, and various other
>details all rolled together. If a particular OS will run on it with zero, or
>very minimal changes, this is a good test of the platform (amigaOS wont run
>on the Quadra, so even though both are 68k, not the same platform).

Mind you, my Amiga is quite easily turned into a Quadra. ^_-

>>> A platform doesn't necessarily mean the same thing as the platform,

>Hmm, I must have been up late. That typo should read...
>"A platform doesn't necessarily mean the same thing as the maker"

True.

>>>nor does
>>> it the model. In this way, a 486 model might still be x86, even though a
>286
>>> is x86 also. A Umax mac clone is still the mac platform, even though not
>>> made by Apple. An atari does not belong to the Amiga platform, even
>though

>>> both use 68k. It's pretty simple, if you ask me. Granted, there are some
>>> fuzzy boundaries, but not this time.
>>
>>As Henk pointed out, this is a very good explanation of the fact that
>>platform == OS.

>This ignores that several OS's have been multi-platform. The day that
>NeXTstep was released for sun, hp, and intel x86, we didn't see some magical
>merging of those all into one platform.

Meanwhile, NeXT is a platform in its own respect. So is NetBSD. It's a
platform running on multiple platforms.

>Think of platform as hardware, and you'll be ok. There is more to it than
>that, but it's close enough.

It's a software as well as a hardware notion.

--
En ligne avec Thor 2.6.

Hackers do it with fewer instructions.

4472. Re: CLI program...

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 05:04:52 UTC
From: Paavo Hartikainen <pahartik@sci.fi>
Message-ID: <871yx8jggb.fsf@zazu.vip.fi>
Source record: 55810

Maybe you would like Bash or Tcsh. They are both ports from UNIX
world and probably require at least MiNT kernel to run at all. Some
other shells (at least Ksh) should be available too.

--
"pienena / Paavo "Rainbow Rat" Hartikainen
minusta / E-mail: pahartik@sci.fi
tulee / URL: http://www.sci.fi/~pahartik/
rotta" / EFnet: pahartik at #Atari and #LionKing

4473. Re: DOOM

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 05:40:26 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8t0f4v$f7a$1@perki.connect.com.au>
Source record: 55809
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Iggy Drougge" <optimus@canit.se> wrote in message
news:616.331T50T1053595optimus@canit.se...
higher here :

> Or "Running".
> ...
> Was that ever finished?

Certainly was and it is great, but Falcon only:-)

Mark

4474. Re: Using ST for Karaoke display

Newsgroup: comp.sys.atari.st
Date: 2000-10-23 23:08:48 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <AA3J5.3405$wH2.17708@news2-hme0>
Source record: 55757

Ronald van der Kamp <atarist@xs4all.nl> wrote in message
news:8t2co3$f0m$1@news1.xs4all.nl...
>
> Did not the Electric Cow have a midi-payer for on-stage use and
> karaoke?
>
> Met vriendelijke groet,
> Ronald van der Kamp
>
> [...]
> >amazingly with its midi background there was never a proper program for
this
> >on the ST, there is a small tos program on my site but very basic
> >
> >Kev
> >www.kevindermott.co.uk
> >
> >
> >.
If anyone knows more please post

Kevin

4475. Re: Possible Mighty Sonic Falcon Auction

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <T2lJ5.6790$F14.1716@newsfeed.slurp.net>
Source record: 55596

I want it!!

"Mike" <magicmac@my-deja.com> wrote in message
news:8t4igfgmt1@nnrp1.deja.com...
> The old doctor has taken a little more from the check book this year
> than normal, and decided that one of the Falcons has to go.
> I'm not going to quote any prices, and will not be taking offers here or
> by email (unless there to good to be true;). Just kind of feeling the
> waters to see if anyone is interested before I go through the trouble of
> putting it on Ebay. I will answer questions about the machine.
> (email rustynutt@hotmail.com). I don't check Deja email. I will not
> respond to emails containing questions like "how 'bout $100.00 and you
> pay shipping, or how did you get this to work, my machine....leave that
> for the newsgroup.
> Sorry to babble about personal stuff... I hate to see it go.
>
> Atari Falcon 030
> C-Lab Mark X case
> Mighty Sonic Accelerator with 32mb of TT ram (expansion port card with
> it's own PGA 50Mhz 68030, like Afterburner).
> Nemesis running at 40Mhz (no more or no less)
> Wizztronics memory card with 4mb simm
> Nova ATI Mach 64 Video card
> 1.2gb 2.5" IDE
> Mega or TT keyboard (not sure what it is)
>
>
> It's a quick, reliable, compaTTible machine in good condition. It's also
> a very tight fit inside the case with all the hardware. Runs TOS and
> MiNT very well, surf the net 1024*768 16 bit color. I will leave an
> alternate O/S installed on the machine, and necessary drivers, but won't
> be specific about it. If you want software, go buy it. It's not free
> with this machine. I would recommend a user experienced with Atari
> software and hardware for this machine. Look for it in about 10 days on
> Ebay.
>
> Thanks,
>
> Michael Grove
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4476. Re: good news Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39f5f36038cd762@online.be>
Source record: 55597

on Tue 24-10-2000 18:40 Michael Schwingen wrote:

>
>Right. I am using the
>http://www.elsa.de/PRODUCTS/LCDSLI10/HOME.HTM
>router at home - works fine with all my machines, including the Milan.

Does this mean that I can use cablenet on my Hades? Beside that router is
something else required. I have a NE2000 PCI network card on my Hades.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4477. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8t516itmv1@nnrp1.deja.com>
Source record: 55598

In article <8t39ee$lg1$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote:
>
> > What would it take to turn TOS/GEM into an Open Source experiment
that could
>
> We already have FreeMiNT, XaAES, oAESis and fVDI, so I'd say we're
pretty
> much there already...
>
Then how does one get them into one package as a native OS to Mac or PC
hardware?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4478. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pniQIXA8ge95EwSz@steverosie.demon.co.uk>
Source record: 55599

In article <39F5AE57.1D90CE92@cfc.dnd.ca>, Ken Macdonald
<macdonald@cfc.dnd.ca> writes
>ahem...
>may I call your attention to:
>http://www.science-frontiers.com/sf073/sf073a01.htm
>http://coracle_archive.tripod.com/Vol1/cab018.html
>http://radio.cbc.ca/programs/ideas/calendar/2000/oct00.html
>(12,19,26/10)

I believe that ALL land/countries have been found and visited with ease
from 6,000 (4000 BC) -4,000 (2000 BC).

This is totally off subject, if you have a waffle through the following
web site, you may find something interesting AND if you can take up the
$250,000 challenge (he raised it from $10,000) let me know if you've won
it:)

www.drdino.com all info this Dr uses are freely available. I was very
enlightened to some of the FACTS, which really are common sense.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4479. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <m3YTshAVie95EwTT@steverosie.demon.co.uk>
Source record: 55600

In article <GviJ5.3090$F14.872@newsfeed.slurp.net>, Lord Gaiyan
<lord_gaiyan@hotmail.com> writes
>Aren't we getting a little off topic here? :)

Yeh! but interesting:) I don't mind if you don't:)

Is it off topic, as we are talking about things that happened/may have
happened many years ago! Just like the birth of Atari:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4480. Re: st/pc

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <6HUUg6Am4e95EwTR@steverosie.demon.co.uk>
Source record: 55601

In article <8t4j7a$ad5$1@news2.isdnet.net>, Dune DUMAS
<dunedumas@m6net.fr> writes
>Hello !
>I want to make my mega/ste and my pc communicate ?
>I have got a null-modem cable. I need the softs.
>Can anyone help me ?
>Thanks

Hmmm! let me think.

The simplest form of transferring for files that won't fit on a disk is using a terminal program on both machines. However the data transfer isn't blistering, if fact you could have a kip in the time it takes to transfer a 1 meg file! and even worse at 19,200.

The big drawback, apart form the speed, is that you have to imput from BOTH machines. Which brings us nicely onto Ghostlink.

I've never been able to get Ghostlink to run on a Pentium class machine, but I have run it on a 486!!! Strangely with an unmodified ST I could only get the program communicating with each other at 38400bps!!!

But once launched you can use the pc drives and resources as another drive:) However speed isn't it's best selling point:(

There are other programs, Paralink is one which I haven't tried yet.

For small files, as I've mentioned, transferring via disk is the best method. For large files there are programs that will allow you to break up a file into n amount of parts of n size, and reassemble on the other computer.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4481. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <p3lQ8uAhue95EwTN@steverosie.demon.co.uk>
Source record: 55602

In article <8t4k3g$2sb$2@snipp.uninett.no>, Jo Even Skarstein
<joska@nvg.ntnu.no> writes
>
>Yeah, but Linux runs on the same hardware as Windows and MacOS, so it
>doesn't require any investments from the user. I was refering to custom
>hardware.
>
>> You turn TOS/GEM into yet another alternative Mac and peecee OS, and I'd
>> bet more people than current Atari enthusiasts would be interested
>> (especially if the barrier to entry was almost zero, one of the big
>> draws of Linux).
>
>Precisely. I doubt that the userbase would grow, but OTOH it could prevent
>it from shrinking. And the current ST-users could switch from basic TOS-
>or MagiC-setups to more demanding configuration, this will make it easier
>to write more sophisticated software or port stuff from other platforms.
>

The beauty of the TOS platform, in my eye the ST, is that everyone has
the same hardware support. I've got a couple of pc's and I've yet to
find software that runs the same on all machines.

I've had to return software due to hardware problems on 2 of my
machines: Driver, Unreal Tournament are just a couple of them not
mentioning the serious software.

With the ST we all have the basics, although limited: disk drive,
rodent, midi, monitor output, sound, keyboard... in a throw under your
arm casing:) AND more importantly is easy to use (disks not included).

If someone could come up with the same type of concept, I think things
can be different!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4482. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010241655310.82-100000@TT030>
Source record: 55603

On Tue, 24 Oct 2000, Jared Falvo wrote:

> Show me where they have publically stated that they refuses to restart the
> computer division.

Actions generally speak louder than words. If they had any
interest at all in the computer line they would of gone after
it already. They are way bigger than any of use here, and
have the power to make it happen if they wanted to. You don't
need an official statement to see the obvious...

Also I know people who have e-mailed them regarding Atari,
so they know people are still using the stuff.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4483. Re: Looking for MicroProse software

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8t52na$v1u$1@nnrp1.deja.com>
Source record: 55604

In article <8st88u$dm4$4@nd.eastky.net>,
phantomm@eastky.net (Phantomm) wrote:
> I'm looking for a couple of games from MicroProse.
> DogFight
> F1 Grand Prix
> RailRoad Tycoon
> Civilization
>
> Must be all original with manuals, disks, and etc. I'd prefer original
> boxes as well. I'm located in the USA.
> Willing to buy or trade for any of these.
>
Seeing as how these are some of the greatest games of all time for the
ST, you're going to have a challenge. You might want to try getting
the DOS version, as it's nearly identical.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4484. Re: WTB/Trade For FalconSpeed 286 boards

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8t52po$v2l$1@nnrp1.deja.com>
Source record: 55605

In article <8st7bn$dm4$1@nd.eastky.net>,
phantomm@eastky.net (Phantomm) wrote:
> Looking for any of those FalconSpeed 286 boards.
> Contact me by e-mail if you have one for sale or trade.
>
Are you aware of SoftPC? It's a bit slow (~4Mhz equivalent), but it
works well enough.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4485. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8t4tpb$1hs3$1@purple.gradwell.net>
Source record: 55606

Claes Holmerup <newsgroups@holmerup.com> wrote:
> A pity they don't have a website anymore. Is webhosting really THAT
> expensive in England...?

Not at all. We gave them an extra special deal too... they just stopped responding to our requests for payment. We did not actually get paid by them for a whole service year and the new one had already started up. Multiple reminders and still nothing. A final reminder, still nothing. The first we heard from them was when we sent them notification that we had shut down their site and emails... too late by then.

Even after the closing down, Cortex asked us to open up the site and informed us that there was no promise as to when payment would be made or even if payment could be made!

Pity that a company like that can't even pay ï¿½60 per year for their web hosting...

Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

4486. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8t4tuv$1hs3$2@purple.gradwell.net>
Source record: 55607

dainish boobhatha <money@evenmoremoney.com> wrote:

And thank you mr money for that rendition of my name above.. not at all
impressed by your childishness...

> <{DB
> just about sums it up. please keep your commercial adverts on your site
> hedges trimmed ï¿½5 cars washed ï¿½6 etc.

Where am I advertising? Did you even go to Titan's web site? was I not
responding to the thread at hand? You can quite easily cut out the sig
fils in your news reader if you don;t want to see them - it does have
a legal sig separator...

DB
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

4487. Re: good news Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Samyn Karl <saka@village.uunet.be>
Message-ID: <39F5FB34.18E6F76E@village.uunet.be>
Source record: 55608

Hello,

Michael Schwingen wrote:
>
> Right. I am using the
> http://www.elsa.de/PRODUCTS/LCDSLI10/HOME.HTM
> router at home - works fine with all my machines, including the Milan.

Does the router do NAT (Network Address Translation) or is it only using
the proxy capability?
What about the price?

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4488. Re: Mk-X case sound

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39f61146$0$174@news.zetnet.co.uk>
Source record: 55609

On 24 Oct 2000 20:51:39 , "Claes Holmerup" wrote:

Hi Claes,

I'm too lazy to check, but are these the same instructions as in the hardware modification part of the CAF Manual?

Bob King.

4489. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <39F61606.70407A8F@qnet.com>
Source record: 55610

Steve Stupple wrote:

> In article <39F508ED.229F4659@qnet.com>, Don <dons@qnet.com> writes
> >Benefit my ass. Join the real world and pull your head out of the clouds.
> >What you think ever in the whole damn world is going to drop there PC or MAC
> >and join on the Jared bandwagon to build a NEW ATARI. Its been done and in my
> >opinoin all the clones have failed. If you dont think so please go down to the
> >local computer shop and get my a Atari Clone. Ive yet to see anyone in the US
> >sell a Atari clone. Everyone Ive heard that has a Atari clone has purchased it
> >from overseas.
>
> I wonder if Columbus listen to other peoples NEGATIVE point of view that
> the world would still remain flat and the Americas would still be a
> mystery!!!!
>
>

REALLY!! If you knew your history you would know that the Americas already had people living here. And if Columbus wouldnt have landed here then maybe 100s of thousands of Natives would have lived longer lifes than they did.

Don

4490. SCSI Hard Drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8t55pj$k98$1@nd.eastky.net>
Source record: 55611

I'm in the market for some SCSI hard drives to be used on a
CenTurbo II B version Falcon, and a Stock Atari Falcon.

It has been awhile since I have purchased a SCSI drive, the last
one I bought was a 1 GIG SeaGate.

So I am asking for some advise on what models to consider purchasing.
As I have seen postings that some drives don't work as well as others.

The SCSI hard drives will be used mostly for D2D Recording, CD Images and
storage for creating CDs. And for storage of Large Color/GreyScale Video
using Apex Media/Expose, VideoMaster Falcon. I do alot of Image/Video
conversion as well as Music/Sound stuff.

I need each drive to have around 4.5Gig to 8 Gig of storage Space.

Cecile and HD Driver will be used as the hard drive driver software.

The hard drives need to be 3.5 internal units fast enough to handle
Direct to Disk Music Recording and work well with all brands of Atari
CD creation software. I do not want to use anytype of add on 50pin
converters. So the SCSI hard drives need to be 50 Pin.

I've seen advertisements for Ultra SCSI, Ultra Wide SCSI and etc. Not
sure on which I need or can use on the Falcons.

If you have bought or know alot about SCSI hard drives then any advise
you could pass along as to what Models and etc would be best for my setup
and usage is most appreciated.

Thanks very much,
phantomm@eastky.net

4491. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972456774-66807AEicMi@cwcom.net>
Source record: 55612

From: "Claes Holmerup" <newsgroups@holmerup.com>
Date: Tue, 24 Oct 2000 12:25:19 +0200

>> This is their new email address: cortexdesign@telinco.co.uk
>
>Hmmm...
>A pity they don't have a website anymore. Is webhosting really THAT
>expensive in England...?

Too expensive for Cortex to afford it would seem!

But the answer to your question really depends on how much space you
want. Quite cheap for the majority of users I would suspect.
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4492. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Konstantin_Woller@b2.maus.de
Message-ID: <200010241059.a13122@b2.maus.de>
Source record: 55613

```
Z>Hi,
Z>
Z>> Why not just connect your Falcon directly to the net?
Z>
Z>Because there are a lack of net protocol on Atari (Mint/TOS/magic).
Z>
Z>> Who said you can't? Doesn't STiNG support DHCP?
Z>
Z>No, and the DHCP isn't all.. Sting (or MintNet) doesn't support also
Z>the PPoP (absolutely necessary for a LAN/ADSL Connection in Europe).

we're using external Draytek Vigor 2000 Router (others also usable),
the Draytek includes 6 Port Hub Twisted Pair, costs DM 600,- and works
fine with MiNT-Net ... ISDN and DSL ...

best regards, Konstantin Woller (woller systeme, Berlin)
```

4493. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972490718-988589AEicMi@bun.com>
Source record: 55614

Hi Iggy

>Someone at ASH should pick his head out his own rectum and scrap the entire
>iConnect project altogether.

Why, it does everything i need of it.
Perhaps it doesnt suit you, thats no need to scrap it.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4494. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972490720-989073AEicMi@bun.com>
Source record: 55615

Hi Mille

>Someone at Application Systems Heidelberg should look forward and reconsider to
>enhance IConnect somehow to communicate with a ethernet card such as the cartridge
>adaptor or is there a solution for that, that I missed?

Or at least be a bit more open with information regarding it. They definately ought
to pass on information to its programmer re problems.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4495. Re: CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972490722-989549AEicMi@bun.com>
Source record: 55616

Hi Derryck

>I logged in with the laptop with logging active and saw that a CHAP authentication
>block had been accepted.

Boxxol's, youre stuffed there then.

Its a pity the iConnect author is so un-aproachable, it may be fairly easy to graft on.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4496. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972490728-990441AEicMi@bun.com>
Source record: 55617

Hi ****

First off, why are you hiding, why cant you use a name?.

>>4. What about repairs?
>
>
>We're putting them together. I should hope we'd be the closest to experts there are
>for it. We all help each other out, shouldn't be any problems. Lesser electrical
>type repairs (bad cap, burnt resistor) shouldn't be too hard to take care of.

There's more to electronic repairs than 'bad caps', 'burnt resistors'.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4497. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972490730-990887AEicMi@bun.com>
Source record: 55618

Hi Jo.

>CT60 looks like a better design than the CT2, and I'll probably buy one if it appears.
>If it lasts as long as my Afterburner I'll be happy.

If one company is having problems sourcing 060's for its Millan, how is this other company going to fair with its CT60??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4498. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972490732-991324AEicMi@bun.com>
Source record: 55619

Hi Jared

>If we help Hasbro make more money for them using the Atari name, why wouldn't they be
>interested? Especially, if they don't have to be involved (well, unless they want
>to port some of those Atari classic remakes of theirs)?

Is it possible for you to creat your own newsgroup and take this discussion there.
Its causing a lot of bad feeling in here, and is getting nowhere fast.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4499. Re: Cecile Docs in English??

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972490726-990005AEicMi@bun.com>
Source record: 55620

Hi Derryck

>The latest beta version of GEMTrade is the only contender for French-
>>English, but I have to say that it isn't very good at it.

Whats going on with this?, i understood that it was very nearly completion not so long ago.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4500. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <0bdavs451egoc11dp6p2h38259o96gf7fu@4ax.com>
Source record: 55764

On Mon, 23 Oct 2000 10:57:26 -0700, "Jared Falvo"
<luposian@mailcity.com> drooled an embarassing wet spot in his lap as
he typed:

>Are you being serious or just joking? From the ton of skepticism about
>reviving the Atari name/computer line, I'm unsure.
>
>Oh yeah... I'm back on THAT track again, thoroughly convinced that the only
>TRUE Atari computer is an ->Atari<- computer. But I'm approaching it from a
>different perspective. One of personal inspection and investigation, using
>the example of that 1040ST I was asking everyone about to see if I should
>buy it for $5.50, seeing if I could use it with an A/V TV.
>
>Well, I'm gonna buy it and take it apart! Now other way to see how it could
>be made to be a PowerPC system inside that oh, sooo recognizable case.
>
>"Neotari" is merely a way around the problem (and not likely a very
>successful one at that). Getting Atari back is going THROUGH the problem.
>Not saying it CAN be done, but it MAY be possible, *IF* I get all my
>logistics worked out both in hardware and concerning the people who would be
>willing to help make it happen.
>
>And if Hasbro financed the operation? Well, that's THE key to it all...
>will they be willing to invest to start an Atari Computer division, provided
>we show them a roadmap to how successful it can be. But ya gotta have
>EVERYTHING there... the people ready to buy, the system design, the reasons
>of how, why, and where. You miss one tiny detail and Hasbro will probably
>see it and walk out. We have to convince them that it *will* profit THEM.
>Not us. We're just in it for personal reasons, though we benefit
>financially because we run the company FOR Hasbro. Sounds crazy I know, and
>may not ever happen, but what harm is there in at least trying? Do any of
>us lose anything if we're no worse off than we are now? I can't see how.
>
>But I believe that starting out with the original 1040STand Mega ST cases
>(at the expense of user expandability... for now... later models can be
>modified for more expandability) is the only way to successfully reestablish
>Atari in people's minds and regain mindshare with the public. Ya have to
>admit, no computer made past or present looks like an ST... and that, I
>believe, is the key to successfully restarting Atari... the computer
>company... once again.

Okay. Off the top, I was an Atari faithful since 1983, starting with
the 2600 and working up through the XL, XE, ST and Mega ST until, with
a heavy heart, I parted with my Mega ST-4 with custom built
Megafile-zombie in '97. I loved Atari and still do. You're right.

Nothing looked like an Atari. Nothing *was* an Atari. It came from a company who, from Bushnell through Warner to the Tramiels, never ceased to bring innovative products rife with forward-thinking ideas.

That being said, there are an abundance of reasons why a newly revamped Atari would never and could never be profitable enough for Hasbro to look twice at. Just look at the installed user base of all computers on the market. Most of them, myself included, are Wintel people. The remainder own some flavour of Mac. (And in spite of how much Windows continues to degrate from version to version, I still must offer my condolences to iMac users. :-) Anyway, the point is that, in order for *any* competitive venture to be successful, it must offer people something so incredibly enticing that they'd be willing to give up all they've invested in their current product to make the switch to this new one. And make no mistake, any new Atari would be a competitive venture, and it'd be going up against Intel/Microsoft, and Apple, and the sad and unfortunate fact is that these companies have so completely consumed the computer market that any upstart that is not compatible with one or the other is doomed to failure even before it's conceived. After the death of Atari proper, and of Commodore, Intel took over almost whole hog, with Apple nudging in its few percentiles of the market share. In so doing, it ate up the vast majority of the users who were orphaned when these companies went under, and while there would be a relative handful of users who'd snap up a new Atari in a heartbeat, they number in percentages so low as to be far beneath the notice of corporate engines like Hasbro.

Consider this:

1. A new platform needs support. Lots and lots of support from big name companies like Activision, Eidos, Microsoft, Epic, etc.
2. Failing a strong support, it needs to be compatible with existing platforms in order to reap the benefits of an existing support base.
3. A new platform must be on the bleeding edge of technology if it's to have a hope of competing with the likes of Wintel platforms whose every component outdates itself every other hour.
4. A new platform must have something to grab the attention of users whose attention is already bought and paid for by Microsoft. (Corollary: A new platform must look like a Jolly Rancher to grab the attention of iMac users)
5. A new platform must be cost-effective.
6. A new platform must be expandable enough to suit the needs of the individual. (iMac Exception: A new platform need not be expandable, but must be small enough to be transported nasally)

Using the existing idea you've brought to light, we have a PPC-based emulated Atari with existing high end consumer video and audio hard-wired in. Okay, we have bleeding edge technology, but we're sacrificing expandability. Check point 3, scratch point 6. A fast PowerPC 602, say, would be relatively inexpensive as compared to, say, a Pentium III-1.1GHz Coppermine, and the audio and video would bump

cost up another couple hundred. Still, compared to a high-end PC, we sitll have cost-effectiveness. Check point 5. We're using existing Atari cases which are nice looking in their own right, but bear little resemblance to Jolly Ranchers, and only with superhuman feats of physical mutilation could be deposited in any orifice, human or otherwise. Forget the Mac crowd.

Now, what about support? What's there to attract existing developers to jump on board? Or alternatively, what about compatibility with Mac or Intel platforms? Without either of these there's little to grab the attention of anyone. Big question mark on points 1, 2 and 4 -- 4 being primarily contingent on points 1 and 2.

Don't get me wrong, I think the ideas quite cool. It'd be a trip to see what a new Atari could do. But it would be unrealistic to think that it could be profitable to Hasbro whose idea of profitable would be in the millions per quarter. Besides, Hasbro's already stated publicly that they have no intention of reviving the computer division of Atari. Which stands to reason; the only reason they bought Atari in the first place was so that they could pimp a well known brand name around in order to peddle updates to Atari licenses. Hell, when you pay $5 mil for a company, you're not very likely to have much respect for its existing userbase when you could find much more profit in simply using its licenses and its still-recognizable name and logo.

Yes, it _does_ cheese me off. But unfortunately there's precious little to be done about it.

</soapbox>

>
>Jared
>---------
>Bob King <robert.king@patent.gov.uk> wrote in message
>news:39F472F7.825216DA@patent.gov.uk...
>> Jared Falvo calls upon Rudolphe CZUBA to 'Email me'!!
>> Keep still my beating heart!
>>
>> Bob King
>

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

4501. Re: Atari Mega File Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <gofavsgm8lks65n0igfnb58jj4ifthu0mc@4ax.com>
Source record: 55765

On Mon, 23 Oct 2000 19:20:23 GMT, Tim Conrardy <tconrardy@hotmail.com>
drooled an embarassing wet spot in his lap as he typed:

>Just recieved this, and I really don't know how to answer this. Can
>anyone here help?
>
>
>Tim
>_____-
>
>
>
>
>
>
>Hello Tim,
>
>I'm sending out this problem description to everyone I know that is
>fimiliar with Ataris to see if I can get some help. If you don't mind
>taking a moment to read it over, I'd really appreciate hearing back
>from you if you have any advice.
>
>atari megafile HD problems
>
>(1) I have an old Megafile 30 external hard drive which I use with my
>1040Ste. The drive has never functioned properly, and according to the
>original owner, the only way to get it to respond is to let it "warm-
>up" for 30 minutes before booting the STe. This seems to work most of
>the time but it is unreliable and inconvenient. It's been suggested
>that my Megafile is simply too old and cannot spin at the proper speed.
>If you have any suggestions for repairing the drive, I'd appreciate
>hearing them before I dispose of it.

The drive's old and stodgy. Your best bet is to replace it with
another MFM or RLL mechanism. They aren't made any more, but you may
be able to find one. Try and stick to the same or similar size --
30-60 megs, half-height. If you go with a bigger MFM/RLL mech, you'll
need to have some wire cutters and a new power supply handy, 'cos the
50 watter in the Megafile 30 won't cut it. I bought a giant 244 meg
full height RLL drive years back, and ended up having to transplant
the guts of the Megafile 30 over to a PC desktop case with a 150w
poewr supply, then snip off the old power supply and solder the new
one in. Worked fine after that -- with the exception that the drive
was very slightly flaky. (Every now and then it sounds like the
platters grind against the inside of the mech for a few moments --

sounds like a buzz saw through metal. I never did find out what that was...)

>(2) I recently obtained a second Megafile 30 external hard drive which
>functioned perfectly. My STe was able to boot from it immediately
>without requiring a floppy in the A drive. I had an idea and connected
>my older Megafile 30 external hard drive (see (1) above) to the new one
>to see if I could have both drives connected simultaneously to them
>same STe. I neglected to read in the manual that the second drive must
>have it's internal DIP switches set to a different number.
>
>When I tried booting with both Megafile 30 external hard drives
>connected, the busy lights on both drives activated , but the STe
>didn't recognize either one. I disconnected the older, troublesome
>Megafile 30 external hard drive and rebooted with only the good one
>connected. My STe will no longer recognize the second "good" Megafile
>30 external hard drive even when I boot from a floppy!
>
>Did I damage the good Megafile 30 external hard drive by trying to boot
>with the second Megafile 30 external hard drive connected?
>
>Could the problem by a mechanical one that occurred coincidentally
>during my two-drive experiment? Could the problem by viral and spread
>from one drive to the other?

Viral in nature: No. Viruses need to be executed to propagate, and since you were never able to boot with both connected, nothing was able to do so. Besides, unless there's something wrong with your ICD boot software (or whatever you're using) then there's no way a virus can affect it; ICD just asks the controller what LUNs are present and what partitions there are on each.

1. Re-install ICD Utilities (or whatever HD software you're using) and see if that works.
2. Make sure the dip switches are set properly.
3. Make sure everything's powering up okay. (Fried power supply? Fried controller card?) If you're familiar with a multimeter and have one, this could determine whether or not the Megafile board or the drive's circuit board is fried.
4. Is the drive formattable? (Is it just not recognizing it on bootup, or will your hard drive software not even acknowledge the drive's the logical unit number?)

It is unlikely that simply hooking the two up without touchinng the dip switches would fry anything. Logically, ICD should simply see only the first drive at LUN0 and ignore the second -- or ignore both because it receives responses from both units, which are both set to LUN0.

>
>(3) Are there any new, reliable external Hard Drives currently
>available that I could use with my Atari 1040STe?

You can get an IDE adapter for your STe and use any standard, readily
available IDE drive. This would be your easiest solution.

>
>Thanks Tim!
>Hope to hear from you soon.
>
>Luigi Allemano
>Montrï¿½al, Quï¿½bec

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

4502. Re: Partitions...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39F545DF.C5071F28@ooc.de>
Source record: 55766

xlator@cix.compulink.co.uk wrote:

> I wouldn't dream of contradicting such an expert as you on hard disks,
> but what I posted doesn't disagree with that, i.e. that you can't use
> clusters *smaller* than 1 KB. I said nothing about not using *larger*
> ones with more sectors :-)

Sure you can. You can use clusters that have only 1 sector with 512
bytes. So the cluster size is also 512 bytes. This is supported by MagiC
and probably also by MiNT.

> Sorry Uwe - where? I can't find it in my (German) handbook that I got
> with my (English) V7.71 of HDDRIVER, and couldn't find it when running
> HDDRUTIL 7.71. I'd be grateful for a location of the reference. Are you
> saying that MagiC accepts 1-sector 512-byte clusters on hard disks? Up

Yes, exactly.

The GEMDOS limits function is only available in current versions of
HDDRUTIL. I don't think that it is supported by your 7.71 version.
--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4503. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t3iqf$m9c$1@nnrp1.deja.com>
Source record: 55767

In article <L7KYP5AdJS95Ew2F@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> wrote:

> I wonder if Columbus listen to other peoples NEGATIVE point of view
that
> the world would still remain flat and the Americas would still be a
> mystery!!!!

Totally off-topic, but..

1. It was a well-known fact among enlightened europeans that the earth
was round, actually the earth haven't been "flat" since around 600 B.C.
(Pythagoras).

2. Columbus was wrong. Most people estimated the earth's cirumference
to be approx. 40000km - which is pretty accurate - hence the shortest
way to India was by going east. Columbus OTOH believed the
circumference was only 16000km (IIRC), and that it would be faster to
go west.

3. Anyway, how could he have proved that the earth was round? He didn't
reach India...

To sum it up - those who critizised Columbus were correct - the
shortest way from Europe to India is by going east, not west.
Discovering new land or proving that the earth was round was never an
issue, this is probably something Hollywood has tought us.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4504. Re: Atari Mega File Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <svajl4rd7eae17@corp.supernews.com>
Source record: 55768

On 23 Oct 2000 19:20:23 , Tim Conrardy wrote:

>Just recieved this, and I really don't know how to answer this. Can
>anyone here help?

>atari megafile HD problems
>
>(1) I have an old Megafile 30 external hard drive which I use with my
>1040Ste. The drive has never functioned properly, and according to the
>original owner, the only way to get it to respond is to let it "warm-
>up" for 30 minutes before booting the STe.

Hmm, sounds like some computers! Try taking it apart cleaning all the
PCBs, and pressing on all the chips, just repositioning them, can cure
the problem. I can not be of any more help. Sorry.

>
>(2) I recently obtained a second Megafile 30 external hard drive which
>functioned perfectly. I had an idea and connected
>my older Megafile 30 external hard drive (see (1) above) to the new one
>to see if I could have both drives connected simultaneously to them
>same STe. I neglected to read in the manual that the second drive must
>have it's internal DIP switches set to a different number.
>
>I disconnected the older, troublesome
>Megafile 30 external hard drive and rebooted with only the good one
>connected. My STe will no longer recognize the second "good" Megafile
>30 external hard drive even when I boot from a floppy!
>
>Did I damage the good Megafile 30 external hard drive by trying to boot
>with the second Megafile 30 external hard drive connected?

Hmmm, unfortuantly it sounds like you have. Really things should be
protected from mistakes like that but unfortunatly not everything is.
Unless you take it from the other angle, your STE might have a dodgy
DMA. Look at the chip number on the DMA. Many units were sold and
not fixed of the dodgy batch of DMAs

>Could the problem by viral and spread from one drive to the other?

A virus! We ain't had one for years!

>(3) Are there any new, reliable external Hard Drives currently
>available that I could use with my Atari 1040STe?

I like the IDE interface from Mario Becroft (ASP is UK dealer),
supports two IDE's drive and a 2.5" drive can be squeezed into an

unmodified STe cases. Reliable is it's middle name.

4505. Re: CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t3ke1nca1@nnrp1.deja.com>
Source record: 55769

In article <972370238-93481AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> That reminds me, there's a report on the MagiC Online pages that someone
> (Vasillis?) was developing the necessary kit to allow the use of MiNT-Net
> stuff under MagiC? There was nothing about this on the page that the

This is true, Vasillis har written "MagiC-Net" (I believe that's what he's calling it) which is binary compatible to MiNT-Net. He already have the XIF-drivers working, and the last I heard from him was that he's writing GEM-versions of the configuration-tools. These will naturally work with MiNT-Net as well, since the interface is 100% compatible.

I think the reason why he hasn't talked much about this project in public is that MiNT-Net is going to get radically changed in the near future (AFAIK it will be a GEMDOS-extension and not a device), and Vasillis is coordinating his work (or perhaps he's just waiting) with Torsten Lang and Frank Naumann.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4506. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <sYuNQYD7LV95EwBJ@lovecraft.demon.co.uk>
Source record: 55770

Once upon a time <0bdavs451egoc11dp6p2h38259o96gf7fu@4ax.com>, Mindfield <mindfield@badgers.home.com> grabbed chalk and scrawled:

You know what I'd like to see in a new Atari?

Something 2U Rackmount, with expanded MIDI capabilities (2 in and 4 out, maybe), a slightly faster 68000 or 68030 CPU, slightly redesigned video circuitry that allowed monochrome and colour modes to co-exist using a multisync display, but functionally close enough to allow TOS earlier than 2.06 to be installed for compatibility with older software, an internal SCSI HD, and perhaps options for a 16-bit stereo sampler. Essentially a TT, but smaller. It should have a 1.44 floppy on the front, and cost around ï¿½200 with 4Mb RAM (8Mb if based on a TT architecture). Vitally, it should have an external PSU and be convection cooled. External connections could be replicated on a 1U rack, supplied with a sampler option, but allowing you to connect the keyboard, mouse and joystick at the front as well as feeding line inputs and mic inputs (mic inputs having a small preamp in the 1U port replicator).

That would sell by the bucketload. PCs are too complex for simple MIDI sequencing, you need to waste ages setting the things up, and they rely on what I think of as 'voodoo' technology like USB for their MIDI ports. Something that is basically an ST, but new, a little faster, and able to run the majority of old and new software without needing 2 monitors, and doesn't make any noise, would be wonderful. Lots of musicians still use ST technology because it's simple, robust and generally works (apart from GenEdit's D50 template *growls*) and the software is cheap, so entry level people like it too. More than anything, it's a good way to get started understanding how MIDI works.

If that was released, I'd buy one tomorrow. I wouldn't choose to buy a ï¿½1,500 'SuperClone', because I don't really find the idea of a small production run computer costing three times as much as a decent PC and probably just as likely to run old ST software as a decent PC ;) appealing.

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

4507. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <f8MtugAFbV95EwEp@steverosie.demon.co.uk>
Source record: 55771

In article <8t3iqf$m9c$1@nnrp1.deja.com>, Jo Even Skarstein
<joska@online.no> writes
>Totally off-topic, but..
>
>1. It was a well-known fact among enlightened europeans that the earth
>was round, actually the earth haven't been "flat" since around 600 B.C.
>(Pythagoras).
>
>2. Columbus was wrong. Most people estimated the earth's cirumference
>to be approx. 40000km - which is pretty accurate - hence the shortest
>way to India was by going east. Columbus OTOH believed the
>circumference was only 16000km (IIRC), and that it would be faster to
>go west.
>
>3. Anyway, how could he have proved that the earth was round? He didn't
>reach India...
>
>To sum it up - those who critizised Columbus were correct - the
>shortest way from Europe to India is by going east, not west.
>Discovering new land or proving that the earth was round was never an
>issue, this is probably something Hollywood has tought us.

Hi

I was only using this to make a point! I was actually taught that
Columbus stuff at school many moons ago. Although I do agree with what
you have said. I would go a little further and state the Bible mentions
of the Earth being round and IIRC the sun being the centre, so that's
before BC!

Yet again if it wasn't for a fanatic called Columbus the America's
wouldn't have been discovered so early!

I also think there is a market out there of which Atari did fill the
gap, and is still doing so, a decent reliable machine with MIDI as
standard and throw in some easy upgrade option of features like a
quality sampler, real time effects, and yet could be used on the
sideline as word pro/accounts etc.

All in 1 unit that's easily moved around!

Just like the Macs have their niche an Atari machine would ALSO build on
it's little corner of the universe.

-- Cheers! For Now
Steve <>< * * *

Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4508. Re: WinSTon MIDI support

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <IRcJ5.4320$Z75.11668@nntpserver.swip.net>
Source record: 55772
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> > Most studios around the world actually DON'T use Ataris, believe it or
> not.
> > You don't have sample accurate sync on an Atari - but with a real midi
> > interface on a PC you have it there - so nowadays, a PC is even better
for
> > midi applications than an Atari machine...
> > The main reason for midi timing problems is when people try to use
crappy
> > gaming soundcards for midi - and that's impossible to use other than as
a
> > toy! This is not a general problem in the PC, but a problem within the
> > soundcard!

> guess I need to upgrade my ï¿½200 toy soundcard for a proper one then
(sigh)
> I suppose then I can ignore the latency control on my ï¿½300 sequencer that
I
> run on my ï¿½1200 PC.

I would suggest you to use a midi interface that's separated from the soundcard itself - either an USB- or serial port-interface. Otherwise, it probably won't give you the performance you're after, due to the internal handling in the soundcard. All combined cards I know of have the audio as the main priority, so midi always comes last... As for audio latency - how about my RME Hammerfall's 1.5ms...? ;) My midi interface is a rack unit from Opcode that connects to the serial port. I never have even the smallest glitch or problem with midi or audio - just the superb sample-accurate sync I want :)

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4509. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t3mfr$oj2$1@draco.stochastik.rwth-aachen.de>
Source record: 55773
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <39F28514.50AA6AFA@mbox301.swipnet.se>,
rob schmersel <rob.schmersel@mbox301.swipnet.se> wrote:
>Try to find a file "SMC*.ZIP" (I believe it was called SMC1.zip but am
>not sure).
>This file describes an ISA to VME interface used for connected an SMC
>based tehernet
>card. It will work with other cards as well.

Um - no. It may work with *some* cards, but it is specifically tailored to
the needs of an SMC Ultra Ethernet card and is no general ISA interface.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4510. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t3mmq$ol2$1@draco.stochastik.rwth-aachen.de>
Source record: 55774

In article <surll4q05av004@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>If you've tried pushing on them a bit, then you'll need to remove them
>and give 'em a good cleaning. The square PLCC chips are quite
>difficult to remove without the right tools.
>
>Best way is to use a very fine flat screwdriver and prise them
>out from each corner, a bit at a time. Quite a few of the sockets
>have only two holes at each corner to put a screwdriver so these may
>be more difficult.

The STE should have "normal" sockets, so a standard PLCC extractor tool
(around 10DM) works fine for these, without the risk of damaging the socket.

Older STs have sockets where there is no real space for the extractor to
hook under the chip, so there you have to use screwdrivers.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4511. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <tqdJ5.4327$Z75.11601@nntpserver.swip.net>
Source record: 55775

> >> Is there any Atari owners in the UK that live around Titan/Core
> >Designs?
> >
> >try www.titan-bss.co.uk or email sales@titan-bss.co.uk
>
> This is their new email address: cortexdesign@telinco.co.uk

Hmmm...
A pity they don't have a website anymore. Is webhosting really THAT
expensive in England...?

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4512. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t3sph$t2g$1@nnrp1.deja.com>
Source record: 55776

In article <f8MtugAFbV95EwEp@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> wrote:

> I was only using this to make a point! I was actually taught that
> Columbus stuff at school many moons ago. Although I do agree with what
> you have said. I would go a little further and state the Bible
mentions
> of the Earth being round and IIRC the sun being the centre, so that's

There are statements in the Bible that suggests that the Earth is flat as well, but flat vs. round has never been a religious issue. However, whether the sun or the earth is the center of the solar system (or actually universe) was a big issue, but since the Bible really doesn't say anything about this the church didn't have any problems to accept the sun as the center of the universe (and with the planets orbiting around it) around 1800 (IIRC, I learned this in school around 15 years ago...) years ago, when most scientists agreed on this fact. This also means that they had to know/accept the fact that the Earth is a planet, hence not flat.

> Yet again if it wasn't for a fanatic called Columbus the America's

I don't think he was a fanatic, he just wasn't very good with maths ;-)

> wouldn't have been discovered so early!

Ermm... The vikings had a small colony on Newfoundland (or "Vinland" as the vikings called it) about 1000 years ago, so the Europeans had already known about America for several hundred years already. They didn't know much about it though, only that there were land west of Greenland. The settler's tales about the horrible inhabitants of Vinland (supposedly barbarians, cannibals and fierce warriors that killed many of the settlers and destroyed their crops) put most people off, very much like today ;-)

> I also think there is a market out there of which Atari did fill the
> gap, and is still doing so, a decent reliable machine with MIDI as
> standard and throw in some easy upgrade option of features like a
> quality sampler, real time effects, and yet could be used on the
> sideline as word pro/accounts etc.

The market is there, but it's already filled. Macs and Windows dominate completely, and it will require huge resources to penetrate this market. Only current Atari enthusiasts, and maybe some of their weaker friends, would buy it.

> Just like the Macs have their niche an Atari machine would ALSO build
on
> it's little corner of the universe.

The Mac has it's band of followers, just like Ataris. However, Apple
has been here since the late 70s, while Atari has been dead since 1993.
It will be very though - if not impossible - to expand the current user
base.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4513. Re: mega ste won't start up

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t3tfq$to3$1@nnrp1.deja.com>
Source record: 55777

In article <39eb568e.11961379@news.ams.chello.nl>,
sweet@dds.nl (sweet guy) wrote:
> I just bought a mega ste 4 to start up my homerecording studio
> It worked fine for a few days but now it has problems starting up. The
> screen remains black although the harddrive start running. Only after
> a long long time it will eventually start up.
>
> Anyone a suggestion?

As others have suggested it's very likely that some of the chips needs
to be reseated and possibly cleaned. It's also possible that the PSU is
bad and can't deliever enough juice initially, try disconnecting the
harddrive and possibly the floppy and see what happens. I had a similar
problem with my own MSTE six years ago and remember that I had to
replace a capacitor on the PSU.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4514. Mk-X case sound

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Jonas Klereborn <klere@physto.se>
Message-ID: <39F591BA.F1468DB9@physto.se>
Source record: 55778

Hi,

Does anybody out there have the Mk X case instructions.
I have fitted my Falcon in such a thing. But now I want to make the line level patch to the sound system. I remember that the Mk X case fitting involved changing/removing some sound resistors since it has the cinch connectors instead of the miniplugs. But I can't find the instructions to check if it was something important.

Regards,
/Jonas

4515. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Christer Gustavsson <cg@nospamcrew.org>
Message-ID: <81em16wcr2.fsf@junk.nocrew.org>
Source record: 55779

Jo Even Skarstein <joska@nvg.ntnu.no> writes:
> Or not. OSIS needs another OS - Linux - to work, so in this respect it's
> not much different from MagiC-PC or GEMulator.

Do you have the option to make native applications for Magic-PC or
Gemulator, or are they only aimed towards emulation of m68k-programs?

/Christer

4516. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39F5AE57.1D90CE92@cfc.dnd.ca>
Source record: 55780

Jo Even Skarstein wrote:
>
> In article <f8MtugAFbV95EwEp@steverosie.demon.co.uk>,
> Steve Stupple <Steve@atari.org> wrote:
>
> > I was only using this to make a point! I was actually taught that
> > Columbus stuff at school many moons ago. Although I do agree with what
> > you have said. I would go a little further and state the Bible
> mentions
> > of the Earth being round and IIRC the sun being the centre, so that's
>
> There are statements in the Bible that suggests that the Earth is flat
> as well, but flat vs. round has never been a religious issue. However,
> whether the sun or the earth is the center of the solar system (or
> actually universe) was a big issue, but since the Bible really doesn't
> say anything about this the church didn't have any problems to accept
> the sun as the center of the universe (and with the planets orbiting
> around it) around 1800 (IIRC, I learned this in school around 15 years
> ago...) years ago, when most scientists agreed on this fact. This also
> means that they had to know/accept the fact that the Earth is a planet,
> hence not flat.
>
> > Yet again if it wasn't for a fanatic called Columbus the America's
>
> I don't think he was a fanatic, he just wasn't very good with maths ;-)
>
> > wouldn't have been discovered so early!
>
> Ermm... The vikings had a small colony on Newfoundland (or "Vinland" as
> the vikings called it) about 1000 years ago, so the Europeans had
> already known about America for several hundred years already. They
> didn't know much about it though, only that there were land west of
> Greenland. The settler's tales about the horrible inhabitants of
> Vinland (supposedly barbarians, cannibals and fierce warriors that
> killed many of the settlers and destroyed their crops) put most people
> off, very much like today ;-)

ahem...
may I call your attention to:
http://www.science-frontiers.com/sf073/sf073a01.htm
http://coracle_archive.tripod.com/Vol1/cab018.html
http://radio.cbc.ca/programs/ideas/calendar/2000/oct00.html
(12,19,26/10)

4517. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8t4bsq$e3t$1@news.asu.edu>
Source record: 55781

>The market is there, but it's already filled. Macs and Windows dominate
>completely, and it will require huge resources to penetrate this
>market. Only current Atari enthusiasts, and maybe some of their weaker
>friends, would buy it.

That's what almost everyone in the world thought... before Linux arrived
in the public eye.

You turn TOS/GEM into yet another alternative Mac and peecee OS, and I'd
bet more people than current Atari enthusiasts would be interested
(especially if the barrier to entry was almost zero, one of the big
draws of Linux).

In answer to an earlier remark that, maybe we don't want the Atari idea
to spread - how could it hurt? How could it do ANYTHING but help? The
big problem in the Atari world is lack of applications, specifically web
browsers that are up to the job, and this is directly a function of how
many developers are interested in a platform and how many potential users
(purchasers?) there are. The current Atari world can't support much
any more. Open the borders!

Hopefully, some of these new/ported apps would be recompiled for 68K,
and benefit the legacy Atari hardware segment!

Another point: Someone was commenting (negatively) that yet another
alternative Mac and peecee OS wouldn't have a chance in a market already
deluged with such. I agree that there are lots, and more appearing
every day. Most of these, however, (almost all of them, in fact) are
Open Source or homebrew projects, from scratch with no history or
"baggage". The fact that the TOS/GEM has quite a bit of history (and
a bit of excellent "baggage" that would require an emulation for the old
68K binaries) would be a mark supporting its success. Do WE think TOS/GEM
is a cool thing? Surely some/most of us here think so, and that's why we
stick with it. Surely other people would think so, especially if they
could try it FREE on their currently-owned hardware.

[By The Way, I include myself among those salivating over the idea of a
real PowerPC Atari successor (unique and superior to the Mac hardware),
but realistically agree that there is almost zero chance, with the
history of Phenix, Wizztronics, and Milan (and the defunct Canadian
outfit, with the, what, x40 and x60, what was it?) behind us, of such a
wonderful beast actually appearing. Even the POP idea is slim, since it
would require a ported TOS, and we saw from Milan I what a chore THAT is.]
--

4518. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <GviJ5.3090$F14.872@newsfeed.slurp.net>
Source record: 55782

Aren't we getting a little off topic here? :)

"Ken Macdonald" <macdonald@cfc.dnd.ca> wrote in message
news:39F5AE57.1D90CE92@cfc.dnd.ca...
> Jo Even Skarstein wrote:
> >
> > In article <f8MtugAFbV95EwEp@steverosie.demon.co.uk>,
> > Steve Stupple <Steve@atari.org> wrote:
> >
> > > I was only using this to make a point! I was actually taught that
> > > Columbus stuff at school many moons ago. Although I do agree with what
> > > you have said. I would go a little further and state the Bible
> > mentions
> > > of the Earth being round and IIRC the sun being the centre, so that's
> >
> > There are statements in the Bible that suggests that the Earth is flat
> > as well, but flat vs. round has never been a religious issue. However,
> > whether the sun or the earth is the center of the solar system (or
> > actually universe) was a big issue, but since the Bible really doesn't
> > say anything about this the church didn't have any problems to accept
> > the sun as the center of the universe (and with the planets orbiting
> > around it) around 1800 (IIRC, I learned this in school around 15 years
> > ago...) years ago, when most scientists agreed on this fact. This also
> > means that they had to know/accept the fact that the Earth is a planet,
> > hence not flat.
> >
> > > Yet again if it wasn't for a fanatic called Columbus the America's
> >
> > I don't think he was a fanatic, he just wasn't very good with maths ;-)
> >
> > > wouldn't have been discovered so early!
> >
> > Ermm... The vikings had a small colony on Newfoundland (or "Vinland" as
> > the vikings called it) about 1000 years ago, so the Europeans had
> > already known about America for several hundred years already. They
> > didn't know much about it though, only that there were land west of
> > Greenland. The settler's tales about the horrible inhabitants of
> > Vinland (supposedly barbarians, cannibals and fierce warriors that
> > killed many of the settlers and destroyed their crops) put most people
> > off, very much like today ;-)
>
> ahem...
> may I call your attention to:
> http://www.science-frontiers.com/sf073/sf073a01.htm

> http://coracle_archive.tripod.com/Vol1/cab018.html
> http://radio.cbc.ca/programs/ideas/calendar/2000/oct00.html
> (12,19,26/10)

4519. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t4d87$u77$1@draco.stochastik.rwth-aachen.de>
Source record: 55783
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <39F02162.940E5EC0@uklinux.net>,
Marc Wilson <badsector@uklinux.net> wrote:
>Hi,
>I am wondering if anyone knows where i can find out about using SIMMS
>memory to upgrade my TT's ram and also if there are any extension
>utilities so i can fit more than 8Mb?

The best solution is a TT ram card that takes PS/2 SIMMs. The AixTT or the
newer MagnumTT should still be available, eg. from Woller Systeme.

The AixTT can take up to 2 32MB SIMMs, the MagnumTT up to 2 128MB SIMMs.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4520. Re: is it possible to fit a 9.1Gb SCSI drive to my TT030's internal SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t4dde$u7u$1@draco.stochastik.rwth-aachen.de>
Source record: 55784

In article <972076086-766585AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
>
>It will. You'd only get 1Gig partitions AIUI

maximum 512MB with TOS 3.0x, nearly unlimited when using MiNT and FAT32 or ext2fs.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4521. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <NXiJ5.841$qj2.140790@news.goodnet.com>
Source record: 55785

Show me where they have publically stated that they refuses to restart the computer division. And, people keep forgetting that I would be offering to have a company under their helm with NO involvement (manpower, time, or effort) from them, except that it would be their company. All we're asking is they help get it started. They get their money back out of it and then we work hard to make Atari make MORE money for them (Hasbro). Naturally, we have to produce a reason to buy this unit to the existing user base, plus any already drifted persons (like myself and many others).

For me, since I don't really use a computer for work, but more for browsing and play, having an Atari system would be like reliving the past a second time... except this time, WE'D be running the show. Not corporate blenderheads who see the consumer as nothing but financial numbers. We'd make user feel like they matter to the company, just like Be, Inc. did in the beginning, but it wouldn't stop. Sure, Hasbro could tell us to go in a direction we didn't necessarily want to go in, but that's a risk we HAVE to take if we are to ever bring Atari back as a computer company. They could pull the plug. They could tell us to do something that we thought was totally rediculous. We could fail horribly and die only months down the road after the initial user base had been filled. Anything bad is possible, but the chance to try to do something Hasbro themselves never will (Like start up Atari as a computer company again) is a chance I want to have. Really, really bad.

The best we can do is lay out the plan of action, show them the prototype system, show them the buyers we've gathered (and that's gotta be a lot right there), the programmers, the retail outlets willing to sell the units and the advertizing plans we have in place. Show them how much it will cost them to start us (Atari Computer) up and then show them how easily they will get their money back and how much (and how) we can get after that point.

We would have to sell the systems high enough to get Hasbro's money back and help build up a substancial profit base to work with (and pay employees; all Atari enthusiasts like myself), etc. et al.

I mean, If Hasbro has nothing to lose by helping us and could potentially gain millions of dollars as an unattended division of their brandname, why should they say no?

Not doing anything, gets us nowhere. Not trying makes us failures from the start. Sure, you could build a PowerPC clone (RioRed already is), but you're serving a dying market, because the energy of "Atari" is no longer there. Nostaligia can only run so long before people stop caring.

But if Atari came back and started making computers again... you begin to revive the energy engine. Give hope back to those that stopped hoping and

moved on. Give someone a reason to be a proud Atari user again!

And for those who HATED Atari for burning them? That was then, this is now. Who better to know what WE want as Atarians than fellow Atarians (and give us what we want)! Hasbro won't do it.

I mean, just how excited would you be to see an ad on a cable TV channel(regular TV would be WAAAAAY to expensive) showing that not only was Atari back, but a new computer that looked like an old one was completely revamped and improved, with software support being restored and the systems being made? It gets me excited just thinking about it!

I've got ad ideas. I've got video ideas up in my noggin'. I've got the enthusiasm. I've got the willingness to try to do the impossible. But...

One man can NOT accomplish this by themself. It involves too many components and skills to do alone. System (motherboard) design and layout. Internal parts (what main/secondary storage medium do we use? Do we go with USB? What do we keep and what do we dump from the old system?). Advertising ideas and costs. Programmer aquisition (we're gonna need 'em!). Case design modifications (if several items are dropped from the ST (floppy port, HD port, etc.) , we need to have sketches of what the modified case will look like). Buyers willing to put a down payment on their new system. Cost of the parts, manufacturing the motherboards, making new cases, new keyboards, employee assignment, etc.

No one is saying it will be easy. But if we never try, we have already failed miserably.

I mean, lets find out how much it will cost and what manpower is involved to make just ONE of these modified ST's. Then, we can work on the other stuff and get a full picture going. Then, when everything is just right and we're completely ready, we dump the truckload of our efforts on Hasbro.

I mean, if you think about it, all we're doing is presenting a well-thought out business plan for start a company with someone elses money. Should it matter that it's Hasbro or Atari we're talking about? No. And, when you have physical evidence (the modified ST) as part of your business plan, I think that speaks even better than just words on paper. But the fact that it *is* Hasbro and Atari we're talking about is what makes it special to us.

We can sit here and wish it were all different. That Atari wasn't dead. That Hasbro would do something more with Atari. But guess what... it'll never happen. What we're doing is trying to change that.

We might succeed and we might fail, but how much will it take to at least TRY? If we all pitch in our talents and abilities and finances (what little or as much as they might be), who knows what we might accomplish?

I mean, did David cower at the sight of Goliath? No. He slung his stone and sunk a hole in one! But, while everyone else was cowering and saying it was impossible, David went out, with FULL conviction, and accomplished what no one thought could be done. He KILLED Goliath! Beheaded the godless

bastard! And David became a king!

Who is to say we can't do likewise in our own efforts? Hasbro? Others? We can believe what we want and we oft believe what people tell us, based on what they have experienced and experiences with other companies, but...

Peter walked on water (an impossible thing in and of itself) because he believed in Jesus. Even if for just a few steps. But he got out of the boat! He DID walk those few steps! What if he had never tried? Where's the testimony in that?

I use biblical references only because they seem like good examples of my point. Not trying to start some religious fervor... though some might think my insitance of this dream of mine is nothing less than religious fanaticism (which I must admit it is, to some degree, because I so enjoyed those bygone days of the mid to late 80's).

How many here want to help? how many here have the time to help? How many here care? Surely, this isn't the only newsgroup that we can get help from. What about past Atarians that could be found in other newsgroup? The PC and Mac newsgroups may even have more potential followers than even here!

But we've got to try if we are to even know if it IS possible. And, what if Hasbro, with all the facts before them and the prototype system on their desk, turns us down? At least we can say we did our best. We return everyone's downpayment, and we go back to our lives. And I could live with that. The best we can do is the most anyone can expect of us. Hasbro is their own company. They can make their own choices. We can't change that. But, we can surely try to bend their arm a little...

And that's what it's all about... TRYING!

Jared
--
Mindfield <mindfield@badgers.home.com> wrote in message
news:0bdavs451egoc11dp6p2h38259o96gf7fu@4ax.com...
> On Mon, 23 Oct 2000 10:57:26 -0700, "Jared Falvo"
> <luposian@mailcity.com> drooled an embarassing wet spot in his lap as
> he typed:
>
> >Are you being serious or just joking? From the ton of skepticism about
> >reviving the Atari name/computer line, I'm unsure.
> >
> >Oh yeah... I'm back on THAT track again, thoroughly convinced that the
only
> >TRUE Atari computer is an ->Atari<- computer. But I'm approaching it
from a
> >different perspective. One of personal inspection and investigation,
using
> >the example of that 1040ST I was asking everyone about to see if I should
> >buy it for $5.50, seeing if I could use it with an A/V TV.
> >

> >Well, I'm gonna buy it and take it apart! Now other way to see how it
could
> >be made to be a PowerPC system inside that oh, sooo recognizable case.
> >
> >"Neotari" is merely a way around the problem (and not likely a very
> >successful one at that). Getting Atari back is going THROUGH the
problem.
> >Not saying it CAN be done, but it MAY be possible, *IF* I get all my
> >logistics worked out both in hardware and concerning the people who would
be
> >willing to help make it happen.
> >
> >And if Hasbro financed the operation? Well, that's THE key to it all...
> >will they be willing to invest to start an Atari Computer division,
provided
> >we show them a roadmap to how successful it can be. But ya gotta have
> >EVERYTHING there... the people ready to buy, the system design, the
reasons
> >of how, why, and where. You miss one tiny detail and Hasbro will
probably
> >see it and walk out. We have to convince them that it *will* profit
THEM.
> >Not us. We're just in it for personal reasons, though we benefit
> >financially because we run the company FOR Hasbro. Sounds crazy I know,
and
> >may not ever happen, but what harm is there in at least trying? Do any
of
> >us lose anything if we're no worse off than we are now? I can't see how.
> >
> >But I believe that starting out with the original 1040STand Mega ST cases
> >(at the expense of user expandability... for now... later models can be
> >modified for more expandability) is the only way to successfully
reestablish
> >Atari in people's minds and regain mindshare with the public. Ya have to
> >admit, no computer made past or present looks like an ST... and that, I
> >believe, is the key to successfully restarting Atari... the computer
> >company... once again.
>
> Okay. Off the top, I was an Atari faithful since 1983, starting with
> the 2600 and working up through the XL, XE, ST and Mega ST until, with
> a heavy heart, I parted with my Mega ST-4 with custom built
> Megafile-zombie in '97. I loved Atari and still do. You're right.
> Nothing looked like an Atari. Nothing *was* an Atari. It came from a
> company who, from Bushnell through Warner to the Tramiels, never
> ceased to bring innovative products rife with forward-thinking ideas.
>
> That being said, there are an abundance of reasons why a newly
> revamped Atari would never and could never be profitable enough for
> Hasbro to look twice at. Just look at the installed user base of all
> computers on the market. Most of them, myself included, are Wintel

> people. The remainder own some flavour of Mac. (And in spite of how
> much Windows continues to degrate from version to version, I still
> must offer my condolences to iMac users. :-) Anyway, the point is
> that, in order for *any* competitive venture to be successful, it must
> offer people something so incredibly enticing that they'd be willing
> to give up all they've invested in their current product to make the
> switch to this new one. And make no mistake, any new Atari would be a
> competitive venture, and it'd be going up against Intel/Microsoft, and
> Apple, and the sad and unfortunate fact is that these companies have
> so completely consumed the computer market that any upstart that is
> not compatible with one or the other is doomed to failure even before
> it's conceived. After the death of Atari proper, and of Commodore,
> Intel took over almost whole hog, with Apple nudging in its few
> percentiles of the market share. In so doing, it ate up the vast
> majority of the users who were orphaned when these companies went
> under, and while there would be a relative handful of users who'd snap
> up a new Atari in a heartbeat, they number in percentages so low as to
> be far beneath the notice of corporate engines like Hasbro.
>
> Consider this:
>
> 1. A new platform needs support. Lots and lots of support from big
> name companies like Activision, Eidos, Microsoft, Epic, etc.
> 2. Failing a strong support, it needs to be compatible with existing
> platforms in order to reap the benefits of an existing support base.
> 3. A new platform must be on the bleeding edge of technology if it's
> to have a hope of competing with the likes of Wintel platforms whose
> every component outdates itself every other hour.
> 4. A new platform must have something to grab the attention of users
> whose attention is already bought and paid for by Microsoft.
> (Corollary: A new platform must look like a Jolly Rancher to grab the
> attention of iMac users)
> 5. A new platform must be cost-effective.
> 6. A new platform must be expandable enough to suit the needs of the
> individual. (iMac Exception: A new platform need not be expandable,
> but must be small enough to be transported nasally)
>
> Using the existing idea you've brought to light, we have a PPC-based
> emulated Atari with existing high end consumer video and audio
> hard-wired in. Okay, we have bleeding edge technology, but we're
> sacrificing expandability. Check point 3, scratch point 6. A fast
> PowerPC 602, say, would be relatively inexpensive as compared to, say,
> a Pentium III-1.1GHz Coppermine, and the audio and video would bump
> cost up another couple hundred. Still, compared to a high-end PC, we
> sitll have cost-effectiveness. Check point 5. We're using existing
> Atari cases which are nice looking in their own right, but bear little
> resemblance to Jolly Ranchers, and only with superhuman feats of
> physical mutilation could be deposited in any orifice, human or
> otherwise. Forget the Mac crowd.
>

> Now, what about support? What's there to attract existing developers
> to jump on board? Or alternatively, what about compatibility with Mac
> or Intel platforms? Without either of these there's little to grab
> the attention of anyone. Big question mark on points 1, 2 and 4 -- 4
> being primarily contingent on points 1 and 2.
>
> Don't get me wrong, I think the ideas quite cool. It'd be a trip to
> see what a new Atari could do. But it would be unrealistic to think
> that it could be profitable to Hasbro whose idea of profitable would
> be in the millions per quarter. Besides, Hasbro's already stated
> publicly that they have no intention of reviving the computer division
> of Atari. Which stands to reason; the only reason they bought Atari
> in the first place was so that they could pimp a well known brand name
> around in order to peddle updates to Atari licenses. Hell, when you
> pay $5 mil for a company, you're not very likely to have much respect
> for its existing userbase when you could find much more profit in
> simply using its licenses and its still-recognizable name and logo.
>
> Yes, it _does_ cheese me off. But unfortunately there's precious
> little to be done about it.
>
> </soapbox>
>
> >
> >Jared
> >---------
> >Bob King <robert.king@patent.gov.uk> wrote in message
> >news:39F472F7.825216DA@patent.gov.uk...
> >> Jared Falvo calls upon Rudolphe CZUBA to 'Email me'!!
> >> Keep still my beating heart!
> >>
> >> Bob King
> >
>
> --
> Mindfield
>
> "Ignorance breeds confidence more often than does knowledge." -Darwin
>
> Remove the badgers before E-Mailing.

4522. Re: good news Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t4e22$u9b$1@draco.stochastik.rwth-aachen.de>
Source record: 55786

In article <39F47ADC.8E5D3CA@cfc.dnd.ca>,
Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
>
>true, but an answer is here
>http://www.linksys.com/products/product.asp?prid=142&grid=5
>or
>www.netgear.com/products/rt311ds.html
>and there are probably others
>the router supports DHCP, PPPoE,...
>not inexpensive, but not a lot either for a home network!

Right. I am using the
http://www.elsa.de/PRODUCTS/LCDSLI10/HOME.HTM
router at home - works fine with all my machines, including the Milan.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4523. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39F5BF4B.B88B874B@cfc.dnd.ca>
Source record: 55787

"DAVID L. ORMAND" wrote:
> Just like the Mac's transition from 68K to PowerPC, emulation would only be
> required for old binaries; existing applications would be ported and new ones
> written to run on the platform's hardware (CPU + memory + peripherals) natively.
> Here's a thought. Linux took off from very meagre beginnings to become a
> respectable OS that runs on Intel machines, Mac machines, and other beasts.
> Why could TOS/GEM not do the same? Certainly a peecee or a Mac running
> TOS/GEM and Atari apps would not be the same thing (spiritually) as a real
> Atari computer, but realistically speaking, a TOS/GEM-based OS that boots
> without the agency of foreign OSes on any given machine is the best bet
> for the Atari idea to flourish, maybe even spread from this tight little
> group of fanatics.
> What would it take to turn TOS/GEM into an Open Source experiment that could
> survive the demise of a parent company? Getting original Atari TOS source
> and maybe Atari DR GEM source released to the public domain? (ha ha) Maybe
> getting ASH to let go of MagicMac and MagicPC? (ha ha) Maybe port MiNT to
> boot/run on PPC and x86? (hmm...)
>
I'd like to point out that TOS is already a open source experiment(?)
It is called MiNT.
or as kellis would have said
MiNT is Now TOS, let's move on, shall we.

4524. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39F5C0AE.329EB8DB@cfc.dnd.ca>
Source record: 55788

**** **** wrote:
> DAVID L. ORMAND wrote in message <8t2j17$a8f$1@news.asu.edu>...
> Hmm. Maybe though, spreading is a bad thing? In all seriousness, there is a
> principle at work here, where something is only truly worthwhile, when it
> doesn't gain widespread use. Think of it as a beautiful pristine beach,
> untouched by man. Visiting it is like a glimpse of heaven. With just a few
> that know about it, it retains most of its greatness. But if it turns into
> just another beach, like the ones where 15,000 visit is every day, and you
> can't take 2 steps in a random direction without stepping on someone...
> Usually, when people think of "flourish" they imagine something that might
> be betterr called "dominance". We don't need that. We just need it to not
> die, and to be somewhat healthy in the meantime.
> Besides, there may be room for only one cross-platform OS. Certainly, there
> is only so much room, for this sort of software. Unless you want TOS/GEM to
> become just another Xfree86 skin, I suggest we don't worry about half
> measures like this. We just need to see that there could be another way to
> do this. We don't have to wait for someone else to build the hardware.
> John

well the thing MiNT has all over Linux is installed base of
applications.
There are *tons* more applications that will run under MiNT than there
are
under LiNUX.
The ability to run atari apps on any hardware(well, most
hardware=x86,PPC,68x)
is an attractive idea.
port over 'device drivers' from Linux68k, Linuxx86, to MiNT so that it
starts
off with some capabilities of handling exisiting hardware(soundcards,
MIDI ports,
HDdrivers, serial,...)
_I_ can't do it, but maybe someone can?
ken

4525. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: dainish boobhatha <money@evenmoremoney.com>
Message-ID: <39f5c6a7$1@news.telinco.net>
Source record: 55789

<{DB

just about sums it up. please keep your commercial adverts on your site

hedges trimmed ☺5 cars washed ☺6 etc.

4526. the vikings are coming! was: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39F5C6B2.8AFBDDC8@cfc.dnd.ca>
Source record: 55790

Lord Gaiyan wrote:
> Aren't we getting a little off topic here? :)
> "Ken Macdonald" <macdonald@cfc.dnd.ca> wrote in message
> > > Ermm... The vikings had a small colony on Newfoundland (or "Vinland" as
> > > the vikings called it) about 1000 years ago, so the Europeans had
> > > already known about America for several hundred years already. They
> > > didn't know much about it though, only that there were land west of
> > > Greenland. The settler's tales about the horrible inhabitants of
> > > Vinland (supposedly barbarians, cannibals and fierce warriors that
> > > killed many of the settlers and destroyed their crops) put most people
> > > off, very much like today ;-)
> >
> > ahem...
> > may I call your attention to:
> > http://www.science-frontiers.com/sf073/sf073a01.htm
> > http://coracle_archive.tripod.com/Vol1/cab018.html
> > http://radio.cbc.ca/programs/ideas/calendar/2000/oct00.html
> > (12,19,26/10)

off topic?
hhhmmm.let me think about this......

ken :-)

4527. Possible Mighty Sonic Falcon Auction

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8t4igfgmt1@nnrp1.deja.com>
Source record: 55791

The old doctor has taken a little more from the check book this year
than normal, and decided that one of the Falcons has to go.
I'm not going to quote any prices, and will not be taking offers here or
by email (unless there to good to be true;). Just kind of feeling the
waters to see if anyone is interested before I go through the trouble of
putting it on Ebay. I will answer questions about the machine.
(email rustynutt@hotmail.com). I don't check Deja email. I will not
respond to emails containing questions like "how 'bout $100.00 and you
pay shipping, or how did you get this to work, my machine....leave that
for the newsgroup.
Sorry to babble about personal stuff... I hate to see it go.

Atari Falcon 030
C-Lab Mark X case
Mighty Sonic Accelerator with 32mb of TT ram (expansion port card with
it's own PGA 50Mhz 68030, like Afterburner).
Nemesis running at 40Mhz (no more or no less)
Wizztronics memory card with 4mb simm
Nova ATI Mach 64 Video card
1.2gb 2.5" IDE
Mega or TT keyboard (not sure what it is)

It's a quick, reliable, compaTTible machine in good condition. It's also
a very tight fit inside the case with all the hardware. Runs TOS and
MiNT very well, surf the net 1024*768 16 bit color. I will leave an
alternate O/S installed on the machine, and necessary drivers, but won't
be specific about it. If you want software, go buy it. It's not free
with this machine. I would recommend a user experienced with Atari
software and hardware for this machine. Look for it in about 10 days on
Ebay.

Thanks,

Michael Grove

Sent via Deja.com http://www.deja.com/
Before you buy.

4528. st/pc

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Dune DUMAS <dunedumas@m6net.fr>
Message-ID: <8t4j7a$ad5$1@news2.isdnet.net>
Source record: 55792

Hello !
I want to make my mega/ste and my pc communicate ?
I have got a null-modem cable. I need the softs.
Can anyone help me ?
Thanks

dune
http://saint-tropez.enfrance.org/francais/dune.htm

4529. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t4jb5$2sb$1@snipp.uninett.no>
Source record: 55793

Christer Gustavsson <cg@nospamcrew.org> wrote:

>> Or not. OSIS needs another OS - Linux - to work, so in this respect it's
>> not much different from MagiC-PC or GEMulator.

> Do you have the option to make native applications for Magic-PC or
> Gemulator, or are they only aimed towards emulation of m68k-programs?

No, but this wasn't the point. The point is that OSIS isn't a
self-contained OS, it's a emulation-layer on top of Linux.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4530. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t4k3g$2sb$2@snipp.uninett.no>
Source record: 55794

DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote:

>>The market is there, but it's already filled. Macs and Windows dominate
>>completely, and it will require huge resources to penetrate this
>>market. Only current Atari enthusiasts, and maybe some of their weaker
>>friends, would buy it.

> That's what almost everyone in the world thought... before Linux arrived
> in the public eye.

Yeah, but Linux runs on the same hardware as Windows and MacOS, so it
doesn't require any investments from the user. I was refering to custom
hardware.

> You turn TOS/GEM into yet another alternative Mac and peecee OS, and I'd
> bet more people than current Atari enthusiasts would be interested
> (especially if the barrier to entry was almost zero, one of the big
> draws of Linux).

Precisely. I doubt that the userbase would grow, but OTOH it could prevent
it from shrinking. And the current ST-users could switch from basic TOS-
or MagiC-setups to more demanding configuration, this will make it easier
to write more sophisticated software or port stuff from other platforms.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4531. Re: Mk-X case sound

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <B6lJ5.4504$Z75.12004@nntpserver.swip.net>
Source record: 55795

> Does anybody out there have the Mk X case instructions.
> I have fitted my Falcon in such a thing. But now I want to make the line
> level patch to the sound system. I remember that the Mk X case fitting
> involved changing/removing some sound resistors since it has the cinch
> connectors instead of the miniplugs. But I can't find the instructions
> to check if it was something important.

Hi,
Check out my website and you'll find the instructions on the
"Troubleshooting" page.

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4532. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:10:45 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8t2k25$ab1$1@news.asu.edu>
Source record: 55758

Looks like the subject line changed a bit too much for my reader to catch Dan's take on the subject. He beat me to it!

However, I get the impression that the PowerPC Open Platform "movement" predates and transcends IBM's free engineering contribution. The North bridge problem stalls new designs based on IBM's work, but not others. It isn't clear that RioRed inherits from the IBM design, but it's been a while since I looked. Uhh, just looked, no, RioRed is not based on IBM's work, but still uses a North bridge. Could be why nothing has happened with RR since January (to all appearances).
--

4533. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 00:34:11 UTC
From: **** **** <***@***.com>
Message-ID: <7O4J5.171$h32.195860@typhoon.southeast.rr.com>
Source record: 55759

DAVID L. ORMAND wrote in message <8t2j17$a8f$1@news.asu.edu>...

>Linux took off from very meagre beginnings to become a
>respectable OS that runs on Intel machines, Mac machines, and other beasts.
>Why could TOS/GEM not do the same? Certainly a peecee or a Mac running
>TOS/GEM and Atari apps would not be the same thing (spiritually) as a real
>Atari computer, but realistically speaking, a TOS/GEM-based OS that boots
>without the agency of foreign OSes on any given machine is the best bet
>for the Atari idea to flourish, maybe even spread from this tight little
>group of fanatics.

Hmm. Maybe though, spreading is a bad thing? In all seriousness, there is a principle at work here, where something is only truly worthwhile, when it doesn't gain widespread use. Think of it as a beautiful pristine beach, untouched by man. Visiting it is like a glimpse of heaven. With just a few that know about it, it retains most of its greatness. But if it turns into just another beach, like the ones where 15,000 visit is every day, and you can't take 2 steps in a random direction without stepping on someone...

Usually, when people think of "flourish" they imagine something that might be betterr called "dominance". We don't need that. We just need it to not die, and to be somewhat healthy in the meantime.

Besides, there may be room for only one cross-platform OS. Certainly, there is only so much room, for this sort of software. Unless you want TOS/GEM to become just another Xfree86 skin, I suggest we don't worry about half measures like this. We just need to see that there could be another way to do this. We don't have to wait for someone else to build the hardware.

John

4534. Re: SWAP: Atari Jaguar for MIDI/Sampler

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 02:07:49 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <1ngXoLA17O95Ewxz@steverosie.demon.co.uk>
Source record: 55760

In article <sv5jo0eurckcc3@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> writes
>>YOu shouldn't have too much trouble with the serial ports, as AFAIK midi
>>doesn't use a high frequency:)

I stand corrected, you live and learn:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4535. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 05:47:09 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <L7KYP5AdJS95Ew2F@steverosie.demon.co.uk>
Source record: 55761

In article <39F508ED.229F4659@qnet.com>, Don <dons@qnet.com> writes
>Benefit my ass. Join the real world and pull your head out of the clouds.
>What you think ever in the whole damn world is going to drop there PC or MAC
>and join on the Jared bandwagon to build a NEW ATARI. Its been done and in my
>opinoin all the clones have failed. If you dont think so please go down to the
>local computer shop and get my a Atari Clone. Ive yet to see anyone in the US
>sell a Atari clone. Everyone Ive heard that has a Atari clone has purchased it
>from overseas.

I wonder if Columbus listen to other peoples NEGATIVE point of view that
the world would still remain flat and the Americas would still be a
mystery!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4536. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 06:15:42 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t39ee$lg1$1@snipp.uninett.no>
Source record: 55762

DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote:

> What would it take to turn TOS/GEM into an Open Source experiment that could

We already have FreeMiNT, XaAES, oAESis and fVDI, so I'd say we're pretty
much there already...

> survive the demise of a parent company? Getting original Atari TOS source
> and maybe Atari DR GEM source released to the public domain? (ha ha) Maybe

Hopefully these sources are lost forever. If they should turn up sometime,
we should burn the disks ASAP, going 15 years back in time isn't exactly
what we need.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4537. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 06:20:58 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t39oa$lg1$2@snipp.uninett.no>
Source record: 55763

DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote:

> Would it be possible for "us" to cajole or buy-out or simply pay royalties
> to Hasbro for the Falcon engineering? Tweaking an existing design, and

Why the Falcon, the worst ST-compatible (sort of) ever built? Take the TT
instead, throw in some ISA- and PCI-slots, a 060 and... wait, that's
already been done.

> fixing known bugs (rather than experiencing new ones with a new design)
> would be considerably cheaper than designing from scratch.

Nah, building a PCI-motherboard should be a lot simpler than fixing the
Falcon with all it's flaws. E.g. you'd have to make it a 32-bit computer,
this means redesigning all the custom-chips.

> Here's a better: There is a movement (however glacial) to create an open
> architecture PowerPC platform based mostly on CHRP (or whatever the last
> acronym was). RioRed was one of these, there are others. If people are

How many of these can actually be bought today?

> really serious about creating an alternative platform ("platform ==
> OS + hardware architecture), it would be way better to get in on an
> already-underway alternative platform that other people than just a few
> Atarians are interested in. Logistics are part of this larger movement.

Very true. But alternative personal computers hasn't been profitable for
more than ten years now.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4538. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 22:48:10 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <KioJ5.4620$Z75.12002@nntpserver.swip.net>
Source record: 55621

<{DB}@cyberstrider.net> wrote:
> Claes Holmerup <newsgroups@holmerup.com> wrote:

> > A pity they don't have a website anymore. Is webhosting really THAT
> > expensive in England...?
>
> Not at all. We gave them an extra special deal too... they just stopped
> responding to our requests for payment. We did not actually get paid by
> them for a whole service year and the new one had already started up.
> Multiple reminders and still nothing. A final reminder, still nothing.
> The first we heard from them was when we sent them notification that
> we had shut down their site and emails... too late by then.
>
> Even after the closing down, Cortex asked us to open up the site and
> informed us that there was no promise as to when payment would be made
> or even if payment could be made!
>
> Pity that a company like that can't even pay ï¿½60 per year for their web
> hosting...

In that case their market must be really dead - or maybe they are parasites
who want others to pay for them? :(I wonder how they can expect to
continue with any business at all when they can't even pay ï¿½60 per year...
Even in my very small spare-time company, I could afford that without any
problems.
Not paying for a whole year (in spite of a good deal) - and still expecting
to get webhosting for free from the same host? Then they don't deserve
another chance!
There are free webservers out there (my site's on one of them for the
moment) - but to get a useable address, they'd have to pay for a domain name
and a forwarding service, which they probably wouldn't afford either...
Just some thoughts...

Have a nice day,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4539. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 23:47:34 UTC
From: Kelvin Wright <kelvinw@nospam.ihug.co.nz>
Message-ID: <MPG.1460e6c0b60a217d989686@news.dun.ihug.co.nz>
Source record: 55622

In article <39F61606.70407A8F@qnet.com>, dons@qnet.com says...
>
>
> Steve Stupple wrote:
>
> > In article <39F508ED.229F4659@qnet.com>, Don <dons@qnet.com> writes
> > >Benefit my ass. Join the real world and pull your head out of the clouds.
> > >What you think ever in the whole damn world is going to drop there PC or MAC
> > >and join on the Jared bandwagon to build a NEW ATARI. Its been done and in my
> > >opinoin all the clones have failed. If you dont think so please go down to the
> > >local computer shop and get my a Atari Clone. Ive yet to see anyone in the US
> > >sell a Atari clone. Everyone Ive heard that has a Atari clone has purchased it
> > >from overseas.
> >
> > I wonder if Columbus listen to other peoples NEGATIVE point of view that
> > the world would still remain flat and the Americas would still be a
> > mystery!!!!
> >
> >
>
> REALLY!! If you knew your history you would know that the Americas already had
> people living here. And if Columbus wouldnt have landed here then maybe 100s of
> thousands of Natives would have lived longer lifes than they did.

The fact that the world is round was widely known from the time of the
ancient Greeks (who even managed to calculate its size). The Vikings had
discoverd America long before Columbus, and settled in parts of it. The
existence of a continent "over there" was common knowledge among Irish
and Scandanavian seafarers. In his trips to drum up funding for his
expeditions, Columbus no doubt heard these tales. If Columbus had not
stumbled across the new world 1n 1492, sooner or later,someone else would
have. Columbus was just lucky to have been swimming with the tide of
human discovery, so he gets remembered.

The world moves on, leaving flat earthers behind. There's a lesson there,
alright, but probably not the one you were wanting.

4540. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-24 23:52:52 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <bbIcnRBUDi95Ew2n@steverosie.demon.co.uk>
Source record: 55623

In article <39F61606.70407A8F@qnet.com>, Don <dons@qnet.com> writes
>REALLY!! If you knew your history you would know that the Americas already had
>people living here. And if Columbus wouldnt have landed here then maybe 100s of
>thousands of Natives would have lived longer lifes than they did.
>
>Don

Personally I agree with you, But I am trying not to insult or offend
anyone and try not to take a political stand, if there's such a thing!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4541. Re: SCSI Hard Drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39F68E11.75634BFC@ooc.de>
Source record: 55633

> I've seen advertisements for Ultra SCSI, Ultra Wide SCSI and etc. Not
> sure on which I need or can use on the Falcons.

Ultra SCSI is no problem at all. For Ultra Wide an adapter is needed.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4542. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t67q6$s3m$1@nnrp1.deja.com>
Source record: 55634

In article <8t516itmv1@nnrp1.deja.com>,
atarigalen@my-deja.com wrote:

> > We already have FreeMiNT, XaAES, oAESis and fVDI, so I'd say we're
> pretty
> > much there already...
> >
> Then how does one get them into one package as a native OS to Mac or
PC
> hardware?

Either by finding someone who can and will port the OS itself to a new
CPU, or by running it on top of a 68k emulator.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4543. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t6849sef1@nnrp1.deja.com>
Source record: 55635

In article <p3lQ8uAhue95EwTN@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> wrote:

> With the ST we all have the basics, although limited: disk drive,
> rodent, midi, monitor output, sound, keyboard... in a throw under your
> arm casing:) AND more importantly is easy to use (disks not included).
>
> If someone could come up with the same type of concept, I think things
> can be different!

There is a reason why this concept failed almost ten years ago - it's
too expensive and difficult to upgrade and repair it. And if you
consider the various accelerators and graphics cards that people add to
their Ataris, you'll see that this concept will also fail today. People
want to upgrade, and they want it *now* and not in a couple of years.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4544. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t68c3$sh0$1@nnrp1.deja.com>
Source record: 55636

In article <601.333T450T813935optimus@canit.se>,
"Iggy Drougge" <optimus@canit.se> wrote:

> >Because there are a lack of net protocol on Atari (Mint/TOS/magic).
>
> Really? On every OS and stack?

Yes.

> >No, and the DHCP isn't all.. Sting (or MintNet) doesn't support also
the
> >PPoP (absolutely necessary for a LAN/ADSL Connection in Europe).
>
> PPoP? That is something which I've never heard of before. What does it
> encompass?

PPP over ethernet IIRC.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4545. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t67sp$6r1$1@draco.stochastik.rwth-aachen.de>
Source record: 55637
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1011.333T2450T846551optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>Incidentially, I stumbled upon this file today. Has anyone tried this project?
>Is it workable?

I think so. After loking at it, I designed my own SMC Ultra->VME adapter
which basically works the same (ie. Ulrichs original driver works with my
adapter), only in a more optimized hardware design. The adapter works fine
in my TT with the TU Wien TCP stack, however, because the TU Wien stack is
outdated (I fixed several bugs and got it working under Magic some time ago,
but upgrading my server to a newer linux verision broke it again), I do not
use it currently.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4546. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t683n$6u1$1@draco.stochastik.rwth-aachen.de>
Source record: 55638
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <465.333T2100T1506065optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>In German mags, I keep seeing PS/2 SIMMs mentioned everywhere. Is this German
>nomenclature for bog-standard SIMMs or do they actually mean the particular IBM-
>type SIMMs for PS/2 machines with size detection lines?

There is no *single* "standard" SIMM. SIMMs are standardized ba JEDEC, and
there are several flavours.

Most common are the old 30-pin and the newer 72-pin (aka PS/2, since IBM
started using them first in their PS/2 machines).

Most atari RAM cards I know require correctly wired detection lines, but
since JEDEC requires these, any SIMM that lacks the detection lines can be
considered broken, even if most PCs and the Milan ignore them.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4547. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t6aim$u5a$1@nnrp1.deja.com>
Source record: 55639

In article <39F5AE57.1D90CE92@cfc.dnd.ca>,
Ken Macdonald <macdonald@cfc.dnd.ca> wrote:

> ahem...
> may I call your attention to:
> http://www.science-frontiers.com/sf073/sf073a01.htm
> http://coracle_archive.tripod.com/Vol1/cab018.html
> http://radio.cbc.ca/programs/ideas/calendar/2000/oct00.html
> (12,19,26/10)

The first link only returned a "Internal server error", but the second works. This "professor Barry Feld", is this the same man as Barry Feld, the marine biologist who wrote "America B.C."? His theories are - to put it mildly - controversial, almost up there with Erich von D�niken and other pseudo-archeologists. However, it's almost ten years since I last tried to catch up in this area so my information is quite possibly outdated.

Btw. if you're seriously interested in the history of North America and all the myths surrounding it, you should read professor (in American archeology, not marine biology ;-) Stephen Williams' book "Fantastic archaeology".

Anyway, this is slightly off-topic so I suggest that any further discussion should be moved to private email.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4548. Re: Cecile Docs in English??

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39F6AB90.8EB27FFB@patent.gov.uk>
Source record: 55640

Derryck Croker wrote:
>
> From: Steve Sweet <stevesweet@bun.com>
> Date: Sun, 22 Oct 2000 13:44:14 -0100
>
> >Hi Phantom
> >
> >>Regarding Cecile, the hard drive system software for the CENTURBO II.
> >>Does anyone have the Docs for Cecile in English?
> >
> >Why dont you translate what you have with something like Ruftrade or
> >GEMtrade?.
>
> The latest beta version of GEMTrade is the only contender for French-
> >English, but I have to say that it isn't very good at it.
>
> I suggest turning the doc into html, put it onto a web page, and point
> the translation engine at Systran at it. I find this is reliable on the
> Atari.
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

Hi Derryck

Brilliant idea as usual.

Printed out and filed.

Thanks.

Bob King.

4549. Re: good news Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t6ebu$99f$1@draco.stochastik.rwth-aachen.de>
Source record: 55641

In article <39F5FB34.18E6F76E@village.uunet.be>,
Samyn Karl <saka@village.uunet.be> wrote:
>
>Does the router do NAT (Network Address Translation) or is it only using
>the proxy capability?

Yes, of course.

>What about the price?

I think the version without the additional ISDN port runs about 700DM.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4550. Re: good news Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t6egc$9ao$1@draco.stochastik.rwth-aachen.de>
Source record: 55642

In article <39f5f36038cd762@online.be>,
Martin \"Nightowl\" Byttebier <tos4ever@online.be> wrote:
>
>Does this mean that I can use cablenet on my Hades? Beside that router is
>something else required. I have a NE2000 PCI network card on my Hades.

Not sure what "cablenet" is - the router does DSL, ie. PPPoE (with the DSL
modem being supplied by the telco).

If you want to connect more than one machine, you also need an ethernet hub.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4551. Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39F6DA00.E979CCF0@patent.gov.uk>
Source record: 55643

Hi all,

Very long interviews by atos with Ali Goukassian, part 1 by Thomas Burow
is 48kb:

see:

http://www.atos-magazin.de/news20001024-01.html

http://www.atos-magazin.de/news20001025-01.html

Seems to back up Milan's statement and explain silence and generally
tells us
to expect some hardware with OS with a Linux core around next Nov (91)
'undercutting an iMac'. Also promise to update news at Milan web site
every two
weeks. Milan I manufacture seems to be renewed.

Bob King

4552. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39f6eece100c5b0@free.fr>
Source record: 55644

Hello,

in article <375.333T950T1384555optimus@canit.se> (comp.sys.atari.st)
Iggy Drougge wrote on Thu 01-01-1970 00:59 (+0100):

> Mind you, Jared's endeavour is more akin to trying to prove that the world
> indeed _is_ flat, in this day and age.

It _is_ flat, at least right up to the edge of my garden :-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4553. Re: Looking for MicroProse software

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <svdqss40e50sf6@corp.supernews.com>
Source record: 55645

On 24 Oct 2000 22:33:14 , atarigalen@my-deja.com wrote:
>In article <8st88u$dm4$4@nd.eastky.net>,
> phantomm@eastky.net (Phantomm) wrote:
>> I'm looking for a couple of games from MicroProse.
>> DogFight
>> F1 Grand Prix
>> RailRoad Tycoon
>> Civilization
>>
>> Must be all original with manuals, disks, and etc. I'd prefer original
>> boxes as well. I'm located in the USA.
>> Willing to buy or trade for any of these.
>>
>Seeing as how these are some of the greatest games of all time for the
>ST, you're going to have a challenge.

Yep, you're gonna have to prise F1 Grand Prix off me with a crowbar.
I have to say it's one of the best games I've ever played on any
computer to this date.

I even modified a steering wheel controller to have all three pedals
and I used an old C64 joystick as the gearstick. Everything worked
like a real car; you could only change gear when the clutch was down.
All done by a bank of relays!

4554. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8t6q36$1cr6$1@purple.gradwell.net>
Source record: 55646

Claes Holmerup <newsgroups@holmerup.com> wrote:
> to get webhosting for free from the same host? Then they don't deserve
> another chance!

It was a tough decision for us to make... due to the 'Atari' history we
have... but in the end, commercial reality took over.

> There are free webservers out there (my site's on one of them for the
> moment) - but to get a useable address, they'd have to pay for a domain name
> and a forwarding service, which they probably wouldn't afford either...
> Just some thoughts...

True - and they certainly got titan-bss.couk through us which we handle..
however they will be lucky transfering it away to another host as our
contract/T&Cs do state no domain transactions will take place until
amounts are paid in full...

Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

4555. Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <svdv1copd8hr17@corp.supernews.com>
Source record: 55647

Hi!

I've had my Mouseburster for well over a year now, but the mouse supplied (Ice Mice) is really poor. I've never got round to getting a new one so a couple of days a go I bought a Pilot Mouse from Logitech.

It came with a PS2 connector (6pin mini din) and a convertor for a 9 pin type connection like the one for the Mouseburster.

I've been trying to get it working but it fails to do anything. On a PC 386 laptop I got it working. I've also got a microsoft mouse with a 6pin din, like the Logitech.

This is a basic table I made by checking what mode the mouse is in. (MS=Microsoft mode SY=Mousestystems mode)
Logitech Microsoft Ice mice

9pin (DB) SY SY MS/SY*

6pin (mini din) MS SY /

*=the mouse is able to boot up in any mode by holding a button down on boot up.

The mouseburster can accept SY mode _or_ MS mode so I can't see why it doesn't work, by switching a DIP switch. Is it something to do with the Mousebursters (probably) non RS232 standards?

I'd really like some help, because the shop refuse to take back the mouse, because to them, it ain't broken. But nothing on the box has any technical details, and the people who work there didn't know what I was on about. PC shit.....

Sorry about the longish post but things like this need good explanation.

4556. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t6u9cdbs1@draco.stochastik.rwth-aachen.de>
Source record: 55648

In article <601.333T450T813935optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>PPoP? That is something which I've never heard of before. What does it
>encompass?

This is used for DSL lines, like those offered by Deutsche Telekom, Arcor
etc..

It's called PPPoE, which stands for "PPP over Ethernet". Basically, you get
a DSL modem from the telco which has an ethernet jack. But since this is a
dial-up line, you have no normal ethernet protocol (with ARP etc.) on this,
but a special PPPoE layer which handles the connection to the telco's access
concentrator, with a more or less normal PPP on top of that.

So the ethernet interface is basically used as a point-to-point link (just
like a serial cable), and only one active device can be attached to the DSL
modem at a time - either a single PC (with PPPoE driver), or a PPPoE-router
with NAT.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4557. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <sDDJ5.39$ST2.9442@news.goodnet.com>
Source record: 55649

Upgrading one's computer when you don't NEED to upgrade is pointless and a waste of money. If your video card hardware and RAM have yet to be fully used to their potential, then you waste power just for the sake of having more power. Where's the logic in that?

I dare say a new Atari system, based on 32Mb of RAM and a good video chipset with 4-16Mb of RAM could easily last a year or more, if people would exploit it's capabilities and get out of the "keeping up with thre jones" mentality we're all so friggin' stuck in.

Why do you think that the Atari ST's were so expoited with demos and programs that took it beyond what it was designed to do? Because they HAD to! They couldn't just pull out the RAM and video card and stick more in. They had to make use of what was there and they did...

How I loved the CareBear demos and Enchanted Lands and some of the other apps that really pushed the envelope with the ST. And I strive to bring those days back, if at all possible.

"Waste not, want not", as the saying goes...

Jared

Jo Even Skarstein <joska@online.no> wrote in message
news:8t6849sef1@nnrp1.deja.com...
> In article <p3lQ8uAhue95EwTN@steverosie.demon.co.uk>,
> Steve Stupple <Steve@atari.org> wrote:
>
> > With the ST we all have the basics, although limited: disk drive,
> > rodent, midi, monitor output, sound, keyboard... in a throw under your
> > arm casing:) AND more importantly is easy to use (disks not included).
> >
> > If someone could come up with the same type of concept, I think things
> > can be different!
>
> There is a reason why this concept failed almost ten years ago - it's
> too expensive and difficult to upgrade and repair it. And if you
> consider the various accelerators and graphics cards that people add to
> their Ataris, you'll see that this concept will also fail today. People
> want to upgrade, and they want it *now* and not in a couple of years.
>
> --
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */
>

>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4558. Falcon Re-Casing

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: sf0218@aol.com
Message-ID: <20001025125708.13311.00002619@ng-md1.aol.com>
Source record: 55650

Hi All,
I would like some suggestions on what wouldbe the best route to take to re-case my Falcon. I want more space so that I would be able to install a 3.5" IDE hard drive and an internal IDE CDRom drive.
I'm thinking either the DeskTopper case or the MarkX case.
Any suggestions?
Thanks,
Sam Ferrer

4559. Format a Syquest for both Atari and Mac?

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Bill Freeman <flipflapx@coastalnet.com>
Message-ID: <251020001216183152%flipflapx@coastalnet.com>
Source record: 55651

Anybody know of a way to format a Syquest EZ135 disk so that a Mac and
an Atari can read it?

--
e-mail: remove the x

4560. Re: Falcon Re-Casing

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <0REJ5.6650$IF1.809557@nnrp3.clara.net>
Source record: 55652

SF0218 <sf0218@aol.com> wrote in message
news:20001025125708.13311.00002619@ng-md1.aol.com...
> Hi All,
> I would like some suggestions on what wouldbe the best route to take to
re-case
> my Falcon. I want more space so that I would be able to install a 3.5"
IDE
> hard drive and an internal IDE CDRom drive.
> I'm thinking either the DeskTopper case or the MarkX case.
> Any suggestions?

Of the two you mention, the DeskTopper has
the most internal space, but it's also rather
schoolboy-metalwork-project in appearance
and does not entirely replace the Falcon case,
only the top half. It has two 5.25" openings at
the front, one of which will be used for the FDD.
The DeskTopper is also awkward in the extreme
for maintenance and will have you pulling your
hair out when you need to change things. It's the
most convoluted and flimsy design I've seen.

The MKX will hold:

1x FDD
1x 3.5" internal device or equivalent removable
(SyQuest, Iomega)

With a bit of engineering, it will hold 1x 3.5"
and 1x 2.5" internal hard disks.

MKX has less space, but if you don't insist
on using interal ATAPI CD-ROM it'll do nicely
and is far better in terms of accessibility.

The other alternatives are the SoundPool
Digital Audio Workstation rack and
Lighthouse Space Case. The SoundPool
is the better one (quality). It'll also hold a
3.5" hard disk (plus a 2.5" if you drill a few
holes, easy), FDI digital audio interface and
MO 4 MIDI output expander. Neither of
these will hold a 5.25" device (the Space Case
has two 5.25" openings but the top of the
case "steps down" and prevents CD drives
being fitted because the back of them hits

the metal) but both are more industrial than any of the others, being professional 19" rack-mounts.

All of these cases are available from System Solutions in the UK.
sales@system-solutions.co.uk

Shiuming Lai

4561. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <39f71a73$0$180@news.zetnet.co.uk>
Source record: 55653

On 24 Oct 2000 00:10:45 , DAVID L. ORMAND wrote:

| . . . .
|However, I get the impression that the PowerPC Open Platform "movement"
|predates and transcends IBM's free engineering contribution. The North
|bridge problem stalls new designs based on IBM's work, but not others.
|It isn't clear that RioRed inherits from the IBM design, but it's been
|a while since I looked. Uhh, just looked, no, RioRed is not based on
|IBM's work, but still uses a North bridge. Could be why nothing has
|happened with RR since January (to all appearances).

What exactly is a North bridge? (or a South one for that matter?).

4562. Re: good news Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39f72bc82a63d24@online.be>
Source record: 55654

on Wed 25-10-2000 13:00 Michael Schwingen wrote:

>In article <39f5f36038cd762@online.be>,
>Martin \"Nightowl\" Byttebier <tos4ever@online.be> wrote:
>>
>>Does this mean that I can use cablenet on my Hades? Beside that router is
>>something else required. I have a NE2000 PCI network card on my Hades.
>
>Not sure what "cablenet" is - the router does DSL, ie. PPPoE (with the DSL
>modem being supplied by the telco).

I don't know the exact English word for it. It is Internet through cable
televion.
I only knows that it requires some kind of special modem, provided by the
telco and an ethernetcard. A while ago someone told me there exist a
MiNT-net driver but this requires a static IP address and this is
something the telco won't give me.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4563. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t792pnbs1@snipp.uninett.no>
Source record: 55655

Jared Falvo <luposian@mailcity.com> wrote:
> Upgrading one's computer when you don't NEED to upgrade is pointless and a
> waste of money. If your video card hardware and RAM have yet to be fully
> used to their potential, then you waste power just for the sake of having
> more power. Where's the logic in that?

The point is, that while some people might be happy using the same
hardware and software for years, most will upgrade both. And as software
gets more complex, the hardware must keep up. Atari-owners in particular
are desperate, you would have known this if you had used an Atari after
1993.

> I dare say a new Atari system, based on 32Mb of RAM and a good video chipset
> with 4-16Mb of RAM could easily last a year or more, if people would exploit

Who would by a very expensive computer that only lasts a year and can't be
upgraded?

Btw. I have a Falcon with a 040, 68Mb RAM, 4Mb ATI graphics card, a Yamaha
GX-card and a CD-ROM. So why do I want something faster? The answer is
very simple: I want to do more things with my Atari, but currently it's
not fast enough. When/if I get a 060 with even more and faster RAM, and
perhaps a faster graphics card, I'll be satisifed for a while, but then
I'd want to do even more things, things that a slow 060 with only 256Mb
RAM can't do... That's how it works.

> Why do you think that the Atari ST's were so expoited with demos and
> programs that took it beyond what it was designed to do? Because they HAD
> to! They couldn't just pull out the RAM and video card and stick more in.
> They had to make use of what was there and they did...

And why do you think all of the old democoders have moved to the PC, or
atleast newer Ataris?

> How I loved the CareBear demos and Enchanted Lands and some of the other

The Carebears write Java-apps today.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4564. Re: Format a Syquest for both Atari and Mac?

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39f7366e32b5060@online.be>
Source record: 55656

on Wed 25-10-2000 12:16 Bill Freeman wrote:

>Anybody know of a way to format a Syquest EZ135 disk so that a Mac and
>an Atari can read it?

DOS formatted disk can be read by Mac and Atari. On Atari side you need an
OS such as FreeMiNT or MagiC. If you don't have one of these OS'es you can
always use BigDOS.
Another possibility is HDDriver. With the latest version of HDdriver one
can partionate disk DOS/TOS compatible.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4565. Re: is it possible to fit a 9.1Gb SCSI drive to my TT030's internal SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F729C4.DBE54502@uklinux.net>
Source record: 55657

atarigalen@my-deja.com wrote:
>
> In article <972076086-766585AEicMi@bun.com>,
> Steve Sweet <stevesweet@bun.com> wrote:
>
> > >I was wondering if it is at all possible to connect the old 9.1Gb
> SCSI
> > >drive inside my TT in place
> >
> > It will. You'd only get 1Gig partitions AIUI
>
> No, no, no. 512MB max with TOS 3.0x. we went over this last week.
>
> > >of the older 48Mb one. Also, is it possible to connect my old SCSI
> > >CD-Writer to the TT?
I know it's a 4x2x12 with SCSI-II connection, i dont know the exact
model though

> >
> > If its old then maybe current software wont support as far as writing
> is concerned.
> >
> What is the model? Pretty much anything Yamaha or SCSI 2 can be made
> to work ... I don't know about older stuff.
>
> Galen
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4566. Re: Using ST for Karaoke display

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8t7a38$c9k$1@news1.xs4all.nl>
Source record: 55658

One asked for more info...
I looked it up.
Translated from Engish to German to Dutch and now back to English.

Electric Cow shareware:
MIDI Arpeggiator
for midi-sequencing and making Arpeggio sequences but also
In realtime playing of midi it is especially good for on stage use.
Usefull for karaoke.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 24 Oct 2000 00:08:48 , "kevin dermott" wrote:
>
>Ronald van der Kamp <atarist@xs4all.nl> wrote in message
>news:8t2co3$f0m$1@news1.xs4all.nl...
>>
>> Did not the Electric Cow have a midi-payer for on-stage use and
>> karaoke?
>>
>> Met vriendelijke groet,
>> Ronald van der Kamp
>>
>> [...]
>> >amazingly with its midi background there was never a proper program for
>this
>> >on the ST, there is a small tos program on my site but very basic
>> >
>> >Kev
>> >www.kevindermott.co.uk
>> >
>> >
>> >.
>If anyone knows more please post
>
>Kevin
>
>
>
>
>.

4567. Re: Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Simon Osborne <atariactive@spamblock.btinternet.com>
Message-ID: <8t7a42$96f$2@plutonium.btinternet.com>
Source record: 55659

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:svdv1copd8hr17@corp.supernews.com...
>
> Hi!
>
> I've had my Mouseburster for well over a year now, but the mouse
> supplied (Ice Mice) is really poor. I've never got round to getting a
> new one so a couple of days a go I bought a Pilot Mouse from Logitech.
>
> It came with a PS2 connector (6pin mini din) and a convertor for a 9
> pin type connection like the one for the Mouseburster.
>
> I've been trying to get it working but it fails to do anything. On a
> PC 386 laptop I got it working. I've also got a microsoft mouse with
> a 6pin din, like the Logitech.

I suspect it's the way PS/2 is converted to Serial. It might have something
to do with transfer speed, as I believe the
PS/2 port is much faster.

Maybe either Chris Crosskey or Mario Becroft could help you better?

Simon

4568. Re: Format a Syquest for both Atari and Mac?

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Simon Osborne <atariactive@spamblock.btinternet.com>
Message-ID: <8t7a41$96f$1@plutonium.btinternet.com>
Source record: 55660

Bill Freeman <flipflapx@coastalnet.com> wrote in message
news:251020001216183152%flipflapx@coastalnet.com...
> Anybody know of a way to format a Syquest EZ135 disk so that a Mac and
> an Atari can read it?
>

Format the disk as a PC disk, and use HD Driver on the Atari as your
hard-drive driver.

Unless I'm wrong?

Simon

4569. two weeks and 600 messages wow....

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.39f7545e@fmlynet.org>
Source record: 55661

FamilyNet HQ: Telnet:\\www.family-bbs.net

Well, the Milan][might be dead, but this newsgroup certainly is not.

(And not to worry, I always thought the 060 Hades was a more interesting sounding Atari clone above them all.) ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4570. Atari TT care package

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.39f7545e@fmlynet.org>
Source record: 55662

FamilyNet HQ: Telnet:\\www.family-bbs.net

I figure since it will be a few days before I get the pictures online for auctioning I would make this available to folks here. If no one here needs it I will ebay it.

The Atari TT care package:

Parts Atari TT consisting of....

Motherboard (non working but there for various parts... I know the power supply for example, works)
TT casing (I know of some TT and Mega STE users who have been looking for a replacement case)
Hard drive case housing

2 MB RAM card in the box. After checking around I found this is the style of 2 meg ram card that could be upgraded.

If interested, drop me a note and make an offer. Best offer gets it.

Doctor Clu
greg.goodwin@fmlynet.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4571. Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F73C0A.5B0429A5@uklinux.net>
Source record: 55663
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

just wondering which is the most powerful between the Falcon and TT
since they are both based on the same processor.

cheers,
Marc

4572. Re: two weeks and 600 messages wow....

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010251630400.80-100000@TT030>
Source record: 55664

On Tue, 25 Oct 2000, Greg Goodwin wrote:

> Well, the Milan][might be dead, but this newsgroup certainly is not.

Probably skipped 75% of them, lol

> (And not to worry, I always thought the 060 Hades was a more interesting
> sounding Atari clone above them all.) ;)

I agree, in fact I am now in the process of ordering a Hades060.
I talk the talk, so I better walk the walk... :-)

The fear of having to deal with some other platform finally
out weighed my fear of over seas sales.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4573. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8t7gai$p1h$1@SOLAIR2.EUnet.yu>
Source record: 55665

On 24 Oct 2000 06:15:42 , Jo Even Skarstein wrote:

>> What would it take to turn TOS/GEM into an Open Source experiment that could
>
>We already have FreeMiNT, XaAES, oAESis and fVDI, so I'd say we're pretty
>much there already...

Btw. why is it that the final step with MiNT was never made, so that
it still needs the underlying TOS a little (something of XBIOS,
isn't it?). AFAIK Magic, for example, doesn't need TOS at all, so
it seems quite feasible (technically) for MiNT to do the same.

4574. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8t7gak$p1h$2@SOLAIR2.EUnet.yu>
Source record: 55666

On 24 Oct 2000 13:02:38 , Ken Macdonald wrote:
>port over 'device drivers' from Linux68k, Linuxx86, to MiNT so that it
>starts off with some capabilities of handling exisiting hardware
>(soundcards, MIDI ports, HDdrivers, serial,...)

This sounds to me like an interesting approach, maybe capable of providing
drivers for a substantial number of devices.

4575. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <709.333T550T13104467optimus@canit.se>
Source record: 55667

Steve Sweet skrev:

>Hi Iggy

>>Someone at ASH should pick his head out his own rectum and scrap the entire
>>iConnect project altogether.

>Why, it does everything i need of it.
>Perhaps it doesnt suit you, thats no need to scrap it.

I suppose some people say the same thing about Windows.
The problem with iConnect is that it was invented last of all existing stacks,
yet is incompatible with every one of them, and has not even got a public API
(AFAIK).

--
En ligne avec Thor 2.6.

Kimagure Orange Road inneh�ller v�ldigt mycket ton�rsromantik, extremt mycket
ton�rsromantik faktiskt. Men det �r samtidigt en av de st�rsta klassikerna
inom shojo, kanske till och med den absolut st�rsta.
- Animanga.nu

4576. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1497.333T1950T13125947optimus@canit.se>
Source record: 55668

Michael Schwingen skrev:

>In article <601.333T450T813935optimus@canit.se>,
>Iggy Drougge <optimus@canit.se> wrote:
>>
>>PPoP? That is something which I've never heard of before. What does it
>>encompass?

>This is used for DSL lines, like those offered by Deutsche Telekom, Arcor
>etc..

Oh, I was talking about cable INet, which is the solution with which I'm familiar with. I have no idea with *DSL, I'm not even certain how well-extended the net is around here (or rather, how many arms and legs it costs).

>It's called PPPoE, which stands for "PPP over Ethernet". Basically, you get
>a DSL modem from the telco which has an ethernet jack. But since this is a
>dial-up line, you have no normal ethernet protocol (with ARP etc.) on this,
>but a special PPPoE layer which handles the connection to the telco's access
>concentrator, with a more or less normal PPP on top of that.

Interesting, a bit like certain WAN solutions.

>So the ethernet interface is basically used as a point-to-point link (just
>like a serial cable), and only one active device can be attached to the DSL
>modem at a time - either a single PC (with PPPoE driver), or a PPPoE-router
>with NAT.

Doesn't sound like a particularly pretty solution.

--
En ligne avec Thor 2.6.

Questa sigla e' una figata!!! Un bel pezzo dance per un bel cartone dance!!!
Pensate che la scorsa frase non abbia senso? Bah!, nemmeno mettere questa
sigla a Sailormoon ha senso ^_^;;;
Tacchan om den tyska signaturmelodin till Sailor Moon

4577. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1551.333T2750T13275939optimus@canit.se>
Source record: 55669
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen skrev:

>In article <465.333T2100T1506065optimus@canit.se>,
>Iggy Drougge <optimus@canit.se> wrote:
>>In German mags, I keep seeing PS/2 SIMMs mentioned everywhere. Is this
>>German nomenclature for bog-standard SIMMs or do they actually mean the
>>particular IBM- type SIMMs for PS/2 machines with size detection lines?

>There is no *single* "standard" SIMM. SIMMs are standardized ba JEDEC, and
>there are several flavours.

Well, 95% of all SIMM-using hardware will use the same type, as long as the
number of pins is the right.

>Most common are the old 30-pin and the newer 72-pin (aka PS/2, since IBM
>started using them first in their PS/2 machines).

Mind you, IBM PS/2 machines won't use "standard" 72-pin SIMMs, but require
particular 72-pin SIMMs with speed and size detection lines which are not in
place in the SIMM you commonly buy at the computer shop.

>Most atari RAM cards I know require correctly wired detection lines, but
>since JEDEC requires these, any SIMM that lacks the detection lines can be
>considered broken, even if most PCs and the Milan ignore them.

I'd rather consider the Atari cards broken, since they then refuse to accept all
SIMMs I have, spare for my 2 precious IBM ones.

--
En ligne avec Thor 2.6.

Php/fi: The syntax does a very good job on combining the drawbacks of C with the
disadvantages of Perl, in general resulting in a completely unreadable sequence
of seemingly random characters. Therefor it became quite popular among Unix-
fossils.
-- README for the HTML preprocessor "hsc"

4578. Re: SCSI Hard Drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <HNHJ5.4843$Z75.12805@nntpserver.swip.net>
Source record: 55670

"Phantomm" <phantomm@eastky.net> wrote:

> The SCSI hard drives will be used mostly for D2D Recording, CD Images and
> storage for creating CDs. And for storage of Large Color/GreyScale Video
> using Apex Media/Expose, VideoMaster Falcon. I do alot of Image/Video
> conversion as well as Music/Sound stuff.
>
> I need each drive to have around 4.5Gig to 8 Gig of storage Space.

I have a list of HD's that work with Cubase Audio on my site. I don't have
many of the currently sold drives there though, since I haven't received
many reports lately from users :(
***Please send such reports to me as soon as you've tried a new HD with the
Falcon and CAF!***
For the HD recording, make sure you read the "About the Falcon"-page, as
well as the "Troubleshooting"-page on my site and you'll get some useful
hints about what to do and not to do...

> Cecile and HD Driver will be used as the hard drive driver software.

HDDriver is absolutely THE way to go.

> The hard drives need to be 3.5 internal units fast enough to handle
> Direct to Disk Music Recording and work well with all brands of Atari
> CD creation software. I do not want to use anytype of add on 50pin
> converters. So the SCSI hard drives need to be 50 Pin.

If you want to use CAF, you need to be able to read 40MB/minute to replay 8
mono tracks of audio simultaneously, which is actually below 1MB/s, so just
about any modern drive is up to that - as long as the fragmentation isn't
too heavy... The Falcon's SCSI interface has a hardware limit of 2MB/s
theoretically (which is never the same as in real life) and with HDDriver
you'll get very close to that - I managed about 1.9MB/s in my setup.
CD-writers need bus-arbitration and many of Quantum's models can't be used
with CAF with arbitration on, while they need arbitration on if you want to
boot from them :(To make a long story short: Avoid Quantum!
I had problems when trying to use a Fujitsu 9.1GB drive, but that was over a
year ago - maybe later versions of HDDriver has seen to it that it works
now...?

> I've seen advertisements for Ultra SCSI, Ultra Wide SCSI and etc. Not
> sure on which I need or can use on the Falcons.

I've tried a Fujitsu Ultra Wide 4.3GB and the only thing you must do is to
add a very small adapter between the drive and your 50-pin ribbon cable, so
that doesn't seem to cause any extra problems.

> If you have bought or know alot about SCSI hard drives then any advise
> you could pass along as to what Models and etc would be best for my setup
> and usage is most appreciated.

TO EVERYBODY: Please let me know about all harddisks you've tried, so I can add more CAF compatible drives to the list on my site and that way make a constantly updated contribution to better Atari support.

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4579. Re: Mk-X case sound

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <GNHJ5.4842$Z75.12805@nntpserver.swip.net>
Source record: 55671

> I'm too lazy to check, but are these the same instructions as in the
hardware
> modification part of the CAF Manual?

Yes, almost...
I believe there is a component value that's different, since the description in the CAF manual actually didn't give the standard -10dB level, so I believe you should check out the site, lazy or not... ;) I don't have my CAF anymore since I moved on to VST/PC and made a cross-grade, so I can't check which one is different.

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4580. Re: is it possible to fit a 9.1Gb SCSI drive to my TT030's internal SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <INHJ5.4844$Z75.12805@nntpserver.swip.net>
Source record: 55672

"Marc Wilson" <badsector@uklinux.net> wrote:

> > > >I was wondering if it is at all possible to connect the old 9.1Gb
> > SCSI
> > > >drive inside my TT in place
> > >
> > > It will. You'd only get 1Gig partitions AIUI
> >
> > No, no, no. 512MB max with TOS 3.0x. we went over this last week.
> >
> > > >of the older 48Mb one. Also, is it possible to connect my old SCSI
> > > >CD-Writer to the TT?
> I know it's a 4x2x12 with SCSI-II connection, i dont know the exact
> model though

If you scan the SCSI-bus with HDDriver's scan function, you'll see the model
in the list and then you can compare it to the list of recorders compatible
with SoundPool's CDRecorder: http://www.soundpool.de/writer.txt

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4581. Re: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t7ir2poc1@snipp.uninett.no>
Source record: 55673
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st.tech Marc Wilson <badsector@uklinux.net> wrote:

> just wondering which is the most powerful between the Falcon and TT
> since they are both based on the same processor.

The TT has a 32-bit bus and a double-clocked CPU, so in this respect it's
a lot more powerful than a Falcon. The Falcon has much better graphics and
16-bit stereo DMA-sound though.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4582. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t7j5hpoc2@snipp.uninett.no>
Source record: 55674

Djordje Vukovic <vdjole@eunet.yu> wrote:

>>We already have FreeMiNT, XaAES, oAESis and fVDI, so I'd say we're pretty
>>much there already...

> Btw. why is it that the final step with MiNT was never made, so that
> it still needs the underlying TOS a little (something of XBIOS,

It only needs a very small subset of (X)BIOS, the GEMDOS-part is
completely self-contained by now.

> isn't it?). AFAIK Magic, for example, doesn't need TOS at all, so
> it seems quite feasible (technically) for MiNT to do the same.

But then it took ages for MagiC to support the Milan or Hades, which it
supports by doing the same as MiNT does - using the existing
TOS-routines. When/if MiNT becomes 100% self-contained you must also have
people to support all the different machines.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4583. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Daniel Pettersson <tam@dataphone.se>
Message-ID: <Pine.SOL.4.10.10010252326130.20851-100000@nikson.dataphone.se>
Source record: 55675
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 25 Oct 2000, Iggy Drougge wrote:

> Michael Schwingen skrev:
>
> >Iggy Drougge <optimus@canit.se> wrote:
>
> >There is no *single* "standard" SIMM. SIMMs are standardized ba JEDEC, and
> >there are several flavours.
>
> Well, 95% of all SIMM-using hardware will use the same type, as long as the
> number of pins is the right.

Perhaps 95%, but you can still find SIMMs that aren't of the correct type,
the VSIMM for Mac LC is 72 pin and doesn't work, same for a HP 700-series.

> >Most common are the old 30-pin and the newer 72-pin (aka PS/2, since IBM
> >started using them first in their PS/2 machines).
>
> Mind you, IBM PS/2 machines won't use "standard" 72-pin SIMMs, but require
> particular 72-pin SIMMs with speed and size detection lines which are not in
> place in the SIMM you commonly buy at the computer shop.

Well, then those SIMMs are cheap crap. I have Kingston memory, and that
works just fine (and they were bought in a common computer shop).

> >Most atari RAM cards I know require correctly wired detection lines, but
> >since JEDEC requires these, any SIMM that lacks the detection lines can be
> >considered broken, even if most PCs and the Milan ignore them.
>
> I'd rather consider the Atari cards broken, since they then refuse to accept all
> SIMMs I have, spare for my 2 precious IBM ones.

I wouldn't say broken, they just conform to the standard. If your SIMMs
doesn't work, then just fix them! Most of the cheap SIMMs that aren't
wired correctly have a couple of solder pads on them so that you can wire
them however you feel like. Just use a solder iron and be done with.

/daniel

4584. Re: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8t7jf8$2uu$1@sun27.hrz.tu-darmstadt.de>
Source record: 55676
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

In comp.sys.atari.programmer Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> The Falcon has much better graphics and 16-bit stereo DMA-sound
> though.

Not to forget its DSP, which enables the Falcon to do things the TT
won't manage, like playing MP3s at a decent speed. Of course, you need
special software that supports the DSP.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4585. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2246.333T450T14364371optimus@canit.se>
Source record: 55677
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Daniel Pettersson skrev:

>On 25 Oct 2000, Iggy Drougge wrote:

>> Michael Schwingen skrev:
>>
>> >Iggy Drougge <optimus@canit.se> wrote:
>>
>> >There is no *single* "standard" SIMM. SIMMs are standardized ba JEDEC, and
>> >there are several flavours.
>>
>> Well, 95% of all SIMM-using hardware will use the same type, as long as the
>> number of pins is the right.

>Perhaps 95%, but you can still find SIMMs that aren't of the correct type,
>the VSIMM for Mac LC is 72 pin and doesn't work, same for a HP 700-series.

I thought the VRAM SIMM was 68 pins, but that was perhaps GVP SIMMs. And the
IIfx SIMMs.

>> >Most common are the old 30-pin and the newer 72-pin (aka PS/2, since IBM
>> >started using them first in their PS/2 machines).
>>
>> Mind you, IBM PS/2 machines won't use "standard" 72-pin SIMMs, but require
>> particular 72-pin SIMMs with speed and size detection lines which are not
>> in place in the SIMM you commonly buy at the computer shop.

>Well, then those SIMMs are cheap crap. I have Kingston memory, and that
>works just fine (and they were bought in a common computer shop).

Well, Kingston builds SIMMs for most every system produced on Earth. They even
make monster DECstation SIMMs.

>> >Most atari RAM cards I know require correctly wired detection lines, but
>> >since JEDEC requires these, any SIMM that lacks the detection lines can be
>> >considered broken, even if most PCs and the Milan ignore them.
>>
>> I'd rather consider the Atari cards broken, since they then refuse to
>> accept all SIMMs I have, spare for my 2 precious IBM ones.

>I wouldn't say broken, they just conform to the standard. If your SIMMs
>doesn't work, then just fix them! Most of the cheap SIMMs that aren't
>wired correctly have a couple of solder pads on them so that you can wire
>them however you feel like. Just use a solder iron and be done with.

True, but it doesn't sound like my favourite pastime.

--
En ligne avec Thor 2.6.

- Hur tar du bilder fr&#65533;n TVn?
- Jag anv&#65533;nder mig av en digitalkamera och fixar s&#65533; det blir m&#65533;rkt i rummet och kn&#65533;pper sedan bilden.
- Hur g&#65533;r du dina mp3or?
- Jag kopplar ett par h&#65533;rlurar till TVn, s&#65533;tter en mic framf&#65533;r h&#65533;rlurarna och spelar in med valfritt inspelningsprogram.
Jenny Hannula

4586. Re: Using ST for Karaoke display

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <D5JJ5.7889$sZ2.25999@news1-hme0>
Source record: 55678

Ronald van der Kamp <atarist@xs4all.nl> wrote in message
news:8t7a38$c9k$1@news1.xs4all.nl...
>
> One asked for more info...
> I looked it up.
> Translated from Engish to German to Dutch and now back to English.
>
> Electric Cow shareware:
> MIDI Arpeggiator
> for midi-sequencing and making Arpeggio sequences but also
> In realtime playing of midi it is especially good for on stage use.
> Usefull for karaoke.
>
> Met vriendelijke groet,
> Ronald van der Kamp
> secretaris Stichting ST
> atarist@xs4all.nl
>
> On 24 Oct 2000 00:08:48 , "kevin dermott" wrote:
> >
> >Ronald van der Kamp <atarist@xs4all.nl> wrote in message
> >news:8t2co3$f0m$1@news1.xs4all.nl...
> >>
> >> Did not the Electric Cow have a midi-payer for on-stage use and
> >> karaoke?
> >>
> >> Met vriendelijke groet,
> >> Ronald van der Kamp
> >>
> >> [...]
> >> >amazingly with its midi background there was never a proper program
for
> >this
> >> >on the ST, there is a small tos program on my site but very basic
> >> >
> >> >Kev
> >> >www.kevindermott.co.uk
> >> >
> >> >
> >> >.
> >If anyone knows more please post
> >
> >Kevin
> >

Thanks for checking it out, I have looked at the site
http://ds.dial.pipex.com/electronic_cow/cownet.shtml and it is now freeware
as is all Electric cow products (a noble gesture) , while looking like a
handy midi tool it has no lyric display features at all, perhaps it would
make a good backing track editor /player but sadly not a karaoke machine.
Kevin

4587. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8t7oj8$6nn$1@nnrp1.deja.com>
Source record: 55679

In article <8t6u9cdbs1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:
> In article <601.333T450T813935optimus@canit.se>,
> Iggy Drougge <optimus@canit.se> wrote:
>
> It's called PPPoE, which stands for "PPP over Ethernet". Basically,
you get
> a DSL modem from the telco which has an ethernet jack. But since this
is a
> dial-up line, you have no normal ethernet protocol (with ARP etc.) on
this,
> but a special PPPoE layer which handles the connection to the telco's
access
> concentrator, with a more or less normal PPP on top of that.
>
> So the ethernet interface is basically used as a point-to-point link
(just
> like a serial cable), and only one active device can be attached to
the DSL
> modem at a time - either a single PC (with PPPoE driver), or a PPPoE-
router
> with NAT.
>
Let's see if I understand you correctly:

We take a DSL service, which gives (or sells) you a DSL modem. The DSL modem uses the PPPoE protocol and provides data over an ethernet jack (10b2?) to the ethernet card (or adapter in the case of the Falcon/TT). This is read by STing?/MintNet? in the same manner as a standard serial PPP connection.

I think I'm missing something.

Galen

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4588. Re: two weeks and 600 messages wow....

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8t7oq3$729$1@nnrp1.deja.com>
Source record: 55680

In article <Pine.MNT.4.10.10010251630400.80-100000@TT030>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
> On Tue, 25 Oct 2000, Greg Goodwin wrote:
>
> I agree, in fact I am now in the process of ordering a Hades060.
> I talk the talk, so I better walk the walk... :-)
>
> The fear of having to deal with some other platform finally
> out weighed my fear of over seas sales.
>
Lonny, could you post details of your transaction (contact person, address, what ordered, cost, etc.) please? I'm starting to think that I'll have to go the Hades route too, although the cost is pretty impressive. A Milan I with 060 card or MagicMac would also fit the bill, but I'm having trouble verifying these items even exist with English instructions anymore (and I'm not yet so desperate that I'm taking German classes!).

Galen

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4589. Re: Format a Syquest for both Atari and Mac?

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8t7ouh$73u$1@nnrp1.deja.com>
Source record: 55681

In article <8t7a41$96f$1@plutonium.btinternet.com>,
"Simon Osborne" <atariactive@spamblock.btinternet.com> wrote:
>
> Bill Freeman <flipflapx@coastalnet.com> wrote in message
> news:251020001216183152%flipflapx@coastalnet.com...
> > Anybody know of a way to format a Syquest EZ135 disk so that a Mac
and
> > an Atari can read it?
> >
>
> Format the disk as a PC disk, and use HD Driver on the Atari as your
> hard-drive driver.
>
> Unless I'm wrong?
>
I believe you can do this, provided HD Driver was the formatting
software.

A cruder workaround would be to only use 32Mb and smaller partitions.

Galen

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4590. FS Syquest 135

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <mlKJ5.36$3l2.51739@newsr1.u-net.net>
Source record: 55682

I have an external Syquest 135 drive and one cart for sale, I've had it from new and never used it after formatting the cart. Can't find the PSU, it takes 5v. Must be worth ?50 if only as a spare. Tel +44 (0) 1925 266120.

Barrie at Keychange.

4591. FS Desktopper ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <tsKJ5.37$3l2.52283@newsr1.u-net.net>
Source record: 55683

Seeing the 'Falcon Recase' topic reminded me I have two Desktopper cases to sell. Both are a bit rough, the front never was very clever. There is plenty of room inside them although I agree they can be a nightmare to set up. Anyone offering £20 each? I'll throw in a new mega ste keyboard with each.

Tel +44 (0) 1925 266120.

Barrie at Keychange.

4592. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8t7otdljl1@news.asu.edu>
Source record: 55684

>What exactly is a North bridge? (or a South one for that matter?).

This is a CPU-to-PCI bus interface device. However, now that I just took another peek at the IBM POP schematic, I don't see "North Bridge". I see "MA Aureate GX". The schematics are dated Aug '99. So now I'm confused as to what the hold-up really is.
--

4593. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8t7q01$80s$1@nnrp1.deja.com>
Source record: 55685

In article <972490732-991324AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
> Hi Jared
>
> >If we help Hasbro make more money for them using the Atari name, why
wouldn't they be
> >interested? Especially, if they don't have to be involved (well,
unless they want
> >to port some of those Atari classic remakes of theirs)?
>
> Is it possible for you to creat your own newsgroup and take this
discussion there.
> Its causing a lot of bad feeling in here, and is getting nowhere fast.
>
I suppose Jared could start his own group, but odds are that the topic
will die down shortly. As you mentioned, it's getting nowhere fast.

Galen

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4594. Re: CHAP on the Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8t7q5s$84j$1@nnrp1.deja.com>
Source record: 55686

In article <972204106-247373AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> Hi all,
>
> My freephone ISP has changed its login procedure, and now cannot be
used
> with IConnect. I suspect that they've gone for CHAP authentication.
>
May I suggest a slightly nasty email to the proper people? It wasn't
long ago that I was one of a very few SLIP users --- my ISP thought it
better to keep it around than to lose business.

Galen

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4595. Re: More Milan II

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972515340-249736AEicMi@bun.com>
Source record: 55687

Hi Shiuming

>If there are any hardware-related problems, they'll be to do with the actual design
>of proprietary system logic circuits (which are implemented either in widely
>available programmable gate array "blank" chips or in custom silicon by any one of
>many companies, in a similar fashion to the PCB), not getting hold of parts.

So no excuses at all really?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4596. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972515342-250176AEicMi@bun.com>
Source record: 55688

Hi Odd

>
> I could not have said this better myself... so I'll just second the above!

And quote it all to boot!. Doh!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4597. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8t7pg2$ll9$1@news.asu.edu>
Source record: 55689

>I'd like to point out that TOS is already a open source experiment(?)
>It is called MiNT.
>or as kellis would have said
>MiNT is Now TOS, let's move on, shall we.

Yes! I've been hoping to get into MiNT for a while now, but have so much else on my plate that anything but a Red Hat-style installation-for-dummies for MiNT would be hard to accept. I keep seeing slow motion in this direction by FreeMiNT (or is it SpareMiNT?), but it is... slow...

What isn't clear to me is, how much is MiNT a REPLACEMENT for TOS, versus a SUPPLEMENT to TOS. Obviously, it doesn't run anywhere else but an Atari machine (or emulator on another platform). Could MiNT run without real Atari TOS somewhere in the background? If so, it should be possible to port MiNT to peecees and Macs (in the very same way Linux has been ported from Intel to PPC and Alpha, etc.). If not, if real TOS is still required, then the MiNT people must overcome this dependency for the Atari hardware replacement strategy being argued here can become a possibility.

>well the thing MiNT has all over Linux is installed base of
>applications.
>There are *tons* more applications that will run under MiNT than there
>are under LiNUX. The ability to run atari apps on any hardware(well, most
>hardware=x86,PPC,68x) is an attractive idea.
>port over 'device drivers' from Linux68k, Linuxx86, to MiNT so that it
>starts off with some capabilities of handling exisiting hardware(soundcards,
>MIDI ports, HDdrivers, serial,...)
>_I_ can't do it, but maybe someone can?

Nor I. I've got x86 linux running, and too many projects of my own. Sounds like a job for some MiNT/Linux68K people (I'm sure there are a few).

And this would be a fine start. Wouldn't run on anything but a 68K Mac, but then PPC would follow (is there an open-source 68K emulator for PowerMacs?), and eventually an Intel port. Probably the Intel port coming first would speed things along faster, since there are a lot more potential developers for MiNT on Intel than there are for PPC, much less 68K.
--

4598. Re: Looking for MicroProse software

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8t7qm9$8ho$1@nnrp1.deja.com>
Source record: 55690

In article <8t5c73gjd1@perki.connect.com.au>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:
>
> <atarigalen@my-deja.com> wrote in message
> news:8t52na$v1u$1@nnrp1.deja.com...
> > In article <8st88u$dm4$4@nd.eastky.net>,
> > phantomm@eastky.net (Phantomm) wrote:
> > > I'm looking for a couple of games from MicroProse.
> > > DogFight
> > > F1 Grand Prix
> > > RailRoad Tycoon
> > > Civilization
> > >
> > > Must be all original with manuals, disks, and etc. I'd prefer
original
> > > boxes as well. I'm located in the USA.
> > > Willing to buy or trade for any of these.
> > >
> > Seeing as how these are some of the greatest games of all time for
the
> > ST, you're going to have a challenge. You might want to try getting
> > the DOS version, as it's nearly identical.
>
> Yuck :-0, now whe really need a moderator. All that Dossing
around.......
>
Sorry about that ;-). Seriously, though, Civilization for the ST is
about as easy to find as a beautiful intelligent heiress. It exists,
but tends to be almost impossible to obtain. On the other hand,
Civilization for DOS is $2 US on Ebay. I occasionally buy games for
other systems when there is no Atari equivalent available.

Galen

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4599. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8t7qqj$8kh$1@nnrp1.deja.com>
Source record: 55691

In article <39F6DA00.E979CCF0@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
> Hi all,
>
> Very long interviews by atos with Ali Goukassian, part 1 by Thomas
Burow
> is 48kb:
>
> see:
>
> http://www.atos-magazin.de/news20001024-01.html
>
> http://www.atos-magazin.de/news20001025-01.html
>
> Seems to back up Milan's statement and explain silence and generally
> tells us
> to expect some hardware with OS with a Linux core around next Nov (91)
> 'undercutting an iMac'. Also promise to update news at Milan web site
> every two
> weeks. Milan I manufacture seems to be renewed.
>
> Bob King

It's an interesting review, although Babelfish cuts out halfway
through. Does anyone have an idea how easy it is to obtain and put
together a Milan I with a 060 card? I didn't know until yesterday that
there WAS a 060 card.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4600. Re: queston about 1040 ste and hard drive

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8t7rtd$9j0$1@nnrp1.deja.com>
Source record: 55692

In article <20001025012029.09512.00000648@ng-cg1.aol.com>,
bmauger317@aol.com (BMauger317) wrote:
> just unpacked the ols system and hard drive not working i have a link
1 and was
> wordering what kind of hd should i buy what does the 1040ste max out
to as far
> as hd should i get 1g or less
> thanks
> mcbeam
>
Your English takes a little interpreting, but...

... your STe probably has TOS 1.62, which has a limit of 256MB per partition. You could add TOS 2.06 and get 512MB partitions if you wanted, and you could add software (such as Mint) to get larger partitions, but you couldn't use those partitions under standard TOS. If I'm correct about you having TOS 1.62, a 1GB drive should be plenty. My STe currently has a 270MB drive and a EZ135MB removable drive attached, and I'm rarely low on room since "archive" type stuff goes onto one of my 10 EZ cartridges.

It's quite difficult to find a new drive today under about 4GB. If I were buying "new" equipment today, I'd get a 1GB drive off of Ebay (roughly $25 for the bare mechanism, which you can put into your existing case) and I'd buy a ZIP or CDRW for archiving ($100 for ZIP, $300 + software for the CDRW). I have three devices on my Link 1, so I think you'll be O.K..

As for specifics, you want "Narrow SCSI" (1, 2, or ultra), you should probably avoid the Western Digital brand. Two final notes: Test your HD case's power supply (it might not be the drive that's bad) and if your STe doesn't have 4MB of RAM, you should get some immediately.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4601. IConnect API (was: Broadband and Network)

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39f77fce8154321@free.fr>
Source record: 55693

Hello,

in article <709.333T550T13104467optimus@canit.se> (comp.sys.atari.st)
Iggy Drougge wrote on Thu 01-01-1970 00:59 (+0100):

> The problem with iConnect is that it was invented last of all existing stacks,
> yet is incompatible with every one of them, and has not even got a public API
> (AFAIK).

Isn't this API available on Fiffi's author pages ?

http://home.CameloT.de/zulu/IConnect/index.html

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4602. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <YzKJ5.6$z93.1348@news.goodnet.com>
Source record: 55694

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:8t792pnbs1@snipp.uninett.no...
> Jared Falvo <luposian@mailcity.com> wrote:
> The point is, that while some people might be happy using the same
> hardware and software for years, most will upgrade both. And as software
> gets more complex, the hardware must keep up. Atari-owners in particular
> are desperate, you would have known this if you had used an Atari after
> 1993.

I owned a Falcon030, right before Atari dumped it for the Jaguar project.

> Who would by a very expensive computer that only lasts a year and can't be
> upgraded?
>
> Btw. I have a Falcon with a 040, 68Mb RAM, 4Mb ATI graphics card, a Yamaha
> GX-card and a CD-ROM. So why do I want something faster? The answer is
> very simple: I want to do more things with my Atari, but currently it's
> not fast enough. When/if I get a 060 with even more and faster RAM, and
> perhaps a faster graphics card, I'll be satisifed for a while, but then
> I'd want to do even more things, things that a slow 060 with only 256Mb
> RAM can't do... That's how it works.

Clones will only go so far before they peeter out completely. How far do
you think you can hoonboggle TOS/GEM before it's so patched together nothing
works right?

I offer a chance to change all that. We start fresh, port GEM to PowerPC
(an effort which, regardless of my ranting, seems like a task someone would
find interesting and worthwhile regardless of the ends, but apparently not),
redesign the motherboard, write an ST emulator, slap it all together, and
present it to Hasbro... along with a solidly throught out business plan.

I've currently been doing some research today on parts and PCB fabrication.
Assuming a motherboard four layers deep (don't know if that's necessary or
not), I saw one site saying it would run about $500 to do a prototype. I
sure hope that includes parts soldered on it...

The prototype is always going to be the big expense. After that it gets
cheaper.
It's not that it can't be done. It's that no one seems to friggin' care!
No one seems to want to stop living life with a "has-been system" (old
Ataris and clones of the same) and work on building and selling an "is-now
system".

I tell you, if I had the money I needed to do it, I'd friggin' do it myself!
But even if I can get the hardware made myself, it's not possible for me to

do the OS. I'm not a programmer.

As a final offer, I state the following:

IF I could get the prototype motherboard done myself (of course, I need enough people to agree with me on a hardware specification list for this), who here would be willing to rewrite GEM for the PowerPC processor (the system, more specificially) and write an Atari ST emulator for the system?

I may be crazy for trying to do what everyone here thinks is foolish or a waste of time or not worth the effort, but, by golly... I still wanna do it! If we fail, we fail having at least tried. Not given up just because everyone else says it can't be done or it's silly to even attempt. I really hate doubt and lack of a willingness to go out on a limb... look at Rudolphe Czuba. Look at Milan. These are people and companies that have gone out on a limb to do what they felt had value to do. I, however, believe they have failed because they are taking legacy into new heights of legacy. And when the horse has been dead awhile, it's not too likely propping him up on stilts and giving him a fresh coat of paint is gonna make him go anywhere very soon.

When will you people realize that working at a dead end is NOT going to get you out of a dead end! Turn around, for crying out loud! Get out of the dead end and let's get back on the road!

But, I fear I am screaming in the dark. Yelling for all the wind to listen to. Speaking to deaf ears. Trying to show vision to blind eyes. Etc. ad nauseum.

All I'm trying to do if offer a new lease on life for a system and company that didn't deserve to die so ruthlessly. And all anyone seems to care about is following wherever the lead dog goes (never choosing to do something radically different and keep the REAL Atari alive) and refuse to see that perhaps the dog is blind and heading straight for a cliff! *sigh*

Where is someone that will listen? Where are the people who actually care? And when will I stop caring enough to actually shut up about all this so you people can get on with your miserable post Atari lives?

Would any of man's greatest accomplishments ever occured if they listened to others who thought it either impossible or dangerous to even do so? NO!

> And why do you think all of the old democoders have moved to the PC, or
> atleast newer Ataris?

What newer Ataris? I thought that's what I was trying to do! You mean someone has actually revived Atari and built new systems? Are they PowerPC? Are they fast and exciting with lots of new software I can go out and buy?

Oh, you mean THOSE "newer Ataris"... uh, sorry, not by my definition... If it ain't got the fuji and it ain't got the name and look... it ISN'T an Atari. It's a hackjob clone. And "Homey don't do that..." ["In Living Color" reference]

> The Carebears write Java-apps today.

I wonder if they're as exciting as their ST demos...

Jared

4603. PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <CALJ5.9$z93.1870@news.goodnet.com>
Source record: 55695

I ask you... any of you... with some spare time, if any, on your hands...

How much would it take, in time and effort, to:

1) work on designing a new 1040ST-sized motherboard
2) do some research in what part the motherboard would contain

And, then I ask you...

How much money would it take to build this new prototype motherboard, if more than one of us gave a little towards the project? $100? $150? $200? If we each gave a little, we all share in the accomplishment! I'd be willing to put up my $150 towards it...

Jared
"I have lots of time on my hands and no one wants to help me invest it."

4604. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010252136580.105-100000@TT030>
Source record: 55696

On Wed, 25 Oct 2000, Jared Falvo wrote:

> How much money would it take to build this new prototype motherboard, if
> more than one of us gave a little towards the project? $100? $150? $200?
> If we each gave a little, we all share in the accomplishment! I'd be
> willing to put up my $150 towards it...

Rather than sit around dreaming all day I've placed an order for
a Hades060, something that is really available.

> Jared
> "I have lots of time on my hands and no one wants to help me invest it."

I think most everyone here figured that out quite some time ago...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4605. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <k%LJ5.17$z93.2273@news.goodnet.com>
Source record: 55697

Lonny Pursell <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10010252136580.105-100000@TT030...
> On Wed, 25 Oct 2000, Jared Falvo wrote:
>
> Rather than sit around dreaming all day I've placed an order for
> a Hades060, something that is really available.

Yes, available and already outdated and antiquated and with little to no upgrade path (not to mention little to no software support anymore). I suspect, if no one breaks us out of the rut the past Atari systems and current clones are in (and soon), we shall truely see the end of all Atari ever was, GEM ever was, and the Atari platform ever was. And even YOU won't be using an Atari clone by then...

Just how far do you think your Hades060 is going to take you? 5 years down the road? I seriously doubt it. With PowerPC, the roadmap is not only much longer, but a WHOLE lot faster...

I just wish someone else, other than myself, would see it and begin working on it! *sigh*

Jared

4606. Re: two weeks and 600 messages wow....

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010252144250.105-100000@TT030>
Source record: 55698

On Wed, 25 Oct 2000 atarigalen@my-deja.com wrote:

> In article <Pine.MNT.4.10.10010251630400.80-100000@TT030>,

> Lonny, could you post details of your transaction (contact person,
> address, what ordered, cost, etc.) please? I'm starting to think that
> I'll have to go the Hades route too, although the cost is pretty
> impressive. A Milan I with 060 card or MagicMac would also fit the
> bill, but I'm having trouble verifying these items even exist with
> English instructions anymore (and I'm not yet so desperate that I'm
> taking German classes!).

Someone suggested I contact Medusa directly (Ed or Odd?) since
there is no dealer anywhere near me and see if I could get the
machine directly. That is what I did and so the transaction is
in process. As far as details I suggest contacting Medusa
and getting a quote for the configuration you want.

I don't know if it's normal practice for Medusa to sell
just the parts but I ordered the motherboard+060
ATI Rage Pro+NVDI drivers, and 128meg of EDO ram.
The other parts I intend to get locally.

However, be prepared for a german reply... that is mostly
what I got but it did not stop me from pursing the purchase. :-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4607. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010252157280.105-100000@TT030>
Source record: 55699

On Wed, 25 Oct 2000, Jared Falvo wrote:

> Clones will only go so far before they peeter out completely. How far do
> you think you can hoonboggle TOS/GEM before it's so patched together nothing
> works right?

I got over 8 years out of my TT and it's still going.
It's dog slow by today's standards... but alot has to do with what
you are into though. I'm getting an 060 which is mucho fast
compared to the TT and I think that will serve me for some time.
Alot of it is all relative you know.

I get the distict impression you never bother to push an Atari
beyond it's standard configuration, or considered a clone at all.
Just jumped on this grand idea.

> I tell you, if I had the money I needed to do it, I'd friggin' do it myself!
> But even if I can get the hardware made myself, it's not possible for me to
> do the OS. I'm not a programmer.

I probably have the money to back such a project but _all_ the
development would have to move to Ohio. No freaking way
I'd just give money out to strangers I cannot talk to in person.

> As a final offer, I state the following:

I have an offer for you. Bugger off an get an amiga, take on
some other crusade. They have PPC... maybe not as grand as
it could be... but it meets your CPU criteria at least.

> When will you people realize that working at a dead end is NOT going to get
> you out of a dead end! Turn around, for crying out loud! Get out of the
> dead end and let's get back on the road!

Your problem is your view, nothing is a dead end if someone finds it
useful, even if it is outdated.

> But, I fear I am screaming in the dark. Yelling for all the wind to listen
> to. Speaking to deaf ears. Trying to show vision to blind eyes. Etc. ad
> nauseum.

You are ranting and raving and mostly end users, or did that
not cross your mind? Most of which are powerless to really
take up a torch and fork out development money like you propose.
If you don't watch the news, perhaps you are also unaware that
alot of users are in areas of unrest and low economy.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4608. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010252211060.105-100000@TT030>
Source record: 55700

On Wed, 25 Oct 2000, Jared Falvo wrote:

> Lonny Pursell <fatal@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10010252136580.105-100000@TT030...
> > On Wed, 25 Oct 2000, Jared Falvo wrote:
> >
> > Rather than sit around dreaming all day I've placed an order for
> > a Hades060, something that is really available.
>
> Yes, available and already outdated and antiquated and with little to no
> upgrade path (not to mention little to no software support anymore). I
> suspect, if no one breaks us out of the rut the past Atari systems and
> current clones are in (and soon), we shall truely see the end of all Atari
> ever was, GEM ever was, and the Atari platform ever was. And even YOU won't
> be using an Atari clone by then...

You can try to scare everyone with your gloom and death threats,
but hmm it's been this way for many years. Atari 8-bits are still
being used and if you really think things die off completely you
better take a long hard look around.

> Just how far do you think your Hades060 is going to take you? 5 years down
> the road? I seriously doubt it. With PowerPC, the roadmap is not only much
> longer, but a WHOLE lot faster...

My old TT went longer that 5 years, almost double that. The Hades
has PCI slots, it should go farther than the virually closed design
of the TT. All that may lack is certain software yes, but that
is far easier to obtain than some grand hardware design.

While you are ranting and raving I am actively supporting the
market that is still there. I'm not the one littering the
newsgroup day to day just spewing text that for the most part
ain't helping.

> I just wish someone else, other than myself, would see it and begin working
> on it! *sigh*

I would buy another machine if it comes available so don't
think for a moment I don't care. I think I care more since
I'm willing to purchase nearly every freaking machine released
at one time or another.

I really think you lack some sort common sense about the
situation and have been out of touch far too long.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4609. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010252255110.114-100000@TT030>
Source record: 55701

Jared,

Let me just say you have really gotten off on the wrong foot.
The more I thought about it the more pissed off I got,
having the nerve to question me for ordering a Hades.

I spend nearly all my free time coding on freeware and giving
back to the Atari community. If I'm not doing that I'm
on IRC/ICQ helping others do the same. Granted it may not be great
stuff, but I make an effort! You think I do this because I don't
care?! So Odd codes sound drivers because he don't care?!
There are many more people here, far too numerous to mention
that release stuff free or commercial and they don't care?!
Wake up for christ sake.

Where do you get off treating people who have been dedicated
for years like they don't care?!?!?!

You are a moron. Period.

Your hardware ideas thus far have been a joke and your business
sense is nonexistant.

If you are so intent to have Hasbro involved, which is utterly
retarded, take your childish ideas directly to them... stop
posting here and insulting everyone. Nobody here is going to help you
fund anything. So far all you have contributed is eye strain, perhaps a
headache or two and upset dedicated users.

You have reached the point where you are starting to miss-treat
the very people you would intend to sell to. Pathetic.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4610. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <LKPJ5.36$z93.5164@news.goodnet.com>
Source record: 55702

J Wilkinson <jwandjw@ihug.co.nz> wrote in message
news:39F798C4.2C6CC774@ihug.co.nz...
> ...recognisable to maybe the people who read this NG and a few others.
Lets
> face it...when the ST was at its peak, the total sales were probably
> still just a pimple on the bottom of computing sales worldwide...

Perhaps you never realized that Atari almost NEVER advertized. The chicken/egg scenario was the norm for Atari. They did it to themselves. No advertizing = few users. Too few users... why spend money on advertizing? The Tramiels were (!!!) idiots... but hindsight is always, as usual, 20/20. Not that they would ever have changed, were they still around today. I think they would have had a LOT more users/support if they had advertized more.

> We've already been promised PPC this and 060 that, most of those promii(?)
> have not delivered...

In a market that looks like there's no reason to continue, why continue? You see, people have to realize, making an Atari clone and the genuine Atari computers are two different things. Clones are merely an effort to extend what
little vapor trail is left from the ghost of Atari proper. But a clone is not the original, and people know that. And people are leaving. And people like Lonny still go ahead and pay good money for a system that may do them well, performance-wise, but will hardly maintain long-term support, since Atari, itself, is dead. It's only a matter of time before everyone is gone and newsgroups like this one will have utterly no reason to continue. Why live in a world of ghosts trying to pretend they're still living, when... with a little cooperation, and hope, and vision, and money and dreaming, we might just be able to bring Atari back! And then this whole issue is a non-issue, because the genuine article (Atari itself) will be back!

You can call me what you like. But realize one thing... I am only trying to help all of us... past, present, and future... by trying to get people to realize that only by *giving* life to Atari can we expect to *get* life from it. It's very easy to pronounce someone dead when, by all accounts, they are. Just a few words does it. But it takes time and effort to revive them. However, wouldn't you say that, if you were successful in reviving them, you'd feel a lot better for having done so? I sure would.

> Profit? Not likely...we've proved that we're not interested in rescuing
the
> ailing platform, because we don't support the remaining vendors with
money.
> Thats why they are slowly but surely falling by the way...

Why are users not interested in saving the ailing platform? Because there is no platform to save! There is no Atari and there are no Atari computers anymore. At least no new ones. And THAT'S why no one cares.

Everyone believes that the hand they've been dealt is the one they must deal with. But that assumes that we have absolutely no ability to even try to change that. As though the very fact that it has happened makes it 101% unchangable. Perhaps it is unchangeable, but has anyone TRIED to do otherwise? I don't think so. Letters and Emails, alone, to Hasbro won't make them change their mind. They have no interest in Atari computers. What I am proposing is that we try to give them a *reason* to be interested. Is it really so difficult?

Why don't we stop arguing that I'm a blithering idiot out on a grand scale experiment of mental masterbation and start believing that what I'm saying just *may* be possible. I can't guarantee it will work, but I sure as blazes am willing to do everything in my power to try and make it work.

Obviously, I must believe in what I'm saying, or else I wouldn't keep hammering on this point over and over again. Personal dillusion? Perhaps. Maybe I'm so out of touch with business reality, I'm clueless to the actual fact that what I propose is impossible. But I will not settle for defeat until every last step has been taken and every effort has been made and Hasbro gives us a definate "No.", having seen the prototype and heard our offer. I'm not out for anything but the contentment and enthusiasm of Atari users and past Atari users, like myself. I want Atari back, so that people like you can enjoy using your Atari computer and know that the "end" of today was simply the "beginning" of tomorrows yet to be. Wouldn't you rather know that your computer had a real future, with software on the shelves and in catalogs and support by programmers and developers? To be able to wake up each morning, knowing that someone may have written another app for you to download or that another model was waiting to be bought? As I've said before, the years of being an Atarian with my 1040ST and Mega ST4, were truely, the happiest years of my life as a computer user. I have NEVER been as happy nor content since. I've been close (Power Mac ownership and BeOS user), but never exactly.

The possibilities are nigh endless... but only if we try to make the seemingly impossible... possible. But we first have to believe that such things are possible before we can gather the courage and determination to do something about it. I already have. I wish others would too.

> No computer looks like an ST for good reason...copyright, oh and also that
> non-separate keyboard issue, and the lack of easy expandability issue. I'm
> sure Apple and others are just waiting patiently for the opportunity to
> make a G4 in the style of a 520STf...NOT! Even I hate my Falcons design to
> the point I'm building a CPU box and separate keyboard...why the Mega and
> TT style cases were not used initially was a giant joke to me. The
software
> and (operational aspects of) the hardware I love, but forget winning
points
> on rehashing an ancient (and it looks it!) case design!

I'm sorry you so hate the 1040ST-styled case and everything that the ST was design-wise. But the only way we can successfully advertize the rebirth of Atari (if we can accomplish what I want to set out to do), is to show people a computer they recognize. And the 1040ST was (and still is), to me, one of the best looking computers ever made. Sure, I finally got used to and fell in love with the Mega ST design. Began to even prefer it over the 1040ST design, too. The 1040sT is, I believe, far more recognizable than the Mega ST. But if you wanted to showcase a new computer by Atari, don't you think recognition would be the best place to start to get people's attention? It would definately work for me...

Jared

4611. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <SRPJ5.37$z93.5192@news.goodnet.com>
Source record: 55703

Ok, I apologize for my ranting and poundings. I'm just frustrated that it seems everyone is "content" to live in a world where Atari is no more and the last vapors of life are fading fast into oblivion.

You can support and program for the Atari of yesteryear, but ask yourself... where is it going to end up in a few more years? Eventually, the clones won't even be Ataris anymore (what with how mutated the OS is nowadays), if clones are even still made by then.

Do you really want that to look forward to? I sure wouldn't. And that's why I am being so adamant about this whole thing... that's all.

Jared

Lonny Pursell <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10010252255110.114-100000@TT030...
>
> Jared,
>
> Let me just say you have really gotten off on the wrong foot.
> The more I thought about it the more pissed off I got,
> having the nerve to question me for ordering a Hades.
>
> I spend nearly all my free time coding on freeware and giving
> back to the Atari community. If I'm not doing that I'm
> on IRC/ICQ helping others do the same. Granted it may not be great
> stuff, but I make an effort! You think I do this because I don't
> care?! So Odd codes sound drivers because he don't care?!
> There are many more people here, far too numerous to mention
> that release stuff free or commercial and they don't care?!
> Wake up for christ sake.
>
> Where do you get off treating people who have been dedicated
> for years like they don't care?!?!?!
>
> You are a moron. Period.
>
> Your hardware ideas thus far have been a joke and your business
> sense is nonexistant.
>
> If you are so intent to have Hasbro involved, which is utterly
> retarded, take your childish ideas directly to them... stop
> posting here and insulting everyone. Nobody here is going to help you
> fund anything. So far all you have contributed is eye strain, perhaps a
> headache or two and upset dedicated users.

>
> You have reached the point where you are starting to miss-treat
> the very people you would intend to sell to. Pathetic.
>
> ---
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

4612. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972541282-66522AEicMi@cwcom.net>
Source record: 55704

From: Steve Stupple <Steve@atari.org>
Date: Tue, 24 Oct 2000 20:52:53 +0100

><lord_gaiyan@hotmail.com> writes
>>Aren't we getting a little off topic here? :)
>
>Yeh! but interesting:) I don't mind if you don't:)

I'd say that it was seriously off-topic myself.

Isn't there already far too much noise in this newsgroup already?
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4613. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:21:09 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <601.333T450T813935optimus@canit.se>
Source record: 55624

Zorro skrev:

>> Why not just connect your Falcon directly to the net?

>Because there are a lack of net protocol on Atari (Mint/TOS/magic).

Really? On every OS and stack?

>> Who said you can't? Doesn't STiNG support DHCP?

>No, and the DHCP isn't all.. Sting (or MintNet) doesn't support also the
>PPoP (absolutely necessary for a LAN/ADSL Connection in Europe).

PPoP? That is something which I've never heard of before. What does it
encompass?

--
En ligne avec Thor 2.6.

Sagt, ist noch ein Land, au�er Deutschland, wo man die Nase eher r�mpfen lernt
als putzen?
--- Georg Christoph Lichtenberg

4614. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:24:49 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1011.333T2450T846551optimus@canit.se>
Source record: 55626
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Michael Schwingen skrev:

>In article <39F28514.50AA6AFA@mbox301.swipnet.se>,
>rob schmersel <rob.schmersel@mbox301.swipnet.se> wrote:
>>Try to find a file "SMC*.ZIP" (I believe it was called SMC1.zip but am
>>not sure).
>>This file describes an ISA to VME interface used for connected an SMC
>>based tehernet
>>card. It will work with other cards as well.

>Um - no. It may work with *some* cards, but it is specifically tailored to
>the needs of an SMC Ultra Ethernet card and is no general ISA interface.

Incidentially, I stumbled upon this file today. Has anyone tried this project?
Is it workable?

--
En ligne avec Thor 2.6.

> I'll maybe do a giraffe/milk/fridge game for this year's CSSCGC.
> That'd be good. Yes.

Advanced Giraffe Refrigeration Simulator.
All the thrills and 'spills' are here as you manoeuvre the milk and lure
the lactophobic animal around a kitchen packed with hazards!
** Actual Spectrum screenshots! **
"It's TOTALLY AMAZING!!!" - David Darling

Equin0x p&#65533; comp.sys.sinclar

4615. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:46:28 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <440.333T1400T1065265optimus@canit.se>
Source record: 55625

Djordje Vukovic skrev:

>AFAIK there are not small but large (about 512KB?) ROMs in Macs and
>they contain not only the bootstrap code but also a number of low-level
>routines of MacOS (something like BIOS? I don't know much about MacOS...).

not to mention long samples to be played on various occasions. Have you ever
heard the "sad Mac symphony"?

--
En ligne avec Thor 2.6.

"I am *different* from all of you because I am a *ningen*!!"

4616. Re: Looking for MicroProse software

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 00:52:53 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8t5c73gjd1@perki.connect.com.au>
Source record: 55629

<atarigalen@my-deja.com> wrote in message
news:8t52na$v1u$1@nnrp1.deja.com...
> In article <8st88u$dm4$4@nd.eastky.net>,
> phantomm@eastky.net (Phantomm) wrote:
> > I'm looking for a couple of games from MicroProse.
> > DogFight
> > F1 Grand Prix
> > RailRoad Tycoon
> > Civilization
> >
> > Must be all original with manuals, disks, and etc. I'd prefer original
> > boxes as well. I'm located in the USA.
> > Willing to buy or trade for any of these.
> >
> Seeing as how these are some of the greatest games of all time for the
> ST, you're going to have a challenge. You might want to try getting
> the DOS version, as it's nearly identical.

Yuck :-0, now whe really need a moderator. All that Dossing around.......

Mark

4617. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 01:18:19 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <375.333T950T1384555optimus@canit.se>
Source record: 55628

Steve Stupple skrev:

>I wonder if Columbus listen to other peoples NEGATIVE point of view that
>the world would still remain flat and the Americas would still be a
>mystery!!!!

Mind you, Jared's endeavour is more akin to trying to prove that the world
indeed _is_ flat, in this day and age.

--
En ligne avec Thor 2.6.

Computer programmers know how to use their hardware.

4618. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 01:30:42 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <465.333T2100T1506065optimus@canit.se>
Source record: 55627
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen skrev:

>The best solution is a TT ram card that takes PS/2 SIMMs. The AixTT or the
>newer MagnumTT should still be available, eg. from Woller Systeme.

In German mags, I keep seeing PS/2 SIMMs mentioned everywhere. Is this German
nomenclature for bog-standard SIMMs or do they actually mean the particular IBM-
type SIMMs for PS/2 machines with size detection lines?

--
En ligne avec Thor 2.6.

Allt &#65533;r under kontroll, och caps lock &#65533;r bredvid.

4619. Re: Atari Mega File Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 02:29:31 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8t5cmo$gu8$1@perki.connect.com.au>
Source record: 55630

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:8t231e$fo9$1@nnrp1.deja.com...
> Just recieved this, and I really don't know how to answer this. Can
> anyone here help?
> atari megafile HD problems
>
> (1) I have an old Megafile 30 external hard drive which I use with my
> 1040Ste. The drive has never functioned properly, and according to the
> original owner, the only way to get it to respond is to let it "warm-
> up" for 30 minutes before booting the STe. This seems to work most of
> the time but it is unreliable and inconvenient. It's been suggested
> that my Megafile is simply too old and cannot spin at the proper speed.
> If you have any suggestions for repairing the drive, I'd appreciate
> hearing them before I dispose of it.
>
> (2) I recently obtained a second Megafile 30 external hard drive which
> functioned perfectly. My STe was able to boot from it immediately
> without requiring a floppy in the A drive. I had an idea and connected
> my older Megafile 30 external hard drive (see (1) above) to the new one
> to see if I could have both drives connected simultaneously to them
> same STe. I neglected to read in the manual that the second drive must
> have it's internal DIP switches set to a different number.
>
> When I tried booting with both Megafile 30 external hard drives
> connected, the busy lights on both drives activated , but the STe
> didn't recognize either one. I disconnected the older, troublesome
> Megafile 30 external hard drive and rebooted with only the good one
> connected. My STe will no longer recognize the second "good" Megafile
> 30 external hard drive even when I boot from a floppy!
>
> Did I damage the good Megafile 30 external hard drive by trying to boot
> with the second Megafile 30 external hard drive connected?
>
> Could the problem by a mechanical one that occurred coincidentally
> during my two-drive experiment? Could the problem by viral and spread
> from one drive to the other?
>
Can't really help you but I had exactly the same thing happen to me, plugged
the STFM into the output rather than the input and killed the PCB in the
megafile. So it is probably RS. Unless anyone else knows of a fix for it.

> (3) Are there any new, reliable external Hard Drives currently
> available that I could use with my Atari 1040STe?

Try Mario Becroft's IDE interface. Install a 2.5' drive and see the difference..

Mark

4620. queston about 1040 ste and hard drive

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 05:20:29 UTC
From: bmauger317@aol.com
Message-ID: <20001025012029.09512.00000648@ng-cg1.aol.com>
Source record: 55631

just unpacked the ols system and hard drive not working i have a link 1 and was wordering what kind of hd should i buy what does the 1040ste max out to as far as hd should i get 1g or less
thanks
mcbeam

4621. Re: SCSI Hard Drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-25 05:59:40 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39F676CC.85634226@siemens.at>
Source record: 55632

Phantomm wrote:
>
> I'm in the market for some SCSI hard drives to be used on a
> CenTurbo II B version Falcon, and a Stock Atari Falcon.
>
> It has been awhile since I have purchased a SCSI drive, the last
> one I bought was a 1 GIG SeaGate.

The last SCSI I bought was a 4 Gb IBM and it's working fine. But
that was nearly two years ago so the exact model name would be of
no use for you.

> I need each drive to have around 4.5Gig to 8 Gig of storage Space.
>
> Cecile and HD Driver will be used as the hard drive driver software.

Since the new SCSI are very expensive I recently bought a 20 Gb IBM
3.5" IDE and an adapter and threw away the old 2.5" IDE. This also
had the advantage that I don't need Cecile anymore since the new
drive is fast enough to be used with HDDriver in turbo mode.
And with the SCSI/IDE combination I'm on the safe side regarding
to compatibility.

> I've seen advertisements for Ultra SCSI, Ultra Wide SCSI and etc. Not
> sure on which I need or can use on the Falcons.

Best stay away from 'Wide'. You would at least need an adapter and
I'm not sure if it would work even then.

Gerhard

4622. 5.25 Floppy Drives on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8t8fp6$1m1$1@nd.eastky.net>
Source record: 55712

Hi Folks,

Looking to buy/trade for one or more of those old 5.25 Floppy Drives
that were made for use on the old ST's.
I'm not talking about 3 1/2 floppy disk drives, But the drives that
actually used the older 5.25 floppy disks like the Atari 8-bits use.

I know that some of these type of disk drives were made for use on the
STs. If you have one or more for sale/trade then do contact me by e-mail.

Also, does anyone have a cable or instructions on how to build one that
will allow those old PC 5.25 floppy disk drives to be used on ST's?

If so, do e-mail me.

Thanks,
phantomm@eastky.net

4623. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t8qls$1a8$1@nnrp1.deja.com>
Source record: 55713

In article <YzKJ5.6$z93.1348@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:

> > are desperate, you would have known this if you had used an Atari after
> > 1993.
>
> I owned a Falcon030, right before Atari dumped it for the Jaguar project.

OK, 1994 then. A lot has happened since then.

> Clones will only go so far before they peeter out completely. How

Why? I don't think you know what a "clone" is. I bet you believe that a clone is a piece of hardware that works exactly like an ST, only faster.

far do
> you think you can hoonboggle TOS/GEM before it's so patched together nothing
> works right?

And I also believe that you don't have a clue about current TOS/GEM-compatible operating systems. Most of your statements shows your very poor knowledge about hard- and software in general, and the current Atari-scene in particular.

> I offer a chance to change all that. We start fresh, port GEM to PowerPC

Blah blah blah... Here you're talking about GEM again, an old, obsolete OS that has been abandoned many years ago by Atari *users*. Please do some research before you come around here and offend Atari-users intelligence.

> redesign the motherboard, write an ST emulator, slap it all together, and
> present it to Hasbro... along with a solidly throught out business plan.

> It's not that it can't be done. It's that no one seems to friggin' care!

How you considered that no one really cares because you're plans and fantasies are really, really far out? Because you haven't got a clue about what you're talking about?

> No one seems to want to stop living life with a "has-been system" (old
> Ataris and clones of the same) and work on building and selling
an "is-now
> system".

Why should anyone bother with a sub-standard computer (re-designed ST)
with a sub-standard OS (GEM) that's not compatible with anything else,
and on top of it all requires a complete Atari-emulator to run current
stuff? Why not buy a PC or Mac and run MagiC-PC/Mac on it? Cheaper,
faster, more flexible and available now. (Btw. since you probably
believes that I actually *want* people to switch to Windows-boxes with
a toy-emulator on top - no I don't.)

> I may be crazy for trying to do what everyone here thinks is foolish
or a
> waste of time or not worth the effort, but, by golly... I still wanna
do it!

Please go ahead. But please realize that you want to set us back ten
years, and that's why it will fail. Get yourself a Falcon or TT again,
install MiNT+N.AES or MagiC and try out some recent software before
anything else, then perhaps you'll understand why you're not taken
seriously.

> But, I fear I am screaming in the dark. Yelling for all the wind to
listen
> to. Speaking to deaf ears. Trying to show vision to blind eyes.

You should try writing for Hollywood instead of us.

> > And why do you think all of the old democoders have moved to the
PC, or
> > atleast newer Ataris?
>
> What newer Ataris? I thought that's what I was trying to do! You

They switched from the ST to the STE because it had more power. Then
they switched to the Falcon. In the end they switched to Windows.

> > The Carebears write Java-apps today.
>
> I wonder if they're as exciting as their ST demos...

As usual you're missing the point, which is that most people doesn't
find it amusing and challenging to push the hardware to the edge and
still not be able to do a fraction of the things that can be done
simply by switching to a faster computer. I don't know what kind of PC
you have, but I doubt that you're running Windows 98 on a 4Mb 486
because it's fun to push the hardware.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4624. Re: Format a Syquest for both Atari and Mac?

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39F7ED60.2B22F0A1@ooc.de>
Source record: 55714

Bill Freeman wrote:
>
> Anybody know of a way to format a Syquest EZ135 disk so that a Mac and
> an Atari can read it?

This has nothing to do with formatting (which is always independent of
the platform) but with the fileystems created on these partitions. In
order to exchange data between the Mac and the Atari you can use DOS
compatible filesystems or the simultaneously TOS and DOS compatible
partitioning supported by HDDRIVER.
In both cases you need DOS mounters to be able to use the disk on the
Mac.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4625. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t8sh6$2h5$1@nnrp1.deja.com>
Source record: 55715

In article <SRPJ5.37$z93.5192@news.goodnet.com>,
"Jared Falvo" <luposian@mailcity.com> wrote:

> You can support and program for the Atari of yesteryear, but ask
yourself...
> where is it going to end up in a few more years? Eventually, the

As an OS running on contemporary hardware.

clones
> won't even be Ataris anymore (what with how mutated the OS is
nowadays), if

Can you go away? Do you *need* to insult us? If you can explain...

1) ...how MiNT+N.AES or MagiC is mutated. In details please, and also
compared to your GEM-PPC, and why/how your GEM-PPC will be better and
not "mutated".

2) ...why it's better to have to push the hardware to it's limit to do
things other computers can do with ease. Is it a moral issue? Are you
Amish? Is an abundance of raw power evil? Is this why you don't want
people to be able to upgrade their hardware, because it's a Very Bad
Things and they will go to hell if they do? I just can't understand
this fear of freedom.

3) ...why a computer that's a) not compatible with real Ataris, b)
needs an *Atari* emulator (not just a CPU-emulator, but an emulated OS
and emulated hardware as well) or c) isn't made by Atari or any of it's
original designers, can be more "Atari" than current clones or
accelerators.

If you can't answer these questions without resorting to enormous
amounts of "faith", "heir", "heart", "believe", "screaming in the
dark", "care", "leap dog" and a lot of pathetic phrases
from "Independence day", don't.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4626. Re: MIDI librarian for DX-7 and TX-802?

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <jASJ5.25623$rD3.1749817@newsread2.prod.itd.earthlink.net>
Source record: 55716

On 25 Oct 2000 21:12:09 , Hallvard Tangeraas wrote:
>Are there any MIDI librarians (or editors) out there which supports the
>Yamaha DX-7 and TX-802 synths?
>
>I've got both units, but will sell the DX-7. But as I want to transfer
>some of the sounds from the DX-7 over to the TX-802 it would be nice
>with support for both of them.
>On the other hand, I guess the preset sounds from the DX-7 that I want
>have been converted to some sort of TX-802 librarian format already out
>there, so this isn't really essential.
>
>I'm also looking for librarian support for the Studio Electronics SE-1.
>Any suggestions?
>I have no plans on changing over to a PC or Mac platform for MIDI use
>just because I currently can't find any Atari librarians supporting all
>my equipment, so I'm keeping my fingers crossed.
>
>
>Hallvard
>--
>Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://www.crosswinds.net/~notator/>
>.

Halvard,
It's been so long I've totally forgotten what the heck Dr.T's
X-OR does but the profiles disk list includes Yamaha DX7 and TX 802C.
I also don't know if Dr.T exists anymore. Not much help but maybe it
will give you a direction in your search!
John G.

4627. Re: MIDI librarian for DX-7 and TX-802?

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 00:00:00 UTC
From: The Ox That Rocks <oxrock@reborn.com>
Message-ID: <700gvsg7s99dsvvt9l1e0h3cns1j0oe63b@4ax.com>
Source record: 55717

On Thu, 26 Oct 2000 09:12:47 GMT, swampfox1@earthlink.net (John
Garone) wrote:

>On 25 Oct 2000 21:12:09 , Hallvard Tangeraas wrote:
>>Are there any MIDI librarians (or editors) out there which supports the
>>Yamaha DX-7 and TX-802 synths?
>>
>>I've got both units, but will sell the DX-7. But as I want to transfer
>>some of the sounds from the DX-7 over to the TX-802 it would be nice
>>with support for both of them.
>>On the other hand, I guess the preset sounds from the DX-7 that I want
>>have been converted to some sort of TX-802 librarian format already out
>>there, so this isn't really essential.
>>
>>I'm also looking for librarian support for the Studio Electronics SE-1.
>>Any suggestions?
>>I have no plans on changing over to a PC or Mac platform for MIDI use
>>just because I currently can't find any Atari librarians supporting all
>>my equipment, so I'm keeping my fingers crossed.
>>
>>
>>Hallvard
>>--
>>Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
>>Atari Launchpad : <http://launchpad.atari.org>
>>Notator/Creator SL : <http://www.crosswinds.net/~notator/>
>>.
>
>Halvard,
> It's been so long I've totally forgotten what the heck Dr.T's
>X-OR does but the profiles disk list includes Yamaha DX7 and TX 802C.
>I also don't know if Dr.T exists anymore. Not much help but maybe it
>will give you a direction in your search!
> John G.
'

X-Or contains profiles for both mentioned FM-synth models!
But X-Or is difficult to get hold off. I once had it, but sold
together with an ST. Maybe somebody could post it in this NG.

4628. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 00:11:57 UTC
From: **** **** <***@***.com>
Message-ID: <hFKJ5.33125$QB1.11537471@typhoon.southeast.rr.com>
Source record: 55705

JI Logan wrote in message <39f71a73$0$180@news.zetnet.co.uk>...

>What exactly is a North bridge? (or a South one for that matter?).

A chipset that manages devices connected to the cpu. I think it is more of a general term than for a specific chipset, as the x86 line of cpu's has its own north and south bridge. Think they're gonna redo how theirs works also, haven't read much about it though.

Thanks,
John Oyler
http://aIIethernet.tripod.com/
jojo4@va.mediaone.net

4629. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 00:15:23 UTC
From: **** **** <***@***.com>
Message-ID: <vIKJ5.33129$QB1.11539791@typhoon.southeast.rr.com>
Source record: 55706

Steve Sweet wrote in message <972490728-990441AEicMi@bun.com>...
>Hi ****
>
>First off, why are you hiding, why cant you use a name?.

Not hiding. More than a few here with "nicks" that can't possibly be real
names. Want to clue me in why I'm being singled out?

>There's more to electronic repairs than 'bad caps', 'burnt resistors'.

I was trying to come up with an example. Strange, but if you're such a
fucking expert, why does it seem like you're so reluctant to actually
contribute ina substantial way?

John

4630. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 01:20:04 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972580706-866336AEicMi@bun.com>
Source record: 55554

Hi Iggy

>scrap the entire >iConnect project altogether.

>>Why, it does everything i need of it.
>>Perhaps it doesnt suit you, thats no need to scrap it.

>I suppose some people say the same thing about Windows. The problem with iConnect is
>that it was invented last of all existing stacks, yet is incompatible with every one
>of them, and has not even got a public API (AFAIK).

Youre not wrong there, but the same could be said of the other 2 main contenders. What we need is a standard, i beleive that is what is missing, there is no (Aggreed) definded way of doing things on the TOS platform.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4631. Re: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 02:12:45 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39F7931C.6378BA32@ihug.co.nz>
Source record: 55707
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

Marc Wilson wrote:
>
> Hi,
>
> just wondering which is the most powerful between the Falcon and TT
> since they are both based on the same processor.

Thats where the similarity ends...

A standard Falcon clocks its 68030 CPU at 16MHz, while a standard TT clocks in at 32MHz. The TT also has faster RAM access, due to wider (full 32-bit) access to memory. The Falcon system bus only uses I think 24-bits of the full 32-bits bus to access memory. Even if the Falcon CPU was clocked at 32MHz (mine is), the TT will still run ordinary software faster due to its memory access advantages.

If you use the DSP in the Falcon however the table turns somewhat. As an example I've timed depacking of JPEG image files on an STe, Falcon, and TT. The Falcon depacker used its DSP and was about 50 times faster than the STe, and several times faster than the TT.

Other aspects draw comparison too, with the TT losing out on graphics and sound capability to the Falcon.

Both are still good machines, but the overall feel of speed would go to the TT I believe, with the Falcon winning on graphic and audio stuff...provided of course you are talking 'standard' machines, as both can be upgraded significantly!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4632. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 02:36:54 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39F798C4.2C6CC774@ihug.co.nz>
Source record: 55708

Hi there,

Jared Falvo wrote:
>
> Well, I'm gonna buy it and take it apart! Now other way to see how it could
> be made to be a PowerPC system inside that oh, sooo recognizable case.

...recognisable to maybe the people who read this NG and a few others. Lets face it...when the ST was at its peak, the total sales were probably still just a pimple on the bottom of computing sales worldwide...

We've already been promised PPC this and 060 that, most of those promii(?) have not delivered...

> And if Hasbro financed the operation? Well, that's THE key to it all...
> will they be willing to invest to start an Atari Computer division, provided
> we show them a roadmap to how successful it can be. But ya gotta have
> EVERYTHING there... the people ready to buy, the system design, the reasons
> of how, why, and where. You miss one tiny detail and Hasbro will probably
> see it and walk out. We have to convince them that it *will* profit THEM.

Profit? Not likely...we've proved that we're not interested in rescuing the ailing platform, because we don't support the remaining vendors with money. Thats why they are slowly but surely falling by the way...

> But I believe that starting out with the original 1040STand Mega ST cases
> (at the expense of user expandability... for now... later models can be
> modified for more expandability) is the only way to successfully reestablish
> Atari in people's minds and regain mindshare with the public. Ya have to
> admit, no computer made past or present looks like an ST... and that, I
> believe, is the key to successfully restarting Atari... the computer
> company... once again.

No computer looks like an ST for good reason...copyright, oh and also that non-separate keyboard issue, and the lack of easy expandability issue. I'm sure Apple and others are just waiting patiently for the opportunity to make a G4 in the style of a 520STf...NOT! Even I hate my Falcons design to the point I'm building a CPU box and separate keyboard...why the Mega and TT style cases were not used initially was a giant joke to me. The software and (operational aspects of) the hardware I love, but forget winning points on rehashing an ancient (and it looks it!) case design!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4633. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 02:50:04 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39F79BDB.24DEDB@ihug.co.nz>
Source record: 55709

Hi there,

"DAVID L. ORMAND" wrote:
>
> >The market is there, but it's already filled. Macs and Windows dominate
> >completely, and it will require huge resources to penetrate this
> >market. Only current Atari enthusiasts, and maybe some of their weaker
> >friends, would buy it.
>
> That's what almost everyone in the world thought... before Linux arrived
> in the public eye.

Linux is certainly there, but there remains a majority hardcore group
of people called 'dummies!' who couldn't even type 'ls -l' to save
themselves. They will forever remain (along with their local Windows
help person!) bound to the Windows platform. Linux requires more than
just 'single cell' intelligence to use unfortunately, and there are
to many issues with 'flavours' ie Xfree86, debian, redhat etc...for
most people to be bothered with...

> You turn TOS/GEM into yet another alternative Mac and peecee OS, and I'd
> bet more people than current Atari enthusiasts would be interested
> (especially if the barrier to entry was almost zero, one of the big
> draws of Linux).

...and when they discover that they can no longer use Java, realaudio,
openGL, etc...gee they'll be really happy with their new choice of
platform! Get it together!! Who would abandon current tech just to
step back in time?! No-one with an IQ in the pluses AFAIK!

Just my 2c worth,

Kind regards,

Chris Wilkinson, Christchurch. New Zealand.
/|\ ATARI Falcon030 owner.

4634. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 03:07:43 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39F79FFD.C7FFEF22@ihug.co.nz>
Source record: 55710

Hi there,

Jared Falvo wrote:
>
> I dare say a new Atari system, based on 32Mb of RAM and a good video chipset
> with 4-16Mb of RAM could easily last a year or more, if people would exploit
> it's capabilities and get out of the "keeping up with the jones" mentality
> we're all so friggin' stuck in.

We're not stuck with it as a mentality. Its just that bigger society decrees
we keep up, because thats where the money is...without keeping up we
stay as
a gonowhere platform...

> Why do you think that the Atari ST's were so expoited with demos and
> programs that took it beyond what it was designed to do? Because they HAD
> to! They couldn't just pull out the RAM and video card and stick more in.
> They had to make use of what was there and they did...

Demos are a great concept, bad execution scenario. When people bite thru the
candy exterior and find nowt but air, what do they do? I've had hardcore
PC plonkers go 'wow!' over some of the demos on my Falcon, but then I cannot
view 75% of the websites in the world because I can't do JavaScript etc...
so my friends ask, what else can it do? Apart from APEX media, music,
and a
few other 'GEM's' there isn't much that they already aren't doing...

Demo-coders live in a 2-faced world. They create these wonderfully
entertaining pieces of software whilst completing computing degrees
so they can go work for the very platforms we snivel at ie..PC/Mac etc...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4635. Re: Falcon Re-Casing

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 06:00:42 UTC
From: puffpuffin@aol.com
Message-ID: <20001026020042.09979.00003359@ng-cg1.aol.com>
Source record: 55711

Hi,

I think the Desktopper should have room for a 5 1/4" drive, but I'm not too fond of it. It looks and feels flimsy and ugly. I don't think the MkX case can fit a 5 1/4" drive.

But, since you want to use an 3.5" IDE HD _AND_ an internal CD-ROM, the only one that fits the bill (I believe) is the Wizztronics Falcon Rack. It has room for 1 3.5" FD, 1 5 1/4" Drive (CD-ROM in your case), and either 1 3.5" HD and 1 2.5" HD or 2 3.5" HDs with some fiddling.

The Falcon Rack is BIG (that's why it can fit so many drives), so make sure you have room for it. (19"x17"x5.25")

Also, Wizztronics has a Falcon Rack clearance going on right now, so check it out. (www.wizztronics.com)

>Hi All,
>I would like some suggestions on what wouldbe the best route to take to
>re-case
>my Falcon. I want more space so that I would be able to install a 3.5" IDE
>hard drive and an internal IDE CDRom drive.
>I'm thinking either the DeskTopper case or the MarkX case.
>Any suggestions?
>Thanks,
>Sam Ferrer
>

4636. Re: Cecile Docs in English??

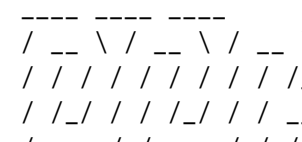
Newsgroup: comp.sys.atari.st
Date: 2000-10-26 08:53:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972628216-45299AEicMi@cwcom.net>
Source record: 55498

From: Steve Sweet <stevesweet@bun.com>
Date: Tue, 24 Oct 2000 20:21:12 -0100

>>The latest beta version of GEMTrade is the only contender for French-
>
>>>English, but I have to say that it isn't very good at it.
>
>Whats going on with this?, i understood that it was very nearly
>completion not so
>long ago.

You might well ask. I'll have another attempt to get Mark to get this
utility off of his hard drive! :-(

--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4637. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 10:06:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972628222-46263AEicMi@cwcom.net>
Source record: 55500

From: atarigalen@my-deja.com
Date: Wed, 25 Oct 2000 23:36:52 GMT

>It's an interesting review, although Babelfish cuts out halfway

Try my Systran suggestion I made to Bob. Registering with Systran
(who provide the Babelfish service IIRC) seems to remove that limit
and with no penalties in the Spam dept...

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4638. Re: Cecile Docs in English??

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 10:07:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972628220-45783AEicMi@cwcom.net>
Source record: 55499

From: Bob King <robert.king@patent.gov.uk>
Date: Wed, 25 Oct 2000 10:44:48 +0100

>> I suggest turning the doc into html, put it onto a web page, and point
>> the translation engine at Systran at it. I find this is reliable on the
>> Atari.

>Brilliant idea as usual.
>
>Printed out and filed.

It's worthwhile registering for Systran net on their web page - no spam, and you get no limit (AFAICS) on the length of doc you can translate, as well as the opportunity to add your own words to the dictionaries.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4639. Re: 5.25 Floppy Drives on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 10:25:33 UTC
From: bindon@madasafish.com
Message-ID: <svg1ktkfn6p98d@corp.supernews.com>
Source record: 55718

On 26 Oct 2000 05:34:30 , Phantomm wrote:
>Hi Folks,
>
>Looking to buy/trade for one or more of those old 5.25 Floppy Drives
>that were made for use on the old ST's.
>I'm not talking about 3 1/2 floppy disk drives, But the drives that
>actually used the older 5.25 floppy disks like the Atari 8-bits use.
>
>I know that some of these type of disk drives were made for use on the
>STs. If you have one or more for sale/trade then do contact me by e-mail.
>
>Also, does anyone have a cable or instructions on how to build one that
>will allow those old PC 5.25 floppy disk drives to be used on ST's?

IIRC there is a hack on Vezz's hardware hack site. Includes
instructions for making an adaptor. It's under the drives section.

Sorry the URL escapes me as it seems to change so often, but if you do
some searching for "Vezz's home page" and maybe add "music" in the
search as well you should be able to get back to the Atari index.

4640. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 10:25:41 UTC
From: bindon@madasafish.com
Message-ID: <svg1l53to8nj90@corp.supernews.com>
Source record: 55719

On 25 Oct 2000 23:36:52 , atarigalen@my-deja.com wrote:
>In article <39F6DA00.E979CCF0@patent.gov.uk>,
> Bob King <robert.king@patent.gov.uk> wrote:
>> Hi all,
>>
>> Very long interviews by atos with Ali Goukassian, part 1 by Thomas
>Burow
>> is 48kb:
>> see:
>> http://www.atos-magazin.de/news20001024-01.html
>> http://www.atos-magazin.de/news20001025-01.html
>>
>> Seems to back up Milan's statement and explain silence and generally
>> tells us
>> to expect some hardware with OS with a Linux core around next Nov (91)
>> 'undercutting an iMac'. Also promise to update news at Milan web site
>> every two
>> weeks. Milan I manufacture seems to be renewed.
>>
>> Bob King
>
>It's an interesting review, although Babelfish cuts out halfway
>through. Does anyone have an idea how easy it is to obtain and put
>together a Milan I with a 060 card? I didn't know until yesterday that
>there WAS a 060 card.

I think, but not sure here, that System Solutions sells them them as
well as Titan Designs (Coretex). The Milan motherboard can be bought
on it's own with just a few driver disks for the installation as I
believe Joe Conner did this. Joe Conner aparantly sold his, not sure
why.

Anyway I'm thinking about getting just the Milan mother board as I'm
getting fed up with this STe. I might see how much the motherboard
costs for the Hades as well.

4641. Re: Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 11:38:21 UTC
From: chrisc1966@my-deja.com
Message-ID: <8t953d$8h3$1@nnrp1.deja.com>
Source record: 55720

In article <8t7a42$96f$2@plutonium.btinternet.com>,
"Simon Osborne" <atariactive@spamblock.btinternet.com> wrote:
>
> Lyndon Amsdon <bindon@madasafish.com> wrote in message
> news:svdv1copd8hr17@corp.supernews.com...
> >
> > Hi!
> >
> > I've had my Mouseburster for well over a year now, but the mouse
> > supplied (Ice Mice) is really poor. I've never got round to
getting a
> > new one so a couple of days a go I bought a Pilot Mouse from
Logitech.
> >
> > It came with a PS2 connector (6pin mini din) and a convertor for a 9
> > pin type connection like the one for the Mouseburster.
> >
> > I've been trying to get it working but it fails to do anything. On
a
> > PC 386 laptop I got it working. I've also got a microsoft mouse
with
> > a 6pin din, like the Logitech.
>
> I suspect it's the way PS/2 is converted to Serial. It might have
something
> to do with transfer speed, as I believe the
> PS/2 port is much faster.
>
> Maybe either Chris Crosskey or Mario Becroft could help you better?
>
> Simon
>
>

Seeign as I sold this one I guess I ought to help....

I'll admit the Ice Mouse is a lot less than perfect, but it was only
ever sold as being a cheap mouse that worked with the interface....Some
PS2 mice don't seem to work though an adapter...sorry....I don't know
if Mario is keeping a list but I epect he'll pick this up now....I've
always advise people to get 9-pin mice, and specifically recommend the
Genius Netmouse Pro. AFAIK the Mouseburster has an absolutely stock
RS232 interface, it has an industry standard RS232 transceiver, though
I can believe that the PS2 interface uses a faster variant....

Sorry that this can't solve the problem, but the best advice I can offer is to stick to serial mice, unless you get a chance to try it first...

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

4642. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 11:58:51 UTC
From: **** **** <***@***.com>
Message-ID: <%%UJ5.7381$h32.2170467@typhoon.southeast.rr.com>
Source record: 55721

Lonny Pursell wrote in message ...
>I think most everyone here figured that out quite some time ago...

If you mean "figured out that you're a dream killing asshole" then yes, we figured it out long ago.

John

4643. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 12:03:29 UTC
From: **** **** <***@***.com>
Message-ID: <l4VJ5.7403$h32.2172871@typhoon.southeast.rr.com>
Source record: 55722

Lonny Pursell wrote in message ...

>I spend nearly all my free time coding on freeware and giving
>back to the Atari community. If I'm not doing that I'm
>on IRC/ICQ helping others do the same. Granted it may not be great
>stuff, but I make an effort! You think I do this because I don't
>care?! So Odd codes sound drivers because he don't care?!
>There are many more people here, far too numerous to mention
>that release stuff free or commercial and they don't care?!
>Wake up for christ sake.
>
>Where do you get off treating people who have been dedicated
>for years like they don't care?!?!?!
>
>You are a moron. Period.

Wher do you get off treating enthusiastic newbies like they were shit to
scrape off your heel?

>Your hardware ideas thus far have been a joke and your business
>sense is nonexistant.

Business sense aside, it seems his ideas aren't any worse than anyone elses
here. Why don't you clue him in, instead of bashing? I haven't an idea from
anyone else, that doesn't involve "porting" the os to a pc clone, and
calling it the end.

John

4644. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 12:15:48 UTC
From: **** **** <***@***.com>
Message-ID: <UfVJ5.7460$h32.2181157@typhoon.southeast.rr.com>
Source record: 55723

Jared Falvo wrote in message ...
>I ask you... any of you... with some spare time, if any, on your hands...
>
>How much would it take, in time and effort, to:

>1) work on designing a new 1040ST-sized motherboard
Even with 5 people that knew what they were doing, and were near experts on atari software and hardware... it would take 6 months of full-time ass-hauling work, much longer if only in spare time. Prototyping might be difficult, but affordable if they split costs.

>2) do some research in what part the motherboard would contain

This, even you might be able to do with someone to help you get started. I don't think you will find that person here, they're all too busy wallowing in what atari hardware is, rather than wondering what it could be.

>And, then I ask you...
>
>How much money would it take to build this new prototype motherboard, if
>more than one of us gave a little towards the project? $100? $150? $200?
>If we each gave a little, we all share in the accomplishment! I'd be
>willing to put up my $150 towards it...

Prototype? You can't even buy the parts necessary for it, minimum quantities and so forth. It would take months of begging and pleading with sales reps, to get them to send samples. Besides, the prototype doesn't mean much, if a production unit is going to be impossible. Maybe with 50 or so people interested, a kit could be sold at quasi-affordable prices, but the masses have spoken. They're worried about hardware support (even though they have none now), porting their various OSs to the pc, because we all know that the only thing wrong with a pc is that windows sucks, etc. I'd give up, if I were you. And I'm not one to give up either. Look at it this way, do they deserve anything more than they have?

John

4645. Re: Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 12:26:04 UTC
From: bindon@madasafish.com
Message-ID: <svg8ms5qosnh6c@corp.supernews.com>
Source record: 55724

On 26 Oct 2000 11:38:21 , chrisc1966@my-deja.com wrote:
>In article <8t7a42$96f$2@plutonium.btinternet.com>,
> "Simon Osborne" <atariactive@spamblock.btinternet.com> wrote:
>> Lyndon Amsdon <bindon@madasafish.com> wrote in message
>> news:svdv1copd8hr17@corp.supernews.com...

Hi Chris!

>Seeign as I sold this one I guess I ought to help....
>
>I'll admit the Ice Mouse is a lot less than perfect, but it was only
>ever sold as being a cheap mouse that worked with the interface

Yes I know. It's a good mouse for the money and I only bought it so I knew it would work out of the box, as to say.

>....Some PS2 mice don't seem to work though an adapter...sorry....

Don't worry it's my fault, I should of asked you first! The guy in the shop said that these adaptors you can get don't work on all PCs either, but I'm just a bit annoyed as he won't take it back, even tough it's only a day old, and packaging is intact.

>I don't know if Mario is keeping a list but I epect he'll pick this
>up now....I've always advise people to get 9-pin mice, and
>specifically recommend the Genius Netmouse Pro.

Is the Genius Netmouse solid, strong? I've had trouble getting hold of them. I really need something that is good and solid, and very accurate.

>AFAIK the Mouseburster has an absolutely stock RS232 interface, it
>has an industry standard RS232 transceiver, though I can believe that
>the PS2 interface uses a faster variant....

Well seeing as the serial adaptors don't work on some PCs as well, then I blame the people who supply adaptors with there mice, which doesn't state that it may not work. The mouseburster is excellent piece of kit, and if anyone is wondering about purchasing it, don't let this put you off! Just don't try using adaptors with any computer!

>Sorry that this can't solve the problem, but the best advice I can
>offer is to stick to serial mice, unless you get a chance to try it
>first...

I was going to buy a serial version, but had to get the one with the adaptor. It seems serial mice are getting rarer, as out of the 20 odd

mice they sold ~15 were PS2 and ~5 are USB.

4646. Re: Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 12:50:11 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t99a1bnf1@nnrp1.deja.com>
Source record: 55725

In article <8t7a42$96f$2@plutonium.btinternet.com>,
"Simon Osborne" <atariactive@spamblock.btinternet.com> wrote:

> I suspect it's the way PS/2 is converted to Serial. It might have

PS/2 mice are also serial mice, but they use a different protocol. It's not "converted" really, mice that comes with PS/2->serial adapters supports both modes and detects the adapter automatically. Since his mouse was shipped with an adapter, I believe it should work fine. It could be that it draws more power than the interface can deliver though.

This "Mouseburster", is this the same interface as Mario B. sells? I have one of those, and I use an A4Tech trackball with PS/2->serial adapter, and it works perfectly. I can even use the scroll-wheels for something sensible, forward == double click, backwards == click and hold :-)

> to do with transfer speed, as I believe the
> PS/2 port is much faster.

If it works on a PC using the serial port, this can't be the problem.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4647. Re: FS Desktopper ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 12:56:37 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <sr$RbgAFoC+5EwK9@steverosie.demon.co.uk>
Source record: 55726

In article <tsKJ5.37$3l2.52283@newsr1.u-net.net>, Barrie at Keychange
<barrie@atamusic.u-net.com> writes
>Seeing the 'Falcon Recase' topic reminded me I have two Desktopper cases to
>sell. Both are a bit rough, the front never was very clever. There is plenty
>of room inside them although I agree they can be a nightmare to set up.
>Anyone offering ï¿½20 each? I'll throw in a new mega ste keyboard with each.

Hiya

The desktoppers are a doddle to fit, it's the Tower ones that are
awkward!

But I could do with a Mega STE keyboard though:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4648. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 13:20:03 UTC
From: Rob <rmahlert@my-deja.com>
Message-ID: <8t9b1r$d4o$1@nnrp1.deja.com>
Source record: 55727

In article <Pine.MNT.4.10.10010252157280.105-100000@TT030>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
> On Wed, 25 Oct 2000, Jared Falvo wrote:

> > As a final offer, I state the following:
>
> I have an offer for you. Bugger off an get an amiga, take on
> some other crusade. They have PPC... maybe not as grand as
> it could be... but it meets your CPU criteria at least.

Lonny,
Ever better... He's a BeOS user!
Here is His web page.. http://www.goodnet.com/~jaju/

Rob

Sent via Deja.com http://www.deja.com/
Before you buy.

4649. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 13:47:54 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t9cma$r7r$1@draco.stochastik.rwth-aachen.de>
Source record: 55728
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1551.333T2750T13275939optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>Well, 95% of all SIMM-using hardware will use the same type, as long as the
>number of pins is the right.

Um - no. There are a lot of machines that require parity, and your el-cheapo
simms which do not even conform to the standard in terms of presence
detection pins won't have parity, either.

Furthermore, there are such variants as 33-bit, 36-bit (without single-byte
write capability), 40-bit etc., which are used in workstations.

Some IBM machines require such special types instead of "normal" PC-style
72-pin SIMMs with 32/36 bits.

>particular 72-pin SIMMs with speed and size detection lines which are not in
>place in the SIMM you commonly buy at the computer shop.

Then these SIMMs are broken by the standard.

>I'd rather consider the Atari cards broken, since they then refuse to accept all
>SIMMs I have, spare for my 2 precious IBM ones.

I have lots of SIMMs that work fine in my Atari ram cards.

The MagnumTT card has jumpers as a workaround for broken SIMMs, but the
problem is clearly on the SIMM.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4650. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 14:16:44 UTC
From: Rob <rmahlert@my-deja.com>
Message-ID: <8t9ec3$g78$1@nnrp1.deja.com>
Source record: 55729

In article <39F33ADA.9B9EA20B@village.uunet.be>,
Samyn Karl <saka@village.uunet.be> wrote:

> Although I think you should consider
> using a Linux PC... much more flexibility and almost all soft is free.
>
These two linux packages will create a system router. an old 486 with 2
NIC card and a Hub is needed. I tried the first one.. but I only have
one NIC card that was supported.

http://www.startuplinux.com/
http://www.pointclark.net

Rob

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

4651. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 14:46:38 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F843CE.74E35918@cable.A2000.nl>
Source record: 55731

Jared Falvo wrote:
>
> Clones will only go so far before they peeter out completely. How far do
> you think you can hoonboggle TOS/GEM before it's so patched together nothing
> works right?

Could you please stop insulting people who are trying to get programs running
on modern variants of GEM? Variants that are actually much better than GEM ever
has been.

And if you cant, could you do it in fewer words?

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4652. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 14:47:06 UTC
From: rking@zetnet.co.uk
Message-ID: <39f843ea$0$175@news.zetnet.co.uk>
Source record: 55730

On 26 Oct 2000 10:25:41 , Lyndon Amsdon wrote:
>On 25 Oct 2000 23:36:52 , atarigalen@my-deja.com wrote:
>>In article <39F6DA00.E979CCF0@patent.gov.uk>,
>> Bob King <robert.king@patent.gov.uk> wrote:
>>> Hi all,
>>>
>>> Very long interviews by atos with Ali Goukassian, part 1 by Thomas
>>Burow
>>> is 48kb:
>>> see:
>>> http://www.atos-magazin.de/news20001024-01.html
>>> http://www.atos-magazin.de/news20001025-01.html
>>>
>>> Seems to back up Milan's statement and explain silence and generally
>>> tells us
>>> to expect some hardware with OS with a Linux core around next Nov (91)
>>> 'undercutting an iMac'. Also promise to update news at Milan web site
>>> every two
>>> weeks. Milan I manufacture seems to be renewed.
>>>
>>> Bob King
>>
>>It's an interesting review, although Babelfish cuts out halfway
>>through. Does anyone have an idea how easy it is to obtain and put
>>together a Milan I with a 060 card? I didn't know until yesterday that
>>there WAS a 060 card.
>
>I think, but not sure here, that System Solutions sells them them as
>well as Titan Designs (Coretex). The Milan motherboard can be bought
>on it's own with just a few driver disks for the installation as I
>believe Joe Conner did this. Joe Conner aparantly sold his, not sure
>why.
>
>Anyway I'm thinking about getting just the Milan mother board as I'm
>getting fed up with this STe. I might see how much the motherboard
>costs for the Hades as well.
>.

Hi all,

For a translation engine that does the whole thing, try Systran. I have the whole translations, but copyright problems make me reluctant to post.

Bob King.

4653. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 15:22:52 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39F84C4C.E2AE3BE9@cable.A2000.nl>
Source record: 55732

Jared Falvo wrote:

> I just wish someone else, other than myself, would see it and begin working
> on it! *sigh*
>

Jared, you are of course very unlucky in that respect. But you have such a
immense believe in yourself. Be independant! Go your own way. Dont wait for
the whole stupid world around you.

Build your dream computer now!
It seems you have huge amounts of money to spent, enough to build a whole
motherFboard.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4654. Re: Falcon Re-Casing

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 15:26:22 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8t9iejjvm1@nnrp1.deja.com>
Source record: 55736

I had a 2.5" IDE, 3.5" IDE EZ 135, accelerator card and NOVA in a C-Lab case. Very tight fit, but it can be done.

In article <20001026020042.09979.00003359@ng-cg1.aol.com>, puffpuffin@aol.com (PuffPuffin) wrote:
> Hi,
>
> I think the Desktopper should have room for a 5 1/4" drive, but I'm not too
> fond of it. It looks and feels flimsy and ugly. I don't think the MkX case
> can fit a 5 1/4" drive.
>
> But, since you want to use an 3.5" IDE HD _AND_ an internal CD-ROM, the only
> one that fits the bill (I believe) is the Wizztronics Falcon Rack. It has room
> for 1 3.5" FD, 1 5 1/4" Drive (CD-ROM in your case), and either 1 3.5" HD and 1
> 2.5" HD or 2 3.5" HDs with some fiddling.
>
> The Falcon Rack is BIG (that's why it can fit so many drives), so make sure you
> have room for it. (19"x17"x5.25")
>
> Also, Wizztronics has a Falcon Rack clearance going on right now, so check it
> out. (www.wizztronics.com)
>
> >Hi All,
> >I would like some suggestions on what wouldbe the best route to take to
> >re-case
> >my Falcon. I want more space so that I would be able to install a 3.5" IDE
> >hard drive and an internal IDE CDRom drive.
> >I'm thinking either the DeskTopper case or the MarkX case.
> >Any suggestions?
> >Thanks,
> >Sam Ferrer
> >
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4655. Re: 5.25 Floppy Drives on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 15:33:07 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F84EB3.95A65C@uklinux.net>
Source record: 55733

Lyndon Amsdon wrote:
>
> On 26 Oct 2000 05:34:30 , Phantomm wrote:
> >Hi Folks,
> >
> >Looking to buy/trade for one or more of those old 5.25 Floppy Drives
> >that were made for use on the old ST's.
> >I'm not talking about 3 1/2 floppy disk drives, But the drives that
> >actually used the older 5.25 floppy disks like the Atari 8-bits use.
> >
> >I know that some of these type of disk drives were made for use on the
> >STs. If you have one or more for sale/trade then do contact me by e-mail.
> >
> >Also, does anyone have a cable or instructions on how to build one that
> >will allow those old PC 5.25 floppy disk drives to be used on ST's?
>
> IIRC there is a hack on Vezz's hardware hack site. Includes
> instructions for making an adaptor. It's under the drives section.
>
> Sorry the URL escapes me as it seems to change so often, but if you do
> some searching for "Vezz's home page" and maybe add "music" in the
> search as well you should be able to get back to the Atari index.

the URL is http://atarihacks.cjb.net

4656. WTB: 19-pin DMA cable and extern floppy cable

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 15:36:06 UTC
From: Bill Williams <billw@rationalvaluer.com>
Message-ID: <8t9irp0174a@news1.newsguy.com>
Source record: 55547

Hi.

Anyone got a cable for an external hard drive (Atari Megafile 30) and/or a cable for the old Atari external 3-1/2" floppy drive?

Remove the antispam part of the email address before replying, please.

Bill
wwillia1@donotspamme.midsouth.rr.com

4657. What's wrong with an iMac? (was: PowerPC 1040ST...)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 15:36:26 UTC
From: Dennis SCP <dennis.scp@multiweb.nl>
Message-ID: <01HW.B61E1C1A0015C69808B28E10@news.support.nl>
Source record: 55735

On Thu, 26 Oct 2000 2:09:39 +0200, Jared Falvo wrote
(in message <YzKJ5.6$z93.1348@news.goodnet.com>):

> I offer a chance to change all that. We start fresh, port GEM to PowerPC
> (an effort which, regardless of my ranting, seems like a task someone would
> find interesting and worthwhile regardless of the ends, but apparently not),
> redesign the motherboard, write an ST emulator, slap it all together, and
> present it to Hasbro... along with a solidly throught out business plan.

I still have a Falcon upstairs in the original box with a possibly
broken diskdrive, original HD that fails to spin properly sometimes.
So, that's where I'm coming from.

Today I'm running iCab, a great browser with Javascript / JAVA and all
the Netscape plug-ins. Live video streaming et all on just a G3 233MHz.
The lowest Motorola G3 speed available.

My turn to the Mac side has been easy, ResEdit was almost the same as
the TOS resource insides. I could really see where the ST was coming
from. Everything looks very familiar, I was porting my Falcon icons
before surfing the net. There is also a very helpful community
(uk.comp.sys.mac) and all software for the Mac, including high quality
shareware, can be found at www.versiontracker.com

Like the ST all iMacs are user friendly and with millions of users for
each revision www.macfixit.com supplies all the solutions needed
because unlike PC's they all use the same parts during each revision
(revA (slow video) revB great & cheap, c,d & e)

Even the revA can emulate Playstation games, and will be capable of
running the Mac OS 10, now in beta)

And you can run your current software:
NoSTalgia is a full Atari ST emulator, rather than just emulating an OS
as MagiCMac does. Although it's still in beta, many games and
applications run perfectly! The hardware support includes full video
and sound capabilities, and the most recent version is even faster than
before!

And there is more:
PowerST is a new Atari ST emulator by the author of NoSTalgia! Although
the feature set is very similar, PowerST includes an assembly core
making it three times faster than NoSTalgia, and is shareware.

With the introduction of the cheap iMac Mac OS has become a logical
upgrade path for TOS fans. Many article's featured steps for this, a
nullmodem cable seems the most logical to me. Try a second hand iMac,

you'll like it.

However we too are saying goodbye to our GEM like Mac OS, and will be joining the UNIX camp. OpenBSD to be more precise. However Apple has got several millions to burn and if you don't wasn't too see a DOS like screen you can dump the terminal program as everything is mouse based. Not like Windows but as in the Mac logic, even the boot ROM selection menu (a secret place before any OS has even loaded is graphical).

OpenBSD has more software than Linux and I'm sure people are going to make a lot of it user friendly by putting a GUI on them with the stringent Aqua GUI guidelines.

However Apple (unlike MS) does have engineers who believe in clarity; The OS has been dived in abstraction layers with the Mach microkernel, BSD networkservices, OpenGL3D/Quartz2D/Quicktime multimedia engines and on top of that libs for application calls from Carbon (modernized Mac), Cocoa (Objective C) and JAVA programs, all using the Aqua User Interface.

Instead of resources (used in TOS and Mac) we will use XML structured folder layouts with all icons, text and preferences in generic formats. Allowing for easy translation and access by powerusers as XML is a new type of HTML. Such a filled folder will be marked as bundle is considered as a single file/program.

However you can let any pictureviewer look into this folder and change all the icons as they are all individual files. It is just a folder filled with pictures! And alert texts, and menu texts. No, it's not a mess, it is all structured according to the XML index file!

And to show the world there are no cracker holes in the core of this OS the whole Kernel and network core is open source! It's called Darwin.

http://www.apple.com/macosx/technologies/inside.html

Mac OS 10 is comes out around March 2001, so when you're thinking of cheaply upgrading think about a second hand iMac, any iMac is future proof. There is an iMac sold every six seconds, so there is bound to be a movie editing newby who does his old one away for cheap!

Apple is very informative check out:
www.apple.com
All the latest Mac news on all sites:
www.macsurfer.com

Why invent a new consumer homecomputer when it is already here for more than two years.

4658. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 15:38:15 UTC
From: tarbez@chez.com
Message-ID: <39f8517e.29648832@news.free.fr>
Source record: 55734
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Le 25 Oct 2000 11:07:37 +0200,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) crit:

>I think so. After loking at it, I designed my own SMC Ultra->VME adapter
>which basically works the same (ie. Ulrichs original driver works with my
>adapter), only in a more optimized hardware design. The adapter works fine...

Can you make available(give to atari community) your modified adapter
diagram with instructions?

Regards, Thierry

4659. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 15:41:26 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t9jb6cbi1@snipp.uninett.no>
Source record: 55737

DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote:

> What isn't clear to me is, how much is MiNT a REPLACEMENT for TOS, versus
> a SUPPLEMENT to TOS. Obviously, it doesn't run anywhere else but an

It's a GEMDOS replacement, it requires a few (X)BIOS-functions to
work. However, you can replace virtually all (X)BIOS-dependency by using
proper device-drivers.

> Atari machine (or emulator on another platform). Could MiNT run without
> real Atari TOS somewhere in the background? If so, it should be possible

Yes, if you implement the missing (X)BIOS-functions or embed this
functionality in the kernel. E.g. MacMiNT use a minimal
TOS-implementation.

> to port MiNT to peecees and Macs (in the very same way Linux has been

Indeed. However, there's a lot of 68k-assembly in the sources, so it will
require a lot of work.

> And this would be a fine start. Wouldn't run on anything but a 68K Mac, but
> then PPC would follow (is there an open-source 68K emulator for PowerMacs?),
> and eventually an Intel port. Probably the Intel port coming first would

You can start by writing a small microkernel that boots on a PC or Mac,
and which includes a 68k-emulator, a few (X)BIOS-functions, a
XHDI-compatible hd-driver and a MFP-emulator (not strictly necessary, but
it does wonders for compatibility). This would then boot MiNT, and you
have a PC/Mac with MiNT as the native (no, not native code) OS.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4660. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 15:43:42 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F8512E.4915761D@uklinux.net>
Source record: 55738

Jared Falvo wrote:
>
> Lonny Pursell <fatal@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10010252136580.105-100000@TT030...
> > On Wed, 25 Oct 2000, Jared Falvo wrote:
> >
> > Rather than sit around dreaming all day I've placed an order for
> > a Hades060, something that is really available.
>
> Yes, available and already outdated and antiquated and with little to no

are you planning to create a whole new line of 1040ST PPCs?

> upgrade path (not to mention little to no software support anymore). I

does this mean that if you build a new atari-compatible that all the
software *WILL* support it?

> suspect, if no one breaks us out of the rut the past Atari systems and
> current clones are in (and soon), we shall truely see the end of all Atari
> ever was, GEM ever was, and the Atari platform ever was. And even YOU won't
> be using an Atari clone by then...

well then..... what was GEM? what was Atari?

>
> Just how far do you think your Hades060 is going to take you? 5 years down
> the road? I seriously doubt it. With PowerPC, the roadmap is not only much
> longer, but a WHOLE lot faster...
>

Computers can last for lifetimes..... they all do the purpose they were
intended to do..... atari consoles still play games, atari STe's and
Falcon's are still used in home recording studios, TT's are still used
as UNIX workstations and so on..... if they get 'out dated' then you
'up date' them by configuring some way of wiring the newer components
in.

>
> I just wish someone else, other than myself, would see it and begin working
> on it! *sigh*
>

dont be so arrogant!

>
> Jared

Marc

4661. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 15:53:23 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8t9k1j$rq4$1@news.asu.edu>
Source record: 55739

>> You turn TOS/GEM into yet another alternative Mac and peecee OS, and I'd
>> bet more people than current Atari enthusiasts would be interested
>> (especially if the barrier to entry was almost zero, one of the big
>> draws of Linux).
>
>...and when they discover that they can no longer use Java, realaudio,
>openGL, etc...gee they'll be really happy with their new choice of
>platform! Get it together!! Who would abandon current tech just to
>step back in time?! No-one with an IQ in the pluses AFAIK!

I don't expect the windoze addicts to be interested in Atari. These
people sneer at our STs and Falcons now, it wouldn't change if the
system ran on their own peecees. No, I'm talking about those very
Linux freaks, and others interested in hacking on their computers to
the point where they WOULD consider/prefer CLIs. Adding even just
a few of those would be more Atari developers than we currently have!
And not having java, realaudio, etc. seems to serve as motivation to
these sorts!
--

4662. Re: One case of Atari PCs

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 15:53:37 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F85381.A00ACFE6@uklinux.net>
Source record: 55740

Iggy Drougge wrote:
>
> First of all, I know this is an ST group, but there might be people in here
> who collect these beasts, too.
> I was recently given a suitcase of Atari PC3 and PC4 motherboards, for which
> I've been able to find no use whatsoever. However, if you're keeping such a
> system, or intending to build one (bad idea!), they're yours to keep. Their
> most interesting features are the Mt. Fuji sign and the ST-type external
> floppy connector.
>

why dont you keep them? you could try building a massive parallel
processing system if you managed to wire them up in some way. Make the
next Atari ATW800.

>
> --
> En ligne avec Thor 2.6.
>
> Idealismus ist die Fï¿½higkeit, die Menschen so zu sehen, wie sie sein kï¿½nnten,
> wenn sie nicht so wï¿½ren, wie sie sind.
> --- Curt Goetz

4663. Re: How to make a 1040ST Y2K-compliant...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 15:56:35 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F85433.B7FFB995@uklinux.net>
Source record: 55741

I dont think GEM or TOS has the millenium BUG, i created some files with my PC and used them on my ST and it recognised the dates fine. anyway, the ST doesnt have a real time clock (RTC) or at least didnt have one as standard. anyway, i'm not sure

Jared Falvo wrote:
>
> Is a GEM patch written for it (ah, yet something ELSE to throw in the AUTO
> folder along with those 15 billion other files! (laugh!)) or a clock
> cartridge with special hardware or...?
>
> Jared

4664. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 16:03:11 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8t9kjvrqu1@news.asu.edu>
Source record: 55742

>*IF* I could get the prototype motherboard done myself (of course, I need
>enough people to agree with me on a hardware specification list for this),
>who here would be willing to rewrite GEM for the PowerPC processor (the
>system, more specificially) and write an Atari ST emulator for the system?

With sufficient technical assistance, I've no doubt that you could turn out an excellent PowerPC-based motherboard in a couple of years. Building computer hardware is not so much the problem. Recouping your Non-Recurring-Engineering costs will be tough, though, unless enough people buy them at slightly (or greatly, depending on the size of the market) inflated prices.

The BIG problem is this software issue. We can't rewrite GEM, or TOS, for any processor, because we don't have the rights or the source. Hasbro has them, and holds onto them despite several attempts by people in the Atari community who are interested in furthering the Atari no less than you. The only real hope appears to be a from-scratch license-free approach - namely MiNT.

I believe in your vision - and I'd love to see the Atari world include other machines (more powerful, if not more interesting) than the current STs and Falcons and Hades and Milans. At this point, I don't think we (you) should be so concerned with hardware, whether it runs on a new PowerPC architecture (like you want to design) or existing Mac and peecee systems. We need system software capable of being ported to these other systems. Original TOS/GEM seems (per Hasbro) to be out of the question. Some would argue that Magic is the best alternative, but ASH is not likely to release the source code nor do they have the manpower or interest in this sort of flight of fancy. That leaves MiNT.

I am interested in learning more about MiNT, maybe hacking a bit on it, if my personal load ever alleviates. I suggest you do the same.
--

4665. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 16:03:55 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t9klb$tc2$1@draco.stochastik.rwth-aachen.de>
Source record: 55743

In article <YzKJ5.6$z93.1348@news.goodnet.com>,
Jared Falvo <luposian@mailcity.com> wrote:
>
>Clones will only go so far before they peeter out completely. How far do
>you think you can hoonboggle TOS/GEM before it's so patched together nothing
>works right?

The Milan TOS is not "patched together". Those parts that needed
modifications were modified or completely rewritten to suit the new
hardware. I don't see where this would be different for a PPC machine.

>redesign the motherboard, write an ST emulator, slap it all together, and
>present it to Hasbro... along with a solidly throught out business plan.

Sorry. Do you know how much even the prototype boards would cost? *I* would
not finance (another) such project without talking to Hasbro *first*.

>I've currently been doing some research today on parts and PCB fabrication.
>Assuming a motherboard four layers deep (don't know if that's necessary or
>not), I saw one site saying it would run about $500 to do a prototype. I
>sure hope that includes parts soldered on it...

The price sounds reasonable, but without parts. PCB fabrication has high NRE
costs, especially for multilayer boards.

>The prototype is always going to be the big expense. After that it gets
>cheaper.

Yes, but only reasonably if you are talking about production runs in the
100-1000s at least.

>I may be crazy for trying to do what everyone here thinks is foolish or a
>waste of time or not worth the effort, but, by golly... I still wanna do it!

Go ahead. But since you showed in the past that you have (IMHO) strange
design goals, that would not be a machine I would want to work with.

>Oh, you mean THOSE "newer Ataris"... uh, sorry, not by my definition... If
>it ain't got the fuji and it ain't got the name and look... it ISN'T an
>Atari. It's a hackjob clone. And "Homey don't do that..." ["In Living
>Color" reference]

I predict it's closer than you will get. They are working machines,
completely designed from scratch, with modern peripherals and without legacy
atari stuff, and at a very affordable price (given the constraints of
production batch sizes).

Having the name "Atari" on them won't produce any more exiting software to
run on your machine.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4666. From notator to Logic Audio

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 16:11:15 UTC
From: Olivier TEITGEN <olivier.teitgen@wanadoo.fr>
Message-ID: <8t9kuu$ea7$1@wanadoo.fr>
Source record: 55744

hello everybody

I have a lot of Atari-formatted diskettes containing old notator files, and
I would like to find a software which enables me to open these diskettes on
my PC, in oordrer to load them on LOgic Audio

If anybody has the solution...

Thanks

Olivier

4667. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 16:14:12 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t9l8ktnh1@draco.stochastik.rwth-aachen.de>
Source record: 55745
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <39f8517e.29648832@news.free.fr>,
Thierry ARBEZ-CARME <tarbez@chez.com> wrote:
>
>Can you make available(give to atari community) your modified adapter
>diagram with instructions?

No. I reworked it for an easily mass-produceable version, which was never
built and tested, and do not have the original sources (for the one PCB i
made and which now sits in my TT).

However, unless someone goes ahead and writes a MiNT driver for the card,
there is no use in publishing the thing: if you really want to build one,
you can use the original docs by Ulrich Roehrl (sp?).

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4668. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 16:19:41 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t9littqq1@draco.stochastik.rwth-aachen.de>
Source record: 55546

In article <8t7oj8$6nn$1@nnrp1.deja.com>, <atarigalen@my-deja.com> wrote:
>
>We take a DSL service, which gives (or sells) you a DSL modem. The DSL
>modem uses the PPPoE protocol and provides data over an ethernet jack
>(10b2?) to the ethernet card (or adapter in the case of the
>Falcon/TT). This is read by STing?/MintNet? in the same manner as a
>standard serial PPP connection.

Not exactly. You need a PPPoE protocol layer between the ethernet card
driver and the PPP protocol stack.

If you write that part, then you can use the DSL service as described - the
hardware only requires a normal ethernet card, the software is the problem
(at least I am not aware of a PPPoE solution for ataris).

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4669. PC to ST HELP

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 16:21:12 UTC
From: rayhen <rayh@uswest.net>
Message-ID: <ASYJ5.401$Ks6.160959@news.uswest.net>
Source record: 55548

Is there a PC program that will read Atari 1040ST disks?

4670. Re: Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 16:25:02 UTC
From: bindon@madasafish.com
Message-ID: <svgmmucc8fn23d@corp.supernews.com>
Source record: 55549

On 26 Oct 2000 12:50:11 , Jo Even Skarstein wrote:
>In article <8t7a42$96f$2@plutonium.btinternet.com>,
> "Simon Osborne" <atariactive@spamblock.btinternet.com> wrote:
>
>> I suspect it's the way PS/2 is converted to Serial. It might have
>
>PS/2 mice are also serial mice, but they use a different protocol. It's
>not "converted" really, mice that comes with PS/2->serial adapters
>supports both modes and detects the adapter automatically.

You've been doing your homework. Very true. With the adapters the
Microsoft mouse boots up in mousesystems mode, and the Logitech boots
up in microsoft mode (funnily enough!) according to my software. But
then, the mouseburster accepts both modes so it should work,
theorectically.

>Since his mouse was shipped with an adapter, I believe it should work fine. It
>could be that it draws more power than the interface can deliver though.

The strange thing is, the cursor doesn't even move at all, neither to
the buttons work. It seems like it is power. Aparrantly the unit
takes the voltage off the rts/cts lines IIRC. I might look up an
adaptor, to see how they are wired, and I'm going to check what sort
of voltage is getting to the chip inside the mouse.

>This "Mouseburster", is this the same interface as Mario B. sells?

Yes indeed.

>I have one of those, and I use an A4Tech trackball with PS/2->serial
>adapter, and it works perfectly. I can even use the scroll-wheels for
>something sensible, forward == double click, backwards == click and
>hold :-)

Just like the Genius Netmouse, with the scroll wheel.

Thanks for all the help guys!

4671. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 16:25:28 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010261620020.80-100000@TT030>
Source record: 55562

On Wed, 25 Oct 2000, Jared Falvo wrote:

> Ok, I apologize for my ranting and poundings. I'm just frustrated that it
> seems everyone is "content" to live in a world where Atari is no more and
> the last vapors of life are fading fast into oblivion.

It is not fading as fast as you seem to think.

> You can support and program for the Atari of yesteryear, but ask yourself...
> where is it going to end up in a few more years? Eventually, the clones
> won't even be Ataris anymore (what with how mutated the OS is nowadays), if
> clones are even still made by then.

Software which is properly coded will run on the original machines and
clones. Another point you seem to overlook, and these are GEM
applications even.

> Do you really want that to look forward to? I sure wouldn't. And that's
> why I am being so adamant about this whole thing... that's all.

Me getting a hades is just another step, why do you assume
I won't buy another machine sometime in the future?
If something comes along bigger and better I would certainly
consider it. You need to calm down, stop repeating the same
stuff over and over and get an Atari and really use it.
Get in touch, find out what is really going on with
the OS these days....

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4672. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 16:29:56 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F85C04.FE2DFA3A@uklinux.net>
Source record: 55550

why not ask down your local Tandy/Radioshack for some advice, there'll
be some frequency modulator that you could plug into your ST. There are
some documents at (yes, this site again!) http://atarihacks.cjb.net

Dave Wade wrote:
>
> Yes its quite simple. All you do is take one common or garden IBM clone.
> I usually use a AMD K6 based machine, with Windows98. Into this
> machine insert common or garden WIn TV card or similar. Our local
> computer fair usually has 2nd user cards for 15 UK Pounds, or about 10
> dollars.
>
> Install card in PC and connect composite out from Atari into PC card.
>
> Bingo, you can now use ST on PC monitor. Computer card digitises
> Atari Output, and then speeds it up into a form suitable for display on PC
> monitor.
>
> ..... Or perhaps that's not what the person had in mind :-)
>
> Dave Wade.
>
> P.S. it does work, but its really only good for low res.
>
> Jared Falvo <luposian@mailcity.com> wrote in message
> news:62IF5.80$qj2.9707@news.goodnet.com...
> > Which is why I was saying, is there a way of *accelerating* the signal
> > (frequency) from the ST video out so that it CAN do color on an SVGA
> > monitor. Sort of like translatingt the signal so that the ST is still
> > outputting 15Hz, but the monitor is getting 30Hz. Or maybe it can be done
> > the other way around... or something.
> >
> > Jared
> > --------
> > Hellraiser <justin@hellraiser.demon.co.uk> wrote in message
> > news:3UAF5.1946$c93.235385@news1.cableinet.net...
> > > As far as I am aware, it is possible to use a conventional serial mouse
> > with
> > > an ST, so long as you have the requisite software. As for hooking it up
> to
> > > your monitor, there is no way u can connect it directly to a VGA monitor
> > > that I know of, but if u have a TV card in your PC, you could construct
> a
> > > lead to go from the monitor out on the ST and connecting the composite

> > video
> > > out to the video in on the TV card. As for sound, just route that from
> the
> > > monitor port to the sound input on your PC - voila, instant ST on PC
> > > monitor.
> > >
> > > Hellraiser.....>
> > > "Jared Falvo" <luposian@mailcity.com> wrote in message
> > > news:2rxF5.23$qj2.4963@news.goodnet.com...
> > > > I have the opportunity to buy a 1040ST for $5.50 (US dollars). It
> > doesn't
> > > > have a monitor or mouse. What I need to know is, are there mods
> > available
> > > > to make the 1040ST usable (in color modes) with an SVGA monitor, like
> my
> > > 15"
> > > > Sony E100. As well, is there a way to reroute the wiring in a
> > two-button

> > > PC
> > > > serial mouse to make it work with the 1040ST?
> > > >
> > > > I know that they say that the monitor has to be able to do 15Hz
> > Horizontal
> > > > in order to do color modes (the lowest mine goes is 30Hz), but is
> there
> > > any
> > > > way to accelerate the horizontal signal from the 1040ST so that it can
> > > > display color modes at 30Hz?
> > > >
> > > > As well, I'm debating as to a system design challenge... attempt to
> > build
> > > an
> > > > ST that is 100% optimized (maximum RAM, maximum video output hardware,
> > > etc.)
> > > > I want to see if we can't build a system that can do the Internet
> > > smoothly,
> > > > based less on a fast CPU and mainly on an awesome video and
> motherboard
> > > > subsystem. Of course, the OS (TOS/GEM) might get in the way of that,
> > > but...
> > > > surely it must be possible if someone tries hard enough.
> > > >
> > > > Milan II may be dead, but why not have fun reinventing the old 8MHz
> > 68000
> > > > ST's into a maximized system for the loyal masses! Hmm?
> > > >
> > > > Jared
> > > >
> > > >

> > > >
> > >
> > >
> >
> >

4673. Re: WTB: 19-pin DMA cable and extern floppy cable

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 16:35:14 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t9mg2tut1@draco.stochastik.rwth-aachen.de>
Source record: 55551

In article <8t9irp0174a@news1.newsguy.com>,
Bill Williams <billw@rationalvaluer.com> wrote:
>
>Anyone got a cable for an external hard drive (Atari Megafile 30) and/or a

I have several left - however, shipping them outside Germany is probably
more expensive than the cable is worth.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4674. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 16:57:27 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010261626021.80-100000@TT030>
Source record: 55564

On Thu, 26 Oct 2000, **** **** wrote:

> Lonny Pursell wrote in message ...
>
> >I spend nearly all my free time coding on freeware and giving
> >back to the Atari community. If I'm not doing that I'm
> >on IRC/ICQ helping others do the same. Granted it may not be great
> >stuff, but I make an effort! You think I do this because I don't
> >care?! So Odd codes sound drivers because he don't care?!
> >There are many more people here, far too numerous to mention
> >that release stuff free or commercial and they don't care?!
> >Wake up for christ sake.
> >
> >Where do you get off treating people who have been dedicated
> >for years like they don't care?!?!?!
> >
> >You are a moron. Period.
>
>
> Wher do you get off treating enthusiastic newbies like they were shit to
> scrape off your heel?

Hey, I'm not the one tossing swear words around, you are.

Anyway I am totally against emulation on x86 chips, I am in your
camp! If we must migrate I want PPC.

> >Your hardware ideas thus far have been a joke and your business
> >sense is nonexistant.

> Business sense aside, it seems his ideas aren't any worse than anyone elses
> here. Why don't you clue him in, instead of bashing? I haven't an idea from
> anyone else, that doesn't involve "porting" the os to a pc clone, and
> calling it the end.

That's a hard one since the machine is almost totally a hobby
platform. Trying to make some machine full of custom chips
for near 100% compatibility just cannot be done in this day
and age, way to expensive. On the other hand if you sit down
and layout a nice design to get the machine close to today's
"standard" machines, then you end up with a somewhat generic
design like a MAC. Probably not what everyone would want
and can it be done for a reasonable price? Problem is
you can get an iMAC for 800 bucks and magicmac, so what
ever one designs better be fairly low cost.

About the only solution I can think of is to use some
existing PPC board design, or figure out how to get
the OS to completely take over a MAC, such that you
could toss out macos.

As far as Jared is concerned, it's great one is pro Atari
but geesh, he needs to calm down. A few things that would help:

1) Stop complaining about how Atari treated him/us... it's
a done deal, why keep bring that up? Serves no purpose
towards the goal.

2) Know that this is a public forem for users, if I recall
this is not comp.sys.atari.hardware.design, most of us
here are not going to send money to someone on a whim.

3) Quit accussing everyone of not caring. That is just
not right or true at all.

4) Just stop repeating the same crap over and over...
it's getting old. Obviously there are flaws in the plan
or we would not be having this sort of discussion.

5) Get an Atari and use it, at least get to know what
you are talking about.

If he wants a real business plan I suggest:

1) Take the idea and outline it in great detail on
a webpage, set up some sort of sign up form, survey or
msg section or whatever... make it professional looking,
note the items I listed above... maybe then he might see interest.

2) When #2 is setup post here a simple message where to
go look, signup for support, and so on.

I think this would work better than posting stuff here
and rehashing most of the same stuff over and over.
I don't particularly like being harassed because I ordered
a hades, at least I am actively support the market.
That is what upset me, cause all I'm hearing is talk from
someone who is obviously out of touch.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4675. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 17:03:26 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <xtZJ5.64$z93.10366@news.goodnet.com>
Source record: 55552

Jo Even Skarstein <joska@online.no> wrote in message
news:8t8qls$1a8$1@nnrp1.deja.com...
>
> As usual you're missing the point, which is that most people doesn't
> find it amusing and challenging to push the hardware to the edge and
> still not be able to do a fraction of the things that can be done
> simply by switching to a faster computer. I don't know what kind of PC
> you have, but I doubt that you're running Windows 98 on a 4Mb 486
> because it's fun to push the hardware.

I'm not advocating pushing the hardware when the hardware isn't capable and doesn't have room to spare. I'm advocating creating hardware that has LOTS of capability, but forcing the software developers to USE it, not just code any old way they want, just to fill up 64-128Mb of RAM with a bloated OS and hundreds of megabytes of hard drive space, just because they're too lazy to write some decent code.

If the only computer was a 4Mb 486 (and at the time, it may have been), I'm sure Win 3.1 ran quite nicely on it. And apps as well. But as technology gets faster and hard drives and RAM get larger, programmers realize how much room they have and stop caring how well they program, figuring "Oh well... they'll buy a faster CPU or a larger HD or more RAM to use this game." or whatever.

Graphically, there is NO game written to day that takes full advantage of, probably, even a nVidia RivaTNT grpahics chip! Why? Because the TNT2 came out. And then the TNT2 Ultra and GeForce 256 and GeForce GTS, etc. So fast has technology advanced that no programmer has *reason* to optimize for one graphics chip, because it's far easier (and cheaper) to let the user buy a faster video card and CPU, than to optimimize the game to run well on lesser hardware. Which, by the way, because of the PC mentality of today, no one seems to keep, because why not buy faster and better, even if you don't need it, just because it's there!

How fast is a Sega Dreamcast? What graphics chipset does it use and how much VRAM does it have? How much main RAM does it use? If you look at games like Soul Calibur and Ecco the Dolphin (Defender of the Future), you will see how optimized games and software can be on hardware that is vastly less powerful than a GeForce GTS and far slower than a PIII650 or so.

Why? Because they HAVE to! But do game players complain? No. They enjoy their games and systems, because they look forward to better and better games that really push and use the hardware to it's limit, depending upon how much effort the companies put into each game they write.

Wish I could talk longer, but I've got to get my son off to Grandma's.

Jared

4676. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 17:16:27 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F866EB.F795AE13@uklinux.net>
Source record: 55553

Jared Falvo wrote:
>
> The thing I can't understand is why everyone seems so "anti-improvement" in
> the ST/TOS scene. Why is everyone so "it's a hobbyist thing"? Are we all
> just using our Atari/clones for nostalgiac reasons? Seems kinda pointless
> to me. I like to remember how much I loved my 1040ST, back in '86. But I
> try not to, because, in all honesty, it hurts too much, realizing those WERE
> the happiest years in my life. When technology was still something exciting
> and Atari was doing things others hadn't done (a 1Mb 68000 system for under
> $1,000? WOW!!!).
>
> But look where we are now? Faster and better technology is all we look
> forward to. No more innovation, no more real exciting progress. We're at
> 1Ghz CPU's and climbing. We've got 256Mb systems and 64Mb video cards and
> 40Gbyte hard drives, not to mention a host of other doo-dads. We're so
> friggin' jaded, technology is nothing but trivial to us now.

in 14 years time, are you going to try and build a suped up computer
that will be compatable with the 'old' 1GHz, 256MB ram, 64MB video card
and try and port a 'new' version of Windows 2000 for it??

>
> Ok, so where does that leave us as Atari/clone users? Lost and forgotten,
> that's where. We strive to prove our latest clones or modded-to-death
> Falcons can do the Internet. Wow. Does anyone really care? I doubt it.

we dont strive to prove our latest clones, PCs are advertised on the TV,
Radio, Magazines, and websites.
The Atari clones are just given fame by word of mouth mostly and maybe
the odd mention on LGD.

>
> We're living in the ashes, instead of soaring above the clouds. All because
> no one is willing to admit that the way things are is no longer worth a hill
> of beans to anyone!

The whole point, i think anyway, is that people try and prove themselves
by getting what was in their Atari's and modifying it like overclocking
the CPU, stuffing the ST with more RAM than you would put stuffing in a
turkey and so on.... then we can look at our modified atari. if we/they
wanted to be soaring above the clouds we'd be using the latest multiple
G4 cpu system or big and bad DEC/Compaq Alpha stations which would scare
the Pentium III and Athlon back to the drawing board. Atari is dead,
people modify their ataris so they can do things they couldnt in the
past. If you make a new computer from new hardware and new software than
how can you even mention Atari? This is like making a new car because

you loved the Ford Sierra, the chasis is different, the engine is
different, the only similar thing is that the dashboard or stearing
wheel look vaguely similar but it still isnt a Ford Sierra.

>
> All I'm saying is that we break out of this ghost town we're living in and
> make some innovative new steps for us to all follow in. Sure it won't be
> the latest technology. Sure it won't be the fastest. Sure it won't be the
> best.

if your willing to go on and build your super-system, then why do you
want to be atari compatable?
This should only cripple your systems full potential

>
> But it's a whole lot better than living in the nostagic past forever, trying
> to justify keeping your ancient piece of Atari-era crap and make it do the
> Internet a fraction as well as any lame-assed 486 PC can do with a decent
> PCI video card running Win85!

did they have Win85? I dont think many 486s had PCI graphics.

>
> Atari did us wrong, commited suicide, and left us to suck on the bleached
> white bones of their corpse. Gee, life is grand ain't it? And we've been
> trying to make due with what's left, ever since!

Atari is still around although they only make software now and it's
basically just the name owned by Hasbro.
If Atari was still around and making newer ST/TT/Falcon computers, would
you still want to build this Phoenix thing?

>
> I left the Atari scene years ago and, except for that pesky memory of
if you left the atari scene then why are you still on about making the
Atari ST compatable system?

> nostalgia, haven't looked back since. But I'm always wishing it could have
> been different, that Atari was still alive and well and not just some
> namesake of Hasbro. But the timeline has played out this way an we have to
> live with it.
>
> All I'm offering is a dream that says, take the old software, rewrite it for
> a new GEM written for PowerPC (or Pentium, for all I care!). If you truely
> cared about using the software for more than "reliving the past" (which is
> nothing but a waste of time anyways), you would see what I'm saying has
> purpose.

If you want to make a super-computer, why not make somethiing that looks
better than GEM, if an average atari user saw something like GEM on some
big cased computers screen he'll probably think: nice job someone did
shoving their ST into that case!!!!!!!

>
> Time and money and effort are ALWAYS part of the equation. Especially where
> change is concerned. I mean, are we just going to stand there at this
> dead-end we're left at, or are we going to back up a few houses and go down
> a road we haven't travelled that at least goes somewhere a few years longer
> if not infiniately longer?

Time is a big equation and money as well. how do u propose that we build
this massive computer?

>
> The point at which one can stop seeking further progress is when all your
> needs are perfectly met. When your system does EVERYTHING as fast as you'll
> ever need it (or as fast as it can be done), when the software is flawless
> and the games are perfect.

when has there ever been a time when software was flawless or games have
been perfect?

>
> But that time isn't yet.

well... why did u bring up the subject?

>
> If I bring to the table one vision, imagine this:
>
> Any application you run, running significantly faster!
> Any game you play, being that much more exciting!

playing PONG at an insane speed? sounds scary!!

> Any software you use, being that much better!

the software automatically improves itself if it runs on a PPC?

> Any software ideas not yet created, now being available!

cos u shoved a PPC into a case and called it a Phoenix???????????
>
> Now assuming that software/game/application runs on an Atari ST or clone,
> where does that leave us? With a task ahead. And living in the past and
> pushing aging technology in directions it can't go, is not going to get us
> there.

what's the whole point of your 'dream' then? to build a new computer
which isn't an atari clone or an atari but can run atari stuff with
little emulation? I think you missed something there!

>
> Software development is fueled by hardware potential. The reason so few are
and dedication, hobbiests, as well as competition

> still developing software is because the hardware (clone or not) is at it's
> life's end. It's been pushed, and hacked, and prodded in every direction
> within the confines of the 68K series. And that road is exhausted. Utterly

> and completely.

how do u know this? there is still the oppertunity of multi-processing
and parallel processing

>
> And I believe it's time to jump the tracks, take what baggage we can that
> doesn't hamper our progress, and see where we can go from there.
>
> If the Atari ST software doesn't matter, then none of this matters.
> If The Atari ST "look and feel" (OS) doesn't matter, then none of this
> matters.
The GEM's look and feel doesnt matter, use this 'inspiration' you have
and build your own look and feel
and again, i thought you said it wasnt an
ST-clone???????????????????????????

>
> If we're not trying to keep the spirit alive, then it's truely pointless to
> continue. Even if the spirit is called something else and lives in a
> different system, it's still the same spirit.

The spirit of Atari is to expand your Atari's full potential, I think
so, by getting it to do new things.
if your computer is keeping with the spirit then why does the interface
have to look like GEM? People have
got ISA cards and made some kind of method of using it on a VME bus, if
you just give them a system that's got everything, then it wont
progress. you need people with inspiration not a bunch of dummies that
just switch it on and use it.
>
> If you run a favorite application that originally ran on an ST, but now runs
> on a system that has a similar look OS-wise, but a newer, faster CPU. Is it
like upgrading the 68000 to a 68010 or 68020???????

> not the same application? As long as we remember what we're doing and why
> we're doing it, it doesn't matter if the app runs on a PC that runs GEM or a
> GEM system that runs off a PowerPC.
GEM is a very ancient program, why dont u just get hold of X11 and port
it?

>
> It's the apps and operating system that makes us happy. And if changing
> direction, to allow us new opportunities to innovate and create, is what we
> need to do, then why not do it?
The OS? So, your gonna harness all the PowerPC's power onto TOS?

>
> Money, right?
yeah.... how you gonna get all the money needed to get a license to use
certain stuff, the amount of hardware you'll need.....
btw..... because there will be hardly any made ccompared to PCs or Macs

(massive amounts of money and massive companies), how are you going to
cover the development costs? if your system costs more than a more
powerful PC or Mac then what are you going to attract people with? I's
rather buy a powerful PC for less than a non-atari clone that runs atari
stuff (sounds like a botch-job to me!) costs.

> Time, right?
How many people can give up their spare time, we're either all working
and then resting or were studying. Anyway, if you made a website
detailing what exactly it is that your going to do, send the address to
us on comp.sys.atari.st instead of preaching as if your a god or
whatever.

> Effort, right?
What will attract people to write programs for some sort of evil hybrid
of a badly designed power mac and an ancient atari instead of writing
programs for Linux which runs on ARM, Alpha, MIPS, Intel, and PowerPC as
well as atari's already or we will build hardware that's compatable with
your motherboard with bits getting soldered into it instead of building
our own sound cards, water cooled systems, and so on for PCs, Macs and
other things?

>
> Is it worth it or not? Is keeping up with the times and not scraping in the
> dust worthwhile or not? Or does anyone care anymore... except for
> nostalgia?
>
> If I could forget my past with the ST and Atari, I gladly would. It's
> simply too painful to remember all that potential screwed straight to hell.
> All I'm trying to do is make it possible to remember the past fondly and yet
> also be able to say, "look at where we've taken it!". No one but us is
> going to make a change. Atari won't. Hasbro won't.

Mate, why dont you go and work for Milan, they've got the money and
resources and you've got your dream.
>
> Am I just yelling to the breeze? Am I calling upon completely deaf and
> uncaring ears? Am I the only one who is so friggin' tortured by the way
> things have turned out that I desparately want to see a change, regardless
> how impossible that change seems to accomplish?
>
> All it takes is people who know how and are willing to program
> All it takes are people who know how and are willing to design the computer
> All it takes are people with a little money to band together
>
> Nothing is accomplished overnight. Nothing worth doing right is going to
> necessarily be cheap or easy.
>
> But it's possible, regardless what people say. If only we all care enough
> to achieve it.
>

> Are you?
> -----------
> Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
> news:971764330-34974AEicMi@cwcom.net...
> > From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> > Date: Sun, 15 Oct 2000 20:26:53 GMT
> >
> > >If ever a Power PC based Atari came out I would buy one...
> >
> > Recent development plans for MagiCMac might be the answer to your dreams.
> > Apparently it's expected to run on that machine with no requirement for
> > the Mac OS, so it'll be lightning fast.
> > --
> > ____ ____ ____
> > / __ \ / __ \ / __ \
> > / / / / / / / / / /_/ /
> > / /_/ / / /_/ / / ____/
> > /_____/ /_____/ /_/ Translations
> > derryck@cix.co.uk
> > dennis.vermeire@wanadoo.be
> > xlator@cix.co.uk
> > http://www.cix.co.uk/~derryck/index.htm
> >

4677. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 17:22:44 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B61DB66E.2ACD%nameerf@flash.net>
Source record: 55555

in article sDDJ5.39$ST2.9442@news.goodnet.com, Jared Falvo at luposian@mailcity.com wrote on 10/25/00 8:12 AM:

> Upgrading one's computer when you don't NEED to upgrade is pointless and a
> waste of money. If your video card hardware and RAM have yet to be fully
> used to their potential, then you waste power just for the sake of having
> more power. Where's the logic in that?

Everyone "needs" to upgrade at one point or another as technology advances. I remember at one point thinking how cool 320x200 512-color graphics (with Spectrum 512) was on my 1040ST at 8MHz. Now my Falcon has become slow and either low-res or low-color compared to "modern" computers. No matter how great your computer idea's video/memory/CPU/etc. are, sooner or later they will become seriously outdated and slow for the modern applications at the time. It's just plain blind and ignorant to say that you won't need to upgrade.

> I dare say a new Atari system, based on 32Mb of RAM and a good video chipset
> with 4-16Mb of RAM could easily last a year or more, if people would exploit
> it's capabilities and get out of the "keeping up with thre jones" mentality
> we're all so friggin' stuck in.

By today's standards maybe it'll last that long. But by the time you get this machine in production (if ever), the specs you're suggesting now won't be good enough anymore. Let me rephrase your "keeping up with the jones'" statement. It's actually more like "keeping up with technology". If a computer can't run modern applications, with a modern interface, at modern speeds, it will seriously limit the users ability to do what the rest of the world will consider "normal" work. With each leap in technology, users DO push the limits of their hardware/software (especially Atari users trying to "keep up"). And as this creates new demands that software and hardware must meet, a non-upgradable design will quickly fall behind, no matter how good it is at the time of its release. You're basically talking about making your computer disposable. Use it for as long as you can, then be forced to throw it out and get a new one or become adept at doing complex DIY upgrades (which most average people won't do). This would mean your computer would have to be incredibly cheap (cheaper than most cheap PC's for me to even take an interest). Besides I want to have a computer that will last more than a year or two. That's part of the PC mentality that most people here hate, I think.

> Why do you think that the Atari ST's were so expoited with demos and
> programs that took it beyond what it was designed to do? Because they HAD
> to! They couldn't just pull out the RAM and video card and stick more in.
> They had to make use of what was there and they did...

Every outdated computer has a following of people who make demo software that pushes the limits of the machine's hardware. People are doing the same with Atari 8-bits, but I wouldnt want to rely on one of those as my primary computer. Besides, just because they do it doesn't mean it's easy. And since it'd become increasingly more difficult to get outdated hardware to keep up with modern applications, no matter how skilled a programmer they have, software companies would have to charge extreme amounts to keep software supplied to your computer because of this fact. If you want a computer that is to be supported and commercially viable, it must be easy to keep up-to-date, and easy to program for, otherwise software companies would drop you in a heartbeat.

> How I loved the CareBear demos and Enchanted Lands and some of the other
> apps that really pushed the envelope with the ST. And I strive to bring
> those days back, if at all possible.

Just think what kind of demos one could do on updated (and updatable) technology! If you really want to bring those days back get an ST and run all the demos you like. It still won't change the fact that the ST is outdated and unexpandable (without difficult DIY contraptions) and won't run modern apps.

> "Waste not, want not", as the saying goes...

How about "an ounce of prevention is worth a pound of cure"? In other words, if you make an expandible computer design to begin with, not only will it be more attractive to the average public, it will be less of a headache to upgrade when it becomes obsolete.

Mike Freeman
nameerf@flash.net

4678. What's wrong with an iMac? (was: PowerPC 1040ST...)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 17:28:39 UTC
From: dennis.scp@multiweb.nl
Message-ID: <1ej4hxi.1mxspy61v28o74N%dennis.scp@multiweb.nl>
Source record: 55556

Updated to make it readable:-)

On Thu, 26 Oct 2000 2:09:39 +0200, Jared Falvo wrote
(in message <YzKJ5.6$z93.1348@news.goodnet.com>):

> I offer a chance to change all that. We start fresh, port GEM to PowerPC
> (an effort which, regardless of my ranting, seems like a task someone would
> find interesting and worthwhile regardless of the ends, but apparently not),
> redesign the motherboard, write an ST emulator, slap it all together, and
> present it to Hasbro... along with a solidly throught out business plan.

I still have a Falcon upstairs in the original box with a possibly
broken diskdrive, original HD that fails to spin properly sometimes.
So, that's where I'm coming from.

Today I'm running iCab, a great browser with Javascript / JAVA and all
the Netscape plug-ins. Live video streaming et all on just a G3 233MHz.
The lowest Motorola G3 speed available.

My turn to the Mac side has been easy, ResEdit was almost the same as
the resource files inside TOS. I could really see where the ST was
coming from. Everything looks very familiar, in fact I was porting my
Falcon icons before surfing the net. There is also a very helpful
community (like uk.comp.sys.mac) and all software for the Mac, including
high quality shareware, can be found at
www.versiontracker.com

Like the ST all iMacs are user friendly and with millions of active
users for each revision www.macfixit.com supplies all the solutions
needed because, unlike PC's, they all use the same parts during each
revision period. The first is called iMac revA (and has slow video),
revB is great & cheap, revC, revD & revE all advance little steps up to
DVD playback and easy to use video editing with DV camcorders. (Ugh, who
wants that :-)

Even the revA can emulate Playstation games, and will be capable of
running Mac OS version 10 (now in beta)

And you can run your current software:
NoSTalgia is a full Atari ST emulator, rather than just emulating an OS
as MagiCMac does. Although it's still in beta, many games and
applications run perfectly! The hardware support includes full video
and sound capabilities, and the most recent version is even faster than
before!

And there is more:
PowerST is a new Atari ST emulator by the author of NoSTalgia! Although

the feature set is very similar, PowerST includes an assembly core
making it three times faster than NoSTalgia, and is shareware.

With the introduction of the cheap iMac Mac OS has become a logical
upgrade path for TOS fans. Many article's featured steps for this.
A nullmodem cable seems to me the most logical way to connect the two
machines. Try a second hand iMac, you'll like it.

However we too are saying goodbye to our GEM like Mac OS, and will be
joining the UNIX camp. OpenBSD to be more precise. However Apple has
got several millions to burn on userfriendly development and if you
never want to see a DOS like screen you can dump the terminal program
without hesitation as everything is mouse based. Not as half baked like
Windows but like the Mac has always been, even the boot ROM selection
menu (a secret place before any OS has even loaded) is graphical.

OpenBSD has more software than Linux and I'm sure people are going to
port a lot of software to become user friendly by putting a GUI on them
with the stringent Aqua GUI guidelines.

However Apple (unlike MS) does have engineers who believe in clarity
underneath the eye candy. The OS has been dived in abstraction layers
with
- the Mach microkernel,
- BSD networkservices,
- OpenGL3D/Quartz2D/Quicktime multimedia engines and on top of that
- libs for application calls from
- Carbon (modernized Mac),
- Cocoa (Objective C) and
- JAVA programs,
- all using the Aqua User Interface.

Instead of resources (used in TOS and Mac) we will use XML structured
folder layouts with all icons, text and preferences in generic formats.
Allowing for easy translation and access by powerusers as XML is a new
type of HTML. Such a filled folder will be marked as what we call a
Bundle.

A Bundle is a folder which is considered as a single file / program.
Much like a ZIP archive file without the archive or compression part.

However you can let any program, like a pictureviewer look into this
folder and change all the icons, as they are all individual files. It is
just a folder filled with pictures! And alert texts, and menu texts. No,
it's not a mess, it is all structured according to the XML index file!

And to show the world there are crackable holes in the core of this OS
the whole Kernel and network core is open source! It's called Darwin.

http://www.apple.com/macosx/technologies/inside.html

Mac OS 10 comes out around March 2001, so when you're thinking of
cheaply upgrading think about a second hand iMac, any iMac is future

proof. There is an iMac sold every six seconds, so there is bound to be a movie editing newby who does his old iMac away for cheap!

Apple is very informative check out:
www.apple.com
All the latest Mac news on all sites:
www.macsurfer.com

Why invent a new consumer homecomputer when it is already here, for more than two years.

4679. Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 17:43:08 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F86D2C.AAF50601@uklinux.net>
Source record: 55557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

anyone know any published (i.e. paper not electronic) Atari mags that
are still being published? last I saw of ST Format was about 2 or 3
years ago.

bye,
Marc

Tower'd TT030, 24MB RAM, 9.1GB SCSI HD, 1MB ET4000, Linux 2.2.16 ** **
**
17" Iilyama Vision Master, Yamaha CD-RW, 1.44MB Floppy. ** **
**
** **
**
** **
**
** **
**

4680. Re: Atari Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 18:01:34 UTC
From: Hetnetnews <FMunniksma@hetnet.nl>
Message-ID: <OJYPHe3PAHA.315@net003s>
Source record: 55558

Hallo Hans,

ik heb je al een e-mailtje gestuurd. Ik ben geinteresseerd in je Falcon.
mail me op fmunniksma@hetnet.nl

Groetjes, Freek

"Hans van Ormondt" <h.van.ormondt@mail.leidenuniv.nl> wrote in message
news:39F3FB6E.C3F722FB@mail.leidenuniv.nl...
> Hi Folks,
>
> I am finally leaving the Atari scene. and have a functioning Falcon for
> sale.
> You can come and pick it up for Dfl. 100 at my house in Leiden,
> Netherlands.
> Please react by e-mail to ormondt@lumc.nl
>
> Farewell, dear friends
>

4681. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 18:24:04 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B61DC4CE.2ACE%nameerf@flash.net>
Source record: 55559

in article SRPJ5.37$z93.5192@news.goodnet.com, Jared Falvo at luposian@mailcity.com wrote on 10/25/00 10:10 PM:

> Ok, I apologize for my ranting and poundings. I'm just frustrated that it
> seems everyone is "content" to live in a world where Atari is no more and
> the last vapors of life are fading fast into oblivion.
>
> You can support and program for the Atari of yesteryear, but ask yourself...
> where is it going to end up in a few more years? Eventually, the clones
> won't even be Ataris anymore (what with how mutated the OS is nowadays), if
> clones are even still made by then.
>
> Do you really want that to look forward to? I sure wouldn't. And that's
> why I am being so adamant about this whole thing... that's all.

You know, Jared, I completely feel for you. I would love (as I'm sure many would) to go back in time and buy Atari before the Tramiels did. I'm sure any of us would run it better than they did (although the ST was initially their idea). You should realize that all of us here are/were just as bothered and frustrated by what Atari did (i.e. not advertize, then pack up and leave when they were on the losing end because of it) as you seem to be. But we also realize that resurrecting the name and recreating a modern ST look-alike really isn't that promising a way to go, and most of us would rather spend our money and energy on something more productive. Here are a few points to consider:

1. You mentioned that clones were "propping up a dead horse and giving it a new coat of paint". How is what you are proposing any different? Reviving a dead name that no one but us die-hard and a few 80's nostalgics even remember? And giving the computer the old ST look isn't even a new coat of paint! It's the same old decaying skin.

2. A brand new company without the loaded (and sometimes negative) reputation would stand a better chance. Creating a market in the U.S. for the existing clones would be easier and more well-received, as most of the computer-buying public remembers Atari as a video game company if they remember it at all. And creating any kind of new computer market is no easy task. First, before anything else, you need a guarantee of massive, modern software support by recognizable companies before anyone other than Atari-enthusiasts would buy one. Second you need a reason (besides nostalgia) for the public to want to buy one of these instead of a PC or Mac. So you need to offer something that these machines can't even come close to doing. And since most of the buying public has a lust for recognizable brand names (with a great reputation to go with it), good luck with that. Finally, you need good, inexpensive, massively available hardware

ready for stores now. This takes much more cash than you're talking about getting.

3. Anything you come up with, no matter how much it is like the original, will still be a clone. Reason: It won't be the same Atari (people, place, hardware design, etc), you are proposing a completely new internal design with new features, being different hardware, it either will not run the old software or would require massive emulation to do it, etc...

4. How is any of this different than what Milan and Medusa have been trying to do (Milan even tried to get the rights to the Atari name once)? It'll be different hardware, different software, you'll have to update the OS with a more modern design, networking capabilities, and other features expected of a modern OS (which has partially been done already in the form of Magic and Mint/NAES), etc. The only difference I see is your focused attempt to get the name and the look back, which is first of all just a facade that doesn't really have as much weight as you seem to think it does, and second would end up costing us more in the long run than it would to just simply support the companies that are out there already doing what you want. I would rather send $1,000 to Milan to fund making a PPC-based Milan III than to your idea simply because it appears your sights are set too narrowly on a name and a look than on the realities of business. Besides, Milan already has motherboard prototypes that would just take small changes to make them exactly what I would want in a new "Atari" machine. What do you have?

5. Finally, don't bring up the Hasbro connection as your reason for this being different. They won't go for it, I promise. Look at what happened with Milan's attempt at the Atari name. Even an existing company that Hasbro wouldn't have to send any money to at all couldn't get the rights to use the name. And you expect them not only to give you rights to the name, but give you a part of an initial investment? Even if Milan offered money for their name rights, they wouldn't get it. What makes you any different? Why would Hasbro listen to a single person with radical ideas who they've never heard of, when they won't listen to an already founded company with supposed links to Motorola, Hewlett-Packard, and other well-known companies?

Now, I'm not trying to be negative or discouraging. I'm just trying to shave off the rough edges of your ideas. If you stay too focused on one unbendable concept without taking advice and criticism from others, your computer idea won't only not fly, it'll fail absolutely misreably. Instead of wasting our time here trying to make a company that in all likelyhood won't happen, support the companies that already exist. Everyone will be the better for it.

Mike Freeman
nameerf@flash.net

4682. Re: PC to ST HELP

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 18:24:35 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <SOWOCWAjbH+5Ew+D@steverosie.demon.co.uk>
Source record: 55560

In article <ASYJ5.401$Ks6.160959@news.uswest.net>, rayhen
<rayh@uswest.net> writes
>Is there a PC program that will read Atari 1040ST disks?
>
>

Hi
Nip over to my web site and download DC Format 3.0, this will do
everything you need to the disk to be read via a PC:)

www.last-pd.co.uk

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4683. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 18:32:01 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010261828400.110-100000@TT030>
Source record: 55571

On 26 Oct 2000, Jï¿½rgen Nyberg wrote:

> Forget all about GEM, maybe TOS in a chip to get the comp started if
> all else fails. Ever thought about getting shares in the Milan
> company? That would probably be a more direct way of supporting the
> Atari market.

I suggested he contact Wizztronnics early on, he has some
strange idea it must come from the US. He accused
us of not listening, yet if you reply with a very good
idea it's ignored. Investing in Milan sounds reasonable,
they did get the 040 and 060 upgrade card released.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4684. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 19:02:21 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t9v3tvla1@draco.stochastik.rwth-aachen.de>
Source record: 55561

In article <8t7j5hpoc2@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>But then it took ages for MagiC to support the Milan or Hades, which it
>supports by doing the same as MiNT does - using the existing
>TOS-routines. When/if MiNT becomes 100% self-contained you must also have
>people to support all the different machines.

Magic on Hades was a real port. For Magic on Milan, Andreas Kromke removed
the Magic Bios/XBios/VDI and made Magic use the TOS's routines in the ROM
(which were modified to suit his needs).

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4685. Re: How to make a 1040ST Y2K-compliant...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 19:56:59 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8thd6g$j3l$1@newsg2.svr.pol.co.uk>
Source record: 55360

"Marc Wilson" <badsector@uklinux.net> wrote in message
news:39F85433.B7FFB995@uklinux.net...
> I dont think GEM or TOS has the millenium BUG

TOS does have a Y2K bug. For details and patches see URL in sig.

HTH
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

4686. Re: Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 20:03:09 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <l34K5.5264$Z75.14381@nntpserver.swip.net>
Source record: 55577

> Well seeing as the serial adaptors don't work on some PCs as well,
> then I blame the people who supply adaptors with there mice, which
> doesn't state that it may not work. The mouseburster is excellent
> piece of kit, and if anyone is wondering about purchasing it, don't
> let this put you off! Just don't try using adaptors with any
> computer!

I've used both a Logitech Trackman Marble+, which comes with a PS/2 to serial adapter - and a Microsoft Wheelmouse, also with a PS/2 to serial adapter. Both work perfectly with Mario Becroft's interface connected to the Falcon. A thing to keep in mind is that none of those mice work with a standard PS/2 to serial adapter - and not if I switch and use the Logitech adapter for the Microsoft mouse or vice versa, so it's important to use the correct one - otherwise it won't even work correctly on a PC!

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4687. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 20:27:29 UTC
From: jlog@zetnet.co.uk
Message-ID: <39f893b1$0$179@news.zetnet.co.uk>
Source record: 55563

On 26 Oct 2000 10:03:26 , "Jared Falvo" wrote:

| . . . .
|How fast is a Sega Dreamcast? What graphics chipset does it use and how
|much VRAM does it have? How much main RAM does it use? If you look at
|games like Soul Calibur and Ecco the Dolphin (Defender of the Future), you
|will see how optimized games and software can be on hardware that is vastly
|less powerful than a GeForce GTS and far slower than a PIII650 or so.
|
|Why? Because they HAVE to! But do game players complain? No. They enjoy
|their games and systems, because they look forward to better and better
|games that really push and use the hardware to it's limit, depending upon
|how much effort the companies put into each game they write.

I think that you are kidding yourself. I would think that most gamers don't give a tinker's curse whether their hardware is being pushed to the limits or not as long as the game is fast and affordable. There will always be a tradeoff between hardware and software costs but the dividing line is invisible to most users.

Going back to a previous posting, I think the Turing test is one of the best analogies I have seen. If you cannot tell from using a computer whether it is a "true" Atari or an emulated one, then it doesn't matter.

4688. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 20:58:42 UTC
From: ebaiz@skyenet.net
Message-ID: <6W0K5.1513$Ka1.735@newsfeed.slurp.net>
Source record: 55565

On 25 Oct 2000 17:09:39 , "Jared Falvo" wrote:

>I tell you, if I had the money I needed to do it, I'd friggin' do it myself!
>But even if I can get the hardware made myself, it's not possible for me to
>do the OS. I'm not a programmer.
>
>As a final offer, I state the following:
>
>*IF* I could get the prototype motherboard done myself (of course, I need
>enough people to agree with me on a hardware specification list for this),
>who here would be willing to rewrite GEM for the PowerPC processor (the
>system, more specificially) and write an Atari ST emulator for the system?

All I know is if one ever came out I would buy one.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4689. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 20:58:44 UTC
From: ebaiz@skyenet.net
Message-ID: <8W0K5.1514$Ka1.735@newsfeed.slurp.net>
Source record: 55566

On 25 Oct 2000 18:18:38 , "Jared Falvo" wrote:
>I ask you... any of you... with some spare time, if any, on your hands...
>
>How much would it take, in time and effort, to:
>
>1) work on designing a new 1040ST-sized motherboard
>2) do some research in what part the motherboard would contain

Why do this with a 1040ST?? Why not something else totally different?

>And, then I ask you...
>
>How much money would it take to build this new prototype motherboard, if
>more than one of us gave a little towards the project? $100? $150? $200?
>If we each gave a little, we all share in the accomplishment! I'd be
>willing to put up my $150 towards it...

For what I would want it to be, it would be alot more expensive then that.

>Jared
>"I have lots of time on my hands and no one wants to help me invest it."

I would if some good company would like to give it a shot..

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4690. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 21:15:41 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8ta6tt$q1b$1@cubacola.tninet.se>
Source record: 55567

On 25 Oct 2000 18:18:38 , "Jared Falvo" wrote:
>I ask you... any of you... with some spare time, if any, on your hands...
>
>How much would it take, in time and effort, to:
>
>1) work on designing a new 1040ST-sized motherboard
>2) do some research in what part the motherboard would contain
>
>And, then I ask you...
>
>How much money would it take to build this new prototype motherboard, if
>more than one of us gave a little towards the project? $100? $150? $200?
>If we each gave a little, we all share in the accomplishment! I'd be
>willing to put up my $150 towards it...
>
>Jared
>"I have lots of time on my hands and no one wants to help me invest it."
>
>
>
>
>.
Hi

Sorry couldn't resist this anymore. First off Jared, try Mint and/or
Magic as Jo Even suggested. Everybody (well atleast 99%) who's using
their Atari for Internet or serious work is using multitaking
(except musicians).
1: Don't even think of it, to make any economical sense, make it to
fit inside a ATX tower or any other standard pc case.
2: Look at the clones, the ports should be as much standard as
possible, so people can gat a new hd, graphiccard or whatever in any
pc store.
Forget all about GEM, maybe TOS in a chip to get the comp started if
all else fails. Ever thought about getting shares in the Milan
company? That would probably be a more direct way of supporting the
Atari market.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)

http://nyberg.atari.org/index.html

4691. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 21:28:43 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8ta7m5$67c$1@nnrp1.deja.com>
Source record: 55568

> What isn't clear to me is, how much is MiNT a REPLACEMENT for TOS,
versus
> a SUPPLEMENT to TOS. Obviously, it doesn't run anywhere else but an
> Atari machine (or emulator on another platform). Could MiNT run
without
> real Atari TOS somewhere in the background?

No - it still requires some parts of TOS. There were ports for the Mac (MacMiNT) and a couple of industrial 68k systems. The mac port used JET (Just enough TOS). I think MacMiNT was abandoned a while ago.
These projects were either written to show "that it can be done" or to run some text-only applications like GnuC.

>If so, it should be possible
> to port MiNT to peecees and Macs (in the very same way Linux has been
> ported from Intel to PPC and Alpha, etc.).

I don't think there would be any advantage having MiNT on a PC. At least you will always need an emulator on the PC platform (which already exists: STemulator+MultiTOS bundle).

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

4692. Re: Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 22:04:10 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <C_1K5.3619$d4.308248@nnrp4.clara.net>
Source record: 55569

Jared Falvo <luposian@mailcity.com> wrote in message
news:kq%F5.146$qj2.21105@news.goodnet.com...
> So all I need to do is combine pins 2 (composite video) and 13 (Ground),
> like my brother said? Wow! It's that simple? The only questions
remaining
> are...
>
> 1) When I'm looking at the back of the 1040ST (facing the video port),
which
> side is pin 1? The left or right? Sometimes schematics are drawn from
the
> inside facing out, rather than the outside facing in. Just don't want to
> get the wrong pins...

Don't you have a manual with your ST? The pins
are labelled at the back. Pin numbers are usually
numbered looking at the port, not the plug. Pin 1
is top-left, and pin 4 is top-right. GND is pin 13 on
the bottom.

> 2) Is the video quality any good? I assume it would be fairly clean (easy
> to look at, centered, no blurriness, flicker, rolling, wavy lines, or
> whatever), like on most video game systems (i.e. the from Sega, Sony,
> Nintendo, etc.), except I don't know if their A/V yellow is higher
> resolution or somehow better than the ST's... is it?

For games it is OK, but still rubbish compared
to RGB.

Shiuming Lai

4693. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 22:07:41 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <D_1K5.3620$d4.308265@nnrp4.clara.net>
Source record: 55570

JI Logan <jlog@zetnet.co.uk> wrote in message
news:39e32bb4$0$1658@news.zetnet.co.uk...
> On 9 Oct 2000 22:37:45 G, atarigalen@my-deja.com wrote:
>
> |In article <8rpcbh$9ie$1@plutonium.btinternet.com>,
> | "BTInternet News" <julian@portland.co.uk> wrote:
> |> Hi,
> |>
> |> after waiting nearly 9 years after their launch I am now the proud
> |owner of
> |> a TT030, being a little rusty I could use a couple of pointers for
> |> information I would like to get my hands on:
> |>
> |> Can I swap out the 720K Floppy for a 1.44Mb unit?
> |Yes, if you have TOS 2.06. TOS 2.05 will not work (though you could
> |upgrade that as well.

That's incorrect. I've seen numerous TOS 2.05
Mega STEs with 1.44MB floppy drives.
Conversely, my TOS 2.06 machine was shipped
with 720KB drive. The other thing is the TT
uses TOS 3.0x, not 2.0x.

> Could I confirm that that is all that has to be done? remove the old
> 720K drive and insert a 1.4M? I have an early TT with a 720K drive
> but never tried to change it as I thought other changes had to be
> made.

You must have the Ajax HD FDD controller.
The original WD1772 *may* work overclocked
to 16MHz, but is not guaranteed.

Shiuming Lai

4694. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 22:50:02 UTC
From: atarigalen@my-deja.com
Message-ID: <8taceo$9vu$1@nnrp1.deja.com>
Source record: 55572

> >I ask you... any of you... with some spare time, if any, on your
> >hands...
> >
> >How much would it take, in time and effort, to:
>
> >1) work on designing a new 1040ST-sized motherboard
> Even with 5 people that knew what they were doing, and were near
> experts on atari software and hardware... it would take 6 months of
> full-time ass-hauling work, much longer if only in spare time.
> Prototyping might be difficult, but affordable if they split costs.
>
Basically, you are describing what the Milan team did.

> >2) do some research in what part the motherboard would contain
>
> This, even you might be able to do with someone to help you get
> started. I don't think you will find that person here, they're all
> too busy wallowing in what atari hardware is, rather than wondering
> what it could be.
>
Hardware components are not particularly hard to find on the web. But
hardware components should not determine the computer. Jared should
figure out what sort of performance he wants (in detail) and then visit
the supplier web sites to see what components match this standard.

> >And, then I ask you...
> >
> >How much money would it take to build this new prototype
> >motherboard, if more than one of us gave a little towards the
> >project? $100? $150? $200?
> >If we each gave a little, we all share in the accomplishment! I'd be
> >willing to put up my $150 towards it...
>
> Prototype? You can't even buy the parts necessary for it, minimum
> quantities and so forth. It would take months of begging and pleading
> with sales reps, to get them to send samples. Besides, the prototype
> doesn't mean much, if a production unit is going to be impossible.
> Maybe with 50 or so people interested, a kit could be sold at quasi-
> affordable prices, but the masses have spoken...

Again, this is basically what happened to the Milan team. It is
amazing how much I agree with you yet come to such a different
conclusion. I think 200 - 500 people would be interested in a new
Atari unit, but it would have to be more than we now have at a less
than ridiculous price. According to the Milan team (if I translated

the German correctly), they could build their computer at $2000, but people only wish to pay in the low $1000's. Besides, what the masses have spoken about is primarily their lack of confidence in Jared. Some of these people (Jo, Lonny, Dan, to name a few) have devoted hours of service to making the Atari/TOS experience better for all of us. When a rank newbie (and I mean rank; he doesn't seem to know anything about the current state of Atari user interfaces) posts a hundred messages asking us to rally behind him, patience can wear thin, particularly when he hasn't done his homework.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4695. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 22:53:24 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972669050-335558AEicMi@bun.com>
Source record: 55520

Hi ****

>>First off, why are you hiding, why cant you use a name?.

>Not hiding. More than a few here with "nicks" that can't possibly be real names.

A nickname is one thing, but all "*'s" for everything is a bit extreme.

>Want to clue me in why I'm being singled out?

Youre not being singled for anything, i was just enquiring whilst i had the
oportunity to talk to you, bit paranoid eh?..

>>There's more to electronic repairs than 'bad caps', 'burnt resistors'.
>
>
>I was trying to come up with an example. Strange, but if you're such a fucking expert,
>why does it seem like you're so reluctant to actually contribute in a substantial
>way?

Well since you mention it i am an "expert", but i dont comment when there are
insuficient clues, bad help is worse than no help..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4696. Re: More Milan II

Newsgroup: comp.sys.atari.st
Date: 2000-10-26 23:13:03 UTC
From: atarigalen@my-deja.com
Message-ID: <8tadpq$b2q$1@nnrp1.deja.com>
Source record: 55573

In article <972515340-249736AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
> Hi Shiuming
>
> >If there are any hardware-related problems, they'll be to do with
the actual design
> >of proprietary system logic circuits (which are implemented either
in widely
> >available programmable gate array "blank" chips or in custom silicon
by any one of
> >many companies, in a similar fashion to the PCB), not getting hold
of parts.
>
> So no excuses at all really?.
> --
Only price. If I read the German correctly, they could make the Milan
II, but it'd be way over $1000.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4697. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 00:00:44 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <531.335T2200T605405optimus@canit.se>
Source record: 55584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Marc Wilson skrev:

>anyone know any published (i.e. paper not electronic) Atari mags that
>are still being published? last I saw of ST Format was about 2 or 3
>years ago.

That would be ST Computer of Germany. Unfortunately, it lost news stand
distribution a year ago.

--
En ligne avec Thor 2.6.

We have support for the PMAGC-B's on pmax right? That is a PixelVision based
card right? I see Bt 463, that chip looks bigger than the 21164! Just looking at
it makes me want to write an Xserver!
Chris Tribo, NetBSD/pmax-listan.

4698. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 00:04:30 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1261.335T1500T645577optimus@canit.se>
Source record: 55587

Steve Sweet skrev:

>>scrap the entire >iConnect project altogether.

>>>Why, it does everything i need of it.
>>>Perhaps it doesnt suit you, thats no need to scrap it.

>>I suppose some people say the same thing about Windows. The problem with
>>iConnect is that it was invented last of all existing stacks, yet is
>>incompatible with every one of them, and has not even got a public API
>>(AFAIK).

>Youre not wrong there, but the same could be said of the other 2 main
>contenders. What we need is a standard, i beleive that is what is missing,
>there is no (Aggreed) definded way of doing things on the TOS platform.

The two other main contenders? Are you refering to Draconis and Wensuite?
Don't be ridiculous, the APIs of both MintNet and STiK are publicly
documented, whereas STiNG shares the STiK one.
I vehemently agree that there should have been a TCP/IP standard defined many
years ago, but ASH releasing their own stack years after the others is just
inherent stupidity, and a Microsoft-like sense of business.

--
En ligne avec Thor 2.6.

Georgie beundrade stor�gt sin pappa som med v�ldsamma slag gick l�s p� det
stora tr�det. Han badade i svett, och den muskul�sa kroppen bl�nkte i
solskenet. Hon �lskade honom.
Lady Georgie, TMS 1983

4699. Re: IConnect API (was: Broadband and Network)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 00:05:31 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <842.335T1550T654975optimus@canit.se>
Source record: 55583

Pascal Ricard skrev:

> in article <709.333T550T13104467optimus@canit.se> (comp.sys.atari.st)
> Iggy Drougge wrote on Thu 01-01-1970 00:59 (+0100):

>> The problem with iConnect is that it was invented last of all existing
>> stacks, yet is incompatible with every one of them, and has not even got a
>> public API
>> (AFAIK).

>Isn't this API available on Fiffi's author pages ?
>http://home.CameloT.de/zulu/IConnect/index.html

I'm glad I was proven (partially) wrong. ^_^

--
En ligne avec Thor 2.6.

You can pay off the cops so they won't visit your neighborhood,convince girls
that work for other pimps to work for you,etc. When you're in a bind,you can
consult Mega-Pimp. Mega-Pimp is the soul of a long dead pimp that resides in
the gold medallion you wear around your neck.
Pimpin' ain't easy, upcoming game from Delsyd Software

4700. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 00:35:48 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <n34K5.5265$Z75.14381@nntpserver.swip.net>
Source record: 55578

Sorry for the length of this posting, but I'm getting fed up with those impossible dreams that's discussed from every possible angle and without any relevance to reality, so I have some things to say.
Give room for realistic discussions about real projects instead - and give room for those in need of help. Otherwise there's a risk that people stop reading the newsgroup due to too many irrelevant postings which they have to download.

> Ok, I apologize for my ranting and poundings. I'm just frustrated that it
> seems everyone is "content" to live in a world where Atari is no more and
> the last vapors of life are fading fast into oblivion.

Face it: Atari is dead! They died because of market issues. The Amiga market became MUCH larger, but it's also dead as a rock nowadays - also due to market issues. The old machines have a relatively small group of people still using them because they want to see what's possible to make them do with various fixes and patches. Some users just continue using the programs they've always used and don't see any meaning in making any upgrades or change of platform since their system works the way they want them to - and they're not likely to spend anything for a new Atari machine either.
To try to get a big enough customer base out of such a small market would be financial suicide - and to tell all PC- and Mac-users around the world that an unknown, completely different platform is better than their current one, even though it lacks all the programs they're used to and almost only has spare-time programmers active - that wouldn't convince even the most foolish.

> You can support and program for the Atari of yesteryear, but ask
yourself...
> where is it going to end up in a few more years? Eventually, the clones
> won't even be Ataris anymore (what with how mutated the OS is nowadays),
if
> clones are even still made by then.

What you're suggesting is to take a design of today (the PPC) and start developing a new "Atari" computer around it. That's a huge mistake, since your development will take a couple of years (at least if you can't spend a huge amount of money on forming a new company and hire a lot of people for developing the thing) and you probably won't be able to find the most important parts at all by the time the development is finished - the PPC will simply be obsolete and impossible to get hold of when you're ready to start serial production. Intel have immense resources and lots of professional developers, so they double the CPU speed in about a year or so - so you can't compete with their market. Where would you be in 2-3 years if you plan on using a PPC of todays' speed? You'll need to design both the

CPU and the motherboard very tightly linked - or you won't be able to make them run together.

To try to develop a "new" old computer would be totally meaningless.
To even for a minute believe that Hasbro has ANY interest at all in investing lots of money for developing a new computer when their focus is games - and to think that they wouldn't care about getting any profit out of the deal - is nothing but dreams.
You must start to realize that the main market is spelled "PC" and some amount is spelled "Mac". Both PC and Mac are old, very well-known systems that people can rely on and the development has been active for many years for both platforms. To try and introduce a new platform, which is completely unknown other than to the still remaining enthusiasts, would lead to nothing at all. Noone would buy it unless it's extremely cheap - and to make it cheap, you need LOTS of customers. Then there's the problem with software. You can't run Office on an Atari - and that's what most people use at work - and due to this fact, they naturally want to use it at home too. Do you plan on making an Atari version of Office? Do you have any idea about how much time such a project would need?

"I've never liked "backward-compatibility" when it affects "forward-design", which it, invariably, does sooner or later."
This is a very well put quote from your own website. With this quote as a background, I simply can't find anything logical about your plans to revive the Atari by developing a new, fast machine to be able to run the same old programs?!?! If you plan on remaking all programs too, you need a couple of decades if you don't employ a lot of full-time programmers to do it - and if you don't develop the software, you won't have any use for your new, shiny "Atari PPC".

Maybe it would be better worth your while to develop a really good emulator board for the PCI bus instead? Then both PC and Mac users would be able to use it and you're not that much depending on the computer's speed since the PCI bus uses certain standards for the communication, so it wouldn't be as critical when it comes to development time, since the PCI-bus will probably stay for a very long time. The host computer's ports, CPU, RAM HD's etc would be used and the midi system and cartridge port would probably have to be on the emulator board.

Many people have strong feelings for their computer and that's something to respect because it's a personal thing, but to try to convince others to do the job of developing your "innovative" idea because you want a "new" Atari and claim that you're the only one looking forward is simply not true. Since you're still looking forward to developing a new Atari, you're actually looking way back instead. I left the Atari platform because I felt I needed something better and modern that gets developed in the future too, and is upgradable when needed - and as I didn't want to bet on a loosing horse again, I went for the PC. It took a couple of years to realize that the brand name isn't important at all - only that you're happy with the tools you use and that the system is stable. Of course, I could have chosen a Mac instead - but it's way over-priced compared to the PC and there's next to no

shops around and I don't know anyone who's really knowledgeable about Mac, so the PC is better to work with. Besides, there's more software available for the PC, so the Mac is actually another "loosing horse" in my eyes. I struggled against the stream about 2 years too long with my Falcon before I realized that it was really a dead end due to outdated hardware and software - for my needs and wishes anyway.

You can't expect that development takes another direction just because YOU want it. It's like when video was new. Betamax and Video2000 had a better picture quality than VHS, but see what happened because the "software" (rental movies) had better availability for the VHS "platform". Would you start shouting about making a new Video2000 video today just because you know it was better back then?
In a couple of years people will laugh about VHS and wonder how they could ever stand using it, because when recordable DVD's come to the consumer market, the end of the VHS market is close at hand due to the better quality of DVD. Just about the same now, when vinyl is almost extinct and the CD has taken over the music market completely - do you ever think about that? The DAT never became a consumer hit because the technology used is too expensive, so it's only used in music studios (small market and expensive units - somewhat like the current Atari market, only extremely much bigger). DCC seemed great when it came because of backwards compatibility (the players could also play standard tape cassettes), but the MD was easier to handle, so that was the market's choise. Would you try to go against the market and start fighting for a renewed DCC because you want backwards compatibility?
The world is constantly in motion and your ideas about renewing the old Atari (R.I.P.) platform are outdated, so give it a rest and try a realistic project instead - instead of chasing shadows of the past...
Look forward! Other platforms won the fight (not that there actually ever was a fight between PC and Atari, but anyway), so there's no meaning in taking up a hopeless fight against them unless you want to look like a modern Don Quixote...

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4701. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 00:46:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8taj9grcm1@plutonium.compulink.co.uk>
Source record: 55581

In message <SRPJ5.37$z93.5192@news.goodnet.com>, luposian@mailcity.com said:

>Ok, I apologize for my ranting and poundings. I'm just frustrated that it
>seems everyone is "content" to live in a world where Atari is no more and
>the last vapors of life are fading fast into oblivion.

Jared!

I have read you voluminous postings for the last few weeks, and am
really puzzled by your attitude. You take the view that the 'Atari' name
is God and the be-all and end-all of things, and a machine built by
anyone else is somehow less respectable. That sounds to me like
nostalgia or Atari-worship as a disease... In any case, Atari itself was
sold several times and so did not keep some sacred original identity
that seems to be infecting you.

>You can support and program for the Atari of yesteryear, but ask yourself...
>where is it going to end up in a few more years? Eventually, the clones
>won't even be Ataris anymore (what with how mutated the OS is nowadays), if
>clones are even still made by then.

I think you must realise by now that you are in the minority of one on
this. Most of us couldn't care a hoot about Atari /as/ Atari - it is
what the computer *does* that matters. I stick with Atari because:
It is fun,
I have an enormous collection of software,
It does most things I need/want (apart from web browsing that need Java
applets a.s.o.) even if it a little slow for large graphics etc.
It is very stable,
I don't want to learn a whole new way of using a machine and have to buy
new software for it.

That's why your PPC 'Atari' is a useless dream - unless it runs most of
the existing GEM applications, nobody will want to buy it, specially as
it is bound to be dearer and slower than current PCs or Macs. What
incentive is there for a buyer? There is nothing magic in the name
'Atari' nor are more than a handful of people likely to be attracted to
it. Current PC prices are only so low because they are produced in
millions - at least most of their parts are. It is volume sales that
allow a high-spec VCR, for instance, to be sold for 120 UKP where the
quoted replacement cost of a head drum for an older machine (without
fitting) is near twice that!

And while I like the look of the ST and Falcon, both of which I have
used for years, the design is too limited for hardware extensions to be
fitted that will be required continuously if you expet to keep up with

the functionality of software developments on the PC platform.

It appears you don't have an inkling of development and manufacturing costs. Even the mould costs for a case would run to many thousands of pounds/dollars. There is absolutely no way your PPC Atari could be a commercial proposition, and I think it's time that this line of postings was terminated.

On a more general note - can I plead with people in this group to cut down on the quoting? It really isn't clever to quote hundreds of lines including the sig - it should be easy to cut out the verbiage and only quote the minimum for people to be able to follow the discussion. Many of us have to pay for bandwidth or download time!

Regards, /Peter/

4702. Re: Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 00:46:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8taj9ircn1@plutonium.compulink.co.uk>
Source record: 55579

In message <svg8ms5qosnh6c@corp.supernews.com>, bindon@madasafish.com said:

>Don't worry it's my fault, I should of asked you first! The guy in
>the shop said that these adaptors you can get don't work on all PCs
>either, but I'm just a bit annoyed as he won't take it back, even
>tough it's only a day old, and packaging is intact.

If they don't work on all PCs either, and they didn't warn you of this,
then the shop should take it back. You have rights under the Sale of
Goods Act as it is obviously not 'fit for the purpose' for which it was
sold.

Regards, /Peter/

4703. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 00:46:43 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8taj9jrco1@plutonium.compulink.co.uk>
Source record: 55580

In message <39f843ea$0$175@news.zetnet.co.uk>, rking@zetnet.co.uk said:

>...I have the whole
>translations, but copyright problems make me reluctant to post.

I think that if you credit the original source, ATOS wouldn't mind you
posting it - after all it is a free online mag! So please do...

Regards, /Peter/

4704. Re: Looking for MicroProse software

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 00:47:09 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tafek$s3m$1@perki.connect.com.au>
Source record: 55574

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:svdqss40e50sf6@corp.supernews.com...
> On 24 Oct 2000 22:33:14 , atarigalen@my-deja.com wrote:

> >> I'm looking for a couple of games from MicroProse.
> >> DogFight
> >> F1 Grand Prix
> >> RailRoad Tycoon
> >> Civilization
> >>
> >> Must be all original with manuals, disks, and etc. I'd prefer original
> >> boxes as well. I'm located in the USA.
> >> Willing to buy or trade for any of these.
> >>
> >Seeing as how these are some of the greatest games of all time for the
> >ST, you're going to have a challenge.
>
> Yep, you're gonna have to prise F1 Grand Prix off me with a crowbar.
> I have to say it's one of the best games I've ever played on any
> computer to this date.
>
> I even modified a steering wheel controller to have all three pedals
> and I used an old C64 joystick as the gearstick. Everything worked
> like a real car; you could only change gear when the clutch was down.
> All done by a bank of relays!

SWWWEEEEEEEEEEEEEEEETTTTT

Mark

4705. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 00:52:14 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <864.335T700T1124213optimus@canit.se>
Source record: 55586

DAVID L. ORMAND skrev:

>What isn't clear to me is, how much is MiNT a REPLACEMENT for TOS, versus
>a SUPPLEMENT to TOS. Obviously, it doesn't run anywhere else but an
>Atari machine (or emulator on another platform). Could MiNT run without
>real Atari TOS somewhere in the background? If so, it should be possible
>to port MiNT to peecees and Macs (in the very same way Linux has been
>ported from Intel to PPC and Alpha, etc.). If not, if real TOS is still
>required, then the MiNT people must overcome this dependency for the
>Atari hardware replacement strategy being argued here can become a
>possibility.

There is a MiNT port for the Mac, but it requires a small program to be loaded
- JET, or Just Enough TOS. ^_^

--
En ligne avec Thor 2.6.

Schont die Sockel, wenn ihr die Denkm�ler st�rzt. Sie k�nnten noch gebraucht
werden.
--- Stanislaw Jerzy Lec

4706. Re: Falcon Re-Casing

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 00:52:25 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tafohslf1@perki.connect.com.au>
Source record: 55575

"Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk> wrote in message
news:0REJ5.6650$IF1.809557@nnrp3.clara.net...
> Of the two you mention, the DeskTopper has
> the most internal space, but it's also rather
> schoolboy-metalwork-project in appearance
> and does not entirely replace the Falcon case,
> only the top half. It has two 5.25" openings at
> the front, one of which will be used for the FDD.
> The DeskTopper is also awkward in the extreme
> for maintenance and will have you pulling your
> hair out when you need to change things. It's the
> most convoluted and flimsy design I've seen.
>
> The MKX will hold:
>
> 1x FDD
> 1x 3.5" internal device or equivalent removable
> (SyQuest, Iomega)
>
> With a bit of engineering, it will hold 1x 3.5"
> and 1x 2.5" internal hard disks.
>
> MKX has less space, but if you don't insist
> on using interal ATAPI CD-ROM it'll do nicely
> and is far better in terms of accessibility.
>
> The other alternatives are the SoundPool
> Digital Audio Workstation rack and
> Lighthouse Space Case. The SoundPool
> is the better one (quality). It'll also hold a
> 3.5" hard disk (plus a 2.5" if you drill a few
> holes, easy), FDI digital audio interface and
> MO 4 MIDI output expander. Neither of
> these will hold a 5.25" device (the Space Case
> has two 5.25" openings but the top of the
> case "steps down" and prevents CD drives
> being fitted because the back of them hits
> the metal) but both are more industrial than
> any of the others, being professional 19"
> rack-mounts.

I thought the Desktopper was unavaliable, shiuming?

Mark

4707. Re: FS Desktopper ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 00:56:45 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tag0nsrm1@perki.connect.com.au>
Source record: 55576

Where are you at? I have been after one for a while. Would you consider sending to Australia?

Mark

"Barrie at Keychange" <barrie@atamusic.u-net.com> wrote in message news:tsKJ5.37$3l2.52283@newsr1.u-net.net...
> Seeing the 'Falcon Recase' topic reminded me I have two Desktopper cases to
> sell. Both are a bit rough, the front never was very clever. There is plenty
> of room inside them although I agree they can be a nightmare to set up.
> Anyone offering £20 each? I'll throw in a new mega ste keyboard with each.

4708. Re: Atari TT030 Info Req

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 01:00:49 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8tak41$36g$1@nnrp2.phx.gblx.net>
Source record: 55589

Shiuming Lai <lais@Spam,chipsandgravy.zetnet.co.uk> wrote:

: You must have the Ajax HD FDD controller.
: The original WD1772 *may* work overclocked
: to 16MHz, but is not guaranteed.

Why I have had three TT030 motherboards is a long story, but they all had WD1772 chips with the 02-02 suffix, and I have the same chip in an ST or so with 1.44 drives. That is not the "original" one, which might or might not work, and much cheaper than the AJAX chip. No explanation is available for this. The original, I think, had a 02-01 suffix, and that one was iffy at 16 mHz.

I have about a dozen of the 02-02 kind, if anyone needs one.

--
_____
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

4709. Re: Neotari Corp. brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 01:01:25 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <498.335T1250T1215347optimus@canit.se>
Source record: 55582

Marc Wilson skrev:

>GEM is a very ancient program, why dont u just get hold of X11 and port
>it?

BEEEP! X is a very ancient program, too, and makes even GEM look like a nice design in comparison. X11 is hideous, and everyone knows it.

--
En ligne avec Thor 2.6.

We have support for the PMAGC-B's on pmax right? That is a PixelVision based card right? I see Bt 463, that chip looks bigger than the 21164! Just looking at it makes me want to write an Xserver!
Chris Tribo, NetBSD/pmax-listan.

4710. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 01:03:41 UTC
From: **** **** <***@***.com>
Message-ID: <Nv4K5.1139$G95.324891@typhoon.southeast.rr.com>
Source record: 55590

Michael and Nicole Freeman wrote in message ...

>Now, I'm not trying to be negative or discouraging. I'm just trying to
shave
>off the rough edges of your ideas. If you stay too focused on one
unbendable
>concept without taking advice and criticism from others, your computer idea
>won't only not fly, it'll fail absolutely misreably. Instead of wasting our
>time here trying to make a company that in all likelyhood won't happen,
>support the companies that already exist. Everyone will be the better for
>it.

Funny Mike, but no one here has offered any advice or criticism at all.
Advice is "that won't work, you should do it like this". What he is hearing
is "that won't work, go away loser". Big difference.

John

4711. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 01:14:20 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2260.335T1000T1344977optimus@canit.se>
Source record: 55588

Jared Falvo skrev:

>Lonny Pursell <fatal@SYNTAX.ERROR> wrote in message
>news:Pine.MNT.4.10.10010252136580.105-100000@TT030...
>> On Wed, 25 Oct 2000, Jared Falvo wrote:
>>
>> Rather than sit around dreaming all day I've placed an order for
>> a Hades060, something that is really available.

>Yes, available and already outdated and antiquated and with little to no
>upgrade path (not to mention little to no software support anymore). I
>suspect, if no one breaks us out of the rut the past Atari systems and
>current clones are in (and soon), we shall truely see the end of all Atari
>ever was, GEM ever was, and the Atari platform ever was. And even YOU won't
>be using an Atari clone by then...

I'm running quite fine on an '040 Amiga, the '060 is great, albeit expensive.
And it's always a bloody deal better to support existing developers with
existing goods rather than wait for Mr. **** and Mr. Falvo to come up with the
PowerPC dream. I think Lonny should be commended for actually upgrading, a
seemingly rare thing in the Atari community.

>Just how far do you think your Hades060 is going to take you? 5 years down
>the road? I seriously doubt it. With PowerPC, the roadmap is not only much
>longer, but a WHOLE lot faster...

A /whole lot/ faster? Have you seen WarpOS's 68040 emulation? It's not very
fast. Usable, yes, but fast, no. Not compared to an '060.
You're correct in that the '060 is the dead end in 680x0 computing, but there
is nothing speedier on the Atari platform, and in that case, it's very
sensible to actually upgrade to an '060. At least it's available and tangible,
unlike vapourware PPC solutions. Besides that, you'll have a blazing TOS
machine.

>I just wish someone else, other than myself, would see it and begin working
>on it! *sigh*

Porting the OS would be much more productive. See AROS.

--
En ligne avec Thor 2.6.

When cherry tree blooms, people go and walk there, eat dumpling, bring sake
and talk each other such things as "A superb view!" and "Full of spring here",
and they become very happily and cheerful. But this is a lie. People gather
below cherry trees and get drunk, vomit, fight, which are happening since the
old days of Edo period. From long time ago.

THE FULL OF CHERRY BOOLMS, CHAPTER 1

4712. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 01:14:43 UTC
From: **** **** <***@***.com>
Message-ID: <7G4K5.1175$G95.334409@typhoon.southeast.rr.com>
Source record: 55592

atarigalen@my-deja.com wrote in message <8taceo$9vu$1@nnrp1.deja.com>...

>Again, this is basically what happened to the Milan team. It is
>amazing how much I agree with you yet come to such a different
>conclusion. I think 200 - 500 people would be interested in a new
>Atari unit, but it would have to be more than we now have at a less
>than ridiculous price. According to the Milan team (if I translated
>the German correctly), they could build their computer at $2000, but
>people only wish to pay in the low $1000's. Besides, what the masses
>have spoken about is primarily their lack of confidence in Jared. Some
>of these people (Jo, Lonny, Dan, to name a few) have devoted hours of
>service to making the Atari/TOS experience better for all of us. When
>a rank newbie (and I mean rank; he doesn't seem to know anything about
>the current state of Atari user interfaces) posts a hundred messages
>asking us to rally behind him, patience can wear thin, particularly
>when he hasn't done his homework.

I am almost pissed at Jared myself. In all likelyhood, if the atmosphere for such a project weren't already poisoned, he has single handedly done it himself. On the other hand, if his enthusiasm is guided a bit maybe something useful could happen. If nothing else, it's the funnest way to get rid of fools who think they can do more than they can. "Just go do some research, and submit reports on every single chip in the 74xx series, none of which is less than 100 pages, and I'll help you with the next step of designing your atari clone."

John

4713. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 01:18:38 UTC
From: Simon Osborne <atariactive@spamblock.btinternet.com>
Message-ID: <8tal38gnk1@plutonium.btinternet.com>
Source record: 55591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Marc Wilson <badsector@uklinux.net> wrote in message
news:39F86D2C.AAF50601@uklinux.net...
> Hi,
>
> anyone know any published (i.e. paper not electronic) Atari mags that
> are still being published? last I saw of ST Format was about 2 or 3
> years ago.
>
> bye,
> Marc

As far as I know, ST Applications is still being published.

I however hear about another paper-based Atari magazine..... ;)

Simon Osborne
Atari Active

4714. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 01:19:58 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1564.335T2900T1396141optimus@canit.se>
Source record: 55585

**** **** skrev:

>Lonny Pursell wrote in message ...

>>I spend nearly all my free time coding on freeware and giving
>>back to the Atari community. If I'm not doing that I'm
>>on IRC/ICQ helping others do the same. Granted it may not be great
>>stuff, but I make an effort! You think I do this because I don't
>>care?! So Odd codes sound drivers because he don't care?!
>>There are many more people here, far too numerous to mention
>>that release stuff free or commercial and they don't care?!
>>Wake up for christ sake.
>>
>>Where do you get off treating people who have been dedicated
>>for years like they don't care?!?!?!
>>
>>You are a moron. Period.

>Wher do you get off treating enthusiastic newbies like they were shit to
>scrape off your heel?

He's not an enthusiastic newbie, he's an arrogant newbie, and he's lost touch
not only with the Atari community, but with reality as well. Jared does not
contribute at all to the community, unlike Lonny, Jo, Odd and the rest.

>>Your hardware ideas thus far have been a joke and your business
>>sense is nonexistant.

>Business sense aside, it seems his ideas aren't any worse than anyone elses
>here. Why don't you clue him in, instead of bashing? I haven't an idea from
>anyone else, that doesn't involve "porting" the os to a pc clone, and
>calling it the end.

Hard-wired PCI cards? Bloody great idea. ST case? He's a genius. Anti-
expandability? It's so innovative and modern, it could have been invented by
Bill Gates himself.

--
En ligne avec Thor 2.6.

Hackers do it with fewer instructions.

4715. Re: Re: How to make a 1040ST Y2K-compliant...

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 02:12:44 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <tdohvskagt8ae2g217aa6gg7qsci4h85p0@4ax.com>
Source record: 55593

On Thu, 26 Oct 2000 16:56:35 +0100, Marc Wilson
<badsector@uklinux.net> drooled an embarassing wet spot in his lap as
he typed:

>I dont think GEM or TOS has the millenium BUG, i created some files with
>my PC and used them on my ST and it recognised the dates fine. anyway,
>the ST doesnt have a real time clock (RTC) or at least didnt have one as
>standard. anyway, i'm not sure

Mega STs did, as did most of the rest of Atari's higher end (TTs,
Falcons, MSTEs)

>
>
>Jared Falvo wrote:
>>
>> Is a GEM patch written for it (ah, yet something ELSE to throw in the AUTO
>> folder along with those 15 billion other files! (laugh!)) or a clock
>> cartridge with special hardware or...?
>>
>> Jared

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

4716. Re: Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 02:29:55 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <5gohvscp0si1p6u2pisctqucmd9a1snc1m@4ax.com>
Source record: 55594

On Tue, 24 Oct 2000 09:40:08 -0700, "Jared Falvo"
<luposian@mailcity.com> drooled an embarassing wet spot in his lap as
he typed:

>Show me where they have publically stated that they refuses to restart the
>computer division.

I don't quite remembe where I'd read about it; it may have been in a
press release or an interview. I can't recall exactly. Anyway, the
whole issue may become moot. A recent report shows that Hasbro's
Atari and Hasbro Interactive computer games division's sales are doing
worse than they had expected -- and they've already lowered their
expectations. Word now is that they may just be looking to sell off
their computer gaming division (and so Atari with it). Full story is
at http://www.well-rounded.com/games/news/news.php3?storyname=ahhasbro

Anyway, as to the whole issue of a 'new' Atari, don't get me wrong.
I'm not trying to shoot down your ideas out of sheer pessimism. i am
trying to maintain a semblance of realism here, however. As much as
I'm all for flying in the face of seemingly insurmountable odds, the
real facts of the matter paint a pretty grim picture, indeed. Suffice
it to say that the chances of success would be infinitessimal unless
it became a group effort of numerous enthusiasts who are in it more
for the love of Atari than for any idea of large profit margins.

If, however, this does manage to get somewhere I'd be quite interested
in seeing the results. :)

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

4717. Re: PC to ST HELP

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 05:29:05 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <39F912A0.8400A752@compuserve.com>
Source record: 55595

What I do is just format the disk on the PC, 720K size. The ST reads
and write it fine.

Rick D.

rayhen wrote:

> Is there a PC program that will read Atari 1040ST disks?

4718. Re: WTB: 19-pin DMA cable and extern floppy cable

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 05:32:38 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <39F91376.3B7D56CF@compuserve.com>
Source record: 55496

Best Electronics(CA USA) will probably have both cables.

I do have the db19 m and f connectors and metalized plastic hoods in stock if
you want to roll your own.

Rick D.

Bill Williams wrote:

> Hi.
>
> Anyone got a cable for an external hard drive (Atari Megafile 30) and/or a
> cable for the old Atari external 3-1/2" floppy drive?
>
> Remove the antispam part of the email address before replying, please.
>
> Bill
> wwillia1@donotspamme.midsouth.rr.com

4719. Re: 5.25 Floppy Drives on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 05:46:31 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8tb5as$21p$1@news.comnet.co.nz>
Source record: 55497

"Marc Wilson" <badsector@uklinux.net> wrote ...
> Lyndon Amsdon wrote:
> > On 26 Oct 2000 05:34:30 , Phantomm wrote:
> > >Looking to buy/trade for one or more of those old 5.25 Floppy
Drives
> > >that were made for use on the old ST's.
> > >I'm not talking about 3 1/2 floppy disk drives, But the drives that
> > >actually used the older 5.25 floppy disks like the Atari 8-bits
use.
> > >
> > >I know that some of these type of disk drives were made for use on
the
> > >STs. If you have one or more for sale/trade then do contact me by
e-mail.

Atari made a 5.25 SSSD (Single Sided Single Density) floppy drive in the mid/late 1980s for the ST. (The model number "PCF 554" springs to mind)

I never saw one up close, but recall seeing mention of it in price lists and magazine adverts for the ST systems.

(It might've been able to connect to then-current x86 systems, but that is pure speculation on my part)

--

Quote for the month:

"Daylight Savings. Can I help you?"
"Yes - I'd like to make a withdrawal"

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4720. Re: MIDI librarian for DX-7 and TX-802?

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 06:59:15 UTC
From: Mac Hine <dmcinerney@seanet.com>
Message-ID: <sviagjrmotud8c@corp.supernews.com>
Source record: 55501

Check out: http://www.squest.com/Atari/MidiQuest.html

4721. FS/Trade Operation:CounterStrike for Falcon Game

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 07:06:43 UTC
From: phantomm@eastky.net
Message-ID: <8tb9i3$59p$1@nd.eastky.net>
Source record: 55502

I just happen to have a extra original copy of Operation: CounterStrike
Mission Disk for the Spectrum HoloByte game FALCON for the Atari ST.
Requires the original Falcon game.
Comes with original manual, folder box and original mission disk.

Make offer.
Open to trades.

Anyone happen to have an extra copy of the other mission disk?

phantomm@eastky.net

4722. Backing Up CDs

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 07:16:15 UTC
From: phantomm@eastky.net
Message-ID: <8tba3v$59p$2@nd.eastky.net>
Source record: 55503

This subject is a bit touchy. But am curious and have to ask.
Only reason I'd like to know how is to back up my own CDs.

Using Sound Pools CD Recorder software, can Pley Station CDs be
Backed Up?

I've heared that it can be done but there's a trick to it.
How exactly does one Back em up? And can most all of them be backed up?

Reply in e-mail if you want to remain anonymous.

phantomm@eastky.net

4723. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 09:07:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972719080-681578AEicMi@cwcom.net>
Source record: 55460

From: xlator@cix.compulink.co.uk
Date: 27 Oct 2000 00:46:40 GMT

>On a more general note - can I plead with people in this group to cut
>down on the quoting? It really isn't clever to quote hundreds of lines

Join my club Peter, there's three or four others in here who are rapidly
tiring of trying to read an entire quoted message, only to find a "me
too" at the end.

Can we have a little discipline when replying to messages people? If
you're responding to a particular point in a message then just quote that
line. If anyone has the slightest interest in what other points that
message had to put then they can use the threading function of their news
reader to go back.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4724. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 09:10:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972719082-682094AEicMi@cwcom.net>
Source record: 55461

From: "Simon Osborne" <atariactive@spamblock.btinternet.com>
Date: Fri, 27 Oct 2000 02:18:38 +0100

>As far as I know, ST Applications is still being published.

Now called Atari Applications. I've not received one for some time.

>I however hear about another paper-based Atari magazine..... ;)

If that was the one that was going to be released at the last Stafford
show, then forget it.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4725. No I haven't

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 09:36:05 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39F94C85.72D600CA@patent.gov.uk>
Source record: 55504

Hi all,

have just received an e-mail from a guy who read my last message to Derryck Croker, as saying I had translated the Cecile docs. For avoidance of doubt, I repeat what I said to the enquirer:

"Sorry to disappoint you, but what my message to Derryck meant was that I thought his general suggestion of converting any foreign language doc to HTML, and getting Systran to translate it, was a very good bit of lateral thinking. I have not got Cecile as I have not got Centurbo. I am sorry to have inadvertently mislead you. I have used Systran for several years. It is by far the most reliable on line translation engine. Others may translate better, but they only allow a limited amount of translation."

Bob King."

As God said in his last message "Sorry for any inconvenience caused"

Bob King.

4726. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 11:18:02 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39F9646A.2AC1F4E5@patent.gov.uk>
Source record: 55505

Hi xlator<Peter>

Ok giving all credit for the original work to ATOS, here's the machine translation of the first interview. 2nd to follow:

"Milan II on ice put!

Interview with Ali Goukassian

By Thomas Burow

The message hit in Atari sets like a bomb: The Milan II is put on ice!

To this topic we led a detailed interview (length approx. 48 kB!) with the managing director of the Milan of computer system Ali Goukassian.

ATOS:
To 10.10.2000 has you on the web page of the Milan of computer system admits given that the Milan II is put on ice Why did this decision come so late?
Ali G.:
The fact that the Milan II in the planned form would have to be possibly put on ice appeared in September, when the components mentioned, which admits for the final manufacturing necessary and from the Milan I ago is, were not to be found partout. We considered and calculated then still some weeks, there which opportunities of evasion could be and are finally come to the well-known result.
ATOS:
Why did one hear in the time after the fair in June 2000 up to the publication at 10.10.2000 the so little of the Milan? Wouldn't it have been more meaningful to give themselves opposite the Atari Anwenderschaft information-joyful and constantly report on the situation?
Ali G.:
Afterwards regards perhaps already. But I tried it each individual user, who wrote me or called me, to clarify: During the implementing of a as extensive project as the Milan II it comes daily to events, which can mean a complete turning turn of the route of march.
Thus we would have fallen the users again and again with good

and with bad messages into (as promises the
one which can be interpreted) euphoria or into unnecessary
uncertainty. Even etappenweise analyses would
have continued to help to us there not.
ATOS:
In the outputs 8 and 9 the ST computer, also
by your page, still largely by the Milan II one reports. Why
didn't you already step here more briefly?
Why nothing was there from the problems, which already existed?
Ali G.:
The problems, which at times of the
interviews (one considered printing lead times, the delay of the ST-c)
occurred, we could also solve thanks of
recruiting additional personnel after troubles. Explicitly for example
the binding of the diagram is here meant.
ATOS:
In your statement you write that there were
technical problems again and again. So for example with the
integration of the AGP port and the SDRAMs.
Why did one use not already substantially in
former times these modern techniques? Why were running out
standards used again and again?
Ali G.:
Without a doubt an error - I must admit that
here. In addition, for this there is a reason, although no apology.
In particular the integration of the AGP port
or the SDRAMS is more aufwaendiger around a multiple than
the standards used of us. If one itself times
comparable projects - and thus I do not only mean Pendanten on
TOS base - it looks at then one sees that to
same places the modern technique one goes around again and
again.

As said: To solve is everything, but it is
also a question of the time. We are not a company such as Siemens
or Intel, the short hand of 50 engineers for
a project from different areas to store can, in order to operate with
full one power on it. With us soon a result
had ago, which seemed portable from our view.
ATOS:
A last large shock was according to your
predicate the adjustment of the production of an important logical
chip. Wouldn't one have had to count during
the today so rapid hardware development on it? Why were no
alternatives considered to this chip?
Ali G.:
The time is a large factor also here.
Comparable never gave it. Of the portability at least not. **time-out**
as
the the technique 1997 begin develop, can

miss we not so much time, a a suited board develop. As I
mentioned in my statement, us the
manufacturer assured at that time also in writing an existence of the
components to at least at the end of to 2000.
To that extent we felt also really weighed in security and saw
ourselves no veranlassung of considering in
the anyway limited time alternative possibilities from the
beginning on the board. Today we do not have
any as a mini company with our demand after keeping the
promises naturally handle. There one is only
smiled at with the Big Playern. A trueful niederschmetternde
experience...
ATOS:
In your statement is to be also read: It
always gave doubts whether a 80-MHz-Computer can become
generally accepted and whether it would be
enough to use a main processor become outdated
technologically hopelessly. From where
suddenly do these doubts come? Why didn't one set equal to
beginning of the project on modern hardware
(e.g. PowerPC)?
Ali G.:
I did not express myself here precisely. With
always doubts I particularly meant not the point in time of the
invention of the Milan, but the passed months
before the planned market start. I ask to excuse the precision
lacking here.

The reason not to set on PPC hardware was
situated simply in the fact that us the idea with the Linux core
had not come at that time yet and we knew
that with the existing personnel cover an additional expenditure
of at least one year would have been
necessary, in order to bring something substantial on PPC base to
running. In addition, for this there were
discussions and considerations naturally for hours.
ATOS:
Did you really believe to last in a success
of the Milan II?
Ali G.:
It is not 5 weeks ago that a large retail
chain inquired with us, how it would be with the Easy Computing
system now. One has interest to apply it for
the Weihnachtszeit strengthened since the current at computer
beginners is still unbroken. That was only
one of many messages with us. And if one gets evenly such
supplies submitted, then one can believe not
in a failure. From my view it makes sense in no situation in life
to execute something in which one does not
believe.

ATOS:
Does the end of the Milan II have to do
something with its new operation field (Mac magazine)?
Ali G.:
By no means. Who knows me personally, it
knows that I operate rather 80 hours the week and induce me on
various fields to give than me with the 40
standard hours with a thing contently. The Mac magazine (see
http://www.mac life.de is planned since the
CeBit'98 and is put again and again on ice and again taken up,
until the point in time appeared meaningful
to us now. Here I have however very much work stored externally
and primarily my 6 years experience in
Verlags-und editorship nature flow to let.
ATOS:
It is surely not easy in the today's time to
develop a new computer system and to marked out, but there were
announcements, which were not kept again and
again on the part of the Milan of computer system.
Do you mean that you disappointed the
confidence of the Atarianwender
Ali G.:
If, then I ask this to excuse. I hope that
however in particular the developer team the respect for achieved the
so far is gezollt. There are not nevertheless
many companies and teams, which created it so far to place a
computer system executably on the legs. I
think that the performed work to date grandios is. If one considers
the fact that a few intelligent headings
develop a hardware there on the Atari software runs, then is out my
view a master performance, before which I
have personally my respect.

See: There are companies, which get a
comparatively small software with a dozen of programmers only with
many, many bug for running, although them
were programmed over one year long to it. Our developers took
up a much larger fight. They had to develop a
completely new hardware. And they had to umstricken an
operating system become outdated merciless so
much, until it ran on the new hardware. And to better last
the large function consisted of arranging
executable as much as possible the old programs on this new
combination.

I hope thus, not completely, but only on an
intermediate stage to have disappointed.
ATOS:
Can you understand users, who remain no
longer faithful now for the Atari, because they want finally
somewhat strong?

Ali G.:
Naturally I can understand that. I was always
a large fan of the modern Atari operating system (MagiC,
N.aes) in combination with an extremely small
core, which was not based on thick breaking into such as
Windows or MacOS. But clearly it is also that
one would like to feel modern hardware under the fingers.
That we could already have shown ansatzweise
with the Milan II. The Milan I meets these desires however
surely only insufficiently.
ATOS:
How do you want to repair the confidence of
the users and which to want them in your public relations to
possibly modify?
Ali G.:
Glossary word cards: I mean the open cards,
with which we will play. We must find only one way to stop,
how we spread new in such a way that it is
understood not immediately as promise or failure. Then we can
always supply a status report. I think that
the Web must thereby large playing. It will give now at least every
two weeks to News on the Milan Site, which
fell asleep little nevertheless in recent time
ATOS:
According to predicate of software houses the
advertisement caused a being missing of the conversions on
the part of the Milan of computer system over
the Milan II software package? Often it occurred on fairs that
users the software of the manufacturers let
themselves be shown, then however said: to ", only I will not buy
it property thing - it participates in the
Milan." This status pulled itself by always new promises over one
year into the length.
What do you say to the reproach?
Ali G.:
Actually a large problem. And we would also
have publicised in this form, we would not have been not safe
that it folds with the Milan II. As said, we
suffered the neck break not due to the problems, but due to a
surprising event. Everything else would not
have been conscientious. I personally was never a large fan of
to extensive Softwarebundles and pointed
again and again on the fact that the software industry of a Milan
II would have to live. But I had to be able
to be sold also the argument, an other system only with extensive
software well, again and again struck give. I
hope that this bad state can be compensated by the official
proclamation on the part of Milan computer
system now a little.
ATOS:

There was also the reproach that there was
few interest in the Milan I last, because the Milan II was
announced and the Milan I was not greatly
mentioned any longer. After your statement customers ask I.
only now again for the Milan
What do you say to it?
Ali G.:
Tja, which I am to say: Somehow it must also
make me happy, since we must gain urgently an income. Being
missing sales met us also very much. Milan
computer system is an economically normally functioning
enterprise, which must gain conversions, in
order to be able to survive. Actually the demand now again
lively and assumed satisfying extents. For
the entire team this means also that the topic did not die by any
means. That makes us happy in the current
situation.
ATOS:
Can it did give contracts with programmers
and quit these programmers the contracts because of disregard
of the date?
Ali G.:
It gave no final Milan of II contracts. This
area was always task range of our distribution partner, that - for
understandable reasons - only then to the
written ratification to come wanted, if the accurate plans are.
ATOS:
What now is the " cooperative one " with
AXRO, HP and Motorola after the from for the Milan II with?
Ali G.:
AXRO is still fully behind the Milan project,
which is to be justified which many of the national and also
international inquiries are received after
the Milan directly with AXRO. Thus there locally still permanently
one implements, which already exists demand
without acquisition expenditure. HP will strengthen us also
further the backs, because there is no cause
for any retreats there. Their willing to cooperate shank is surely
also pragmatically justified. With Motorola
we must look, into to what extent co-operation still mandatory
necessary is, if the future hardware is
completely available acquired by us.
ATOS:
There were now already some announcements
relative Amiga plays, which should be portiert on the Milan.
What becomes now from it?
Ali G.:
At present this Portierung is continued to
continue, since the expenditure necessary for it is comparatively
small and also the Milan I already offers

sales prospects. I heard only of 2 projects, which were put
temporarily on ice. The readiness to take up
these however again is in any case available.
ATOS:
In the assertion of 10.10.2000 report you
also of the further plans of the Milan of computer system. It is the
speech of a project, which was drawn from the
developer drawer.
About what does it concern itself thereby?
Ali G.:
My quality, in addition I could express in
many pages.... will however try to seize me briefly. And perhaps a
or other reader wins the feeling for the fact
that we considered but also into the future looked not only the
implemented.

We always planned to use the strength of the
TOS. This is situated not in the modernity and the function
range, but in its size. And TOS should run on
a long-term basis not only on the Milan II, but also on
Webpads (for those concepts were already
developed) and other devices. Thus it turned out already
promptly that we had to become on a long-term
basis independent of the hardware. A substantial part of
each operating system is however that part of
the OS, which is designed for the hardware of the appropriate
computer which is under it. Already the
adjustments of the TOS to the Milan i-hardware stressed months.
The same problem had ASH at that time already
with the adjustment of MagiC at the Falcon.

Thus we prepared a concept, with which that
area of the TOS with only few KB is replaced a large Linux
core. This Linux core is to manufacture
communication to the processor and the remaining hardware of a
system. The advantage, which we see therein,
is that there are Linux adjustments for some processors and
that for any appearing new hardware interface
(USB, FireWire etc..) Drivers within shortest time as open
SOURCE are available. Why should Milan
theteam again and again develop new drivers in long and
laborious work, if it can fall back
nevertheless simply to existences?

Thus we compiled a symbiosis from Linux core
and TOS, which are more modern and more flexible than each
TOS existing so far - perhaps even OS
ATOS:
The concept with the Linux core sounds itself
well, but then still concerns a typical Atari operating system?
Ali G.:

Yes! No question, because one may not the
error make here to believe it on a computer a Linux was installed,
in which a window opens and an emulation
runs. The TOS has already in the current form a
hardware-dependent and a hardware independent
section. Likewise it is with MagiC. One must understand
this depending on hardware section simply as
a type air-lock or interpreter, which interprets the inquiry of
the software running in each case (and in
addition the Desktop already belongs) into one for the hardware
which is under it.

Now, Linux has evenly also small, 200-300 KB
a large and comparable core, which is exclusively for the
interpretation of hardware communication
available. We avail ourselves only of this core - no more and not
fewer. And we do that only, because this core
for so many processors is available and because in this core
also interface drivers, fixed disk driver,
network driver etc. are based.

Already now the TOS core modified strongly in
the Milan I (which does not see by the way at all one; -)
simply one exchanges. The user does not
notice anything and the operating system is at best 200 KB more
largely than before.
ATOS:
The sources of Linux are freely available,
but not free by copyrights. In what respect these copyrights
concern the project to put the Milan OS on
Linux and as one will have oneself to present therefore this
symbiosis from " Public License " on and to
the surely commercial part of the planned operating system on
the other page?
Ali G.:
These questions are clarified at present for
us in the USA. There are world-wide after my current level of
knowledge still three companies, which
operate on similarly modular ideas and concepts. These create it to
completely get along without violation of the
copyrights. And we want to follow the example.
ATOS:
If one relies on a Linux core, doesn't one
make oneself then dependent on other developers?
Ali G.:
But, surely. But of it there are zig
thousands, while the Milan team is small. I am not a developer, can
however after the many months of co-operation
with developers almost a song of it sing, which for a
giant-large expenditure is already it to
write a driver for responding USB port. For Linux these however still

appeared during the phase of the
establishment of the interface standard.

And the situation speaks for itself: On years
no abort of this Linux upswing is in prospect, if I do not believe
also that Linux will be able itself to
intersperse ever as Home OS.
ATOS:
What notices the user of the Linux core?
Ali G.:
As previously mentioned: Nothing at all,
because Linux are completely deeply in the core of the TOS hidden.
ATOS:
Is the user confronted with the installations
new hardware with Linux?
Ali G.:
No, not at all. The primary target to keep
TOS small is kept. TOS is to still fit on an Flash EPROM and be
within fewer seconds there. But in place of
the TOS Bootblocks, which detects the Milan hardware, this will
make the Linux Bootblock. We could also have
concealed Linux or already now in the TOS have been able -
nobody would have ever noticed it. It would
have been surprised only everyone, why TOS suddenly runs
on a Playstation II (small fun...).
ATOS:
Will usual Atari programs on the new system
run or are adjustments necessarily?
Ali G.:
GEM conformal programs, which do not make
direct hardware accesses, should run. Exactly the same it is
also with the current Milan, that - as
previously mentioned - a completely renewed TOS core has. But this
point must be mandatory ensured, otherwise
nobody will be able to guarantee for the fact that a program on
all platforms will run.
ATOS:
Do programmers, who want to program programs
for the new system, from reason have learn again (above all
which concerns the programming of hardware
accesses), in order to develop executable software?
Ali G.:
No, they must adhere only to the proven,
which in particular in the early Neunzigern not yet in was. Who
gets software on the Milan I for running,
this should also on the new TOS.
ATOS:
On which development time you count, until a
first executable version of this new operating system is
demonstratable?

The speech is of a publication in the first
or second quarter 2001. Is a realistic specification or a
practice-substantial estimation, which is to
keep the users particularly?
Ali G.:
The predicate is a first estimation. I think,
we toward end of the yearly first representative versions will have,
which one cannot only show under largest
expenditure an select public. The experience showed that it is
ready for the market one from already
inspiring a first sight to however longer away. Finally it is not enough
with such an OS to bring many programs, which
should run, also to running. All must be. One point, which
joins, is that we look further financial
sources up. This time we dare even the branch over the large pond, in
hope to discover with the new concept open
ears. The more capitals is available, the faster will be able to
operate we. Details will have to be inferred
from the regular updates of the Site.

Also it plays a role, as our present
negotiations with the hardware licenser run. Results are to be expected
also here only for in the middle of November.
All in all the estimation should be however balanced.
ATOS:
How far is the status of the development?
Ali G.:
A first version was not to be seen already
recently, it ran however instable and also still long on each
hardware. Nevertheless, the transformation
folded.
ATOS:
Which hurdles have to still overcome you up
to the completion?
Ali G.:
Our 68k-Transform-Engine ï¿½ must run perfectly
and an interpretation interface with view to future, possibly
occurring hardware standards must be created,
so that TOS can exist also on a long-term basis.
ATOS:
Also were factors considered, which could
bring this concept to coming to a hold?
Ali G.:
We have, however I admit gladly the fact that
we are to the present point of view in a still recent stage and
only after an official hardware co-operation
an accurate schedule becomes schmieden to be able.
ATOS:
Many users are dependent to use a second
platform. Will the new operating system enable the parallel

operation with a second operating system
(e.g. Windows)?
Ali G.:
If a Intel platform is the basis - yes. Since
on a standard Intel platform however no sufficient Flash memory is
available, this version then probably becomes
with a PCI card or something comparable one delivered, on
which the OS is. If it should come to the
Lizenzierung of the non-standard hardware, then runs first excluding
TOS on it.
ATOS:
Who develops concretely now? Who takes over
the programming work? How are the functions distributed?
Ali G.:
The past team is involved into the thing. In
addition come the possible hardware licensers, that will take over
a certain part of the work. In addition, it
is to early before termination from contracts here, in order to say
details.
ATOS:
Is a software package planned? What is to
contain it?
Ali G.:
It could be comparable with the old Milan II
package.
ATOS:
The present Atari software market has so some
lack and gaps. For example a competitive InterNet software is
still missing. Unfortunately there are not
also many products, which are developed further or again
developed.
How do you want this trend to stop and for
new innovations provide?
Ali G.:
A question, which prepared for me also
headache and prepared. Here and falls everything is with the
necessary capital. Developer for the
adjustment of JAVA, Flash etc. gives it meanwhile, but these must be
paid. Otherwise we must get along first with
the existing, in order to see further with the gained one. Which I
will force however in any case, is the
binding of SSL, so that elementary functions are secured like the
Homebanking.
ATOS:
Will you support program products of external
developers and as do come interested developers at
documentation?
Ali G.:
After termination of the exploratory
discussions in November we will be able to mark out, as developers are

to be supported best. I ask then for direct
contact with me
ATOS:
Which concrete supplies does Milan of
computer system make for interested programmers?
Ali G.:
At present none. We can offer or guarantee
financially nothing. I set on the fact that we state to interested
developers in the context of silence
declarations/agreements at the beginning of 2001 the status of the
things openly and them thereby the
possibility give to consider whether it could pay, a software to offer
or
not. If everything should fold, it might be
interesting, a compiler/translator, a good diagram often commodity
or to offer whatever for an operating system,
which runs medium-term on various platforms.
ATOS:
The speech is also of the Milan III, a new
hardware project. Is it to be placed in the today's time meaningfully
its own hardware project on the legs?
Ali G.:
No, is not it. We took the Milan III as
synonym for the device, which is offered to us at present as a
manufacturer PPC computer. If it should come
to co-operation, then we have a super interesting device - a
genuine ST new millenium.
ATOS:
Is it not better, if the new operating system
on as broad a hardware pallet as possible functions, speaks the
purchase of a standard PCs is sufficient? Or
can't that be implemented so fast?
Ali G.:
But, as already briefly suggested however
only with restrictions. It will be surely possible to supply a
version which runs according to standard, but
to become we this version subsequently to supply to have.
Because a CD ROM was presupposed here crammed
with drivers for the most diverse system for installation.
Finally we put neither on Windows nor on Mac
OS. And before this is completed, we will offer or will
recommend select hardware.
ATOS:
Which configuration is the addressed Milan
III to have and which price is anvisiert?
Ali G.:
If we should fall back to standard hardware,
then we fulfill - that accordingly - all current standards. And
even a possible PPC version is on the newest
status of the things. Regarding the price we must undercut

one iMac for example despite the new price
structure. That should be our target, if we focus a new ST.
ATOS:
Many manufacturers of hard and software
regard nowadays their technical logs as secret language. TOS
systems however had usually documented
(probably, because they originate from a time, where was still
usual) very well and also analyzed. For
tinkering projects (one thought of the many STs of universities), as
also for commercial applications (for
instance with applications of real times within the music area), thereby
functionality could be guaranteed. Through it
that one separates with Milan of computer system from its
own hardware, isn't this advantage lost?
Ali G.:
With security this danger exists. But how
many people tinker today still real at and with their computer? The
times change, and from my view it does not
make for much sense to hang in such a manner on the old times.
The field of application of the Milan will be
primary to look up in the home user area. It would be a
contradiction, if we would offer an a riser
system, also particularly, for example for tinkering is almost
suitable. We must draw a clear trennstrich
here and look ranges of application up, in which it is of advantage
even that the operating system on so many
hardware platforms can run.
ATOS:
The ATOS had already referred to Mr. Martens
of AXRO approximately one year ago the bad state of a
missing, competent and in any way central
instance for new standards. This would be however urgently
necessary, around such confusion - one thinks
of the number of available TCP/IP stacks - to prevent.
Do you see the same problems as we, here and
if, how a solution could look?
Ali G.:
I hope instaendig for the fact that we have
so many economic power by external support that we can
centralize the co-ordination. It is not like
that that we would not have seen the problems. But simply the
conceptions at personnel and worker, in
order, which we had from a central controlled instance and to have
to implement, were missing.
ATOS:
Will the Milan computer of system be able to
represent once this central instance?
Ali G.:
As said: I require it to me, because only so
we can guarantee a clear line for developers and guarantee a

uniform software cover for users.
ATOS:
Which target group would you like to address
with the new OS? Only or you want to get the pure
Atarianwender also new users in the boat?
Ali G.:
We will be surely strongly endeavored to win
new users. That is for economic reasons obvious.
Theoretically the new OS can - as it is as
small - on Webpads, bag PCs, home computers or also consoles
run. To that extent the potential is large.
It must be only used.
ATOS:
How do you want to achieve it that the new
operating system excites attention in the public?
Ali G.:
It was now noticeable that the glossary word
hardware compatibility provides by Linux in many places for
large interest. As soon as there is something
to see, we will step thereby to the public, in order to find also
license partners, which need an appropriate
operating system for their hardware.
ATOS:
How do you want to convince potential buyers
of the product? Which advantages want to place you into
the focal point?
Ali G.:
We will surely be able to represent no
genuine competition to Windows or Mac OS. This desire would
remain surely always a dream. One must
concentrate on its strengths. These are not situated to be as only
somehow possible as versatile in order to run
both on a Home PC and on a workstationworkstation
workstation without large expenditure. The
new operating system is sayful small. At present the developers
with 8-16 MT struggle, in order to bring
comparable software as under TOS to running. We create it with
everything drum and to (packed) with 2-3 MT.
Thus will we hausieren to go.
ATOS:
Are there already concrete conceptions for
the later selling and if as these conceptions look?
Ali G.:
It does not give unfortunately yet - first
the final product must be in detail sketched, become only then we
the selling possibilities to dedicate itself.
ATOS:
We thank you for the discussion and require
to you further much success.
Ali G.:

I thank also for the discussion - surely the
longest interview, which I ever gave. But I am pleased the
opportunity to have gotten to state in the
detail the situation that of Milan computer system.

Thomas Burow "

xlator@cix.compulink.co.uk wrote:
>
> In message <39f843ea$0$175@news.zetnet.co.uk>, rking@zetnet.co.uk said:
>
> >...I have the whole
> >translations, but copyright problems make me reluctant to post.
>
> I think that if you credit the original source, ATOS wouldn't mind you
> posting it - after all it is a free online mag! So please do...
>
> Regards, /Peter/

4727. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 11:22:36 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39F9657C.303E3A2D@patent.gov.uk>
Source record: 55506

Hi again,

as promised, here's the machine translation of the 2nd interview,
original credits as before:

"Milan II on ice put! - Part II

Further interview with Ali
Goukassian

Of Benjamin Kirchheim

After the interview with Ali Goukassian remained open
for Benjamin Kirchheim still some questions, which to it Ali
Goukassian answered fast, readily and openly. We would
like not to withhold this discussion from you, dear readers,:
Benjamin:
How does it look with the deliverability of
the Milan I? Are still sufficient boards or still which available
are produced?
Ali:
Yes, which runs production and I hope that
we can supply in 14 days again. That had to be geleiert now
at short notice again into the ways.
Benjamin:
I.e. the missing chips for the Milan II are
available for the Milan I? Or are other chips? I understand not
completely, why there are chips for the
Milan I, but not for the Milan II.
Ali:
The problem with the chip is that we have
still some hundreds - for the Milan i-paragraph is enough it,
but one needs not to let the IIer
manufacture even under some thousand copies. Otherwise Motorola and
others want to have much cash for their
chips viiiiel too.
Benjamin:
Ah, I understand. The need after a Milan II
has surely with everyone a concerning the price pain
threshold, there can one not measure,
whether one could sell e.g. 200 Milan II, for a very high price.
Harm, but one must accept that evenly.
Ali:
With a 200er edition of the Milan would
grow up the price unfortunately fast on knappe 3000, - DM. In
particular the board production of the

nevertheless many more complex board, in addition, the processor
would clean-strike strongly '.
Benjamin:
How does it look with the 68060-Erweiterung
for the Milan I? Is those available and which costs her?
Ali:
Available: yes! The empty card costs in
such a way around the 300 Marks. Processor prices are not at
present well-known me, but with luck one
finds within the Amiga area used...? Can be found out in
addition.
Benjamin:
Will it give still another more modern
diagram card for the Milan to I?
Ali:
Hmmm, good question. In the course of the
Milan II work we can initialize now each card. But it depends
on to what extent the work for the possible
new system is helpful to the Milan I. If then only partial work
must be carried out, then. Otherwise: - (.
But one may not really underestimate the S2 in the 2D-Bereich
also.
Benjamin:
But the S2 has nevertheless only 2 MT RAM,
or gives it also (available) 4 a MB version, which runs in
the Milan I?
Ali:
We test at present the 4 MB version of the
S3, which give it definitely. With luck that folds!
Benjamin:
From where are the " drivers to come for
the drivers " with the new Milan OS with Linux Kernel? Only
because the core USB can, nevertheless
still for a long time no mouse -, scanners - is, DigiCam etc..
Driver available. Who is to thus write
these? Will it give standard interfaces for such TOS drivers (with it
e.g. a USB Maustreiber for TOS all USB
Linux Maustreiber to respond can)? (USB is only one example
and can by video cards, diagram cards,
network cards, ISDN cards etc. be replaced.)
Ali:
You detected that perfectly correctly. It
concerns to us with Linux primarily the Low level drivers.
Everything that is put above, must again be
written. And there we must rely on the old, for the Milan II
initiated relations and contacts, which
promised appropriate work.
Benjamin:
From our discussion an idea, me results
your opinion in addition would interest for me:

I could imagine that enough (100-200) are
inspired Atari users, who would buy the Milan II also at a price
of e.g. DM 3.500. - or DM 4,000, - and that
them these to book in advance and a pre-payment out carry, so
that a small series is presented. Do you
hold for possible or you it would exclude, even if enough people
are? I think there of Rudolphe Czuba with
its CT60 or CT-tt, which he implements only practically, if there
are enough obligatory vorbestellungen.

I assume simply times the Milan is finished
II. A software package would also not have to be tied for
these people, it became the board to be
enough. Everything else (housing, RAM, fixed disk etc..) those
could procure themselves. It could
clean-get thereby possibly still another part of the costs again and
some users lucky make.
Ali:
We think times about it and eruieren we
times the situation... I must confess, it sound delightful... I
become times Uwe anhauen...

Benjamin Kirchheim "

Bob King wrote:
>
> Hi xlator<Peter>
>
> Ok giving all credit for the original work to ATOS, here's the machine
> translation of the first interview. 2nd to follow:
>

> > I think that if you credit the original source, ATOS wouldn't mind you
> > posting it - after all it is a free online mag! So please do...
> >
> > Regards, /Peter/

4728. Re: Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 11:23:28 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <qnoivso6ivdtvli5jhd422a910e5hgml0t@4ax.com>
Source record: 55507

On Tue, 24 Oct 2000 10:14:35 +0100, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>Once upon a time <0bdavs451egoc11dp6p2h38259o96gf7fu@4ax.com>, Mindfield
><mindfield@badgers.home.com> grabbed chalk and scrawled:
>
>That would sell by the bucketload. PCs are too complex for simple MIDI
>sequencing, you need to waste ages setting the things up, and they rely
>on what I think of as 'voodoo' technology like USB for their MIDI ports.
>Something that is basically an ST, but new, a little faster, and able to
>run the majority of old and new software without needing 2 monitors, and
>doesn't make any noise, would be wonderful. Lots of musicians still use
>ST technology because it's simple, robust and generally works (apart
>from GenEdit's D50 template *growls*) and the software is cheap, so
>entry level people like it too. More than anything, it's a good way to
>get started understanding how MIDI works.
>

Yep. Utah Saints STILL use Ataris precicely because of this -- well,
not because it's cheap, but because it's simple, robust, and because
they don't NEED anything that more modern and complex programs allow.
I have to admit, I use Cakewalk, and frankly, I hate it. It's far
more complicated than it needs to be, it's rather unintuitive, and --
go ahead, just TRY setting it up to work with virtual softsynths.
"Pain the Ass" just doesn't say enough.

>If that was released, I'd buy one tomorrow. I wouldn't choose to buy a
>ï¿½1,500 'SuperClone', because I don't really find the idea of a small
>production run computer costing three times as much as a decent PC and
>probably just as likely to run old ST software as a decent PC ;)
>appealing.

I'd settle for an emulator with MIDI support. :-)

>
>Richard

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

4729. napSTer

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 14:14:51 UTC
From: Carl Rowlands <c.rowlands@nospam.talk21.com>
Message-ID: <39F98DDB.1E9737E4@nospam.talk21.com>
Source record: 55508

Are there currently any plans for a Napster clone now that the falcon can play MP3s?

Would anyone like to work on this?

4730. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 14:51:12 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1418.335T600T9514281optimus@canit.se>
Source record: 55509

J Wilkinson skrev:

>"DAVID L. ORMAND" wrote:
>>
>Linux is certainly there, but there remains a majority hardcore group
>of people called 'dummies!' who couldn't even type 'ls -l' to save
>themselves. They will forever remain (along with their local Windows
>help person!) bound to the Windows platform. Linux requires more than
>just 'single cell' intelligence to use unfortunately, and there are
>to many issues with 'flavours' ie Xfree86, debian, redhat etc...for
>most people to be bothered with...

I wonder why that kind of people aren't running Mac. Mind you, they'd use DOS
if they didn't have Windows. They just use what they're used to.

>> You turn TOS/GEM into yet another alternative Mac and peecee OS, and I'd
>> bet more people than current Atari enthusiasts would be interested
>> (especially if the barrier to entry was almost zero, one of the big
>> draws of Linux).

>...and when they discover that they can no longer use Java, realaudio,
>openGL, etc...gee they'll be really happy with their new choice of
>platform! Get it together!! Who would abandon current tech just to
>step back in time?! No-one with an IQ in the pluses AFAIK!

Quite true, although some of us get by quite fine without it.

--
En ligne avec Thor 2.6.

> well, maybe if it contained ChibiChibi-JarJar pairing..<seg>
Okay, so now I'm thinking about a threesome between ChibiChibi, Jar-Jar and
Pikachu. You bastard.
A. Jones

4731. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 14:57:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1551.335T0T9573189optimus@canit.se>
Source record: 55510
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen skrev:

>In article <1551.333T2750T13275939optimus@canit.se>,
>Iggy Drougge <optimus@canit.se> wrote:
>>
>>Well, 95% of all SIMM-using hardware will use the same type, as long as the
>>number of pins is the right.

>Um - no. There are a lot of machines that require parity, and your el-cheapo
>simms which do not even conform to the standard in terms of presence
>detection pins won't have parity, either.

Parity as opposed to EDO? That's true, I suppose I haven't been following the
developments lately.

>Furthermore, there are such variants as 33-bit, 36-bit (without single-byte
>write capability), 40-bit etc., which are used in workstations.

Workstations belong to the 5% minority.

>Some IBM machines require such special types instead of "normal" PC-style
>72-pin SIMMs with 32/36 bits.

I suppose I've got some of those machines. ^_^

>>particular 72-pin SIMMs with speed and size detection lines which are not in
>>place in the SIMM you commonly buy at the computer shop.

>Then these SIMMs are broken by the standard.

Very possible, yes.

>>I'd rather consider the Atari cards broken, since they then refuse to accept
>>all SIMMs I have, spare for my 2 precious IBM ones.

>I have lots of SIMMs that work fine in my Atari ram cards.

>The MagnumTT card has jumpers as a workaround for broken SIMMs, but the
>problem is clearly on the SIMM.

The problem on the SIMM becomes a problem for the user.

--
En ligne avec Thor 2.6.

Menyn är inte lika sexig som telnet, det är härt men sant.
Petri Oksanen #38 på SUGA BBS

4732. Icon of FALCON that I made

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 15:06:31 UTC
From: jtake <mail@jtake.net>
Message-ID: <8tc5kvbov1@srv3.cablecom.ne.jp>
Source record: 55511

Try to use Icon for FALCON, that I made.
You can download from my homepage. (' Software' section)

http://jtake.net

<! Click bannar of a top page. >

Junya Takeuchi (mail@jtake.net)

4733. Re: Icon of FALCON that I made

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 15:55:31 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Y9UdDgAzVa+5Ewsz@steverosie.demon.co.uk>
Source record: 55512

In article <8tc5kvbov1@srv3.cablecom.ne.jp>, jtake <mail@jtake.net>
writes
>Try to use Icon for FALCON, that I made.
>You can download from my homepage. (' Software' section)
>
>http://jtake.net

I couldn't find it!

>
><! Click bannar of a top page. >

Why?

>
>Junya Takeuchi (mail@jtake.net)
>

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4734. Re: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 16:07:33 UTC
From: steve666@clara.co.uk
Message-ID: <1ej678m.1f11qy31qz66yoN%steve666@clara.co.uk>
Source record: 55513

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> > just wondering which is the most powerful between the Falcon and TT
> > since they are both based on the same processor.
>
> The TT has a 32-bit bus and a double-clocked CPU, so in this respect it's
> a lot more powerful than a Falcon. The Falcon has much better graphics and
> 16-bit stereo DMA-sound though.

I often wonder just how much more powerful the TT is over the Falcon,
for "general" use rather than anything involving the dsp or highres gfx
modes.
I've got Patrice's version of the Doom engine and it runs about the same
speed on both my TT and Falcon. This is cpu intensive and doesn't use
either the fpu or dsp (shame), but runs about the same even though the
TT has twice the clock rate.

Maybe it is because of ram? My TT as 2mb ram and 4mb fast ram, whereas
my Falcon has a massive 14mb ram (not fast).

Curious, Steve :-)

ps, I know nothing of the hardware side, so here's a question -
I want to upgrade the TT's fast ram (not ST ram), by say another 4mb.
Where can I buy this from (how much?), and is it simply a case of
slotting in the chips into a socket? :)

4735. FS Desktopper. II

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 16:15:24 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <WKkK5.16$kn2.42641@newsr1.u-net.net>
Source record: 55521

Hello.

Both Desktoppers have gone, like a shot. Didn't know so many Atari users lived near me.

I dug a little further and found another Desktopper and also a Lighthouse case in reasonable condition complete with the external keyboard. Same price £20.each plus post.

Barrie at Keychange.

4736. Re: Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 16:32:26 UTC
From: bindon@madasafish.com
Message-ID: <svjbgqbarpi9b9@corp.supernews.com>
Source record: 55514

On 26 Oct 2000 22:03:09 , "Claes Holmerup" wrote:
>
>> Well seeing as the serial adaptors don't work on some PCs as well,
>> then I blame the people who supply adaptors with there mice, which
>> doesn't state that it may not work. The mouseburster is excellent
>> piece of kit, and if anyone is wondering about purchasing it, don't
>> let this put you off! Just don't try using adaptors with any
>> computer!
>
>I've used both a Logitech Trackman Marble+, which comes with a PS/2 to
>serial adapter - and a Microsoft Wheelmouse, also with a PS/2 to serial
>adapter. Both work perfectly with Mario Becroft's interface connected to the
>Falcon. A thing to keep in mind is that none of those mice work with a
>standard PS/2 to serial adapter - and not if I switch and use the Logitech
>adapter for the Microsoft mouse or vice versa, so it's important to use the
>correct one - otherwise it won't even work correctly on a PC!

Hi Claes

I'm using the PS2 adaptor that came with the Logitech Pilot mouse, and
it doesn't do anything. Strange, as your Logitech works fine, I would
have thought they'd stick to the same sort of standards throughout
there range. I give up - I'll just have to get a different one!

4737. Re: Looking for MicroProse software

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 16:32:30 UTC
From: bindon@madasafish.com
Message-ID: <svjbguihup3rbc@corp.supernews.com>
Source record: 55515

On 27 Oct 2000 10:47:09 , "Mark Bedingfield" wrote:
>
>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>news:svdqss40e50sf6@corp.supernews.com...
>> On 24 Oct 2000 22:33:14 , atarigalen@my-deja.com wrote:
>> >Seeing as how these are some of the greatest games of all time for the
>> >ST, you're going to have a challenge.
>>
>> Yep, you're gonna have to prise F1 Grand Prix off me with a crowbar.
>> I have to say it's one of the best games I've ever played on any
>> computer to this date.
>>
>> I even modified a steering wheel controller to have all three pedals
>> and I used an old C64 joystick as the gearstick. Everything worked
>> like a real car; you could only change gear when the clutch was down.
>> All done by a bank of relays!
>
>SWWWEEEEEEEEEEEEEEEETTTTT

Hi Mark!

I forgot how much fun it was! I got it out ogf the loft yesterday,
oiled all the mechanics, rewired parts that had broken etc etc. And
spent a full race (2-3hrs) on the Hockenheim ring, without pausing for
rests! I was exhausted! Hand't used my steering wheel for over 3
years! Ah, those were the days......

4738. Re: Falcon Re-Casing

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 16:32:54 UTC
From: bindon@madasafish.com
Message-ID: <svjbhmd9u78gcb@corp.supernews.com>
Source record: 55516

```
On 27 Oct 2000 10:52:25 , "Mark Bedingfield" wrote:
>
>"Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk> wrote in message
>news:0REJ5.6650$IF1.809557@nnrp3.clara.net...
>> Of the two you mention, the DeskTopper has
>> the most internal space, but it's also rather
>> schoolboy-metalwork-project in appearance
>> and does not entirely replace the Falcon case,
>> only the top half. It has two 5.25" openings at
>> the front, one of which will be used for the FDD.
>> The DeskTopper is also awkward in the extreme
>> for maintenance and will have you pulling your
>> hair out when you need to change things. It's the
>> most convoluted and flimsy design I've seen.
>
>I thought the Desktopper was unavaliable, shiuming?

Yes, I rang up about 3 or 4 years ago, and the person on the sales
desk at system solutions said that it was "unavailable" and the only
over choice for the STe is the lighthouse.
```

4739. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 17:13:14 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010271700330.87-100000@TT030>
Source record: 55543

On Fri, 27 Oct 2000, Steve Sweet wrote:

> Hi Jared
>
> >I'd be willing to put up my $150 towards it...
>
> So thats what your project is worth to you eh!, $150, there's a lot of people walking
> to the exit door of your shop suddenly.

That's what amazes me. I know ppl who forked out upwards of 4
grand for current clones in the past, but this guy is only
good for 150 bucks towards his own idea? I don't understand
his motivation at all since he does not even have what I
would call a solid Atari background. You and me have had
our small difference here, but you have a wacked out
Atari... that says alot about you. All good btw. :)
I'd listen to someone like that before I'd follow some stranger
with an odd GEM obsession, who wants revive the old ST casing.

Be prepared for a long wait, it will take me several years
to box that hades for shipment to you. :-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4740. Re: From notator to Logic Audio

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 17:25:01 UTC
From: atarist@xs4all.nl
Message-ID: <8tcdpdlhg1@news1.xs4all.nl>
Source record: 55517

With the Gemulator is a package for reading all kind of weird disks
on a PC like Atari, Mac etc.

Something like www. gemulator.com to look for

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 26 Oct 2000 18:11:15 , "Olivier TEITGEN" wrote:
>hello everybody
>
>I have a lot of Atari-formatted diskettes containing old notator files, and
>I would like to find a software which enables me to open these diskettes on
>my PC, in oordrer to load them on LOgic Audio
>
>If anybody has the solution...
>
>Thanks
>
>Olivier
>
>
>.

4741. Re: PC to ST HELP

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 17:25:04 UTC
From: atarist@xs4all.nl
Message-ID: <8tcdpglhg2@news1.xs4all.nl>
Source record: 55518

And again:
GEMxplore.exe to find on
www.emulators.com

belongs to the Gemulator

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
On 26 Oct 2000 09:21:12 , "rayhen" wrote:
>Is there a PC program that will read Atari 1040ST disks?
>
>
>.

4742. Re: Cecile Docs in English??

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 17:32:04 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39F9BC14.29B9E887@cfc.dnd.ca>
Source record: 55519

Derryck Croker wrote:
> From: Steve Sweet <stevesweet@bun.com>
> Date: Tue, 24 Oct 2000 20:21:12 -0100
> >>The latest beta version of GEMTrade is the only contender for French-
> >>>English, but I have to say that it isn't very good at it.
> >Whats going on with this?, i understood that it was very nearly
> >completion not so
> >long ago.
> You might well ask. I'll have another attempt to get Mark to get this
> utility off of his hard drive! :-(

esp. as I've just purchased a copy for System For Tomorrow!
ken

4743. Re: Backing Up CDs

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 20:16:10 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678636-252878AEicMi@bun.com>
Source record: 55522

Hi Phantom

>This subject is a bit touchy. But am curious and have to ask. Only reason I'd like to
>know how is to back up my own CDs.

You have every right to make a personal backup of anything that you own, nothing sensitive there..

>Using Sound Pools CD Recorder software, can Pley Station CDs be Backed Up?

But the playstation wont allow you to use these backups unless its been 'chipped', this device negates a hardware protection routine that scans the disk at boot.

I heard once that there's a massive archive of PD playstation games that for some reason Sony dont want anyone to know about, curious eh!, so you'd better get your playstation chipped in order to be able to play your legal backups and the PD disk once you've found them.

Surf over to here dude.

http://www.chipzone.com

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4744. Re: Cecile Docs in English??

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 20:18:28 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678638-253374AEicMi@bun.com>
Source record: 55523

Hi Derryck

>>>The latest beta version of GEMTrade is the only contender for French- >>English,
>but I have to say that it isn't very good at it. Whats going on with this?, i
>understood that it was very nearly completion not so long ago.

>You might well ask. I'll have another attempt to get Mark to get this utility off of
>his hard drive! :-(

That would be great, especially as i paid for it on the basis that it /was/ going to be improved.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4745. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 20:20:18 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678640-253855AEicMi@bun.com>
Source record: 55526

Hi Simon

>As far as I know, ST Applications is still being published.

And long overdue for a new edition.
Where's my copy, or my refund??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4746. Re: Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 20:22:42 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678642-254326AEicMi@bun.com>
Source record: 55524

Hi Shiuming

>Don't you have a manual with your ST? The pins are labelled at the back. Pin numbers
>are usually numbered looking at the port, not the plug. Pin 1 is top-left, and pin 4 is
>top-right. GND is pin 13 on the bottom.

He hasnt even bought it yet, he's still bitching over wether to part with $5.50 for
the friggin thing!!.

I think he should make his own personaly.. <sit back and wait for the bleeding heart
Jared shaggers to jump in>.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4747. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 20:27:17 UTC
From: vdjole@EUnet.yu
Message-ID: <8tcof5$6mu$1@SOLAIR2.EUnet.yu>
Source record: 55537

On 26 Oct 2000 15:41:26 , Jo Even Skarstein wrote:
>> What isn't clear to me is, how much is MiNT a REPLACEMENT for TOS, versus
>It's a GEMDOS replacement, it requires a few (X)BIOS-functions to
>work. However, you can replace virtually all (X)BIOS-dependency by using
>proper device-drivers.
>[...]
>> Could MiNT run without real Atari TOS somewhere in the background?
>
>Yes, if you implement the missing (X)BIOS-functions or embed this
>functionality in the kernel. E.g. MacMiNT use a minimal TOS-implementation.

I would be glad if something like this (minimal TOS implementation) existed on Atari, too- for machines like ST and MegaST which have limited memory and low CPU speed. On my MegaST I usually use TOS 2.06 loaded into RAM.
If I load MiNT over it, applications still recognize that there is TOS2.06 beneath, so I suspect thet there is some difference compared to loading MiNT over older ROM-based TOS. But this arrangement wastes a lot of memory, as most of TOS2.06 is obviously not used. A modern set of (X)BIOS functions used together with MiNT would eliminate the need for TOS and free a good many kilobytes.

Another point is that this arrangement might perhaps be loaded into EPROMs, which would free even more memory. I know that it might be argued that people usually do the opposite- move the OS from ROM to RAM for faster performance- but it seems to me that on low-end Ataris the situation is reversed: it appears that the relatively simple hack that speeds the CPU to 16MHz can easily involve the ROMs as well- so the code running from 16MHz-access ROMs might be somewhat faster than the code running from 8MHz-access RAM.

4748. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 20:27:21 UTC
From: vdjole@EUnet.yu
Message-ID: <8tcof9$6mu$2@SOLAIR2.EUnet.yu>
Source record: 55536

On 25 Oct 2000 17:09:39 , "Jared Falvo" wrote:

>I offer a chance to change all that. We start fresh

Gee, you should have been a politician, with wording like this!
Unfortunately you don't seem to offer anything but confused ideas about
some unclear goal of an all-american, from sea to shining sea (appropriate
music playing in the background), revived Atari just for the sake of a name.
You want to build a machine but others should build it for you. You
want it to be new and advanced, and yet the same as the obsolete ST.
You want it to be named "Atari" and yet not be built by Atari because
that company does not exist. You want it to have specifications practically
the same as the clones have and yet it is not to be a clone. You want
it to be flexible to use and yet have a fixed configuration. You want
people to cooperate, design and build it for free, so that Hasbro
can make profit out of it (not that they would...). You want it to
be faset, and yet built around a rel;atively slow CPU that is probably
not even produced anymore. Etc. Etc... Really, only a politician can
come out with such a set of mutually contradictory statements and expext
thousands of followers.

People post here with all sorts of ideas about advancing Atari hardware,
including (why not) a PPC design, but it seems to me that, with this
insistence on some irrelevant issues, you insert too much noise into a
discussion that might result in some sensible approach.

cu.

4749. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 20:41:33 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8tcp9s$9f9$1@nnrp1.deja.com>
Source record: 55538

> any old way they want, just to fill up 64-128Mb of RAM with a bloated
OS and
> hundreds of megabytes of hard drive space, just because they're too
lazy to
> write some decent code.

I think they know how to code decently and since you are not a
programmer you shouldn't judge them.

>
> Graphically, there is NO game written to day that takes full
advantage of,
> probably, even a nVidia RivaTNT grpahics chip! Why? Because the
TNT2 came
> out. And then the TNT2 Ultra and GeForce 256 and GeForce GTS, etc.
So fast
> has technology advanced that no programmer has *reason* to optimize
for one
> graphics chip, because it's far easier (and cheaper) to let the user
buy a
> faster video card and CPU, than to optimimize the game to run well on
lesser
> hardware.

I certainly don't understand your argument here. If I optimize a
program for the Geforce it may not run on other graphic cards. Then
another one writes his games especially for the Voodoo card.
So the user sits happily in front of his PC and switches between these
two cards...

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

4750. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 20:51:40 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39f9f90e2a41092@online.be>
Source record: 55541
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-117.zip (927.975 bytes)
(Mailer for STing/STik/Gluestik)

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-213.zip (821.072 bytes)
(media player, reads MOV, AVI, FLI/FLC/FLH, AVR, WAV, AIF, RA, MP1/2/3, JPEG)

**mint**
ftp://chapelie.rma.ac.be/atari/mint/net/rtl8012.zip (3.495 bytes)
(RTL8012.XIF is a MiNT driver for the a 8012 based parallel
pocket ethernet adaptor that is connected to the ROM port
using a special fabricated device.)

ftp://chapelie.rma.ac.be/atari/mint/gem/ginit090.tgz (594.138 bytes)
(GEM-init is an init/getty/login/sh suite for single- and multi-AES.
MiNT-compatible OS required, MinixFS-compatible FS recommended.)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4751. Re: IConnect API

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 20:53:18 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tcpvu$8f1$1@snipp.uninett.no>
Source record: 55539

Iggy Drougge <optimus@canit.se> wrote:

>>> stacks, yet is incompatible with every one of them, and has not even got a
>>> public API

>>Isn't this API available on Fiffi's author pages ?
>>http://home.CameloT.de/zulu/IConnect/index.html

> I'm glad I was proven (partially) wrong. ^_^

You're not very wrong, the only published documentation on IConnect only
covers the (PureC-specific) socket library. The actual interface to
IConnect isn't documented, so you can't write a IConnect-compatible layer
to STiNG or MiNT-Net or even use a different compiler.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4752. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 20:57:45 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tcq89$8f1$2@snipp.uninett.no>
Source record: 55540

Djordje Vukovic <vdjole@eunet.yu> wrote:

> I would be glad if something like this (minimal TOS implementation) existed
> on Atari, too- for machines like ST and MegaST which have limited memory and

In this case it would be better to use the routines in ROM, wouldn't it?

> low CPU speed. On my MegaST I usually use TOS 2.06 loaded into RAM.
> If I load MiNT over it, applications still recognize that there is TOS2.06
> beneath, so I suspect thet there is some difference compared to loading
> MiNT over older ROM-based TOS. But this arrangement wastes a lot of memory,

"Waste" is the correct phrase here, there's nothing to gain by using TOS
2.06 instead of 1.0x under MiNT.

> as most of TOS2.06 is obviously not used. A modern set of (X)BIOS functions
> used together with MiNT would eliminate the need for TOS and free a good
> many kilobytes.

Not as long as you use the TOS in ROM... But I see your point.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4753. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:01:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tcqec$8f1$3@snipp.uninett.no>
Source record: 55542

Matthias Jaap <mjaap@atari-computer.de> wrote:

> No - it still requires some parts of TOS. There were ports for the Mac
> (MacMiNT) and a couple of industrial 68k systems. The mac port used JET
> (Just enough TOS). I think MacMiNT was abandoned a while ago.

I know MacMiNT has been worked on recently.

> These projects were either written to show "that it can be done" or to
> run some text-only applications like GnuC.

There has been some talk about a fVDI-driver for Mac, but I don't know if
anything has actually been done. If it's realized it will give MacMiNT
similar functionality to MagiC-Mac.

> I don't think there would be any advantage having MiNT on a PC. At
> least you will always need an emulator on the PC platform (which
> already exists: STemulator+MultiTOS bundle).

There's a huge difference: STEmulator (or any other emulator for that
matter) runs on top of another OS (DOS or Windows). A port won't.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4754. Re: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:10:57 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <hgnct8.6l3.ln@manoir>
Source record: 55472

In the article <1ej678m.1f11qy31qz66yoN%steve666@clara.co.uk>,
steve666@clara.co.uk (Steve) wrote with his little fingers:
> I've got Patrice's version of the Doom engine and it runs about the same
> speed on both my TT and Falcon. This is cpu intensive and doesn't use
> either the fpu or dsp (shame), but runs about the same even though the
> TT has twice the clock rate.

Well, if you use the TT in normal video mode, the 320x200x8 bits
(1byte=1pixel) screen must be converted to the TT shifter video mode:
320x480x8 bits (planar). So I think it is the main reason that keep the TT
version from being twice faster than the Falcon. But Doom uses FastRam
when available, and 32Mhz versus 16Mhz helps. (I suppose that both
machines are the original ones, without any accelerator).

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux,Atari
Sp�cialit�: D�veloppement, jeux

4755. Re: More Milan II

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:13:42 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678646-254774AEicMi@bun.com>
Source record: 55525

Hi Galen

>> So no excuses at all really?.
>> --

>Only price. If I read the German correctly, they could make the Milan II, but it'd be
>way over $1000.

But with someone of the muscle of Motorola, this chip whatever it was could have been produced for bugger all, if only as an experiment to evaluate whatever new production techniques they are trying this week.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4756. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:14:44 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tcr84$8f1$4@snipp.uninett.no>
Source record: 55544

Jared Falvo <luposian@mailcity.com> wrote:

> sure Win 3.1 ran quite nicely on it. And apps as well. But as technology
> gets faster and hard drives and RAM get larger, programmers realize how much
> room they have and stop caring how well they program, figuring "Oh well...

You're obviously not a programmer... Most of current apps, games or even
operating systems are so huge and complex that it's impossible to optimize
every little part of it. You sacrifice a little speed and compactness in
favour of more functionality, re-usable code and a more efficient
developing process.

> Why? Because they HAVE to! But do game players complain? No. They enjoy

I bet the developers do. And if you could upgrade the Dreamcast by
replacing the graphics chip with something that's five times faster and
costs 1/5 of a new console (like you can on the PC), most gamers will
probably appreciate that. Because it means more and better games.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4757. Re: napSTer

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:15:46 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39fab67c18fee0@elis.demon.co.uk>
Source record: 55467

on Fri 27-10-10 15:14 Carl Rowlands wrote:

>Are there currently any plans for a Napster clone now that the falcon
>can play MP3s?
>
>Would anyone like to work on this?

Surely a port of GnuTella would be easier, since it's open
source ? The need is more pressing, given that CAB has trouble with
MP3.COM. (Well, _I_ have trouble with MP3.COM, it _used_ to work fine
with CAB 2.7. Grrrrr.) Audiogalaxy seems to work okay, though.

"Augeas"
--
* augeas@elis.demon.co.uk) | O | ("We all got square eyes. We *
* http://www.elis.demon.co.uk/ | |___| | live in square high-rise. Hanging *
* I.C.Q: 75742578 \|/ \|/ from the sill in a town named *
* | A | Squaresville." -Billy Childish *

4758. Re: DOOM

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:17:56 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39fab67c18fee1@elis.demon.co.uk>
Source record: 55468
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

on Mon 23-10-10 15:40 Mark Bedingfield wrote:

>> Or "Running".
>> ...
>> Was that ever finished?
>
>Certainly was and it is great, but Falcon only:-)

Is it still available ? How/where ?

"Augeas"

--
* augeas@elis.demon.co.uk) | O | ("We all got square eyes. We *
* http://www.elis.demon.co.uk/ | |___| | live in square high-rise. Hanging *
* I.C.Q: 75742578 \|/ \|/ from the sill in a town named *
* | A | Squaresville." -Billy Childish *

4759. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:22:18 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678648-255200AEicMi@bun.com>
Source record: 55527

Hi Peter

>I have an enormous collection of software, It does most things I need/want (

And lets not forget that a great deal of available software is only available due to the past effort of Peter West and his translation abilities, and also, the software of today thanks to the efforts of D.D.P., not forgetting others who have also contributed of course.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4760. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:23:20 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678650-255682AEicMi@bun.com>
Source record: 55528

Hi Peter

>On a more general note - can I plead with people in this group to cut down on the
>quoting? It really isn't clever to quote hundreds of lines including the sig - it
>should be easy to cut out the verbiage and only quote the minimum for people to be able
>to follow the discussion. Many of us have to pay for bandwidth or download time!

Agreed.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4761. Re: napSTer

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:27:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tcrvl$8f1$5@snipp.uninett.no>
Source record: 55545

Carl Rowlands <c.rowlands@nospam.talk21.com> wrote:
> Are there currently any plans for a Napster clone now that the falcon
> can play MP3s?

> Would anyone like to work on this?

Since Napster can be shut down any time, I doubt that anyone would
consider such a project right now. An alternative is GNUtella, there are
several GNUtella-clients for Linux and I would assume that some of these
can be ported.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4762. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:27:28 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678652-256138AEicMi@bun.com>
Source record: 55529

Hi jared

>Eventually, the clones won't even be Ataris anymore (what with how mutated the OS is
>nowadays), if clones are even still made by then.

Technicaly speaking, once my Mega has booted into Magic it is no longer a TOS computer anyway, its a Magix platform, the same as a lot of peop's in here, the same applies to MINT users, they are not atari's once the TOS has been dumped, just a clone of sorts.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4763. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:29:24 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678654-256630AEicMi@bun.com>
Source record: 55530

Ho Lonny,

>Let me just say you have really gotten off on the wrong foot. The more I thought about
>it the more pissed off I got, having the nerve to question me for ordering a Hades.

I think youre a total moron for ordering a Hades, and think you should send it to me as penance. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4764. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:32:30 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678656-257060AEicMi@bun.com>
Source record: 55531

Hi Lonny

>> Forget all about GEM, maybe TOS in a chip to get the comp started if
>> all else fails. Ever thought about getting shares in the Milan
>> company? That would probably be a more direct way of supporting the
>> Atari market.

>I suggested he contact Wizztronnics early on, he has some strange idea it must come
>from the US. He accused us of not listening, yet if you reply with a very good idea
>it's ignored. Investing in Milan sounds reasonable, they did get the 040 and 060
>upgrade card released.

A bit of finacial muscle might help with that elusive chip and make Milan II a
reality, its the closest thing weve got to a New 'Atari'

P.S. still waiting for that hades you sent. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4765. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:36:24 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678658-257517AEicMi@bun.com>
Source record: 55532

Hi Henk

>Build your dream computer now!

I'm sure we'd all like to go on bended knee to Jared the great. I'd love to get egg on my face, but somehow i dont hink i will.

>It seems you have huge amounts of money to spent, enough to build a whole
>motherFboard.
^^^^^^^^^^^^ like it. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4766. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:39:50 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678660-257914AEicMi@bun.com>
Source record: 55533

Hi Jared

>
>Yes, available and already outdated and antiquated and with little to no upgrade
>path

Maybe some dick-head soldered in the PCI cards to prevent it..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4767. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 21:42:08 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678662-258334AEicMi@bun.com>
Source record: 55534

Hi Jared

>I'd be willing to put up my $150 towards it...

So thats what your project is worth to you eh!, $150, there's a lot of people walking to the exit door of your shop suddenly.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4768. I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 22:02:47 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <5YmK5.174$z93.32509@news.goodnet.com>
Source record: 55446

[Save newsgroup bandwidth and reply directly to me]

I have tried to encourage the masses to band together to help bring back a company that died unnecessary and to develop a new computer, based on a familiar design. But no one cares, or at least is willing to take chances with their time, skills, or money.

After all the rejection, post after post, I finally realize that it is ultimately pointless to strive any longer on this issue. And as much as I would like to do this entirely on my own, I realize that without the financial backing of protential system buyers, it's pointless to even design the system.

However, in examining some schematics for the 1040ST, I have learned some things I didn't know before. That all your data and address lines tie into one trace that intersects different chips and components. I learned that the Yamaha chip was used for the printer port (I kinda knew this already, years ago, but seeing it kinda surprised me). Why? Seems silly to me. And that the WDC floppy controller was used for the HD port also. It suddenly dawned on me why... that controller was probably an RLL/MFM chip... hence why you needed a convertor for using SCSI.

Things y'all probably already knew, but were interesting tid-bits for me to finally realize by seeing for myself.

The Atari 1040ST, though it was hampered from the beginning, was an interesting piece of design. I marvel how they used a sound chip for a printer port and two Motorola ASIC's for the MIDI ports, etc.

Apple has proven that a closed design is not a death-knell to a system or it's buyers. Apple still sells systems by the thousands. iMacs and the like. My roadmap to my "new Atari system" was as follows:

Phoenix H603e/B603e (H=Home/B=Business); based on the Atari 1040ST and Mega ST designs, respectively. The business system would be, naturally, more powerful (faster CPU, more RAM, better video, etc.) and include networking.

Phoenix II HG3/BG3 (G3 processor; more and faster of everything for both systems)

Phoenix III HG4/BG4 (G4 processor; same as above)

With a year or two between these systems, and a trade-in (old to new)/trade-up (home to business model) program for the users, with encouragement to communicate on a world-wide level... it would be something of an Atari that no one has ever seen before.

And sadly... probably never will.

Hasbro owns the key to unlock the door of which I speak. They must have *some* reason for holding onto GEM/TOS rights. Perhaps they are looking for a *reason* to use them. But it may just be that only by being shown how THEY can benfit from the transaction, would they be willing to do anything with them.

Sure, we're all concerned about failure, so we let the other guy do the trying. But you see, "letting the other guy" do all the work makes "the other guy" feel like YOU don't care. It's a variation of the flaw in Atari's plans (or the little red hen story, if you prefer):

1) Atari: We don't advertize to save money. But then we see that we don't have enough users to give us reason to advertize, so we don't advertize.

See the vicious cycle? Atari wasn't willing to spend money to make money. They wantsed US to give them reason to advertize, but to few bought systems and Atari used that as an excuse to not advertize.

2) Little Red Hen: She asked all the other barn animals to help her plant some wheat. No one helped. She asked them to help water the wheat. They didn't. She asked them to help harvest the wheat. They didn't. She asked them to help mix the dough. They didn't. Nor to bake.

But... when it came time to EAT the bread... well, I think you know how the story ends.

Jared

4769. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 22:06:04 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972678666-258754AEicMi@bun.com>
Source record: 55535

Hi Jared

>As a final offer, I state the following:

>*IF* I could get the prototype motherboard done myself (of course, I need enough
>people to agree with me on a hardware specification list for this), who here would be
>willing to rewrite GEM for the PowerPC processor (the system, more specificially)
>and write an Atari ST emulator for the system?

Could i suggest that you make one last appeal for support, if this fails, fuck off under a rock, eat lots of shit and die slowly and painfully. however, if you can get say 50 supporters i'l start on making butt-pie sarnies myself. Is that a deal??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4770. Re: 5.25 Floppy Drives on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 22:49:33 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8td193$1ju0$1@news.comnet.co.nz>
Source record: 55447

I wrote in a previous message ...
> "Marc Wilson" <badsector@uklinux.net> wrote ...
> > Lyndon Amsdon wrote:
> > > On 26 Oct 2000 05:34:30 , Phantomm wrote:
> > > >Looking to buy/trade for one or more of those old 5.25 Floppy
> > > >Drives that were made for use on the old ST's.
> > > >I'm not talking about 3 1/2 floppy disk drives, But the drives
that
> > > >actually used the older 5.25 floppy disks like the Atari 8-bits
> > > >use.
> > > >
> > > >I know that some of these type of disk drives were made for use
on
> the
> > > >STs. If you have one or more for sale/trade then do contact me by
> e-mail.
>
> Atari made a 5.25 SSSD (Single Sided Single Density) floppy drive in
the

Whoops: That should be DSSD (Double Sided Single Density). SSSD were
only 160/180k drives, not the full 360k available on "normal" 5.25 DSSD
drives.

> mid/late 1980s for the ST. (The model number "PCF 554" springs to
mind)
>
> I never saw one up close, but recall seeing mention of it in price
lists
> and magazine adverts for the ST systems.
>
> (It might've been able to connect to then-current x86 systems, but
that
> is pure speculation on my part)

--

Quote for the month:

"Daylight Savings. Can I help you?"
"Yes - I'd like to make a withdrawal"

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the

genuine respondents that this may inconvenience.

4771. Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.st
Date: 2000-10-27 23:22:08 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8td2mq$hb1$1@nnrp1.deja.com>
Source record: 55448
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hello there atarifreaks, keeping the atari hummy i see, keep the atari faith

Re: Have you played atari today

That was advertising copy for either pos (point of sale) or insertion into advrt'g print media.. I think it was promoting the vcs (now called 2600), and had a piccy of defender (me thinks)

The Only Atari ad I ever saw on telly, and I live in London (Atari capital of the universe... forget sunnyvale c.a) was the ad for the 520 st (the one where the artist is painting on canvas), I also remenmber the numerous trailers that atari were pumping out at the various UK-pcw shows of the mid 80's, like the fun is back (2600), and Atari is back, and something promoting the xegs as an advanced game system ?!!! (the one showing the cart. version of rescue of fractulas (the intro screen, presumably copied from english software's mediator.. very similar) and also GATO, spectrum hollowbyte (now part of hasbro)
>

happy Atari'ng

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

4772. atari/compaq

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 01:39:38 UTC
From: Bill Murphy <hariata@ihug.co>
Message-ID: <8tdaoh$80o$1@lust.ihug.co.nz>
Source record: 55449
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I have a compaq mv520 but would like to read my old atari disc's and run the games any suggestions on how to? Bill

4773. Sources for PD/Shareware ST software in USA

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 03:14:07 UTC
From: phantomm@eastky.net
Message-ID: <8tdg9v$2la$1@nd.eastky.net>
Source record: 55455

There use to be lots of sources for PD and Shareware Atari ST-Falcon software in the USA.

Are there any sources left such as Atari ST User Group Librarys and the like?

If anyone knows of any sources then do e-mail me with info on how to contact them.

Also are there any large Atari ST PD/Shareware sources in the UK that would be interested in expanding to the USA in some sort of joint effort?

Do contact me by e-mail if this is of interest to you.

Thanks,
phantomm@eastky.net

4774. USA Atari ST-Falcon Users estimate

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 03:18:08 UTC
From: phantomm@eastky.net
Message-ID: <8tdghg$2la$2@nd.eastky.net>
Source record: 55456

Does anyone have an estimate of how many Atari ST-Falcon Users currently
are left and actually use their Ataris in the USA?

phantomm@eastky.net

4775. Falcon and Amiga

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 03:22:03 UTC
From: phantomm@eastky.net
Message-ID: <8tdgor$2la$3@nd.eastky.net>
Source record: 55457

I know very little about the internal motherboard setup of the Amigas.

But was wondering if any of the Amigas have the same type of internal expansion port for 3rd party hardward cards like the Atari Falcon does?

phantomm@eastky.net

4776. FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 03:30:25 UTC
From: bensmith@user2.teleport.com
Message-ID: <8tdh8hfvf1@user2.teleport.com>
Source record: 55450
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs for NEW Atari stuff!!

e-mail: atari@benjamin.net

I've added more and will be adding more Hardware, Software, Books and
Accessories for Classic 8 Bit and Atari ST. Plus I've just branched out
into Atari Jaguar Hardware & Games. So check out what's new on my Web
Site. I have 8 different Catalogs, & my SoftWare Catalogs are largest.
They have the biggest Byte Count. Boy! You should see my inventory! I
have Libraries of Books and Reference Material, TruckLoads of HardWare
and Crates and Crates of Software for the Classic Atari 8 Bit, Atari 64
Bit Jaguar Game Machine and the Atari ST and Newer Computer Line!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want to order and E-Mail me the rest of what you do want to order! To
expedite things, include your complete Mailing address so I can figure
Shipping/Postage and Handling. I'll be back after the weekend.

And remember, if you can't come see me today, come see me tomorrow! :-)

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974

DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4777. Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 03:33:56 UTC
From: bensmith@user2.teleport.com
Message-ID: <8tdhf4$g8d$1@user2.teleport.com>
Source record: 55451

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4778. ATARI Games and More! +NEW in BOX $SALE! Overstocked Inventory!

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 03:35:31 UTC
From: bensmith@user2.teleport.com
Message-ID: <8tdhi3$jd4$1@user2.teleport.com>
Source record: 55452
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

For News not mentioned in this Ad about +NEW in the BOX Games and other Software? Jump to my WebSite! Or keep reading this Ad for more News!

Click for WebSite!

Right Now I've got a Surplus Overstock of +NEW in BOX Atari ST, Atari Jaguar & Atari 8 Bit Games & I need to Make room for more NEW Arriving Inventory! For a Limited Time, Buy *FOUR* +NEW in the BOX Titles & get your *FIFTH* *FREE*! Or get %20 off List Price when you Buy *FIVE* or more Game Titles OR any other +NEW in the BOX SoftWare (MORE than Just GAMES!)! This +NEW in the BOX SALE includes all +NEW in BOX SOFTWARE! Not Just Games! To find NEW Items, search my Catalogs/Text files for the text "+NEW in BOX" or sometimes "+NEW in BAG"! While your Looking, check out my +NEW in BOX HardWare as well as some not so new HardWare, SoftWare, Books & Accessories for Your Classic Atari 8 Bit Computer, 64 Bit Atari Jaguar Game Machine and the Atari ST and Newer Computer Line! Act fast! Sale ends without !WARNING! To take advantage of my Insanity! (I'm a Manic Depressive)! Thank You for Laughing at my emotional scars! Get New Catalogs, Request them in E-Mail or Download from my WebSite! So for my Free Atari catalogs read on!

e-mail: atari@benjamin.net

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump to my FTP site linked to my WebSite so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor & view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want to order and E-Mail me the rest of what you do want to order! To expedite things, include your complete Mailing address so I can figure Shipping/Postage and Handling. I'll be back after the weekend.

So if you don't come see me, I can't save you any money! ;-(

Please Direct all Replies Through E-Mail to: bensmith@teleport.com or
atari@benjamin.net. If you cant reach me at benjamin.net see my E-Mail/
Web info in my Signature attached to the bottom of any of my messages!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4779. Re: Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 03:57:40 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <v8jkvss1a0inlbcifmi39gqbtpqijqhir9@4ax.com>
Source record: 55453
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Fri, 27 Oct 2000 23:22:08 GMT, carmel_andrews@my-deja.com drooled
an embarassing wet spot in his lap as he typed:

>Hello there atarifreaks, keeping the atari hummy i see, keep the atari
>faith
>
>Re: Have you played atari today
>
>That was advertising copy for either pos (point of sale) or insertion
>into advrt'g print media.. I think it was promoting the vcs (now called
>2600), and had a piccy of defender (me thinks)
>
>The Only Atari ad I ever saw on telly, and I live in London (Atari
>capital of the universe... forget sunnyvale c.a) was the ad for the 520
>st (the one where the artist is painting on canvas), I also remenmber
>the numerous trailers that atari were pumping out at the various UK-pcw
>shows of the mid 80's, like the fun is back (2600), and Atari is back,
>and something promoting the xegs as an advanced game system ?!!! (the
>one showing the cart. version of rescue of fractulas (the intro screen,
>presumably copied from english software's mediator.. very similar) and
>also GATO, spectrum hollowbyte (now part of hasbro)

I acutally have a number of these ads on my FTP site, along with loads
of others. I don't have the last two you mention though. Actually I
know there are quite a few I'm missing, but I've managed to amass
quite a few from the early 80s up through to the Jag.

So, they did advertize, but most of their campaigns were short-lived
and targeted to specific areas/networks. Pity, really...

>>
>
>happy Atari'ng
>
>Carmel A
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

4780. Re: atari/compaq

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 04:00:15 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <6ejkvskia77g7veinfoq79v1snv640id7u@4ax.com>
Source record: 55454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Sat, 28 Oct 2000 14:39:38 +1300, "Bill Murphy" <hariata@ihug.co>
drooled an embarassing wet spot in his lap as he typed:

>I have a compaq mv520 but would like to read my old atari disc's and run the
>games any suggestions on how to? Bill
>

1) Get an emulator. I suggest either PaCifiST, or WinSTon (or one of
its successors, known as STew)
2) Get MAKEDISK. This comes with the full distribution version of
PaCifiST, but is available separately.
3) Use MAKEDISK to read your ST disk images into a .ST image file.
4) Use these image files in one of the emulators.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

4781. Re: Falcon and Amiga

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 05:41:11 UTC
From: **** **** <***@***.com>
Message-ID: <XFtK5.4080$%j.1098097@typhoon.southeast.rr.com>
Source record: 55458

Phantomm wrote in message <8tdgor$2la$3@nd.eastky.net>...
>I know very little about the internal motherboard setup of the Amigas.
>
>But was wondering if any of the Amigas have the same type of internal
expansion
>port for 3rd party hardward cards like the Atari Falcon does?

No.

John

4782. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 06:46:50 UTC
From: jba4@po.cwru.edu
Message-ID: <39fa7615.1182960@news.cwru.edu>
Source record: 55459

On Fri, 27 Oct 2000 20:39:50 -0100, Steve Sweet <stevesweet@bun.com>
wrote:

>Hi Jared
>
>>
>>Yes, available and already outdated and antiquated and with little to no upgrade
>>path
>
>Maybe some dick-head soldered in the PCI cards to prevent it..
>
>

I didn't want to get into this argument, but, Steve, that is just too
damn funny! I can't stop laughing! A low blow, but totally hilarious!
;-)

--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4783. Re: FS/Trade Operation:CounterStrike for Fa

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 08:27:07 UTC
From: swampfox1@earthlink.net
Message-ID: <v5wK5.3168$G4.260873@newsread2.prod.itd.earthlink.net>
Source record: 55462

On 27 Oct 2000 07:06:43 , Phantomm wrote:
>I just happen to have a extra original copy of Operation: CounterStrike
>Mission Disk for the Spectrum HoloByte game FALCON for the Atari ST.
>Requires the original Falcon game.
>Comes with original manual, folder box and original mission disk.
>
>Make offer.
>Open to trades.
>
>Anyone happen to have an extra copy of the other mission disk?
>
>phantomm@eastky.net
>.
Coincidently (and I should put up a separate post on it), I've been
trying to get that F16 Fighter Simulation (Falcon) to run on a
.....Falcon (sounds like it should right?). (:->)~ BackwardIII gets me
the initial start-up screen all the way through the armaments screen
then lock-up!
I'll E-mail you about the Mission disk.
John G.

4784. Atari STbook

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 08:45:39 UTC
From: rokitrob@my-deja.com
Message-ID: <8te3nj$9hq$1@nnrp1.deja.com>
Source record: 55463

Sombody help me please! I need sttrans.prg and sttrans.rsc. I think my disk copies have been corrupted. it was working fine, but for some unknown reason now I get an address error on my 1040 when I try to transfer files. it makes no difference which is the master or slave, it won't work either way. Any help would be much appreciated

Sent via Deja.com http://www.deja.com/
Before you buy.

4785. stbook

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 08:58:25 UTC
From: rokitrob@yahoo.com
Message-ID: <8te4fh$9t6$1@nnrp1.deja.com>
Source record: 55464

I need the transfer program for the stbook. Yeah I know it's in the book but I can't get it out of the book without a disk copy. I think the one I have has been corrupted. if you have one or you know where to get one I sure would appreciate you sending it or directing me to it. Thanks

Sent via Deja.com http://www.deja.com/
Before you buy.

4786. Re: Icon of FALCON that I made

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 09:10:18 UTC
From: jtake <mail@jtake.net>
Message-ID: <8te54v$i6i$1@srv3.cablecom.ne.jp>
Source record: 55465

Hello!

If you are using IE or Netscape do and click the 'Software' folder of the
top page.
Click ' Software window' in' DESKICON. RSC' that isin page' Software' .

' http://www.hctnet.ne.jp/sb/jtake/software/iconrsc.zip ' if it is the
browser other than it and input.

Junya Takeuchi (mail@jtake.net) http://jtake.net

"Steve Stupple" <Steve@atari.org> wrote in message
news:Y9UdDgAzVa+5Ewsz@steverosie.demon.co.uk...
> In article <8tc5kvbov1@srv3.cablecom.ne.jp>, jtake <mail@jtake.net>
> writes
> >Try to use Icon for FALCON, that I made.
> >You can download from my homepage. (' Software' section)
> >
> >http://jtake.net
>
> I couldn't find it!
>
> >
> ><! Click bannar of a top page. >
>
> Why?
>
> >
> >Junya Takeuchi (mail@jtake.net)
> >
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4787. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 10:56:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39fac3b012a5000@tripnet.se>
Source record: 55466
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Thu 26-10-2000 18:43 (+0100) Marc Wilson wrote:

>anyone know any published (i.e. paper not electronic) Atari mags that
>are still being published? last I saw of ST Format was about 2 or 3
>years ago.

The Swedish /Atarimagasinet/ has been around for 15 years now. It's a
quarterly magazine and no. 3/2000 just went out to the subscribers.

Subscription/membership fee is SEK 175 adding SEK 50 if outside
Sweden. Check http://www.sak.nu/ for details.
--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4788. Re: PowerPC 1040ST (modern OSs)

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 13:04:10 UTC
From: dennis.scp@multiweb.nl
Message-ID: <1ej4m68.epbbrc1yewzxgN%dennis.scp@multiweb.nl>
Source record: 55469

Jared Falvo <luposian@mailcity.com> wrote:

> 1) work on designing a new 1040ST-sized motherboard

1040ST sized motherboard with a not outdated PowerPC chip? Look here:
www.apple.com/ibook

It's the cheapest Apple could come up with on such a small footprint.
Modern small motherboard design without a van is quite expensive.
Bus speed are so high that you can't simply throw it together.

> 2) do some research in what part the motherboard would contain

The iBook still has composite out! :-) The date/time battery is so big
that you can run the entire computer up 6 hours nonstop, that's a whole
working day when you count in your lunchbreaks and such. No need for a
screen switch box as the active matrix TFT screen does color in hi-res.
Optionally it can play DVDs, and when it does, it does a full overscan
on your TV. A wireless networking card of 10Mbits/s is just $99.

It's a homecomputer/laptop/video editor/portable DVD/portable
PlayStation all in one.
And it's less than half the price of the original Atari ST 260.
If you can come up with something better than please try.

However today's OSs aren't just about multitasking your applications and
taking care of your files. It's about providing shared basics for all
applications. Like TOS provided ASCII, menu's and memory access today's
OSs provide windowing and printing for all written languages around the
world with Unicode support. Mac OS enables all hard and software to
cross reference color balance, brightness and saturation so that what
you've scanned comes out the same on your printer or at the press
facility. Every program has secure internet access to check for updates.
Every program has the opportunity to open a wide variety picture, sound
and movie files. The OS provides generic USB access to input devices,
printers, scanners, speakers, camera's. And it does the same for
iLink/FireWire. And the list goes on and on.

A modern OS doesn't just enable, say the Ethernet port it provides
capabilities of securely sharing files and printing over the network.
The printer only provides a driver, the OS takes care of getting the
files to that driver in lots of different ways. It's about providing a
basis for all programs to use.

Mac OS already does all this, yet Apple has decided to leave this OS
behind, after spending millions on upgrading Mac OS to what it is today.
And wasting another few million on a failed attempt at making it even

more modern. And you think you can simply quick fix GEM or even Mint to todays consumer expectation? Put together some hardware and making it run is not going to be enough.

Even Apple is going put their feature packed OS into an (native) emulator, yes they tried hard to revive the Mac OS, at least they got the upper part complete. Not even Linux or BeOS has got that yet, let alone anything based on the Atari legacy. With Mint and such you've got the kernel bit complete, and a windowing system. Like Linux you're still missing the most expensive stuff, the middleware. You've got NVDI to do simple font rendering, Windows includes the same, while all the big software houses bring along their own layer to allow for more typography (MS does provide lot of 3D rather than 2D middleware). With the now Beta Mac OS X Apple will provide the most advanced 2D rendering engine, any program that uses the new text object gets real time scaling PDF display and print. Mix in chinese or japanese text, bitmap and vector objects natively without writing any new code. It's like every plain text editor getting calamus for free. WYSIWYG has become very complicated with all these different objects, language and color transformations.

That's why Papyrus still flies, you stick to the essentials and make the best of it. However todays markets expects more. And Apple wants to give more, so that more programs can share the cool features, without one softwarehouse dominating a niche. (Like Adobe for publishing and MS for office). It isn't about smart programming anymore, it's about sharing and reusing code. Of course Apple is tuning their scaling algorithms for the G4's Vector/DSP units, but it is not just doing it for one program (the OS), it's doing it so that all programs can use it.

So what would an upgraded Atari based OS offer over current Windows or Mac. Or over near future Mac OS X? Even with a few million to spend you might catch up to BeOS and get an MS Office compatible suite. But that would still leave a large gap feature wise. And then you havened designed a PPC computer that outclasses and undercuts the iMac or iBook. Let alone undercuts the innards of the ever evolving PC towers in all types of sizes and prizes.

If you think that ST based apps will run great on PowerPC G3 and G4 chips than why don't you help with emulating them out of the box (in their own windows) like Classic Mac apps in Mac OS X. Or even better run them in protected memory and use Aqua (or not:-) like JAVA, Cocoa and Carbon programs. We've got an opensourced kernel so you're given all the access you need.

My point, check out Mac OS X pre-loaded machines next spring or summer. It may have taken Apple 7 years longer to get memory protection but it's got a lot of cool stuff under the hood.

Check out the iMac article for links and stuff. Flames are welcome ;-)
--
groetjes / Dennis

4789. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 13:21:31 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <39fad2db$0$179@news.zetnet.co.uk>
Source record: 55471

Hi Jared!

On 27 Oct 2000 15:02:47 , "Jared Falvo" wrote:

>I have tried to encourage the masses to band together to help bring back a
>company that died unnecessary and to develop a new computer, based on a
>familiar design. But no one cares, or at least is willing to take chances
>with their time, skills, or money.

I don't think there ever will be a market big enough to make it pay
financially, however, it may be an idea to publish the ideas and let
people build these machines for themselves. In the 70's many people built
their computers from kits, why not today?

>Hasbro owns the key to unlock the door of which I speak. They must have
>*some* reason for holding onto GEM/TOS rights. Perhaps they are looking for
>a *reason* to use them. But it may just be that only by being shown how
>THEY can benfit from the transaction, would they be willing to do anything
>with them.

One thing you are wrong about. Hasbro DOESN'T own the GEM/TOS rights.
Hasbro only bought the name "Atari" and the copyright to a few games such
as Tempest, Frogger, Asteroids etc. They are only interested in publishing
games under the Atari label.

Digital Research owns GEM, and the TOS rights are still owned by Atari.
However Atari as a company doesn't exist, so you could say that the
Tramiels as owners of Atari still have the rights.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4790. Re: Falcon and Amiga

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 13:21:34 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <39fad2de$0$179@news.zetnet.co.uk>
Source record: 55470

Hi Phantomm!

On 28 Oct 2000 03:22:03 , Phantomm wrote:

>But was wondering if any of the Amigas have the same type of internal expansion
>port for 3rd party hardward cards like the Atari Falcon does?

It doesn't have a VME port internally, no.

It's expansion port was external (well under a flap on the outside), and
it isn't a VME port.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4791. Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 13:21:37 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <39fad2e1$0$179@news.zetnet.co.uk>
Source record: 55473

Hi all!

Thought some of you would like to download a WAV sample of the tune? Get
it direct from my website (I like to have it played on my front page!):

http://www.users.zetnet.co.uk/jfhaslam/atari.wav

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4792. Re: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 14:01:58 UTC
From: steve666@clara.co.uk
Message-ID: <1ej7wdx.1efjdyj1xd9w2uN%steve666@clara.co.uk>
Source record: 55474

Patrice Mandin <pmandin@caramail.com> wrote:

> > I've got Patrice's version of the Doom engine and it runs about the same
> > speed on both my TT and Falcon. This is cpu intensive and doesn't use
> > either the fpu or dsp (shame), but runs about the same even though the
> > TT has twice the clock rate.
>
> Well, if you use the TT in normal video mode, the 320x200x8 bits
> (1byte=1pixel) screen must be converted to the TT shifter video mode:
> 320x480x8 bits (planar). So I think it is the main reason that keep the TT
> version from being twice faster than the Falcon. But Doom uses FastRam
> when available, and 32Mhz versus 16Mhz helps. (I suppose that both
> machines are the original ones, without any accelerator).

Yep, both machines are originals. Well, I've upgraded the Falcon with an
fpu ;-)
Steve

4793. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 14:53:21 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FAE861.E8C34D4B@uklinux.net>
Source record: 55475

Jared Falvo wrote:
>
> [Save newsgroup bandwidth and reply directly to me]
>
> I have tried to encourage the masses to band together to help bring back a
> company that died unnecessary and to develop a new computer, based on a
> familiar design. But no one cares, or at least is willing to take chances
> with their time, skills, or money.

a familiar design? the RISC PowerPC is a COMPLETELY different
architecture to the 680x0 CISC family of processors even though they are
all made by Motorola, so no, it isn't a familiar design.

>
> After all the rejection, post after post, I finally realize that it is
> ultimately pointless to strive any longer on this issue. And as much as I
> would like to do this entirely on my own, I realize that without the
> financial backing of protential system buyers, it's pointless to even design
> the system.

wow, your catching on fast

>
> However, in examining some schematics for the 1040ST, I have learned some
> things I didn't know before. That all your data and address lines tie into
> one trace that intersects different chips and components. I learned that
> the Yamaha chip was used for the printer port (I kinda knew this already,
> years ago, but seeing it kinda surprised me). Why? Seems silly to me. And
> that the WDC floppy controller was used for the HD port also. It suddenly
> dawned on me why... that controller was probably an RLL/MFM chip... hence
> why you needed a convertor for using SCSI.

what do u mean that using the Yamaha was kind of silly? this is called
innovation, how do u expect that Atari could produce a cheap home
computer if they used zillions of chips to do everything that a little
bit of initiative could do?

>
> Things y'all probably already knew, but were interesting tid-bits for me to
> finally realize by seeing for myself.
>
> The Atari 1040ST, though it was hampered from the beginning, was an
> interesting piece of design. I marvel how they used a sound chip for a
> printer port and two Motorola ASIC's for the MIDI ports, etc.
>
> Apple has proven that a closed design is not a death-knell to a system or

> it's buyers. Apple still sells systems by the thousands. iMacs and the
> like. My roadmap to my "new Atari system" was as follows:
>
> Phoenix H603e/B603e (H=Home/B=Business); based on the Atari 1040ST and Mega
> ST designs, respectively. The business system would be, naturally, more
> powerful (faster CPU, more RAM, better video, etc.) and include networking.
>
> Phoenix II HG3/BG3 (G3 processor; more and faster of everything for both
> systems)
>
> Phoenix III HG4/BG4 (G4 processor; same as above)
>
> With a year or two between these systems, and a trade-in (old to
> new)/trade-up (home to business model) program for the users, with
> encouragement to communicate on a world-wide level... it would be something
> of an Atari that no one has ever seen before.
>
> And sadly... probably never will.
>
> Hasbro owns the key to unlock the door of which I speak. They must have
> *some* reason for holding onto GEM/TOS rights. Perhaps they are looking for
> a *reason* to use them. But it may just be that only by being shown how
> THEY can benfit from the transaction, would they be willing to do anything
> with them.

FOR THE ZILLIONTH TIME, HASBRO DOES NOT OWN GEM!!!!!!!!!!!!!!!! OR
TOS!!!!!!!!!!!!!!!!!!!!!!!!!!, HAVE YOU EVER NOTICED HOW IT SAYS (C)
DIGITAL RESEARCH ?? DID
U THINK THIS IS JUST PART OF ATARI!!!!!!!!!!!?!?!?!?!?!?!??

>
> Sure, we're all concerned about failure, so we let the other guy do the
> trying. But you see, "letting the other guy" do all the work makes "the
> other guy" feel like YOU don't care. It's a variation of the flaw in
> Atari's plans (or the little red hen story, if you prefer):
>
> 1) Atari: We don't advertize to save money. But then we see that we don't
> have enough users to give us reason to advertize, so we don't advertize.

having not enough users IS a reason to advertise. do u think that people
that have got Sony Trinitron XBR tvs are the only ones that are supposed
to see the advertisement about the Trinitron XBR tv? do u think they
want to see an ad for what they've already got? no. of course not!!!!
>
> See the vicious cycle? Atari wasn't willing to spend money to make money.
> They wantsed US to give them reason to advertize, but to few bought systems
> and Atari used that as an excuse to not advertize.

so u know all about Atari's actions then? heh?

>
> 2) Little Red Hen: She asked all the other barn animals to help her plant

> some wheat. No one helped. She asked them to help water the wheat. They
> didn't. She asked them to help harvest the wheat. They didn't. She asked
> them to help mix the dough. They didn't. Nor to bake.
>
> But... when it came time to EAT the bread... well, I think you know how the
> story ends.
>
> Jared

I dont see how u can say that for a start: you dont have a plan of
action, all you do is preach at others about how we're abandoning Atari
and how your computer isn't an Atari, nor an Atari-clone but how it does
everything that Atari does. How GEM is out of date and dead and then all
of a sudden, your going to make a new OS and then how its called GEM2000
and based on GEM but for the PPC????? Yeah, you seem to contradict
yourself quite a bit. Either through the fact that you dont know what
your talking about or how your so stupid and retarded you actually are.
Another thing is that you keep going on about how your some stupid
fucking visionary as if we're re-writing the bible or something and how
we must be idiots not to listen to your preaching about some myth of a
computer that you and the rest of us are going to build, and if we dont
help you build it, we are abandoning atari and that we dont care and how
your such a poor soul and your a genius!!!!!! everyone has had the idea
of making their own computer system that's compatable with some ancient
computer, long buried by the years, for nostalgic purposes. Can I also
tell you that NO ONE CARES THAT YOU FEEL SORRY FOR
YOURSELF!!!!!!!!!!!!!!!!

regards,
Marc

4794. Re: Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 15:14:25 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <1tqlvsslm5bm5ehh18d838622tgl7ivgur@4ax.com>
Source record: 55476

On 28 Oct 2000 13:21:37 GMT, jfhaslam@zetnet.co.uk (James Haslam)
drooled an embarassing wet spot in his lap as he typed:

>Hi all!
>
>Thought some of you would like to download a WAV sample of the tune? Get
>it direct from my website (I like to have it played on my front page!):
>
>http://www.users.zetnet.co.uk/jfhaslam/atari.wav

Or get the actual commercials in AVI and MOV from:

ftp://nostalgia:adverts@ftp.mindfield.dyndns.org:2026

Stats: 39 Atari commercials (incl. 9 from Hasbro's Atari)
6 Commericals from game companies (Imagic, Activision)

(Also available: Ads for Colecovision, Intellivision and Apple, plus
dealer promo clips, interviews, etc.)

>
>
>Cheers!
>
>
>
>James
>
>
>
>_____
>| | .____.
>|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
>| | || || |
>|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
>+---+ _/|| ||_ /|
>|Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
>|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
>+---+ Atari Falcon
>|List owner of the Cheshunt Computer Club mailing list|
>---
>
>
>

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

4795. Software from 30p

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 15:25:11 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <39FAEFD7.516364F6@cyberpeeps.freeserve.co.uk>
Source record: 55477

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

4796. Re: Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 15:50:36 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <4XDK5.453$zd1.1076@nntpserver.swip.net>
Source record: 55479

> >I've used both a Logitech Trackman Marble+, which comes with a PS/2 to
> >serial adapter - and a Microsoft Wheelmouse, also with a PS/2 to serial
> >adapter. Both work perfectly with Mario Becroft's interface connected to
the
> >Falcon. A thing to keep in mind is that none of those mice work with a
> >standard PS/2 to serial adapter - and not if I switch and use the
Logitech
> >adapter for the Microsoft mouse or vice versa, so it's important to use
the
> >correct one - otherwise it won't even work correctly on a PC!

> I'm using the PS2 adaptor that came with the Logitech Pilot mouse, and
> it doesn't do anything. Strange, as your Logitech works fine, I would
> have thought they'd stick to the same sort of standards throughout
> there range. I give up - I'll just have to get a different one!

Hi,
I believe that the reason for a change is due to the wheel-function and that
might be the reason why a standard adapter won't work with the wheel mice -
does anyone know for sure about this?
Very strange that your Logitech doesn't work :(
Buy a new one with the option to return it with a full refund after testing.

Good luck!
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4797. Re: Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 16:20:38 UTC
From: mb@gem.win.co.nz
Message-ID: <G33Ir8.D0@gem.win.co.nz>
Source record: 55478

Lyndon Amsdon (bindon@madasafish.com) wrote:

: Hi!

: I've had my Mouseburster for well over a year now, but the mouse
: supplied (Ice Mice) is really poor. I've never got round to getting a
: new one so a couple of days a go I bought a Pilot Mouse from Logitech.
:
: It came with a PS2 connector (6pin mini din) and a convertor for a 9
: pin type connection like the one for the Mouseburster.

Occasionally someone runs into a mouse that does not work on the serial mouse interface. This may be because the mouse draws too much power, or does not comply with the RS232 spec. The serial mouse interface does have a real RS232 interface, but the RS232 spec allows for a wide range of voltage levels and the mouse interface is at the lower end of the specification. To do it any other way would have made the device expensive and impractical.

I have never bothered keeping a list of mice that do not work since only one or two have ever been reported. However I could start one now if you wish to give me the model number of your mouse.

BTW, Jo Even Skarstein's comments on how PS/2 to serial "adapters" work are correct. It has nothing to do with speed or anything like that.

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
Atari hardware products - 68HC08 support site

4798. Re: FS Desktopper. II

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 18:19:17 UTC
From: sf0218@aol.com
Message-ID: <20001028141917.03741.00000632@ng-cb1.aol.com>
Source record: 55480

What is a'Lighthouse' case?
Thanks,
Sam Ferrer (U.S.A.)

4799. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 18:51:02 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8tfaj1aun1@newsg3.svr.pol.co.uk>
Source record: 55482

"Jared Falvo" <luposian@mailcity.com> wrote in message
news:NXiJ5.841$qj2.140790@news.goodnet.com...
> And that's what it's all about... TRYING!

Yes, you are and you should. Cut the blather and DO something or just shut up..... and go easy on the grass.

4800. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 19:18:25 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8tfaj2aun2@newsg3.svr.pol.co.uk>
Source record: 55483

"Jared Falvo" <luposian@mailcity.com> wrote in message
news:SRPJ5.37$z93.5192@news.goodnet.com...
> Ok, I apologize for my ranting and poundings.

You are a very misunderstood person.

4801. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 19:42:01 UTC
From: Don <dons@qnet.com>
Message-ID: <39FB2C08.8E8EE688@qnet.com>
Source record: 55481

>
> >Hasbro owns the key to unlock the door of which I speak. They must have
> >*some* reason for holding onto GEM/TOS rights. Perhaps they are looking for
> >a *reason* to use them. But it may just be that only by being shown how
> >THEY can benfit from the transaction, would they be willing to do anything
> >with them.
>
> One thing you are wrong about. Hasbro DOESN'T own the GEM/TOS rights.
> Hasbro only bought the name "Atari" and the copyright to a few games such
> as Tempest, Frogger, Asteroids etc. They are only interested in publishing
> games under the Atari label.
>
> Digital Research owns GEM, and the TOS rights are still owned by Atari.
> However Atari as a company doesn't exist, so you could say that the
> Tramiels as owners of Atari still have the rights.
>
> Cheers!
>
> James
>

James,

You are wrong that TOS is still owned by the Tramiels. HASBRO owns TOS. Here is
a news clip:

According to the Form 8K JTS filed with the Securities and Exchange
Commission:

"On February 23, 1998, JTS Corporation (the "Company")
sold
substantially all of the assets of the Company's Atari
Division,
consisting primarily of Atari home computer games and the
intellectual property rights and license agreements
associated with
such games (the "Atari Assets"), to HIACXI, Corp.
("HIAC"), a
wholly-owned subsidiary of Hasbro Interactive, Inc., for
$5,000,000
in cash. The purchase price was determined based upon
arm's-length negotiations between the Company and HIAC.
The
Atari Assets were acquired by the Company in July1996 when
the

Company merged with Atari Corporation. There is no
material
relationship between HIAC and the Company, any of its
affiliates,
any director or officer of the Company, or any associate
of any
such director or officer."

Hasbro got all of Atari's hardware, this is obvious...

"Atari Hardware Platforms" means the following hardware
platforms: Atari 2600, 5200, 7800, Lynx hand-held and
Jaguar
game system hardware, Atari 800, ST and Falcon 030
computer
family hardware, TOS operating system, 8-bit operating
system,
and Portfolio palmtop computer.

They also have just about everything else...

"Excluded Assets" means the following assets:

These are things Hasbro does not get

Hasbro does own everything from Atari except 3 party items like GEM.

Don

4802. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 19:42:14 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010281940410.82-100000@TT030>
Source record: 55489

huge snip

Thankyou.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4803. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 20:44:17 UTC
From: **** **** <***@***.com>
Message-ID: <BUGK5.3614$G95.1791297@typhoon.southeast.rr.com>
Source record: 55484

Jared Falvo wrote in message <5YmK5.174$z93.32509@news.goodnet.com>...

>However, in examining some schematics for the 1040ST, I have learned some
>things I didn't know before. That all your data and address lines tie into
>one trace that intersects different chips and components. I learned that
>the Yamaha chip was used for the printer port (I kinda knew this already,
>years ago, but seeing it kinda surprised me). Why? Seems silly to me.
And
>that the WDC floppy controller was used for the HD port also. It suddenly
>dawned on me why... that controller was probably an RLL/MFM chip... hence
>why you needed a convertor for using SCSI.

>The Atari 1040ST, though it was hampered from the beginning, was an
>interesting piece of design. I marvel how they used a sound chip for a
>printer port and two Motorola ASIC's for the MIDI ports, etc.
>
>Apple has proven that a closed design is not a death-knell to a system or
>it's buyers. Apple still sells systems by the thousands. iMacs and the
>like. My roadmap to my "new Atari system" was as follows:

You don't understand. If you want a new atari clone, that in itself isn't
completely impossible. What is impossible is thinking of it as a commercial
venture that could do anything other than lose tens of millions of dollars,
and fold without selling to anyone.

>Phoenix H603e/B603e (H=Home/B=Business); based on the Atari 1040ST and Mega
>ST designs, respectively. The business system would be, naturally, more
>powerful (faster CPU, more RAM, better video, etc.) and include networking.
>
>Phoenix II HG3/BG3 (G3 processor; more and faster of everything for both
>systems)
>
>Phoenix III HG4/BG4 (G4 processor; same as above)

Again, this is simply wrong. Not the powerpc chip, not the idea of a new
atari clone. But a business system? Even Apple can't really manage that one,
except in the tiniest niche enviroments. If there could even be a third, it
would be the old amiga (not this Digital Enviroment crap) and the newtek
video toaster systems. That was miniscule years ago, and now it can't even
register as a blip on business IT purchasing radar. If you want people to
buy these, target the hobbyists. Target the atari enthusiasts. Target people
who can help build it, but can't build it all by themselves (like me).

>With a year or two between these systems, and a trade-in (old to
>new)/trade-up (home to business model) program for the users, with
>encouragement to communicate on a world-wide level... it would be something

>of an Atari that no one has ever seen before.

Haha. Is this a Save the Atari Foundation charity? Businesses rarely buy back equipment, and if so only because some peculiarity of the market means customers want to get rid of them, and they have a kickass resale value. This is not one of those peculiarities.

>And sadly... probably never will.
>
>Hasbro owns the key to unlock the door of which I speak. They must have
>*some* reason for holding onto GEM/TOS rights. Perhaps they are looking
for
>a *reason* to use them. But it may just be that only by being shown how
>THEY can benfit from the transaction, would they be willing to do anything
>with them.

This takes some figuring out, I will grant you. You or me, we have something that is of zero value to us, and we are likely to give it away to the first person who acts like they would enjoy the item in question. Even stranger in that they could license it or give it away, and still actually own them. This has more to do with rape and pillage corporate business tactics in general, than it does with the atari. Maybe if you like, you can email me, and I'll explain some of their "mindset", if the implication that a corporation has a mind isn't too obscene.

>Sure, we're all concerned about failure, so we let the other guy do the
>trying. But you see, "letting the other guy" do all the work makes "the
>other guy" feel like YOU don't care. It's a variation of the flaw in
>Atari's plans (or the little red hen story, if you prefer):
>
>1) Atari: We don't advertize to save money. But then we see that we don't
>have enough users to give us reason to advertize, so we don't advertize.
>
>See the vicious cycle? Atari wasn't willing to spend money to make money.
>They wantsed US to give them reason to advertize, but to few bought systems
>and Atari used that as an excuse to not advertize.
>
>2) Little Red Hen: She asked all the other barn animals to help her plant
>some wheat. No one helped. She asked them to help water the wheat. They
>didn't. She asked them to help harvest the wheat. They didn't. She asked
>them to help mix the dough. They didn't. Nor to bake.

This isn't exactly fair. It's not totally unjustified either. If the bread is some sort of "new atari hardware business" and its ensuing profits, well then you are just a fool, no more needs to be said. If the bread is getting to see the atari platform live out a full life, well then no matter how much others eat all your bread, there will still be enough left over for you. In any event, wishing for more than 4 or 5 capable and willing to help was just unrealistic. Most here might know oodles about the atari platform, some might even be kickass coders... but how many are electrical engineers capable of designing or helping to design a PPC based motherboard, complete with all the requisite peripheals? Hell, I have trouble figuring out how to

use statecad for xilinx cpld's. Do you even know what a cpld is? Instead, ask all here 'what a new atari clone would HAVE to be'. There will be cranks, who post obnoxious answers. No fixing that. But don't tell us right up front, that not only will there be agp and pci, but they'll be soldered to the main board. Ask us if we really want PCI on the thing, or if we do, should we also put a legacy vme slot on the thing? Ask how much software/OS compatibility is the least we'll accept, and what performance gains you have to give in return. Ask if there will be those willing to put together their own board, or even wether they'll buy a kit at all, with the intention of paying someone else to assemble it (don't even dream of automated assembly *see note below). Ask us what kind of case the thing should be made for. Ask questions first. It is just possible that 18 months from now, you and 50 others could be posting to this forum from the NeotariPPC that you soldered by hand. But only if you show a little sense and patience.

*Note: We're already talking multi-layer pcb board for the motherboard. Where as simple boards have copper traces on both sides, with multilayer they take anywhere from 4-24 single sided boards, and expoy them together, for ultra-dense super complex designs. We might get by with 6, I think 4 is too much to hope for. A 6 layer 9x12" board is costly. At www.4pcb.com (not the best, I'm still looking for a fab that I like for a much smaller scale project of my own) quantity 2 prototype boards with 5 day turn around is $493.50. 4 week production, the price is as follows... qty 20 $133.31 qty 50 $98.25 qty 100 $86.56. This is for an unpopulated board, no chips on it at all. The main board is going to cost no less than $400 each, and that only if you can sell/group purchase more than 20 at a time. Automated assembly will cost you the price of two solder paste stencils, at anywhere from $150-250 apiece. Spread among 50 people, not too bad. But that's also 2 runs through the line. It would take longer to program and load the machines than it would to build them. These machines cost assembly plants something like $1400 every hour they are down (and I don't think this is exaggerated too much). All in all, for such a small run, not only money up front, but probably would add $350+ per board to the cost. Only if you were doing a run of 1000 or more, or had a contract with the assembly plant for several runs of 100 every few months would it get anywhere near being feasible. Verdict: If this can't be hand soldered/assembled, it won't ever happen. Still trying to figure out how you'd do prototype, it's way too complex to breadboard, and even if I could manage 10mil traces on my own homebrew pcb's, I'd only be able to do 2 layer for you, which just won't do. Can you convince everyone here to chip in for prototype pcb's, assuming that you come up with a viable design? (this totally ignores that for a project of this size that you could ever get a working #1 revision board).

Hope I've been informative, or at least not too much of a dream murderer,
John

4804. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 21:53:08 UTC
From: swampfox1@earthlink.net
Message-ID: <8VHK5.4367$R4.355899@newsread1.prod.itd.earthlink.net>
Source record: 55485

```
On 18 Oct 2000 23:39:28 , John Garone wrote:
>On 18 Oct 2000 12:13:02 , Dan Ackerman wrote:
>>In article <9n3H5.7391$HF.549571@newsread2.prod.itd.earthlink.net>,
>>John Garone <swampfox1@earthlink.net> wrote:
>>>On 10 Oct 2000 01:30:08 , "Pascal Ricard" wrote:
>>>>Hello,
>>>>
>>>> in article <fhqE5.6945$D81.280525@newsread2.prod.itd.earthlink.net>
(comp.sys.atari.st)
>>>> John Garone wrote on Mon 09-10-2000 20:55 (GMT):
>>>>
>>>>> In a follow-up of my post : To John Rojewski (including one of
>>>>> Steve Sweet's Benny Hill type comments (:->)~ I stated that the problem
>>>>> cleared up, however I spoke too soon since my next visit produced 18
>>>>> duplicates (originally 7) and today it's down to 10!!!
>>>>> ISP=Earthlink (NG=?).
>>>>
>>>>Nothing to do with Newsie methink. Same problem here with
>>>>NEWSWatch/Okami. Must be a problem with a server somewhere on earth.
>>>>
>>>>Bye,
>>>>/Pascal/
>>>>
>>>>--
>>>>Ric's HomePage: http://paricard.free.fr
>>>>TransAction : http://atari.transaction.free.fr
>>>>.
>>> Hoping I'm not speaking too soon, whatever was wrong has mysteriously
>>>cleared up! The repeat posts went from 3 to 7, 10, 17, 18, 10, 7, 0 !!!
>>>Fingers crossed!
>>> John G.
>>
>>
>> Just out of curiousity are the repeat posts random or do they seem
>>to be linked to one or a few specific people?
>>
>> With Outlook at work I will get multiple postings from some people
>>from time to time in this group. I always just assumed it was something
>>on their end. Although I don't think I've noticed as many with trn (but I
>>use that on a different news server).
>>
>> Dan Ackerman
>> aka baldrick
>>.
```

>Hi Dan,
> It seemed random (did'nt think to notice if it was related to certain
>posts).
> John G.
>.

Dan,
Repeated posts are back again (3 days now)! One day a certain post
is repeatedand the next day a different post is repeated (whichever
is the first on the download list is repeated a number of times at the
end of the same list).
John G.

4805. Falcon on a Falcon!

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 21:54:50 UTC
From: swampfox1@earthlink.net
Message-ID: <KWHK5.4374$R4.355899@newsread1.prod.itd.earthlink.net>
Source record: 55486

Hi All,
Has anyone out here gotten the 'Falcon' F16 Fighter Simulation by
Spectrum Holobyte (for the ST) to run on a Falcon030? BackwardIII gets
me somewhere but the fighter program eventually locks up!
John G.

4806. [WEB] TransAction

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 22:06:16 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39fb5a5862e4a2@free.fr>
Source record: 55487

Hello,

The TransAction website has been redesigned by Paul Caillet.

There is no more PHP on the main pages: this will allow the site to work
even if there is a problem on the PHP server of Free.fr.

You can also visit the old good InterActive pages from the site.

There is also a mirror site on LybertySurf, just in case...

TransAction: http://atari.transaction.free.fr
mirror : http://perso.libertysurf.fr/transaction

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4807. Looking for "Plexu" game for Atari ST or PC version

Newsgroup: comp.sys.atari.st
Date: 2000-10-28 22:52:57 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <8tfll8cln1@nnrp2.phx.gblx.net>
Source record: 55488

If anyone has a boxed complete copy please e-mail me. Also need Zool. Will pay more than fair price. Thanks!

4808. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 01:47:35 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <5134.337T1750T1674935optimus@canit.se>
Source record: 55490

Jared Falvo skrev:

>[Save newsgroup bandwidth and reply directly to me]

>I have tried to encourage the masses to band together to help bring back a
>company that died unnecessary and to develop a new computer, based on a
>familiar design. But no one cares, or at least is willing to take chances
>with their time, skills, or money.

Noone wants a familiar design. It is too restricted and ergonomically
unsound.

>After all the rejection, post after post, I finally realize that it is
>ultimately pointless to strive any longer on this issue. And as much as I
>would like to do this entirely on my own, I realize that without the
>financial backing of protential system buyers, it's pointless to even design
>the system.

I might buy it when I see it, providing you've ironed all those design flaws
out (the anti-expandability concept is simply too stupid).

>However, in examining some schematics for the 1040ST, I have learned some
>things I didn't know before. That all your data and address lines tie into
>one trace that intersects different chips and components. I learned that
>the Yamaha chip was used for the printer port (I kinda knew this already,
>years ago, but seeing it kinda surprised me). Why? Seems silly to me. And
>that the WDC floppy controller was used for the HD port also. It suddenly
>dawned on me why... that controller was probably an RLL/MFM chip... hence
>why you needed a convertor for using SCSI.

I thought the parallel port was run by the MFC. I didn't think there were
enough lines on the YM2149 for that. I think it runs the joystick ports on the
MSX.

>The Atari 1040ST, though it was hampered from the beginning, was an
>interesting piece of design. I marvel how they used a sound chip for a
>printer port and two Motorola ASIC's for the MIDI ports, etc.

It's horrible, eh?

>Apple has proven that a closed design is not a death-knell to a system or
>it's buyers. Apple still sells systems by the thousands. iMacs and the
>like. My roadmap to my "new Atari system" was as follows:

Apple have adopted open standards and have a killer president nowadays. If we
had Steve Jobs, things might look different.

>Phoenix H603e/B603e (H=Home/B=Business); based on the Atari 1040ST and Mega
>ST designs, respectively. The business system would be, naturally, more
>powerful (faster CPU, more RAM, better video, etc.) and include networking.

Oh, do you /really/ intend to include networking? How grand.
Networking is a standard accessory in every system produced today, whether
used for home or business purposes. Cable internet is becoming even more
widespread, and the lads like to connect their computers in order to play
Quake or copy pornography. Ethernet is a simple, cheap expansion, and should
be built into every machine.

>Phoenix II HG3/BG3 (G3 processor; more and faster of everything for both
>systems)

>Phoenix III HG4/BG4 (G4 processor; same as above)

Yawn...

>With a year or two between these systems, and a trade-in (old to
>new)/trade-up (home to business model) program for the users, with
>encouragement to communicate on a world-wide level... it would be something
>of an Atari that no one has ever seen before.

>And sadly... probably never will.

>Hasbro owns the key to unlock the door of which I speak. They must have
>*some* reason for holding onto GEM/TOS rights. Perhaps they are looking for
>a *reason* to use them. But it may just be that only by being shown how
>THEY can benfit from the transaction, would they be willing to do anything
>with them.

Hasbro are most probably not even aware of the fact that they hold the
copyrights/licences to a fringe OS developed by that game console company they
bought.

>Sure, we're all concerned about failure, so we let the other guy do the
>trying. But you see, "letting the other guy" do all the work makes "the
>other guy" feel like YOU don't care. It's a variation of the flaw in
>Atari's plans (or the little red hen story, if you prefer):

>1) Atari: We don't advertize to save money. But then we see that we don't
>have enough users to give us reason to advertize, so we don't advertize.

>See the vicious cycle? Atari wasn't willing to spend money to make money.
>They wantsed US to give them reason to advertize, but to few bought systems
>and Atari used that as an excuse to not advertize.

Is it really that interesting to discuss why Atari failed? I think that topic
was entirely exhausted back in -94/95.

>2) Little Red Hen: She asked all the other barn animals to help her plant
>some wheat. No one helped. She asked them to help water the wheat. They
>didn't. She asked them to help harvest the wheat. They didn't. She asked
>them to help mix the dough. They didn't. Nor to bake.

>But... when it came time to EAT the bread... well, I think you know how the
>story ends.

As long as they pay the hen, everyone is happy.

--
En ligne avec Thor 2.6.

About 15 years ago(in 1984), I played many time HYDLIDE like monkey's self-acting! HaHaHa!! Here in Nippon(Japan), many many MSX Freak played HYDLIDE 1/2/3 on MSX1/2. Perhaps, also you like HYDLIDE series!!!
K. Ikeda, MSX-Print

4809. Re: Icon of FALCON that I made

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 01:52:26 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <362.337T1300T1724853optimus@canit.se>
Source record: 55491

Steve Stupple skrev:

>In article <8tc5kvbov1@srv3.cablecom.ne.jp>, jtake <mail@jtake.net>
>writes
>>Try to use Icon for FALCON, that I made.
>>You can download from my homepage. (' Software' section)
>>
>>http://jtake.net

>I couldn't find it!

How about the DESKICON.* files?

--
En ligne avec Thor 2.6.

Computer programmers know how to use their hardware.

4810. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 01:58:09 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010290151390.75-100000@TT030>
Source record: 55347

On Sat, 28 Oct 2000, Jared Falvo wrote:

> Gee, seems as though, no matter what peope say and I say, I just can't give
> it up, can I? *sigh*

My neighbor just got 060/604e card for his amiga, and it
cost over a grand after taxes. It's just an expansion
card with the 2 cpu's and enough electronics to make it
all work, and 4 simm slots for old 72-pin simms.
This card effectively costs more than an faster iMAC.

No sound, no video, no case, no keyboard, no drives,
so how in the world do you expect to build this miracle
Atari for less and fill in the software gaps?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4811. Mega STE Internal HD Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 03:10:15 UTC
From: taj16@dreamscape.com
Message-ID: <svn58nikt8ho1a@corp.supernews.com>
Source record: 55492

I just received a Mega STE that I intend to use to replace my now comatose Mega ST4. This MegaE has been idle for some time, and the internal hard drive was removed a while back. When the previous owner was checking it out before shipping it, he couldn't get the internal HD port to work. Fortunately, the external DMA port works fine, so I can use it with my present drives.

I'd like to put in an internal drive. Can anybody give me the specs I need to make a proper selection? I use ICD HD software, the Link version of ICDBOOT 6.5.5 and associated programs, if that makes any difference. Also, after he had shipped the MegaE, the previous owner remembered something about a jumper on the motherboard that enabled/disabled the internal HD. Does anybody know if this is true, and if so, where I can find it?

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

Keep your shoulder to the wheel, your ear to the ground, your eye on the ball, your nose to the grindstone, your feet on the floor, and your hands to yourself. Now, try to do some work in that position!

4812. Atari ST FAQ

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 03:10:18 UTC
From: taj16@dreamscape.com
Message-ID: <svn58qqev3rj1d@corp.supernews.com>
Source record: 55493

Where do I find the Atari ST FAQ in English?

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

Keep your shoulder to the wheel, your ear to the ground, your eye on the ball, your nose to the grindstone, your feet on the floor, and your hands to yourself. Now, try to do some work in that position!

4813. Iconnect

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 03:25:24 UTC
From: Trampa Radovan <trampa@bits.net>
Message-ID: <972952624-166608AEicMi@bits.net>
Source record: 55309

Hi to all!

Well, I need program that calculates spent time from Icconect log file. Somthing like "Costa", I try it but it is only for some other programs, and not for Iconnect. If someone knows name of program that I look, or place where I can get it, please mail me private. Thanks for all trouble in front.

yours sincerely,
Trampa Radovan

4814. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 04:25:10 UTC
From: **** **** <***@***.com>
Message-ID: <GENK5.5768$%j.1703777@typhoon.southeast.rr.com>
Source record: 55494

huge snip

Fuck you.

John

4815. Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 04:47:49 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <PZNK5.303$z93.44200@news.goodnet.com>
Source record: 55495

Gee, seems as though, no matter what peope say and I say, I just can't give it up, can I? *sigh*

Anyways, some (purely hypothetical) questions:

1) *IF* such a computer, with the specs I list below, were to be released... by Atari, mind you.... would you buy one, provided that you could run (at least) old ST software on it?

a) 1040ST and/or Mega ST case
b) PowerPC 603e CPU
b) 32-64Mb of SDRAM
c) ATI accelerated 3D video chipset
d) Yamaha XG audio chipset

2) If that unit came in two models; the 1040ST-styled model being a little less powerful than the Mega ST model, which would you buy?

a) Home
b) Business

3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000 for the Mega ST model? If not, what would you be willing to pay for either?

3) If Atari, as a computer manufacturer, returned, would you be excited and tell others?

Please, no smart-ass remarks or non-serious replies. I am planning on compiling the number of users (no names or anything, just the numbers) that reply positively to this post and I'll post this message to other Atari newsgroups and elsewhere to see just how many people are out there that *would* be willing to buy such a system. No need to repeat reply if you visit more than one newsgroup this message is at.

If you know people that might be interested, show them this message and let me know if they are. I'll add their numbers to the list. I want to see just how worthwhile my idea is to the general Atarian/non-Atarian Internet public.

Thank you for your time...

Jared

4816. Falcon on a Falcon!

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 06:15:35 UTC
From: swampfox1@earthlink.net
Message-ID: <bgPK5.5553$G4.551626@newsread2.prod.itd.earthlink.net>
Source record: 55346

Sorry if this got posted twice!

Hi All,
Has anyone out here gotten the 'Falcon' F16 Fighter Simulation by
Spectrum Holobyte (for the ST) to run on a Falcon030? BackwardIII gets
me somewhere but the fighter program eventually locks up!
John G.

4817. Re: PowerPC 1040ST (modern OSs)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 09:48:34 UTC
From: jlog@zetnet.co.uk
Message-ID: <39fbf272$0$180@news.zetnet.co.uk>
Source record: 55348

On 28 Oct 2000 15:04:10 , Dennis SCP wrote:

| . . . . .
|That's why Papyrus still flies, you stick to the essentials and make the
|best of it. However todays markets expects more. And Apple wants to give
|more, so that more programs can share the cool features, without one
|softwarehouse dominating a niche. (Like Adobe for publishing and MS for
|office).

Perhaps there is a difference in philosophy here. I can't say why everyone else sticks to Atari but I do because it is simple, clean and fast. I don't want multitasking, I don't want colour, I want an excellent word processor, large monochrome monitor and high resolution black and white laser. I have all that with my Hades, Eizo etc.

Now, the question that I ask myself now and again is, if people really understood what they want, would they go for multimedia, multitasking, all singing, all dancing operating systems? Some would, of course, but I suspect many, in business perhaps, would not. In other words, is it really the markets that expect more or is it the producers always push, push, pushing to keep ahead of their competitors, egged on by the computer journals which dwell on size and speed and not on "quality."

4818. Re: Oh no... not again! (just one last time

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 09:48:35 UTC
From: jlog@zetnet.co.uk
Message-ID: <39fbf273$0$180@news.zetnet.co.uk>
Source record: 55349

On 28 Oct 2000 21:47:49 , "Jared Falvo" wrote:

|Anyways, some (purely hypothetical) questions:
|
|1) *IF* such a computer, with the specs I list below, were to be released...
|by Atari, mind you.... would you buy one, provided that you could run (at
|least) old ST software on it?
|
|a) 1040ST and/or Mega ST case
|b) PowerPC 603e CPU
|b) 32-64Mb of SDRAM
|c) ATI accelerated 3D video chipset
|d) Yamaha XG audio chipset
|2) If that unit came in two models; the 1040ST-styled model being a little
|less powerful than the Mega ST model, which would you buy?
|
|a) Home
|b) Business
|
|3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000 for
|the Mega ST model? If not, what would you be willing to pay for either?

I paid well over 1000 UK pounds for my Hades by the time everything
was added. If you can produce a computer that is significantly
faster than the Hades, with up to 128 MB memory, 1280x1024x2 video
resolution, 3-4 GB hard drive, fast startup, stable, entirely
compatible with my Atari programs, then I would buy one for say 1500
UK pounds. I would be quite happy for it to fit into a pc case and
use a pc keyboard etc.

|3) If Atari, as a computer manufacturer, returned, would you be excited and
|tell others?

Just as well this is hypothetical because you can't bring back the
dead. No, another company of the same name would not excite me in
the least.

4819. Re: Mega STE Internal HD Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 11:04:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8th08g$ak0$1@snipp.uninett.no>
Source record: 55350

Thomas J. Andrews <taj16@dreamscape.com> wrote:

> I'd like to put in an internal drive. Can anybody give me the specs I need
> to make a proper selection? I use ICD HD software, the Link version of

Any SCSI-drive that works without parity can be used. Set it's ID to 0,
and don't terminate it.

> about a jumper on the motherboard that enabled/disabled the internal HD.
> Does anybody know if this is true, and if so, where I can find it?

There is no such jumper.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4820. Re: Falcon on a Falcon!

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 11:41:43 UTC
From: Peter Persson <pep@NOSPAMhms.se>
Message-ID: <k%TK5.703$zd1.2020@nntpserver.swip.net>
Source record: 55351

Hi,

It is possible, at least with backward 2. 8 mhz CPU, 8mhz blitter, no cache
and ST mode sound i think.

/Peter
"John Garone" <swampfox1@earthlink.net> wrote in message
news:bgPK5.5553$G4.551626@newsread2.prod.itd.earthlink.net...
> Sorry if this got posted twice!
>
> Hi All,
> Has anyone out here gotten the 'Falcon' F16 Fighter Simulation by
> Spectrum Holobyte (for the ST) to run on a Falcon030? BackwardIII gets
> me somewhere but the fighter program eventually locks up!
> John G.

4821. Re: FS Desktopper. II

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 12:31:30 UTC
From: Barrie <barrie@atamusic.u-net.com>
Message-ID: <dHVK5.90$kn2.159785@newsr1.u-net.net>
Source record: 55352

Hello.

"SF0218" <sf0218@aol.com> wrote in message
news:20001028141917.03741.00000632@ng-cb1.aol.com...

> What is a 'Lighthouse' case?

It's a desktop type case that opens like a suitcase, very spacious but can
be a pig to set up.

Barrie at Keychange.

4822. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 12:59:06 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FC1F1A.9C2BD439@uklinux.net>
Source record: 55353

Jared Falvo wrote:
>
> Gee, seems as though, no matter what peope say and I say, I just can't give
> it up, can I? *sigh*
>
> Anyways, some (purely hypothetical) questions:
>
> 1) *IF* such a computer, with the specs I list below, were to be released...
i thought you said you were giving up on this project?

> by Atari, mind you.... would you buy one, provided that you could run (at
> least) old ST software on it?
>
> a) 1040ST and/or Mega ST case
> b) PowerPC 603e CPU
> b) 32-64Mb of SDRAM
> c) ATI accelerated 3D video chipset
> d) Yamaha XG audio chipset
>
> 2) If that unit came in two models; the 1040ST-styled model being a little
> less powerful than the Mega ST model, which would you buy?
>
> a) Home
> b) Business
>
> 3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000 for
> the Mega ST model? If not, what would you be willing to pay for either?
>
> 3) If Atari, as a computer manufacturer, returned, would you be excited and
> tell others?
>
> Please, no smart-ass remarks or non-serious replies. I am planning on
> compiling the number of users (no names or anything, just the numbers) that
> reply positively to this post and I'll post this message to other Atari
> newsgroups and elsewhere to see just how many people are out there that
> *would* be willing to buy such a system. No need to repeat reply if you
> visit more than one newsgroup this message is at.
>
> If you know people that might be interested, show them this message and let
> me know if they are. I'll add their numbers to the list. I want to see
> just how worthwhile my idea is to the general Atarian/non-Atarian Internet
> public.
>
> Thank you for your time...

>
> Jared

4823. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 13:16:24 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FC2328.5B131616@uklinux.net>
Source record: 55355

I would only buy a computer if it had more bang for the pound (me being
british) and was more a remake of the ATW800 than the ST.
The fact that your computer is to be based on the elderly 603e PPC cpu
and only has 32 to 64MB of RAM would count against it for me. By the
time that you've created this computer, it'll have to be customised so
much to run Atari software and be compatable with Atari that it will
cost a fortune and i'd probably be better of buying a dual-celeron with
128MB ram and would run atari software faster than the 603e if i used an
emulator. I dont like the way u want to re-use the old atari cases. To
be honest, I find the ST keyboard very awkward to use. I dont think this
hobby computer would make it to a business level, because applications
are already available to the PC and Mac which can be bought for less
than the price of your computer including the software. To be taken
seriously, you'd need to offer something that the PC and Mac dont offer.
To be honest, I think you'd be better (and more economical) if you
developed an ST-card for the PCI bus so Atari fanatics can keep their
computers that they spent loads on and run Atari software with 100%
compatability. Then people would have two computers in one. The ST-card
could use the PC's CPU and RAM for rendering and so on like a
super-charged-DSP. This would make your project more reasonable and
realistic than some computer that is never going to be taken seriously
especially how the PC has a massive reputation and Mac as well. Take a
look at Acorn, they dared to be different and now they dont exist!

Marc Wilson wrote:
>
> Jared Falvo wrote:
> >
> > Gee, seems as though, no matter what peope say and I say, I just can't give
> > it up, can I? *sigh*
> >
> > Anyways, some (purely hypothetical) questions:
> >
> > 1) *IF* such a computer, with the specs I list below, were to be released...
> i thought you said you were giving up on this project?
>
> > by Atari, mind you.... would you buy one, provided that you could run (at
> > least) old ST software on it?
> >
> > a) 1040ST and/or Mega ST case
> > b) PowerPC 603e CPU
> > b) 32-64Mb of SDRAM
> > c) ATI accelerated 3D video chipset
> > d) Yamaha XG audio chipset

> >
> > 2) If that unit came in two models; the 1040ST-styled model being a little
> > less powerful than the Mega ST model, which would you buy?
> >
> > a) Home
> > b) Business
> >
> > 3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000 for
> > the Mega ST model? If not, what would you be willing to pay for either?
> >
> > 3) If Atari, as a computer manufacturer, returned, would you be excited and
> > tell others?
> >
> > Please, no smart-ass remarks or non-serious replies. I am planning on
> > compiling the number of users (no names or anything, just the numbers) that
> > reply positively to this post and I'll post this message to other Atari
> > newsgroups and elsewhere to see just how many people are out there that
> > *would* be willing to buy such a system. No need to repeat reply if you
> > visit more than one newsgroup this message is at.
> >
> > If you know people that might be interested, show them this message and let
> > me know if they are. I'll add their numbers to the list. I want to see
> > just how worthwhile my idea is to the general Atarian/non-Atarian Internet
> > public.
> >
> > Thank you for your time...
> >
> > Jared

4824. Where is Atari PD

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 13:19:22 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8th7tu$tm1$02$1@news.t-online.com>
Source record: 55354

Where can I find Atari Freeware / PD / Shareware online ???

////
(o o)
-----ooO--(_)--Ooo-----------------------------------

4825. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 13:40:27 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FC28CA.52ED815E@uklinux.net>
Source record: 55356

**** **** wrote:
>
> huge snip
>
> Fuck you.

cool, can i join you?
>
> John

love Marc
xxx

4826. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 13:46:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FC2A18.642F53E5@uklinux.net>
Source record: 55357

**** **** wrote:
>
> Michael and Nicole Freeman wrote in message ...
>
> >Now, I'm not trying to be negative or discouraging. I'm just trying to
> shave
> >off the rough edges of your ideas. If you stay too focused on one
> unbendable
> >concept without taking advice and criticism from others, your computer idea
> >won't only not fly, it'll fail absolutely misreably. Instead of wasting our
> >time here trying to make a company that in all likelyhood won't happen,
> >support the companies that already exist. Everyone will be the better for
> >it.
>
> Funny Mike, but no one here has offered any advice or criticism at all.
> Advice is "that won't work, you should do it like this". What he is hearing
> is "that won't work, go away loser". Big difference.
>
> John

Funny John ****, but Jared doesnt seem to listen to any critiscism, not even positive. All that happens is he starts being attention seeking and preaches how we are all satans helpers and how he is god, you dont do much better, you just encourage him. Infact, are you actually Jared Falvo in guise? You seem to both share the same dream of building some Atari clone that's gonna make a massive impact on the market!

bye
Marc

4827. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 14:03:24 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FC2E2C.84FE9D13@uklinux.net>
Source record: 55358

Tell me, oh Lord, if the platform is determined by the hardware, does that mean that my Cyrix PC is a different platform from my IBM thinkpad because one uses an Intel cpu and the other uses a Cyrix cpu or even my friend who has an AMD? They all run Linux and the cpus are all 80x86 compatable, so they can all use the same programs with the same codebase.... but they are really a different platform? I suppose laptops with the mobile Pentium III and desktops with the Pentium III are different to because the mobile Pentium III is different from the desktop variety? Please help me, Oh Lord, as I am confused!

Marc

4828. Re: two weeks and 600 messages wow....

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 14:07:01 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8thd6i$j3l$2@newsg2.svr.pol.co.uk>
Source record: 55361

Hi,

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0000.39f7545e@fmlynet.org...

> Well, the Milan][might be dead, but this newsgroup certainly is
not.

Definitely not dead, but there was a time when you'd get 600 messages in
two *days*...

TTFN
John
(in Methusalah mode)

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

4829. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 14:21:01 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FC324D.A82E6B9F@uklinux.net>
Source record: 55359

Jared Falvo wrote:
>
> Steve Sweet <stevesweet@bun.com> wrote in message
> news:971629062-721475AEicMi@bun.com...
> >
> > Your so full of shit, why dont you piss off somewhere else.
>
> Just because you're blind to dreams others have doesn't mean others can't
> see the dreams.

Jared, only thing i can see is men in white coats coming for you!

>
> > You want to design a new computer but you cant wire an existing system to
> a VGA, you
> > cant get a serial mouse too work, youre having trouble with video cables.
> >
> > When are you going to get the hint that computers dont like you!!.
>
> Look, I'm an A+ Certified Computer Tech. I can build a PC, repair them,
> upgrade them, and troubleshoot them. I eat, breathe, and live computers!

please dont make me laugh! I'm still at high-school and can do all that
as well as more.

> And have for over 16 years! Where do you come off thinking I know so little,

for 16 years, eh? doesnt that explain a lot? computers have changed
quite considerably over the past year alone!

> just because I'm having trouble knowing what pins I need to tie together to
> get some A/V video off an ST's monitor port? If the pins are definately
> there, I'll get to them one way or another! I just want to make sure I'm
> not wasting my time and $5.50 on a system I may not be able to so anything
> with. *sigh*

Well it's not like you know SO MUCH, is it? you dont even know who owns
the rights to GEM, or that the only thing PPC and 680x0 has in common is
that they're made by Motorola and even that isnt completely accurate.
IBM and Apple are also somewhat involved in the PPC and that PPC is a
RISC cpu and completely incompatable with 680x0's CISC architecture.
Your going on about how your gonna build some stupid fucking ST that is,
oh, so powerful yet you cant even find bits on the ST. how do u know
that the pins are defineately there? is this guy that's selling the ST
gonna let YOU take a screwdriver to it?
do you have a sleep deprivation problem or are you just an attention

seeking prick who feels sorry for himself? what's with all the
sigh-ing

>
> Jared

I wish you'd just go away! *sigh*

Marc

4830. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 14:24:08 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972926030-938153AEicMi@bun.com>
Source record: 55440

Hi John

> Repeated posts are back again (3 days now)! One day a certain post
>is repeatedand the next day a different post is repeated (whichever
>is the first on the download list is repeated a number of times at the
>end of the same list).

As is unneccessary quoting!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4831. System Downloader Program

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 14:40:02 UTC
From: Josephine Groen <josjegroen@hetnet.nl>
Message-ID: <u8D3OL3QAHA.328@net003s>
Source record: 55254

I have a CBX D3 digital recording processor and I use the CBX D5 application
or program
The application doesn't recognise the CBX D3. Do I need a System Downloader
Program
if I am using a CBX D5 application?and where do I get one since these are no
more to be
found in the shops? Any suggestions will be welcomed.

Thanks
Wagaz

4832. Re: Mega STE Internal HD Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 14:42:42 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972926032-938647AEicMi@bun.com>
Source record: 55441

Hi Thomas

>I'd like to put in an internal drive. Can anybody give me the specs I need
>to make a proper selection?

Its gotta be SCSI, and if youre using normal TOS you need to pick a drive whereby using 512meg partitions doesnt leave space redundant. Ive got a pair of 4.5Gig in mine but i'm using Magic and can have 1Gig partitions.

>I use ICD HD software, the Link version of ICDBOOT 6.5.5 and associated programs, if
>that makes any difference.

Thats good enough.

>Also, after he had shipped the MegaE, the previous owner remembered something
>about a jumper on the motherboard that enabled/disabled the internal HD.
>Does anybody know if this is true, and if so, where I can find it?

I dont think there is such a link. However, if youve still got the Atari adaptor you need to make sure that the DIP switches are set to match the ID of the internal drive, ideally ID 0 so that the Mega will boot from it. If you havent got the adaptor then you'l need to find one in order to be able to use intenal drives.

Where in the world are you?, if youre local i could help.
.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4833. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 14:46:40 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972926036-939392AEicMi@bun.com>
Source record: 55442

Hi ****

>huge snip, Fuck you.

Are you on medication??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4834. Re: Icon of FALCON that I made

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 15:03:45 UTC
From: jtake <mail@jtake.net>
Message-ID: <8the7mjib1@srv3.cablecom.ne.jp>
Source record: 55362

HELLO,

> How about the DESKICON.* files?

If you are using IE or Netscape do and click the 'Software' folder of the
top page.
Click ' Software window' in' DESKICON. RSC' that is in page' Software' .

' http://www.hctnet.ne.jp/sb/jtake/software/iconrsc.zip ' if it is the
browser other than it and input.

Junya Takeuchi (mail@jtake.net) http://jtake.net

"Iggy Drougge" <optimus@canit.se> wrote in message
news:362.337T1300T1724853optimus@canit.se...
> Steve Stupple skrev:
>
> >In article <8tc5kvbov1@srv3.cablecom.ne.jp>, jtake <mail@jtake.net>
> >writes
> >>Try to use Icon for FALCON, that I made.
> >>You can download from my homepage. (' Software' section)
> >>
> >>http://jtake.net
>
> >I couldn't find it!
>
> How about the DESKICON.* files?
>
> --
> En ligne avec Thor 2.6.
>
> Computer programmers know how to use their hardware.
>

4835. ICQ and IRC Updated

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 15:24:12 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010291522440.99-100000@TT030>
Source record: 55377

Gokmase has updated his ICQ cleint. Check it out.

Also my IRC client has been updated again.
Have fun.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4836. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 15:58:51 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FC493B.7E664EA3@uklinux.net>
Source record: 55363

"Joakim Hï¿½gberg" wrote:
>
> Hi Steve,
>
> > Hi Butt hole supporters.
>
> Once again forgetting to read the post properly? You seemed to ignore
> the fact that none of us said we fancied Jareds ideas. I just think he
> shows he knows how communicate with other ppl in a way that suits this
> newsgroup. That said, I do not at all agree upon all stuff he says.
>
> What is the point for you to keep on posting here if you have no
> interest in either respecting other peoples opinions, or send a serious
> reply to a serious post? Mine was 100% serious, I can assure you that.
>
> > >> > Your so full of $%&...
> > >>
> > >> I think you should watch your language. This posting adds nothing
> to
> > >> the thread but is only an insult. Nothing more, nothing less.
> > >>
> > >> I don`t say I agree with everything Jared says, but he should not
> have
> > >> to put up with _crap_ like this :/
> > >
> > > My heart bleeds, are you expecting his babies.
>
> Thanks for proving my point. You have not even taken the time to qoute
> correctly, you are answering several posts at a time. Also you have not
> in any way told us why you think you have the right to kick ppl from
> this newsgroup. And most of all, you are completely neglecting to do
> anything but trying to tease ppl, totally off topic.
>
> > Jared is an example of that.
>
> Is this a joke? He has posted ideas (sometimes radical though, and
> mostly dreams) whereas you seek to piss him and lot of other ppl off.
^^^^
and what was it you were saying about the use of certain words?

>
> Get serious or do not reply, that is my advice.

get serious or do not post any stupid dream, or at least wake up and
stop dreaming before you post

> I am pretty sure many more than just me thinks this is far more
> important than keeping quoting short
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4837. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 16:06:24 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FC4B00.D9793488@uklinux.net>
Source record: 55364

**** **** wrote:
>
> Djordje Vukovic wrote in message <8svd7n$c00$1@SOLAIR2.EUnet.yu>...
>
> >Would it be feasible for some small company to "take over" (or whatever)
> >the boards (or the complete boxes) of some of the lesser (older?) Mac
> clones,
> >which seemed to be substantially cheaper than "real" Macs?
> >Or perhaps to persuade some Mac-clone manufacturer himself to adapt
> >and sell an "Atari" variant. There may be some profit for them in selling,
> >as you say, "several thousand boxes".
>
> Not really. It complicates a process they tend to like to streamline, with
> little incetive to do so. They'd have to charge more for the atari variety,
> and that kind of thing kinda kills the notion.
>
> >BTW are the ANY Mac-clone manufacturers around? I am afraid that they
> >were practically exterminated in one of Apple's lunatic moves.
>
> None. Apple makes more money from hardware, than from just licensing the OS
> and roms. Still, would be cool if there were clones. Maybe the PC would die
> off.

I doubt that the PC would ever die off as there isn't one two or just a
few companies making PCs and IBM's move to use 'off-the-shelf'
components has made the PC so easy to design and manufacture that it
will just keep going and also, i know how much microsoft sucks, but
Office and so on are what's usually used in businesses and so on. the
fact that there are loads of PC manufacturers means there is more
competition and the prices fall right down while Macs are a closed
technology that is really expensive compared to an equivelant PC also
the PC has a bigger software base than any other.

>
> John

4838. Re: OS and Platform are NOT synonymous

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 16:26:47 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FC4FC7.8E2BB781@uklinux.net>
Source record: 55365

**** **** wrote:
>
> I've just got out the crayons, and scribbled atari on my IBM t20 laptop.
> Now, the platform has magically changed, and dare I say, I own the most
> advanced atari on planet earth. Kneel and worship.

sorry, I just scribbled Atari on my twin processor DEC Alpha station,
Kneel and worship!

>
> :P
>
> John

4839. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 16:54:20 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8thkn0eov1@plutonium.btinternet.com>
Source record: 55366

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:972719082-682094AEicMi@cwcom.net...
> From: "Simon Osborne" <atariactive@spamblock.btinternet.com>
> Date: Fri, 27 Oct 2000 02:18:38 +0100
> >I however hear about another paper-based Atari magazine..... ;)
>
> If that was the one that was going to be released at the last Stafford
> show, then forget it.

Nope ;)

Simon

4840. Re: 1040 ST > Mouse question

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 17:00:53 UTC
From: rsmac@t-online.de
Message-ID: <1ej9z5l.mhv90r1qstrc6N%rsmac@t-online.de>
Source record: 55367

urnhardtfan jr <urnhardt@hellsgate.net> wrote:

> I just bought a 1040 ST at a thrift store but there was no mouse,
> can a mouse from a pc be made to work.

That doasnï¿½t work. You need an "Atari" mouse.
PC mouses had mostly an serial port.

PC mouses need an specialy interface like "YUMI" or some else.
(Try web page from elmar hilgart / germany)

Amiga mouses can be connected to an atar by changing connector pinout.
Older PC "Bus-Mouse" can by modified for an Atari Computer.

DOITST archieve contain them all.

Easy way is to take an cheap original mouse from somewhere.
(Out of the web)

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4841. Re: Where is Atari PD

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 17:04:52 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FC58B4.C11A52F7@uklinux.net>
Source record: 55368

www.atari.org
www.atari.co.uk
www.atarist.com

Carl Ratcliffe wrote:
>
> Where can I find Atari Freeware / PD / Shareware online ???
>
> ////
> (o o)
> -----ooO--(_)--Ooo-----------------------------------

4842. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 17:53:41 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <39fc6443$0$174@news.zetnet.co.uk>
Source record: 55369

http://www.cortex-design.free4all.co.uk/

looks like they are doing ok just a change of name
Kevin

4843. Re: Atari ST FAQ

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 18:10:41 UTC
From: Samyn Karl <saka@village.uunet.be>
Message-ID: <39FC66B2.125684D4@village.uunet.be>
Source record: 55370

Try this URL :

http://bales.online.fr/atari/

Thomas J. Andrews wrote:
>
> Where do I find the Atari ST FAQ in English?

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4844. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 18:29:55 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8thqb3$5ae$1@plutonium.compulink.co.uk>
Source record: 55371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In message <8tal38gnk1@plutonium.btinternet.com>, atariactive@spamblock.btinternet.com said:

>> anyone know any published (i.e. paper not electronic) Atari mags that
>> are still being published? last I saw of ST Format was about 2 or 3
>> years ago.
>
>As far as I know, ST Applications is still being published.

Haven't had one for 6 months or more, and I re-subscribed!

>I however hear about another paper-based Atari magazine..... ;)

So have I - two, actually, but at least one seems to be vapour-ware.
Don't know about t'other. Thre are two new online mags. If you reaf
german, there is /ST Computer/...

4845. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 18:30:01 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8thqb9$5ah$1@plutonium.compulink.co.uk>
Source record: 55372

In message <39F9646A.2AC1F4E5@patent.gov.uk>, robert.king@patent.gov.uk said:
>
>Ok giving all credit for the original work to ATOS, here's the machine
>translation of the first interview. 2nd to follow:

Many thanks - I am sure a lot of people will find this of interest. The
machine translation leaves surprisingly few words untranslated and I
think one can easily get the gist of everything. But I think Ali is
still being optimistic...

Regards, /Peter/

4846. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 18:51:49 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8tib7jhub1@news5.svr.pol.co.uk>
Source record: 55386

"Steve Sweet" <stevesweet@bun.com> wrote in message
news:972678648-255200AEicMi@bun.com...
> Hi Peter
>
> >I have an enormous collection of software, It does most things I
need/want (
>
> And lets not forget that a great deal of available software is only
available due to
> the past effort of Peter West and his translation abilities, and also,
the software
> of today thanks to the efforts of D.D.P., not forgetting others who
have also
> contributed of course.

Seconded!
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

4847. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 19:14:08 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8tib7khub2@news5.svr.pol.co.uk>
Source record: 55387

"Jared Falvo" <luposian@mailcity.com> wrote in message
news:PZNK5.303$z93.44200@news.goodnet.com...

> 1) *IF* such a computer, with the specs I list below, were to be
released...
> by Atari, mind you.... would you buy one, provided that you could run
(at
> least) old ST software on it?
>
> a) 1040ST and/or Mega ST case
> b) PowerPC 603e CPU
> b) 32-64Mb of SDRAM
> c) ATI accelerated 3D video chipset
> d) Yamaha XG audio chipset

A clone, in other words, but using a PPC. So a clone *and* an emulator. Easier to use MagiCMac or MagiC-PC, similar compatibility level. If you really want to do a clone, try listening to Jo Even Skarstein, who has made some of the more sensible remarks on this. Apologies to the rest of you who've also been trying to talk some sense in this mess of a debate, Jo Even sprang to mind first.

> 2) If that unit came in two models; the 1040ST-styled model being a
little
> less powerful than the Mega ST model, which would you buy?
>
> a) Home
> b) Business

Neither. MagiCMac/MagiC-PC would do the same thing for less and give access to loads of other software etc. Why waste money on something which offers less?

> 3) Would you be willing to pay $1,000 for the 1040ST-style and/or
$2,000 for
> the Mega ST model? If not, what would you be willing to pay for
either?

No. I'd pay no more than the cost of MagicMac/MagiC-PC, but with the latter I get lots more for my money and it's all in the same box as the existing PC/Mac. Milan's pricing was much more sensible (IIRC), but even so they couldn't sell huge volumes.

> 3) If Atari, as a computer manufacturer, returned, would you be
excited and
> tell others?

I couldn't give tuppence about Atari as a manufacturer. They were the ones who screwed up marketing some really excellent computers (exception: Atari Deutschland) and then cut and ran leaving the platform orphaned. A resurrected Atari is something purely for nostalgia freaks.

> Please, no smart-ass remarks or non-serious replies.

This is a serious reply, believe me. I've kept out of this debate up to now, but I've now said all I need to say on the matter.

> I want to see
> just how worthwhile my idea is to the general Atarian/non-Atarian Internet
> public.

Can't take a hint, can you?

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

4848. FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 19:32:01 UTC
From: ACE <acesoft@NOSPAMfree4all.co.uk>
Message-ID: <hY_K5.2340$%k5.69896@news-1.opaltelecom.net>
Source record: 55373

email me at acesoft@free4all.co.uk for huge list of
Atari ST software/books/magazines for sale

Alan
Ace Software

UK based mail-order business supplying software
for most classic computers - please mention lists required.

4849. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 20:17:32 UTC
From: swampfox1@earthlink.net
Message-ID: <wB%K5.6906$G4.728272@newsread2.prod.itd.earthlink.net>
Source record: 55374

On 27 Oct 2000 15:02:47 , "Jared Falvo" wrote:
>[Save newsgroup bandwidth and reply directly to me]
>
>I have tried to encourage the masses to band together to help bring back a

********** SNIPSNIPSNIP and SNIP! **********

Giving up, eh! Can't take the heat?

John G.

4850. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 20:19:24 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ti0oc$1sl$1@draco.stochastik.rwth-aachen.de>
Source record: 55375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1551.335T0T9573189optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>Parity as opposed to EDO? That's true, I suppose I haven't been following the
>developments lately.

No. FPM and EDO are opposites. Parity is just additional bits (33 or 36
instead of 32) and can be with a FPM or EDO SIMM.

>The problem on the SIMM becomes a problem for the user.

If the SIMMs are broken, bring them back to your dealer.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4851. Texel Demo

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 20:22:16 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39fc86f8$0$175@news.zetnet.co.uk>
Source record: 55376

Does anyone know where I can get a copy of the latest Texel Demo to try, preferably in English?

Thanks

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

4852. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 20:36:44 UTC
From: **** **** <***@***.com>
Message-ID: <wT%K5.7309$%j.2167447@typhoon.southeast.rr.com>
Source record: 55378

Lonny Pursell wrote in message ...
>My neighbor just got 060/604e card for his amiga, and it
>cost over a grand after taxes. It's just an expansion
>card with the 2 cpu's and enough electronics to make it
>all work, and 4 simm slots for old 72-pin simms.
>This card effectively costs more than an faster iMAC.
>
>No sound, no video, no case, no keyboard, no drives,
>so how in the world do you expect to build this miracle
>Atari for less and fill in the software gaps?

Dude, I'm impressed. I will answer this question, if you care to here. I want such a card for my amiga, but I'd never be able to afford it, and even if I could, I still would be reluctant. The third party developers have been raping the community for years, that's why it cost so much. Even counting the hard to get/expensive 68k chip they need for that board, it wouldn't cost more than $300 for materials, and that's in tiny less than 50 quantities. Any more than 50, and they really rake in profits. THe new amiga accelerators that simply emulate a 68k probably cost no more than $150 materials.

If I thought I could manage such a beast myself, I'd gladly build my own. But I'm just getting into hardware hacking, I might be able to do my own IDE cards and such, but a PPC is just too big a beast to tame for me now. And that's the hardware side of things, no way I could do the code for it.

Now, as a business Jared is dumb if he thinks he can offer neotaris for that price. But the cost of parts could easily be under that amount.

John

4853. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 21:18:26 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8ti3vd$5j3$1@supernews.com>
Source record: 55379
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

>The Swedish /Atarimagasinet/ has been around for 15 years now. It's a
>quarterly magazine and no. 3/2000 just went out to the subscribers.
>
>Subscription/membership fee is SEK 175 adding SEK 50 if outside
>Sweden. Check http://www.sak.nu/ for details.

I apologise for my ignorance but is this an English language based
publication?

Chris Thorley.

4854. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 21:32:50 UTC
From: **** **** <***@***.com>
Message-ID: <6I0L5.7324$%j.2200523@typhoon.southeast.rr.com>
Source record: 55382

My opinions follow.

>1) *IF* such a computer, with the specs I list below, were to be
released...
>by Atari, mind you.... would you buy one, provided that you could run (at
>least) old ST software on it?

Dude, the Atari name isn't what people love. It's the atari computer.... if it had a different name slapped on it, they'd still love it. Me, I might be involved with it, and buy one, but I don't think I can justify the cost. Still, if I were involved, and payed the 1000-2000 in small increments, as we put it together... Also, not concerned with running 100% of the legacy hardware. If we can even manage 75%, I think we could call that a great success.

>a) 1040ST and/or Mega ST case

I can understand not wanting to just slap it in some generic PC case. But I don't want to butcher what I consider a great computer... I collect these old things, and if I thought someone was scrapping it for the case, then the guts damn well better be dead or I'd be pissed.

>b) PowerPC 603e CPU

You seemed to have latched onto this chip because I mentioned it and the price. We might do better to design for a G3 or higher... by the time we finish it anyway, it might be at the price the 603e is now. We could borrow CPUs from macs for the prototype, so this might not be a prob. (They do socket these in the newer macs, don't they?)

>b) 32-64Mb of SDRAM

Dude, a 72pin or even DIMM socket costs like $1.35. So the only real cost is that of the added complexity for addressing more ram. We could socket it to accept up to 128 no prob, I would think.

>c) ATI accelerated 3D video chipset

Let's worry about just getting hi-res true color svga. Dreaming about using a PPC is one thing, dreaming about the Radeon or Geforce is almost retarded. We'd never ever get samples, they're not socketed, so we can't even salvage (any volunteers for loaning your $300 card so we can prototype? haha). They only sell in qty 5000+ I'd bet. This is simply off limits.

>d) Yamaha XG audio chipset

I don't know as much about sound chipsets as I would like. But this seems as likely as any other.

>2) If that unit came in two models; the 1040ST-styled model being a little
>less powerful than the Mega ST model, which would you buy?

Let's not spread effort too thin.

>a) Home

Even home use is a little much too ask for. Atari zealots and other fringe
lunatics should be the target "market".

>b) Business

Dude, even the last few big mac shops are closing down. IT dept's don't like
having to support both mac and pc, and there is no such thing as a 100% mac
shop. This has to be included as some sort of joke I don't get.

>3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000
for
>the Mega ST model? If not, what would you be willing to pay for either?

I don't think those kind of prices would deter the people who actually want
such a thing.

>3) If Atari, as a computer manufacturer, returned, would you be excited and
>tell others?

Actually, this would most likely be a Bad Thing (TM). This happened with
amiga, and I am thoroughly pissed.

John

4855. Re: USA Atari ST-Falcon Users estimate

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 21:34:27 UTC
From: ebaiz@skyenet.net
Message-ID: <DJ0L5.9895$OG1.10648@newsfeed.slurp.net>
Source record: 55383

On 28 Oct 2000 03:18:08 , Phantomm wrote:
>Does anyone have an estimate of how many Atari ST-Falcon Users currently
>are left and actually use their Ataris in the USA?

I will bet you the number is higher than you think. I know of a number of
Atari users in my area. My Atari club has about 15 members, but there are
alot more than that who have and still users their ST's.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4856. Re: Mega STE Internal HD Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 21:39:30 UTC
From: Krzysztof Maj <kmaj@smok.krakus.top.pl>
Message-ID: <39fc99202420a80@smok.krakus.top.pl>
Source record: 55381

On Sun 29-10-2000 03:10 (GMT) Thomas J. Andrews wrote:

>I'd like to put in an internal drive. Can anybody give me the specs I need
>to make a proper selection?

Here is a part of my old post regarding this matter:

On Sun 04-07-1999 11:32 (GMT) Krzysztof Maj wrote:

>On Sat 03-07-1999 20:50 (GMT) Louis wrote:
>
>>The controller board in the casing for the Seagate, is it a SCSI adapter?
>
>Yes, it is simplified SCSI adapter - for 1 drive only. Jumpers on this
>drive *must* be set to SCSI ID=0. With the another setting adapter
>can't see this drive.
>You have to remember to disable parity control on this HDD. Internal
>SCSI adapter doesn't support parity control.
>
>>Furthermore, there are 3 dipswitches on
>>the board. These for ID settings or what?
>
>Yes. Dip switches 2 and 3 on your host adapter are to change the SCSI ID
>number and goes as follows:
>
>2 3 ID
>=============
>ON ON 0
>ON OFF 1
>OFF ON 2
>OFF OFF 3
>
>Dip switch 1 is set to ON at me but I don't know what is its purpose.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

4857. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 21:41:37 UTC
From: **** **** <***@***.com>
Message-ID: <IQ0L5.7338$%j.2205244@typhoon.southeast.rr.com>
Source record: 55384

Marc Wilson wrote in message <39FC2A18.642F53E5@uklinux.net>...

>Funny John ****, but Jared doesnt seem to listen to any critiscism, not
>even positive. All that happens is he starts being attention seeking and
>preaches how we are all satans helpers and how he is god, you dont do
>much better, you just encourage him. Infact, are you actually Jared
>Falvo in guise? You seem to both share the same dream of building some
>Atari clone that's gonna make a massive impact on the market!

OOOH. The incredibly huge, almost infinite market full of salivating millionaires that would trade their first born children for yet another atari clone. My god, why do I even bother to go to work, this is better thanplaying the lottery.

I'm not Jared, I think I actually have a clue about how hardware is designed and built. Besides, ask me in a week, and I will actually be able to claim/prove that I have had some success in doing such things, albeit on a much smaller scale (ethernet card for an Apple2). Even if I think that a PPC atari clone could be done by a bunch of hobbyists with common interest, I don't harbor any delusions of it being or becoming a viable business. I just hate having hardware manufacturers that are all a bunch of worthless corner-cutting, greedmeisters who often are unwilling to support even the more popular 2nd tier platforms. I don't believe that people really have to rely on them as the only source of hardware, but if no one recognizes this, it is as good as true.

John

4858. HD Driver 7 and NVDI 5

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 21:44:25 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8ti5g4qoo1@supernews.com>
Source record: 55380

I have just bought some bits and pieces and amongst the software were original copies of NVDI 5,HD Driver 7.x and Diamond edge 2.Is it still possible for me to register this software?

Chris Thorley.

4859. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 22:14:42 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39FCA152.377D891C@cable.A2000.nl>
Source record: 55403

Marc Wilson wrote:
>
> Tell me, oh Lord, if the platform is determined by the hardware, does
> that mean that my Cyrix PC is a different platform from my IBM thinkpad
> because one uses an Intel cpu and the other uses a Cyrix cpu or even my
> friend who has an AMD? They all run Linux and the cpus are all 80x86
> compatable, so they can all use the same programs with the same
> codebase.... but they are really a different platform? I suppose laptops
> with the mobile Pentium III and desktops with the Pentium III are
> different to because the mobile Pentium III is different from the
> desktop variety? Please help me, Oh Lord, as I am confused!
>
> Marc

Have no fear!

Platform == OS.

The nice thing of a platform is, that you can not see what is underneath.
As long as you stay on top of it of course.

Hope this releaves you. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4860. Re: Where is Atari PD

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 22:40:09 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39FCA749.9B8ED2DD@cable.A2000.nl>
Source record: 55405

Carl Ratcliffe wrote:
>
> Where can I find Atari Freeware / PD / Shareware online ???
>

ftp://chapelie.rma.ac.be/atari/

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4861. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 23:26:15 UTC
From: Don <dons@qnet.com>
Message-ID: <39FCB216.F5BA6D89@qnet.com>
Source record: 55388

Lonny Pursell wrote:

> huge snip
>
> Thankyou.
>
>

WOW! It was a nice huge snip..

Your welcome Ill post them more often.

With love, Don

4862. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 23:27:46 UTC
From: Don <dons@qnet.com>
Message-ID: <39FCB272.C39804E5@qnet.com>
Source record: 55389

**** **** wrote:

> huge snip
>
> Fuck you.
>
> John

John,

Was that Fuck you to me or Lonny? Either way if you like the huge snip
I can post more of them.

with love, Don

4863. Re: DOOM

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 23:38:24 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ti8hteca1@perki.connect.com.au>
Source record: 55385
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"G. R. Greenway" <augeas@elis.demon.co.uk> wrote in message
news:39fab67c18fee1@elis.demon.co.uk...
> on Mon 23-10-10 15:40 Mark Bedingfield wrote:
>
> >> Or "Running".
> >> ...
> >> Was that ever finished?
> >
> >Certainly was and it is great, but Falcon only:-)
>
> Is it still available ? How/where ?

try www.atari-computer.de/rdt, it is still avaliable...

Mark

4864. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 23:46:04 UTC
From: **** **** <***@***.com>
Message-ID: <0F2L5.7528$%j.2285627@typhoon.southeast.rr.com>
Source record: 55391

John Whalley wrote in message <8tib7khub2@news5.svr.pol.co.uk>...

>A clone, in other words, but using a PPC. So a clone *and* an emulator.
>Easier to use MagiCMac or MagiC-PC, similar compatibility level. If you
>really want to do a clone, try listening to Jo Even Skarstein, who has
>made some of the more sensible remarks on this. Apologies to the rest of
>you who've also been trying to talk some sense in this mess of a debate,
>Jo Even sprang to mind first.

Ah. So both Dell and Compaq make atari clones, they just don't know it.
Cool. That you don't have a clue what emulation is about is remarkable, but
hardly helpful to the rest of us. Nearly every computer in the last 15 years
has emulated one thing or another at a low level in the hardware... we don't
call them "emulators". That term is usually reserved for MAME or UAE. No
idea what is so wrong about a clone, either. Funny, but at this point, we
don't even use the term "clone" at all anymore when describing pc's... and
no one bothers to distinguish between the 'real' IBMs and those fake Dells.
Maybe, when the original maker of the platform screws things so seriously,
people should be willing to just disown them, so to speak.

>Neither. MagiCMac/MagiC-PC would do the same thing for less and give
>access to loads of other software etc. Why waste money on something
>which offers less?

In other words, you are more than happy to see only one type of computer,
one platform, the world over. You're not saying, "sorry count me out",
you're saying "others shouldn't WASTE their money on anything but a pc".
Think about it for a moment. Even if I wouldn't/couldn't get one myself, I'd
be happy to see a new PPC atari clone built.

John

4865. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-29 23:55:17 UTC
From: {DB}@cyberstrider.net
Message-ID: <8tidd5$168m$2@purple.gradwell.net>
Source record: 55390

Kevin Dermott <k@kevindermott.co.uk> wrote:
> http://www.cortex-design.free4all.co.uk/
> looks like they are doing ok just a change of name

A commercial company now relying on *free* internet services afer they could not pay their bill to the ISP they bought their services from.

So would you trust a commercial company that can't afford to pay it's suppliers?

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

4866. Re: 1040 ST > Mouse question

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 00:13:51 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <660.338T2550T736271optimus@canit.se>
Source record: 55392

Robert Schaffner skrev:

>urnhardtfan jr <urnhardt@hellsgate.net> wrote:

>> I just bought a 1040 ST at a thrift store but there was no mouse,
>> can a mouse from a pc be made to work.

>That doasn't work. You need an "Atari" mouse.
>PC mouses had mostly an serial port.

The ST has a serial port, too. With proper drivers, PC mice may be used, too.

>Amiga mouses can be connected to an atar by changing connector pinout.
>Older PC "Bus-Mouse" can by modified for an Atari Computer.

I even saw yesterday that a Japanese ST user had modified a PC98 mouse for use
with his ST,

--
En ligne avec Thor 2.6.

optimus@dec:foo$ %blow
bash: fg: %blow: no such job

4867. Re: Falcon and Amiga

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 00:27:37 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <478.338T1850T875867optimus@canit.se>
Source record: 55401

James Haslam skrev:

>Hi Phantomm!

>On 28 Oct 2000 03:22:03 , Phantomm wrote:

>>But was wondering if any of the Amigas have the same type of internal
>>expansion port for 3rd party hardward cards like the Atari Falcon does?

>It doesn't have a VME port internally, no.

Is the Falcon expansion port a VME slot?

--
En ligne avec Thor 2.6.

Och har du en TV utan Scart, vilket nittionio procent faktiskt qhar, kommer de
f�rmodligen att ringa fr�n Antikrundan.
Martin Timell

4868. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 00:57:20 UTC
From: Dennis Vermeire <dennis.vermeire@wanadoo.be>
Message-ID: <972889234-32743AEicMi@wanadoo.be>
Source record: 55416

From: "Iggy Drougge" <optimus@canit.se>
Date: 27 Oct 00 01:04:30 +0100

Hi Iggy,

>I vehemently agree that there should have been a TCP/IP standard defined
>many years ago, but ASH releasing their own stack years after the others is
>just inherent stupidity, and a Microsoft-like sense of business.
Where do you get the silly idea that IConnect was released years after the
other stacks?
-MinTNet
-STIK
-IConnect
-STiNG
-Wensuite
-Draconis
Note that the above mentioned stacks are placed in order of being released.

MinTNet just like IConnect doesn't run under TOS, they both do need their
own appropriate OS and clients. Way back in 1995 for someone using TOS or
MagiC there was only STIK to consider. STIK couldn't handle PAP, and was
limited to the SLIP protocol which at that time was being replaced by a lot
of ISP for PAP.
IConnect made PAP possible for MagiC users, it's always been very reliable
and easy to setup... the same can be said of the clients. You'll probably
disagree but there's not a lot out there that can standup to ASH Emailer,
Teli, Chatter and Fiffi.
The IConnect clients are reliable, relatively bugfree and do the job. What
more can one ask? they all share the same look & feel, handle the modern
protocols (AV, D&D, GemScript etc...). The only client missing is ICQ, but
that could very well be in the pipeline...

>yet is incompatible with every one of them,
Why should it be compatible with stacks that appeared later?
As an IConnect user I don't really care if it's compatible or not with other
stacks, I like the clients, they work for me and I don't have to cry out for
help unlike some people here everytime there's a new version of the "free"
stack released. The clients belong among the best available on our platform,
apart from Okami IMO there's nothing that comes even close... Someone using
IConnect & clients doesn't really need to look further.

I'm not really interested in the stack used, it's the clients which are
important to me, if you're content with newsreaders that constantly loose
threads& postings, buggy mailers etc... go ahead.
Instead of blaming ASH of using Microsoft tactics why don't you just admit
that you don't like MagiC and commercial software? This is an attitude that

not only you but a lot of people here share. Well, things are looking good,
the way things are going right now commercial software will be complety gone
in a couple of years... if you really think that the freeware and shareware
market is going to fullfill all your dreams then you really need your head
examined....

Oh... for the record, the difference between ASH and Microsoft is that ASH
has always tried to release and publish quality software, while Microsoft
specialises in releasing shit...
ASH doesn't only stand for MagiC, wonderfull programs like Texel, Artworx,
Phoenix, Papillon, Signum, RSM, Jinnee...etc carry their logo as well.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4869. Re: FS/Trade Operation:CounterStrike fo

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 01:05:27 UTC
From: phantomm@eastky.net
Message-ID: <8tihgn$39v$1@nd.eastky.net>
Source record: 55395

On 28 Oct 2000 08:27:07 , John Garone wrote:

> Coincidently (and I should put up a separate post on it), I've been
>trying to get that F16 Fighter Simulation (Falcon) to run on a
>......Falcon (sounds like it should right?). (:->)~ BackwardIII gets me
>the initial start-up screen all the way through the armaments screen
>then lock-up!
> I'll E-mail you about the Mission disk.
> John G.

Hmmm...Ya know I've never tried to run it on the Falcon.
Anyone ever gotten it to run correctly on it?

ALso, I happen to have Orbiter (Space Shuttle Simulation) All original.
This is by Spectrum HoloByte as well.
Have never played it, Any know if it is any good? The Graphics on the
back of the box look fairly decent.

phantomm@eastky.net

4870. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 01:23:50 UTC
From: Dennis Vermeire <dennis.vermeire@wanadoo.be>
Message-ID: <972889240-33767AEicMi@wanadoo.be>
Source record: 55417

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: 27 Oct 2000 20:27:17 GMT

Hi Djorde,

>>> Could MiNT run without real Atari TOS somewhere in the background?
>>
>>Yes, if you implement the missing (X)BIOS-functions or embed this
>>functionality in the kernel. E.g. MacMiNT use a minimal TOS-implementation.
>
>I would be glad if something like this (minimal TOS implementation) existed
>on Atari, too- for machines like ST and MegaST which have limited memory and
>low CPU speed. On my MegaST I usually use TOS 2.06 loaded into RAM.
MagiC can be burned in ROM, no need for TOS anymore. If you still want to
keep on using TOS for certain tasks then ROM's containing TOS and MagiC are
possible as well, all thats's needed is a simple TOS switcher.
This topic has been argued here many times before but for some reason is
never been taken seriously. MagiC is a full blown OS not needing TOS in any
way, MiNT depends heavily on TOS, and MagiC in ROM will free up an additional
256KB as well...

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4871. Re: USA Atari ST-Falcon Users estimate

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 01:28:57 UTC
From: snk2112@aol.com
Message-ID: <20001029202857.21829.00001212@ng-bk1.aol.com>
Source record: 55393

>
>I will bet you the number is higher than you think. I know of a number of
>Atari users in my area. My Atari club has about 15 members, but there are
>alot more than that who have and still users their ST's.

i recenlyt found a 2nd hand one and am attempting to learn how to use it and
downlad transfer shareware games ,,but in casual conversation a guy who is
into music still uses his to mix and sequence(?) midi stuff for a band and
apparently some musicians actually look for cheap old st to do that with
Danno

iron chef microwave/junkfood

don't worry ,, we're not alien spies sent to kidnap you or any thing ,,,,
"it's a HAND grenade "

4872. Re: USA Atari ST-Falcon Users estimate

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 01:30:56 UTC
From: phantomm@eastky.net
Message-ID: <8tij0g$39v$2@nd.eastky.net>
Source record: 55394

On 29 Oct 2000 21:34:27 , Edward S. Baiz Jr. wrote:

>I will bet you the number is higher than you think. I know of a number of
>Atari users in my area. My Atari club has about 15 members, but there are
>alot more than that who have and still users their ST's.
>Edward S. Baiz Jr.
> (Gamer)

I do hope there is alot of Atari users left in the USA. It's hard to tell
as I don't see alot of postings in here from US folks.
Also there are no Atari user groups in my area. I've been more in touch with
Atari folks outside the US since getting on the Net.

Anyone know if Current Notes or any other Paper/Disk based Atari Magazines
are still being published here in the US? I really miss those good Magazines.

Also, I would like to join a few good Atari User Groups that produce their
own Paper/Disk News letter. Maybe someone can point out a few good ones my
way?

I use to get the SALSA newsletter from Texas, but don't know if they shut
down or not.

Also would like to know some of the best Atari BBS's left in the USA.
Would appreciate any phone numbers thru e-mail.

And I have noticed that alot of the Good Atari FTP sites have either shut down
or changed their address and not let me know about 'em :)

Any of those that someone could pass their addresses to me thru e-mail would
be much appreciated.

phantomm@eastky.net

4873. Re: Falcon and Amiga

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 01:34:20 UTC
From: phantomm@eastky.net
Message-ID: <8tij6s$39v$3@nd.eastky.net>
Source record: 55396

On 28 Oct 2000 05:41:11 , "**** ****" wrote:

<snip>

Reason I ask was that I've noticed that some hardware devices like VideoMaster and the ColorBurst hand scanner was produced for both the Falcon and Amiga.

And was curious if there were any devices produced for the Amiga that could be used on the Falcon if drivers and or software was ported over.

phantomm@eastky.net

4874. Re: napSTer

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 01:41:51 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <847.338T2550T1615995optimus@canit.se>
Source record: 55400

G. R. Greenway skrev:

>on Fri 27-10-10 15:14 Carl Rowlands wrote:

>>Are there currently any plans for a Napster clone now that the falcon
>>can play MP3s?
>>
>>Would anyone like to work on this?

> Surely a port of GnuTella would be easier, since it's open
>source ? The need is more pressing, given that CAB has trouble with
>MP3.COM. (Well, _I_ have trouble with MP3.COM, it _used_ to work fine
>with CAB 2.7. Grrrrr.) Audiogalaxy seems to work okay, though.

Mind you, there is a GNUster as well as numerous other free Napster
implementations. Doesn't seem like such a difficult protocol to reverse-
engineer (well, with open source GNU software, even this isn't necessary).

--
En ligne avec Thor 2.6.

Och har du en TV utan Scart, vilket nittionio procent faktiskt qhar, kommer de
f&#65533;rmodligen att ringa fr&#65533;n Antikrundan.
Martin Timell

4875. Large Hard Drives on Ataris

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 01:42:15 UTC
From: phantomm@eastky.net
Message-ID: <8tijln$39v$4@nd.eastky.net>
Source record: 55397

Got a question regarding Hard Drives on Ataris.

If I were to buy a SCSI or IDE hard drive that is around 20 Gigs, could
I use it without problems on most any Atari ST-Falcon?

Since there is a limit to the size of a partition, 1 Gig on the Falcon and
using TOS or Geneva you can only go up to Drive P. Would having extra unused
space on the SCSI or IDE hard drive cause any problems?

phantomm@eastky.net

4876. Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 01:52:34 UTC
From: phantomm@eastky.net
Message-ID: <8tik92$39v$5@nd.eastky.net>
Source record: 55398

Been using PageStream for most all my DTP needs and have been most satisfied.

However with the CT2B Falcons extra graphics capability 800x608 in TC mode,
I'd like to get the best DTP software that will allow alot of nice 256 color
or better pictures to be displayed on the screen when creating a page layout.

What are the best and latest DTP packages available that allow lots of colors
on screen and work well with the Centurbo II?

I also have a nice fairly stock Falcon if for some reason the CT2B doesn't
like the DTP software.

And are there any new Word Processing packages that have support for nice
Color pictures?

Any URL's for Demos or etc would be helpful.

Future thanks for any advise,
phantomm@eastky.net

4877. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 01:54:53 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1715.338T2650T1746495optimus@canit.se>
Source record: 55399

Jared Falvo skrev:

>Gee, seems as though, no matter what peope say and I say, I just can't give
>it up, can I? *sigh*

Unfortunately, no.

>Anyways, some (purely hypothetical) questions:

>1) *IF* such a computer, with the specs I list below, were to be released...
>by Atari, mind you.... would you buy one, provided that you could run (at
>least) old ST software on it?

Given the right price.

>a) 1040ST and/or Mega ST case

I'm not particularly fond of either. Cute, but hardly useful. OTOH, I wouldn't
mind something smart like the TT case, since I find a full-blown ATX case too
large for my room.

>b) PowerPC 603e CPU

Low-powered, but quick even with 68k emulation, given the emulation is limited
to the most vital components.

>b) 32-64Mb of SDRAM

Great.

>c) ATI accelerated 3D video chipset

I'd rather choose my own. Of course, that requires slots.

>d) Yamaha XG audio chipset

Isn't the Yamaha XG just a MIDI synthesiser?

>2) If that unit came in two models; the 1040ST-styled model being a little
>less powerful than the Mega ST model, which would you buy?

Depends on price and expandiblity.

>3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000 for
>the Mega ST model? If not, what would you be willing to pay for either?

No. In that case, I could buy myself a Milan or Hades, and probably end up
saving some money, too. Perhaps with a lower dollar.

>3) If Atari, as a computer manufacturer, returned, would you be excited and
>tell others?

Depending on what they were building.

--
En ligne avec Thor 2.6.

SCSI is *NOT* magic. There are *fundamental technical
reasons* why it is necessary to sacrifice a young goat
to your SCSI chain now and then. -- John Woods

4878. Falcons internal connectors

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 02:02:18 UTC
From: phantomm@eastky.net
Message-ID: <8tikra$39v$6@nd.eastky.net>
Source record: 55410

I read a posting that the Falcon internal connector for 3rd party hardware cards is a VME port.

Is this true?

If so, isn't the internal port in the MSTE and TT a VME port as well?

If so, and the Falcons is a VME, are they Pin compatible if the Falcon had the same kind of connector for cards like the MSTE and TT does?

Also would it be possible to convert the Falcon internal port using ribbon cables and connectors to accept PC cards such as ISA or PCI?

phantomm@eastky.net

4879. Using Atari 8-bit 850 Interfaces on STs?

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 02:07:27 UTC
From: phantomm@eastky.net
Message-ID: <8til4v$39v$7@nd.eastky.net>
Source record: 55409

I remember years ago that someone told me that ST users were using
Atari 8-bit 850 interfaces on their STs.
Now I don't know if this was true or not, it was years ago.

Does anyone remember anything like that and for what purpose?

The 850's do have alot of serial ports and the like on them.

phantomm@eastky.net

4880. Re: Looking for MicroProse software

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 02:20:09 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tilhbphh1@perki.connect.com.au>
Source record: 55402

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:svjbguihup3rbc@corp.supernews.com...
> On 27 Oct 2000 10:47:09 , "Mark Bedingfield" wrote:
> >SWWWEEEEEEEEEEEEEEEETTTTT
>
> Hi Mark!
>
> I forgot how much fun it was! I got it out ogf the loft yesterday,
> oiled all the mechanics, rewired parts that had broken etc etc. And
> spent a full race (2-3hrs) on the Hockenheim ring, without pausing for
> rests! I was exhausted! Hand't used my steering wheel for over 3
> years! Ah, those were the days......

Still trying to figure out how to get my Falcon to run F1GP at 32Mhz (soft
switching is a pain in the arse). Run's very nice at 16Mhz too tho:-)

Mark

4881. Now for something... "exciting and new".

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 02:26:17 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <a%4L5.383$z93.55779@news.goodnet.com>
Source record: 55404

You know, I had a relatively brilliant idea hit me today (provided it hasn't already been thought of or done). Instead of emulating ST hardware, why not make a PCI card that has the ST right on it! Not just the ROMs and/or one or two parts, but 95-100% of the ST's hardware on it!

If you look at an 1040ST, there's a LOT of wasted space. Especially considering today's technology and design. You can get circuit board traces down to a fraction of what they were in the old ST. And resistors/capacitors? They're microscopic surface mount devices now. Substitute the 2 or 6 ROMs for one ROM (or a tiny, surface mount Flash ROM, like PC's use today. For the RAM, use SDRAM chips, which are much higher density and surface mount also.

For the rest of the ST parts, take them out of old ST's! Unsolder 'em all! That CPU, GLUE, MMU, and stuff. Put them on the new PCI board. If I don't miss my guess, I would say the reduction of some part numbers/sizes and trace width should reduce the overal board size to a board you could put in a PCI slot.

In order that you could run this "ST card" on a PC or PowerPC motherboard, using a standard video card, you would probably be best to emulate the video shifter, so that you can run the ST in a window on your main OS. If you kept the real video shifter, you'd probably run into problems trying to get it to work with an SVGA monitor.

Now, since the "ST card" doesn't have any ports on it, you need to write software that translates or redirects the functions of the ST (like the sound chip for the printer port) to the apropriate hardware. You might even emulate the floppy chip in order to use load/save files to and from your main hard drive or floppy drive, etc. You would create an ST Environmental Partition file (STEP) on your main HD, that the ST card used, thinking it was a MegaFile30 or whatever. Of course, you have to have a program that gives you access to the ST Card in the first place.

Now, assuming any of these is reasonable or feasible or worth pursuing at all, we port GEM or MiNT or whatever ST-derivitive OS to PowerPC (if we want to go that route) or Intel Pentium. In the case of Intel, we wouldn't have to port GEM at all... it's already there on that platform. We'd just continue to improve upon it until we felt it was worth calling "GEM2000" (or GEMillenium or whatever).

The ST would run at full speed. The hardware would satisfy *all* software, because it was genuine, not emulated. You could even run those copy protected games on diskette (assuming you have any)!

Then, we take the opportunity to use the ST Card to port as many existing apps as possible to the new GEM on the chosen processor. We have the best of both worlds!

We save money on parts, because we use existing parts from old STs. I was lucky to find a 1040ST for $5.00 at a thrift shop. The only question is... how much would it cost to produce the PCI PCBs and transfer the existing parts to them.

Any ideas if what I have just suggested is pure silliness or not? Seems at least a little more reasonable than my previous ideas... hmm?

Jared
--
**** **** <***@***.com> wrote in message
news:6I0L5.7324$%j.2200523@typhoon.southeast.rr.com...
> My opinions follow.
>
> >1) *IF* such a computer, with the specs I list below, were to be
> released...
> >by Atari, mind you.... would you buy one, provided that you could run (at
> >least) old ST software on it?
>
>
> Dude, the Atari name isn't what people love. It's the atari computer....
if
> it had a different name slapped on it, they'd still love it. Me, I might
be
> involved with it, and buy one, but I don't think I can justify the cost.
> Still, if I were involved, and payed the 1000-2000 in small increments, as
> we put it together... Also, not concerned with running 100% of the legacy
> hardware. If we can even manage 75%, I think we could call that a great
> success.
>
> >a) 1040ST and/or Mega ST case
>
> I can understand not wanting to just slap it in some generic PC case. But
I
> don't want to butcher what I consider a great computer... I collect these
> old things, and if I thought someone was scrapping it for the case, then
the
> guts damn well better be dead or I'd be pissed.
>
> >b) PowerPC 603e CPU
>
> You seemed to have latched onto this chip because I mentioned it and the
> price. We might do better to design for a G3 or higher... by the time we
> finish it anyway, it might be at the price the 603e is now. We could
borrow
> CPUs from macs for the prototype, so this might not be a prob. (They do
> socket these in the newer macs, don't they?)
>

> >b) 32-64Mb of SDRAM
>
> Dude, a 72pin or even DIMM socket costs like $1.35. So the only real cost
is
> that of the added complexity for addressing more ram. We could socket it
to
> accept up to 128 no prob, I would think.
>
> >c) ATI accelerated 3D video chipset
>
> Let's worry about just getting hi-res true color svga. Dreaming about
using
> a PPC is one thing, dreaming about the Radeon or Geforce is almost
retarded.
> We'd never ever get samples, they're not socketed, so we can't even
salvage
> (any volunteers for loaning your $300 card so we can prototype? haha).
They
> only sell in qty 5000+ I'd bet. This is simply off limits.
>
> >d) Yamaha XG audio chipset
>
>
> I don't know as much about sound chipsets as I would like. But this seems
as
> likely as any other.
>
> >2) If that unit came in two models; the 1040ST-styled model being a
little
> >less powerful than the Mega ST model, which would you buy?
>
>
> Let's not spread effort too thin.
>
>
> >a) Home
>
> Even home use is a little much too ask for. Atari zealots and other fringe
> lunatics should be the target "market".
>
> >b) Business
>
>
> Dude, even the last few big mac shops are closing down. IT dept's don't
like
> having to support both mac and pc, and there is no such thing as a 100%
mac
> shop. This has to be included as some sort of joke I don't get.
>
> >3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000

> for
> >the Mega ST model? If not, what would you be willing to pay for either?
>
>
> I don't think those kind of prices would deter the people who actually
want
> such a thing.
>
> >3) If Atari, as a computer manufacturer, returned, would you be excited
and
> >tell others?
>
>
> Actually, this would most likely be a Bad Thing (TM). This happened with
> amiga, and I am thoroughly pissed.
>
>
>
> John
>
>

4882. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 02:33:15 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6222C1F.3049%nameerf@flash.net>
Source record: 55406

in article 6I0L5.7324$%j.2200523@typhoon.southeast.rr.com, **** **** at ***@***.com wrote on 10/29/00 1:32 PM:

[agreed with most things in this post until...]

> Dude, even the last few big mac shops are closing down. IT dept's don't like
> having to support both mac and pc, and there is no such thing as a 100% mac
> shop. This has to be included as some sort of joke I don't get.

Actually, it might be interesting to note that in Tucson, Arizona, our biggest Mac store (and there are a relatively decent number of them) in town just moved into an even bigger building, and it IS 100% Macs, no PC's to be found there.

Mike Freeman
nameerf@flash.net

4883. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 02:41:04 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <0d5L5.385$z93.56164@news.goodnet.com>
Source record: 55407

You guys are in Tucson, AZ? Awesome! I live in Sierra Vista, AZ! Just down south a bit, 'bout an hour away! "Fancy meeting you here!", as the saying goes.

Jared

Michael and Nicole Freeman <nameerf@flash.net> wrote in message news:B6222C1F.3049%nameerf@flash.net...
> in article 6I0L5.7324$%j.2200523@typhoon.southeast.rr.com, **** **** at
> ***@***.com wrote on 10/29/00 1:32 PM:
>
> [agreed with most things in this post until...]
>
> > Dude, even the last few big mac shops are closing down. IT dept's don't like
> > having to support both mac and pc, and there is no such thing as a 100% mac
> > shop. This has to be included as some sort of joke I don't get.
>
> Actually, it might be interesting to note that in Tucson, Arizona, our
> biggest Mac store (and there are a relatively decent number of them) in town
> just moved into an even bigger building, and it IS 100% Macs, no PC's to be
> found there.
>
> Mike Freeman
> nameerf@flash.net
>

4884. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 02:42:30 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6222E4A.304A%nameerf@flash.net>
Source record: 55408

in article 8tidd5$168m$2@purple.gradwell.net, {DB}@cyberstrider.net at {DB}@cyberstrider.net wrote on 10/29/00 3:55 PM:

> Kevin Dermott <k@kevindermott.co.uk> wrote:
>> http://www.cortex-design.free4all.co.uk/
>> looks like they are doing ok just a change of name
>
> A commercial company now relying on *free* internet services afer they
> could not pay their bill to the ISP they bought their services from.
>
> So would you trust a commercial company that can't afford to pay it's
> suppliers?

Well, unfortunately, these days we don't have a whole heck of a lot of choice who to trust, and they seem to me to be one of the few still actively pursuing high-powered hardware upgrade devices, even if slow in coming. Maybe if we DO support them, they'll be able to get business done. I'm honestly surprised more Atari dealers aren't in the same situation. I personally am hoping that they'll be able to get the Tempest card released, so I can do more with my Falcon.

4885. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 03:15:07 UTC
From: **** **** <***@***.com>
Message-ID: <%I5L5.7681$%j.2401194@typhoon.southeast.rr.com>
Source record: 55411

Marc Wilson wrote in message <39FC2E2C.84FE9D13@uklinux.net>...
>Tell me, oh Lord, if the platform is determined by the hardware, does
>that mean that my Cyrix PC is a different platform from my IBM thinkpad
>because one uses an Intel cpu and the other uses a Cyrix cpu or even my
>friend who has an AMD? They all run Linux and the cpus are all 80x86
>compatable, so they can all use the same programs with the same
>codebase.... but they are really a different platform? I suppose laptops
>with the mobile Pentium III and desktops with the Pentium III are
>different to because the mobile Pentium III is different from the
>desktop variety? Please help me, Oh Lord, as I am confused!
>
>Marc

Cloned cpu's. 'Nough said.

John

4886. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 03:16:58 UTC
From: fmh@netzero.net
Message-ID: <8tip77joh1@nnrp1.deja.com>
Source record: 55412

Hi,

I have a Milan040 available if anyone is interested.
Milan040 For Sale (USA)

If interested please E-mail me or call me at fmh@netzero.net or
440-286-2567
I'm asking $1,000 shipped anywhere in the continental USA via UPS
ground.

Hi,

I went through hell to get this and now that I finally have it I
hardly use it.
The high price I paid does not justify it collecting dust so I've
decided to sell it.
The unit is in mint shape.

68040-25mhz CPU
32 Meg RAM
4.3 Gig IDE Hard Drive
S3 Trio V64 PCI graphics card with 2 Meg VRAM
German Keyboard
Mouse
10/100 PCI Ethernet Card
Cased in a US Mini Tower AT case with 110/220 switchable Power Supply

Comes with all manuals, CD-ROM, and Floppies.
Bundled software consists of:
Texel Home (Spreadsheet)
Draconis (Internet Suite, browser, E-mail, Telenet)
Papyrus Home (Word Processor)
and more.

Operating System(s) are TOS 4.08 (English) and MINT / N.AES (German).
Hard Drive contains a clean install so there is no clutter.

For more info on this beast goto the following URL:
http://www.milan-computer.de/gb/products/milan01.html

In article <8t7qqj$8kh$1@nnrp1.deja.com>,
atarigalen@my-deja.com wrote:
> In article <39F6DA00.E979CCF0@patent.gov.uk>,
> Bob King <robert.king@patent.gov.uk> wrote:
> > Hi all,
> >
> > Very long interviews by atos with Ali Goukassian, part 1 by Thomas

> Burow
> > is 48kb:
> >
> > see:
> >
> > http://www.atos-magazin.de/news20001024-01.html
> >
> > http://www.atos-magazin.de/news20001025-01.html
> >
> > Seems to back up Milan's statement and explain silence and generally
> > tells us
> > to expect some hardware with OS with a Linux core around next Nov
(91)
> > 'undercutting an iMac'. Also promise to update news at Milan web
site
> > every two
> > weeks. Milan I manufacture seems to be renewed.
> >
> > Bob King
>
> It's an interesting review, although Babelfish cuts out halfway
> through. Does anyone have an idea how easy it is to obtain and put
> together a Milan I with a 060 card? I didn't know until yesterday
that
> there WAS a 060 card.
>
> Galen
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4887. Makedisk 1.3 errors

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 03:41:55 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8tiqf5cob01$1@news.t-online.com>
Source record: 55413

I am using Makedisk v1.3 in windows 98 CLI to transfer some of my backup
*.ST images to disks.
When I write to disk I get messages every 1-2% of writing : Not Ready
Reading/Writing, when I press Ignore everything carries on ok for the next
1 - 2 %, then I have to press IGNORE again !!! The disks work fine when
copied !

Can anyone suggest a solution to this problem ?

////
(o o)
-----ooO--(_)--Ooo-----------------------------------

4888. Re: Now for something... "exciting and new".

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 04:23:32 UTC
From: **** **** <***@***.com>
Message-ID: <8J6L5.7766$%j.2448265@typhoon.southeast.rr.com>
Source record: 55414

Jared Falvo wrote in message ...
>You know, I had a relatively brilliant idea hit me today (provided it
hasn't
>already been thought of or done). Instead of emulating ST hardware, why
not
>make a PCI card that has the ST right on it! Not just the ROMs and/or one
>or two parts, but 95-100% of the ST's hardware on it!

This isn't unheard of. Apple made an "Apple IIe card" for the mac (I have one), that fits in a slot and is a complete apple2 on a board. Apple also made various 286/386/486 pc cards for the mac. Amiga also had various boards, though I believe their "mac" board didn't have its own cpu.

>Now, since the "ST card" doesn't have any ports on it, you need to write
>software that translates or redirects the functions of the ST (like the
>sound chip for the printer port) to the apropriate hardware. You might
even
>emulate the floppy chip in order to use load/save files to and from your
>main hard drive or floppy drive, etc. You would create an ST Environmental
>Partition file (STEP) on your main HD, that the ST card used, thinking it
>was a MegaFile30 or whatever. Of course, you have to have a program that
>gives you access to the ST Card in the first place.

There is space on a standard ISA card slot for at least 3 plugs. No idea which would be the most important, since we'd lose the keyboard and video plugs. Not an atari expert.

>Now, assuming any of these is reasonable or feasible or worth pursuing at
>all, we port GEM or MiNT or whatever ST-derivitive OS to PowerPC (if we
want
>to go that route) or Intel Pentium. In the case of Intel, we wouldn't have
>to port GEM at all... it's already there on that platform. We'd just
>continue to improve upon it until we felt it was worth calling "GEM2000"
(or
>GEMillenium or whatever).

I don't really like this idea. It's been popular before, for various other computers, but I think that if you really want the computer, you shouldn't take half measures. Guess that's why I collect them, instead of playing around with emulators.

>The ST would run at full speed. The hardware would satisfy *all* software,
>because it was genuine, not emulated. You could even run those copy
>protected games on diskette (assuming you have any)!
>
>Then, we take the opportunity to use the ST Card to port as many existing

>apps as possible to the new GEM on the chosen processor. We have the best
>of both worlds!
>
>We save money on parts, because we use existing parts from old STs. I was
>lucky to find a 1040ST for $5.00 at a thrift shop. The only question is...
>how much would it cost to produce the PCI PCBs and transfer the existing
>parts to them.

It's your own ST you'd be butchering. Philosophically though, I think it's akin to destroying a cultural artifact. I mean, maybe it isn't such a big deal with atar's... but if someone suggested scrapping a bebox for something, even if it's their own property, this would be a tragedy (only 1800 or so were made, perhaps even a few have already been destroye).

>Any ideas if what I have just suggested is pure silliness or not? Seems at
>least a little more reasonable than my previous ideas... hmm?

Not silly, there is more than enough precedent for it. Still difficult, not sure what it would offer over buying a $5 thrift store ST.

John

4889. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 04:29:59 UTC
From: **** **** <***@***.com>
Message-ID: <bP6L5.7810$%j.2452210@typhoon.southeast.rr.com>
Source record: 55415

Michael and Nicole Freeman wrote in message ...

>Actually, it might be interesting to note that in Tucson, Arizona, our
>biggest Mac store (and there are a relatively decent number of them) in
town
>just moved into an even bigger building, and it IS 100% Macs, no PC's to be
>found there.

What I had meant, was that there were no corporations or other large entities (universities/schools, goverment agencies) that were 100% mac. Apple has dabbled in servers before, but never committed to them. And when its split mac/something else, not only do they eventually decide to axe the mac, the "something else" almost always means windows PCs. Over the next 2 months, my current job will be replacing macintoshes with windows workstations. Somewhere around 10,000 macs nationwide will be wholesaled out when we are through. I was suprised myself, that an organization of this size used macs to such an extent. At one time, it was something like 80% mac,15% windows, 5% unix. Guess which one they decided to get rid of though.

Also, shame I don't live in Arizona. Only thing around here is CompUSA.

John

4890. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 08:53:54 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8tjcv1$2j0$1@nnrp1.deja.com>
Source record: 55418

In article <972889240-33767AEicMi@wanadoo.be>,
Dennis Vermeire <dennis.vermeire@wanadoo.be> wrote:

> This topic has been argued here many times before but for some reason
is
> never been taken seriously. MagiC is a full blown OS not needing TOS
in any
> way, MiNT depends heavily on TOS, and MagiC in ROM will free up an

Perhaps you should do your homework first...

1) MiNT does not depend "heavily" on TOS, as stated above it only needs a very few (X)BIOS-functions present. Implementing these in the kernel just to be self-contained doesn't make sense, it's just a waste of time. They are instead replaced with proper device-drivers.

2) MagiC is self-contained only on some platforms, MagiC Milan, MagiC-Mac and MagiC-PC needs another OS in the background. E.g. MagiC Milan is more dependent on TOS than MiNT. You might ask yourself why MagiC has drifted away from a self-contained OS towards a layer above TOS...

Anyway, the topic of this discussion was porting an existing TOS-compatible OS to another platform, MagiC is hardly relevant here.

additional
> 256KB as well...

How?

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4891. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 09:33:11 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8tjf8o$450$1@nnrp1.deja.com>
Source record: 55420

In article <972889234-32743AEicMi@wanadoo.be>,
Dennis Vermeire <dennis.vermeire@wanadoo.be> wrote:

> Where do you get the silly idea that IConnect was released years after the
> other stacks?
> -MinTNet
> -STIK
> -IConnect
> -STiNG
> -Wensuite
> -Draconis
> Note that the above mentioned stacks are placed in order of being released.

I'm not quite sure about the order of IConnect and STiNG, but otherwise this is definitely correct.

> MinTNet just like IConnect doesn't run under TOS, they both do need their
> own appropriate OS and clients. Way back in 1995 for someone using

What I don't understand is why IConnect wasn't made MiNT-Net compatible. There's nothing in MagiC that prevents this, and implementing it as a device doesn't imply CLI-tools either. In fact, they could have made it binary compatible with MiNT-Net and still kept the exact same GUI. True, applications that use socklib require a couple of text-files present in u:\etc, but these could have been put in the ramdisk and handled by IConnect itself, completely transparent to the user.

Instead, an approach similar to STiK was chosen, but without compatibility to the (then) most popular stack. Probably a good business strategy, but annoying for the users.

True, having MiNT-Net or STiK-compatibility could have affected their sales of MagiC, but they could easily have solved that with their usual "if (!get_cookie("MagX"))"-approach...

Btw. these arguments applies equally well to Wensuite and Draconis, so please Dennis - don't read this as "yet another ASH-bashing message".

> MagiC there was only STIK to consider. STIK couldn't handle PAP, and was
> limited to the SLIP protocol which at that time was being replaced by a lot
> of ISP for PAP.

Make that PPP.

> IConnect made PAP possible for MagiC users, it's always been very

There are two really major drawbacks with IConnect:

1) It only works with one point-to-point serial link, and only with a modem. This means to LAN-possibilites, i.e. no way to use cable or ADSL which is becoming popular now.

2) The API is a well-kept secret, so it's not possible to write an emulation-layer for any other stack if you want. Unless you enjoy debuggers and monitors then.

If (2) was taken care of, IConnect would be a lot more interesting since you can either write IConnect-layers for e.g. STiNG or MiNT-Net (like GlueSTiK or the Draconis layer for MiNT-Net or the Draconis-module for STiNG) or a working STiK-layer (or even MiNT-Net) for IConnect.

> and easy to setup... the same can be said of the clients. You'll

[snip]

I won't argue about the quality of the clients, this is definitely a matter of taste.

> As an IConnect user I don't really care if it's compatible or not with other
> stacks, I like the clients, they work for me and I don't have to cry

[...]

> apart from Okami IMO there's nothing that comes even close... Someone using
> IConnect & clients doesn't really need to look further.

Now that's freedom for you ;-) But if that's the way you like it... I would prefer to be able to use *all* available internet software, regardless of who makes it.

> in a couple of years... if you really think that the freeware and shareware
> market is going to fullfill all your dreams then you really need your head
> examined....

Let me see, what commercial software do I use right now... Hmm... OK, N.AES is commercial, but I'm more and more impressed with Henk's efforts on XaAES so I'm looking forward to switch over. I also use PureC, but it hasn't been supported in 8 or 9 years anyway. Other than that I don't think I use any commercial software at all. Oh yes, I use NVDI too. Hopefully fVDI will get TrueType-support in a year or two.

> Oh... for the record, the difference between ASH and Microsoft is that ASH

> has always tried to release and publish quality software, while
Microsoft
> specialises in releasing shit...

I'm working with PC's five days a week and can't say I agree with you
on this one either. OK, Windows is boring, but it works and there are
unbelievable amounts of quality software available (yes, from Microsoft
too). Most free/shareware for Windows is much better than any
commercial offering from ASH.

> ASH doesn't only stand for MagiC, wonderfull programs like Texel,
Artworx,
> Phoenix, Papillon, Signum, RSM, Jinnee...etc carry their logo as well.

I'm probably a sad looser for not using any of these, I just don't need
any of them. I'm sorry for killing the commercial market.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4892. Re: Large Hard Drives on Ataris

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 09:36:37 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39FD4125.D5189396@ooc.de>
Source record: 55419

Phantomm wrote:
>
> Got a question regarding Hard Drives on Ataris.
>
> If I were to buy a SCSI or IDE hard drive that is around 20 Gigs, could
> I use it without problems on most any Atari ST-Falcon?

For the ST an ICD compatible host adapter is required. And a hard disk
driver supporting large drives is required.

> Since there is a limit to the size of a partition, 1 Gig on the Falcon and
> using TOS or Geneva you can only go up to Drive P. Would having extra unused
> space on the SCSI or IDE hard drive cause any problems?

With MagiC or MiNT you can have partitions beyond P:. So you don't have
to waste the space of our drive. It wouldn't cause any problems, though.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4893. Re: Atari 1040ST help wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 10:01:53 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8tjgud$5fr$1@nnrp1.deja.com>
Source record: 55421

In article <39FC493B.7E664EA3@uklinux.net>,
Marc Wilson <badsector@uklinux.net> wrote:

Hi Marc,

> > Is this a joke? He has posted ideas (sometimes radical though, and
> > mostly dreams) whereas you seek to piss him and lot of other ppl
off.
> ^^^^
> and what was it you were saying about the use of certain words?

In my posting I tried to suggest that we all would be better off if we
could show each other some respect.

I don&#65533;t think I talked about masking out certain words or anything, so
that was not really the bottom line. I would think that most people in
this forum would agree that showing respect to each other and our
different ideas is necessary.

> > Get serious or do not reply, that is my advice.
>
> get serious or do not post any stupid dream, or at least wake up and
> stop dreaming before you post

Could you explain what stupid dreams I have been posting about? If you
are tired of Jared you should tell him that, I don&#65533;t agree with his
ideas at all. Perhaps you should try to read the entire message you are
replying to, then you would know who said what.

Sent via Deja.com http://www.deja.com/
Before you buy.

4894. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 11:02:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972977276-397673AEicMi@cwcom.net>
Source record: 55324

From: "Simon Osborne" <atariactive@btinternet.com>
Date: Sun, 29 Oct 2000 16:54:20 -0000

>> >I however hear about another paper-based Atari magazine..... ;)
>>
>> If that was the one that was going to be released at the last Stafford
>> show, then forget it.
>
>Nope ;)

Care to expand on this then Simon?
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4895. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 11:16:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972977278-398089AEicMi@cwcom.net>
Source record: 55325

From: phantomm@eastky.net (Phantomm)
Date: 30 Oct 2000 01:52:34 GMT

>However with the CT2B Falcons extra graphics capability 800x608 in TC mode,

In Interlace mode presumably?

>What are the best and latest DTP packages available that allow lots of colors
>on screen and work well with the Centurbo II?

Calamus. Calamus 2000 was released recently, and you can download a demo from
http://calamus.net.de/us/

HOWEVER I think that you can only run it in 256 colour mode on the Falcon -
the TC mode doesn't have enough bitplanes. Another story if you have a
graphics card.

You could try Papyrus too, don't know if R.O.M have an English demo of the
latest version yet.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4896. Re: Falcon and Amiga

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 11:25:23 UTC
From: Nicholas Bales <bales@online.nospam.fr>
Message-ID: <8tjm77$hr2$1@news.stortek.com>
Source record: 55426

"Iggy Drougge" <optimus@canit.se> a crit dans le message news:
478.338T1850T875867optimus@canit.se...
> James Haslam skrev:
>
> >Hi Phantomm!
>
> >On 28 Oct 2000 03:22:03 , Phantomm wrote:
>
> >>But was wondering if any of the Amigas have the same type of internal
> >>expansion port for 3rd party hardward cards like the Atari Falcon does?
>
> >It doesn't have a VME port internally, no.
>
> Is the Falcon expansion port a VME slot?

```
Definitely not. The Falcon's is a direct processor bus.
```

4897. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 11:28:02 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39fd550ec11120@free.fr>
Source record: 55422

Hello,

in article <972889234-32743AEicMi@wanadoo.be> (comp.sys.atari.st)
Dennis Vermeire wrote on Mon 30-10-2000 01:57 (+0100):

> Where do you get the silly idea that IConnect was released years after the
> other stacks?
> -MinTNet
> -STIK
> -IConnect
> -STiNG
> -Wensuite
> -Draconis
> Note that the above mentioned stacks are placed in order of being released.

You forgot a very good stack in your list: NOS has been ported from DOS
long ago and it's still very reliable and supported. I used to use it
when STiK was only able to do SLIP. In those days there was no support
for a web browser but you can now use Cab with it.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4898. Re: Falcons internal connectors

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 11:28:03 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39fd550ec11121@free.fr>
Source record: 55423

Hello,

in article <8tikra$39v$6@nd.eastky.net> (comp.sys.atari.st)
Phantomm wrote on Mon 30-10-2000 02:02 (GMT):

> I read a posting that the Falcon internal connector for 3rd party hardware
> cards is a VME port.

It is not AFAIK.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4899. 400+ disks Atari ST Software Free (UK only)

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 11:31:53 UTC
From: trevor@astudios.clara.co.uk
Message-ID: <39fd5b0f.12015089@news.clara.net>
Source record: 55424

Hello everyone,

Having a clearout - 400 + disks of assorted Atari ST software - free to a good home. If anyone is archiving this stuff let me know. I've had so much use out of my trusty ST which I still use for sequencing, that I'm loathe to just bin this stuff!

Cheers,

Trev

4900. Re: Falcons internal connectors

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 11:42:18 UTC
From: Nicholas Bales <bales@online.nospam.fr>
Message-ID: <8tjn6thvk1@news.stortek.com>
Source record: 55427

"Phantomm" <phantomm@eastky.net> a crit dans le message news:
8tikra$39v$6@nd.eastky.net...
> I read a posting that the Falcon internal connector for 3rd party hardware
> cards is a VME port.
>
> Is this true?

No. It's a direct processor bus. In other words it simply replicates the
pins on the CPU.

>
> If so, isn't the internal port in the MSTE and TT a VME port as well?

Yes it is.

> If so, and the Falcons is a VME, are they Pin compatible if the Falcon had
> the same kind of connector for cards like the MSTE and TT does?
>
> Also would it be possible to convert the Falcon internal port using ribbon
> cables and connectors to accept PC cards such as ISA or PCI?

Not easily. You would have to design a whole new ISA or PCI
interface/controller or whatever, and then you would have to write the TOS
drivers for your PCI or ISA cards.

Nicholas

||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4901. Re: Makedisk 1.3 errors

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 11:43:41 UTC
From: Simon Osborne <atariactive@btinternet.com>
Message-ID: <8tjmsq$3l9$1@plutonium.btinternet.com>
Source record: 55425

Carl Ratcliffe <c.ratcliffe@t-online.de> wrote in message
news:8tiqf5cob01$1@news.t-online.com...
> I am using Makedisk v1.3 in windows 98 CLI to transfer some of my backup
> *.ST images to disks.
> When I write to disk I get messages every 1-2% of writing : Not Ready
> Reading/Writing, when I press Ignore everything carries on ok for the next
> 1 - 2 %, then I have to press IGNORE again !!! The disks work fine when
> copied !
>
> Can anyone suggest a solution to this problem ?

A couple of very important points, and must be remembered are:

1) The latest version is 1.5. http://makedisk.atari.org (it says it is 1.4,
but it is 1.5)
2) Makedisk ONLY works under REAL DOS, not a DOS window under Win98 (because
windows messes up the floppy reading)

The best thing to do is boot into DOS with a boot disk (Win98 one is fine).
And use makedisk from there

Simon Osborne

4902. Mega 1...connecting hard drives???

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 12:38:03 UTC
From: Amiga2000@bigpond.nospam.com
Message-ID: <39fd6bab@naylor.cs.rmit.edu.au>
Source record: 55428

I'd really like to connect a hard drive to a mega 1 atari st, but
I've been told theres no ports on it to connect one.

What about the ACSI port (dma, i believe) on the back and the internal
connector inside?

Any ideas?

ch.
--

4903. Re: Mega 1...connecting hard drives???

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 12:53:13 UTC
From: Nicholas Bales <bales@online.nospam.fr>
Message-ID: <8tjrbt$iv6$1@news.stortek.com>
Source record: 55430

<Amiga2000@bigpond.nospam.com> a crit dans le message news:
39fd6bab@naylor.cs.rmit.edu.au...
> I'd really like to connect a hard drive to a mega 1 atari st, but
> I've been told theres no ports on it to connect one.
>
> What about the ACSI port (dma, i believe) on the back and the internal
> connector inside?

```
The ACSI/DMA is for connecting either an Atari Megafile hard drive or an
Atari Laserprinter. Nothing else.

You need an adapter to use a standard SCSI or IDE hard drive.

Check out the Quick FAQ.

||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

4904. Re: Falcons internal connectors

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 13:03:59 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8tjrjs$cs6$1@nnrp1.deja.com>
Source record: 55429

In article <8tikra$39v$6@nd.eastky.net>,
phantomm@eastky.net (Phantomm) wrote:

> I read a posting that the Falcon internal connector for 3rd party
hardware
> cards is a VME port.
>
> Is this true?

No.

> Also would it be possible to convert the Falcon internal port using
ribbon
> cables and connectors to accept PC cards such as ISA or PCI?

This is how the Nova and Eclipse graphics cards work. The Nova consists of a small PCB that sits on the internal expansion port, ribbon cables to an ISA adapter and a ATI Mach64 ISA graphics card. The Eclipse is similar except that it use PCI.

I don't think it's possible to use the Nova-interface for anything else than the ATI graphics card. The PCI-interface in the Eclipse can theoretically be used for other purposes too, as it has a PCIBIOS which is compatible to the one in Hades and Milan. It doesn't support bus mastering though, which is a serious limitation.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4905. Re: Falcon Re-Casing

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 13:14:09 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39FD7421.C1913B59@siemens.at>
Source record: 55431

Shiuming Lai wrote:
> The other alternatives are the SoundPool
> Digital Audio Workstation rack and
> Lighthouse Space Case. The SoundPool
> is the better one (quality). It'll also hold a
> 3.5" hard disk (plus a 2.5" if you drill a few
> holes, easy), FDI digital audio interface and
> MO 4 MIDI output expander. Neither of
> these will hold a 5.25" device (the Space Case
> has two 5.25" openings but the top of the
> case "steps down" and prevents CD drives
> being fitted because the back of them hits
> the metal) but both are more industrial than
> any of the others, being professional 19"
> rack-mounts.

So is the Lighthouse Space Case a different thing as the
Lighthouse Tower ? In my Lighthouse Tower I have the Floppy,
a CD Rom and three 3.5" hard disks and there's plenty of
space between them and the casing.

Gerhard

4906. Re: Phantom Accel/Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 13:25:06 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <imfL5.15818$IF1.1505246@nnrp3.clara.net>
Source record: 55435

<chrisc1966@my-deja.com> wrote in message
news:8sk1af$i9m$1@nnrp1.deja.com...
> be very similar to the Nemesis, ie not for beginners, but if you know
> your way around a soldering iron (and have a nice low-power one with a
> fine tip) then you'll be OK...

I often prefer a more powerful iron as this
allows very quick working of the solder,
therefore less contact time for heat to
damage the component. True, more heat
in less time is probably the same energy
as less heat in more time, but if you can
quickly work the solder it's no hassle to
blow the joint cold again straight afterwards.
Saves a lot of time instead of waiting for the
solder to melt with a weak iron (which gives
more chance of dry joints).

Shiuming Lai

4907. Re: Falcon Re-Casing

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 13:31:21 UTC
From: sf0218@aol.com
Message-ID: <20001030083121.13245.00004614@ng-md1.aol.com>
Source record: 55432

Where can one acquire a Lighthouse Tower case.
Thanks,
Sam Ferrer U.S.A.

4908. ASCI -> SCSI, is it possible?

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 13:42:29 UTC
From: Amiga2000@bigpond.nospam.com
Message-ID: <39fd7ac5@naylor.cs.rmit.edu.au>
Source record: 55433

Well is it???

ch.
--

4909. Re: Falcon on a Falcon!

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 14:10:46 UTC
From: swampfox1@earthlink.net
Message-ID: <GjfL5.750$rl.62418@newsread2.prod.itd.earthlink.net>
Source record: 55434

Hi Pete,
I've been playing with the settings on BacwardIII (don't have 2)
and got a lot to work with similar settings as your suggestion but
only keyboard control and not all of that either. I can fly around,
fire different weapons, use auto pilot and more but locks up if ESC,
HELP and some others are hit. Maybe it also has to due with having a
different keyboard than an ST (extra keys?).
Thanks for the feedback.
John G.

On 29 Oct 2000 12:41:43 , "Peter Persson" wrote:
>Hi,
>
>It is possible, at least with backward 2. 8 mhz CPU, 8mhz blitter, no cache
>and ST mode sound i think.
>
>/Peter
>"John Garone" <swampfox1@earthlink.net> wrote in message
>news:bgPK5.5553$G4.551626@newsread2.prod.itd.earthlink.net...
>> Sorry if this got posted twice!
>>
>> Hi All,
>> Has anyone out here gotten the 'Falcon' F16 Fighter Simulation by
>> Spectrum Holobyte (for the ST) to run on a Falcon030? BackwardIII gets
>> me somewhere but the fighter program eventually locks up!
>> John G.
>
>
>.

4910. Re: ASCI -> SCSI, is it possible?

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 14:22:04 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <Pine.GS4.4.30.0010301421440.572-100000@shiel.eee.strath.ac.uk>
Source record: 55436

On 31 Oct 2000 Amiga2000@bigpond.nospam.com wrote:

>
> Well is it???

If you mean ACSI -> SCSI, then yes, with an adapter.

AG
--

Alan Gauton + Tel +44 141-548-2686
EEE Department, SPD, + Fax +44 141-552-2487
The University of Strathclyde + E-Mail ag@spd.eee.strath.ac.uk
204 George St., Glasgow G1 1XW + http://www.spd.eee.strath.ac.uk/users/ag
---

4911. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 15:44:49 UTC
From: P&#65533;l Monstad <pmonstad@pm-data.no>
Message-ID: <_JgL5.127$7O3.2984@news1.online.no>
Source record: 55437

```
Demo version of Calamus (DTP): www.calamus.net
Demo of Papyrus: www.rom-logicware.com

Both programs are in English versions for PC and Atari.
```

P&#65533;l Monstad, PM data
www.pm-data.no

4912. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 16:53:12 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010301652400.90-100000@TT030>
Source record: 55303

On Sun, 29 Oct 2000, Don wrote:

mini snip

> WOW! It was a nice huge snip..
>
> Your welcome Ill post them more often.
>
> With love, Don

Thany you too.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4913. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 16:57:12 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8tk992$p2h$1@nnrp1.deja.com>
Source record: 55438

> I know MacMiNT has been worked on recently.

Interesting, do you have a URL?

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

4914. Re: Where is Atari PD

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 17:00:15 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8tk9eppcs1@nnrp1.deja.com>
Source record: 55439

In article <39FC58B4.C11A52F7@uklinux.net>,
Marc Wilson <badsector@uklinux.net> wrote:
> www.atari.org
> www.atari.co.uk
> www.atarist.com

You do know the difference between pirated commercial software and
public domain, do you?

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Before you buy.

4915. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 18:09:41 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <C0jL5.1171$zd1.3269@nntpserver.swip.net>
Source record: 55443

> >> http://www.cortex-design.free4all.co.uk/
> >> looks like they are doing ok just a change of name
> >
> > A commercial company now relying on *free* internet services afer they
> > could not pay their bill to the ISP they bought their services from.
> >
> > So would you trust a commercial company that can't afford to pay it's
> > suppliers?

That's absolutely the top priority - otherwise they can't be trusted to stand up to warranty responsibility etc. Suppliers are the top priority for all companies, so where do you think an ordinary customer will be in the priority chain?

> Well, unfortunately, these days we don't have a whole heck of a lot of
> choice who to trust, and they seem to me to be one of the few still
actively
> pursuing high-powered hardware upgrade devices, even if slow in coming.
> Maybe if we DO support them, they'll be able to get business done. I'm
> honestly surprised more Atari dealers aren't in the same situation. I
> personally am hoping that they'll be able to get the Tempest card
released,
> so I can do more with my Falcon.

I wouldn't trust this for a minute. How long did we hear about Wizztronics' fantastic 040-card, which also was advertised for a couple of years as being under development and very close to production - or even claim that prototypes have been made for evaluation?
This Tempest card is probably still nothing but wild plans, to check out if they can get any pre-orders and maybe make some money out of pre-payments from easily fooled users who are desperate for any news...
The big problem is that most of the users have already stopped supporting such ventures. Most people have already changed platform and a lot of users won't get anything new - they just continue using what they already have. In many cases they're just waiting to afford a platform change :(
Sorry to be this negative, but I've seen too many cases of vaporware during the years :((

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4916. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 18:56:28 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tkg8s$7q7$2@snipp.uninett.no>
Source record: 55444

Matthias Jaap <mjaap@atari-computer.de> wrote:

>> I know MacMiNT has been worked on recently.

> Interesting, do you have a URL?

I'm afraid not. There was some messages on the MiNT-list about this a few
months ago, you might want to search the archives (go to www.freemint.de
for URL).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4917. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 19:01:42 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <39fdc5b4$0$175@news.zetnet.co.uk>
Source record: 55445

<{DB}@cyberstrider.net> wrote in message
news:8tidd5$168m$2@purple.gradwell.net...
> Kevin Dermott <k@kevindermott.co.uk> wrote:
> > http://www.cortex-design.free4all.co.uk/
> > looks like they are doing ok just a change of name
>
> A commercial company now relying on *free* internet services afer they
> could not pay their bill to the ISP they bought their services from.
>
> So would you trust a commercial company that can't afford to pay it's
> suppliers?

perhaps in time you will get over this loss, just write it off against your
tax

Kevin

4918. FS: (UK) Mega STE system + software for sale

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 19:06:46 UTC
From: mail@cpoole.demon.co.uk
Message-ID: <8tkgs0$c0$1@nnrp1.deja.com>
Source record: 55297

Mega STE, SM124, 520ST & software

In S.E. UK

Full details:

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=484469914

Sent via Deja.com http://www.deja.com/
Before you buy.

4919. Re: Neotari Corp. brings us the Phoenix

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 19:12:23 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39FDC817.5BE4E28C@cfc.dnd.ca>
Source record: 55296

Matthias Jaap wrote:
>
> > I know MacMiNT has been worked on recently.
>
> Interesting, do you have a URL?
>
> Greetings,
> Matthias.
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

try
http://www.sra.co.jp/people/hoshi/macmint/index-e.html
ken

4920. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 19:41:48 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973012172-045763AEicMi@bun.com>
Source record: 55345

Hi Marc

>> huge snip
>>
>> Fuck you.
>
>cool, can i join you?

What, like a gang bang?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4921. Re: Where is Atari PD

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 19:47:42 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973012174-046207AEicMi@bun.com>
Source record: 55246

Hi Carl

>Where can I find Atari Freeware / PD / Shareware online ???
>
You could always try doing a search using "Atari" and "PD" as parameters.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4922. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 20:10:05 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39FDD59D.F0A6468D@cfc.dnd.ca>
Source record: 55298

Phantomm wrote:
> What are the best and latest DTP packages available that allow lots of colors
> on screen and work well with the Centurbo II?
> And are there any new Word Processing packages that have support for nice
> Color pictures?
> Any URL's for Demos or etc would be helpful.
> Future thanks for any advise,
> phantomm@eastky.net

DTP
there's DA's Layout http://www.digital-arts-ag.ch/
there's CalamusSL http://www.calamus.net/

WordProcessing/DTP
there's Papyrus http://www.rom-logicware.com/

ken

4923. Newsie Mailing List

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 20:31:11 UTC
From: swampfox1@earthlink.net
Message-ID: <jUkL5.1923$Pw6.121750@newsread1.prod.itd.earthlink.net>
Source record: 55299

Hi All,
This question was answered previously but due to Jose Quervo the
those bytes (bits) of data have been damaged so please excuse the
repost!!!
Regarding Newsie .961, is there a way to send the same file to
all on a mailing list?
John G.

4924. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 21:07:15 UTC
From: {DB}@cyberstrider.net
Message-ID: <8tknu3$2r0r$1@purple.gradwell.net>
Source record: 55300

Kevin Dermott <k@kevindermott.co.uk> wrote:
> perhaps in time you will get over this loss, just write it off against your
> tax

We wrote it off ages ago.. but I do think people need to be aware what type
of company they may be dealing with if they are thinking of going to
Titan Designs. Why do you think they changed name from Titan Designs to
Cortex Designs?

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

4925. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 21:46:48 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <90mL5.427$B65.3039@news1-hme0>
Source record: 55301

Hi Denesh,

> > perhaps in time you will get over this loss, just write it off against your
> > tax
>
> We wrote it off ages ago.. but I do think people need to be aware what type
> of company they may be dealing with if they are thinking of going to
> Titan Designs. Why do you think they changed name from Titan Designs to
> Cortex Designs?

Well, sadly I had no joy receiving the large order - for whatever reason - I placed with CyberSTrider nearly two years ago now so perhaps Cortex are not alone in the way they treated their customers.....and believe me it does not bring me any pleasure to say this.

Regards
Sean

4926. Connecting Panasonic LS-120 to Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 21:48:33 UTC
From: ahbr17912@blueyonder.co.uk
Message-ID: <R0mL5.1925$No2.60110@news1.cableinet.net>
Source record: 55302

Hi!

I have a Falcon, and I have a new LS-120 Panasonic SuperDisk 120Mb/1.44Mb drive which is sitting nicely in my Falcon's case.

I have HDDriver v.7.x

What I would dearly like to do is to get all this working!

I'm told it's feasible, and that people have done it.

The LS-120 connects to the floppy cable and the IDE cable.

At the moment, I have a 1.2Mb Seagate HD on the SCSI, configured to C for boot D, E and F.

I'm desperately trying to get a ZIP drive going on the SCSI bus, to back up the Hard Drive.

Can any kind soul help get this show on the road, please?

Pretty please?? >:-}

JH

4927. Re: ASCI -> SCSI, is it possible?

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 22:13:41 UTC
From: jlog@zetnet.co.uk
Message-ID: <39fdf295$0$180@news.zetnet.co.uk>
Source record: 55304

On 31 Oct 2000 00:42:29 , Amiga2000@bigpond.nospam.com wrote:
|
|Well is it???

Yes, as far as I know. I put an SCSI hard drive inside a Mega ST
using an ICD adaptor (Micro something). The ICD Link might work as
well?

4928. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 22:39:50 UTC
From: Terry May <outrider@unlvrebels.com>
Message-ID: <20001030143919.B05C.OUTRIDER@unlvrebels.com>
Source record: 55305

On Sun, 29 Oct 2000 13:46:40 -0100
Steve Sweet <stevesweet@bun.com> wrote:

> Hi ****
>
> >huge snip, Fuck you.
>
> Are you on medication??.

Apparently not anymore.
--
"In Vegas, I got into a long argument with the man at the roulette wheel
over what I considered to be an odd number." - Steven Wright

4929. WTB:on-stage Midi file player

Newsgroup: comp.sys.atari.st
Date: 2000-10-30 23:01:07 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8tkuc6$r0k$1@supernews.com>
Source record: 55306

Does anyone have the hardware version of this for sale.The software only version is still available from 'hands-on'midi.

Chris Thorley.

4930. ST release dates

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 00:02:49 UTC
From: Angus Manwaring <angus@angusm_ANTISPEM_.demon.co.uk>
Message-ID: <319.339T2494T25681angus@angusm_ANTISPEM_.demon.co.uk>
Source record: 55248

Hi there,
I'm trying to find the exact release date of the first Atari ST
model, could any kind soul help?

Also, I'd be quite interested in the release date of the Falcon and some
of the more signifigant ST models if anybody knows. Cheers.

All the best,
Angus Manwaring.

4931. Re: HD Driver 7 and NVDI 5

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 00:24:28 UTC
From: ebaiz@skyenet.net
Message-ID: <0joL5.139$pi7.89@newsfeed.slurp.net>
Source record: 55307

On 29 Oct 2000 21:44:25 , "Christopher Thorley" wrote:
>I have just bought some bits and pieces and amongst the software were
>original copies of NVDI 5,HD Driver 7.x and Diamond edge 2.Is it still
>possible for me to register this software?

Yes for NVDI and HDDriver. Diamond Edge is now owned by some guy here in
the US. He also owns DiamondBack III. I am not sure if he is accepting
registratons or not.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4932. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 00:24:30 UTC
From: ebaiz@skyenet.net
Message-ID: <2joL5.140$pi7.89@newsfeed.slurp.net>
Source record: 55308

On 30 Oct 2000 01:52:34 , Phantomm wrote:
>Been using PageStream for most all my DTP needs and have been most satisfied.
>
>However with the CT2B Falcons extra graphics capability 800x608 in TC mode,
>I'd like to get the best DTP software that will allow alot of nice 256 color
>or better pictures to be displayed on the screen when creating a page layout.

The best one now for the Atari's is Calamus SL 2000 which supports 256
colors and also 32-bit color modes. Excellent program. I have it and love
it.
http://www.calamus.net/us/index.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4933. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 00:50:01 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6236542.31D7%nameerf@flash.net>
Source record: 55310

in article C0jL5.1171$zd1.3269@nntpserver.swip.net, Claes Holmerup at newsgroups@holmerup.com wrote on 10/30/00 10:09 AM:

>> Well, unfortunately, these days we don't have a whole heck of a lot of
>> choice who to trust, and they seem to me to be one of the few still
>> actively
>> pursuing high-powered hardware upgrade devices, even if slow in coming.
>> Maybe if we DO support them, they'll be able to get business done. I'm
>> honestly surprised more Atari dealers aren't in the same situation. I
>> personally am hoping that they'll be able to get the Tempest card
>> released,
>> so I can do more with my Falcon.
>
> I wouldn't trust this for a minute. How long did we hear about Wizztronics'
> fantastic 040-card, which also was advertised for a couple of years as being
> under development and very close to production - or even claim that
> prototypes have been made for evaluation?

Yeah, but that's a completely different company. I personally haven't seen much of anything produced from Wizztronics as promised. However, I have seen things produced from Titan/Cortex (Nemesis, Eclipse, etc.). Also, they're not the only people behind the project.

> This Tempest card is probably still nothing but wild plans, to check out if
> they can get any pre-orders and maybe make some money out of pre-payments
> from easily fooled users who are desperate for any news...

Well, if it matters, they do have an image of the circuit board on their new web site. As well as some updated benchmark info. Besides, they promised for a long time to release the Eclipse, and although it took a lot longer than promised and angered a lot of people because of it, they did eventually get the thing produced. How can you say that Tempest will be any different? You're just guessing by way of previous situation seen with a completely different company.

> The big problem is that most of the users have already stopped supporting
> such ventures. Most people have already changed platform and a lot of users
> won't get anything new - they just continue using what they already have. In
> many cases they're just waiting to afford a platform change :(
> Sorry to be this negative, but I've seen too many cases of vaporware during
> the years :((

I've got a Mac as well as an Atari. I like the Mac ok. It's better (for me) than a PC. But I enjoy my Falcon much more, and will buy Tempest when it is released. You're right, though. It comes down to user support. If there are too many of us that say, "Because other products from other companies have

been vaporware, I won't believe it," and refuse our support (monetary or non-monetary), then it'll be a self-fulfilling prophesy. I know for a fact that this company is capable of producing hardware, because they have in the past. Being the eternal optimist that I am, I think they'll do it, even if it takes longer than expected. I hope that the inability of other companies to produce their promised hardware doesn't tarnish this company and make people believe that this thing can't and won't happen. That would surely spell the death of any future advancements in Atari hardware, from any company. And as I said, we really don't have anywhere else to turn. It's either hope for the best with these few companies we have, or give up on what we do have and be forced to never have any more advancements in the Atari world, hardware-wise. If there is to be any more hardware development, we need to take a more balanced approach. Rather than saying, "I refuse to support any of the hardware-producing companies anymore because we've been burned by a few other non-related companies," and on the flip-side, "I'll give my money in advance to anyone who rumors they'll make hardware," we need to support the companies by being more optimistic and encouraging, but not gullible. I personally hope and to a certain extent believe that the Tempest will be released, but I won't send any money to them until I can be assured that the cards have been produced and are now shipping.

So, if you don't believe it'll be produced, that's fine. Don't. But don't encourage everyone here to completely discredit one of the only companies we have left.

Mike Freeman
nameerf@flash.net

4934. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 01:00:34 UTC
From: {DB}@cyberstrider.net
Message-ID: <8tl5jh$nc5$1@purple.gradwell.net>
Source record: 55311

Sean Barbieri <seanbarbieri@ic24.net> wrote:
> Well, sadly I had no joy receiving the large order - for whatever reason -
> I placed with CyberSTrider nearly two years ago now so perhaps Cortex are
> not alone in the way they treated their customers.....and believe me it
> does not bring me any pleasure to say this.

But we did not take people's money and run - in fact, we did not cash
cheques we received. If we had cashed some cheques (and money received
via credit card) then we have already refunded most people with an apology
note. I believe there are still a couple of customers left who we need
to refund, but that is it. Also, we have paid off most authors too.

I believe this is different from Titan who simply do not pay...

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

4935. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 01:46:29 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <TBqL5.1332$zd1.3358@nntpserver.swip.net>
Source record: 55313

> > Well, sadly I had no joy receiving the large order - for whatever
reason -
> > I placed with CyberSTrider nearly two years ago now so perhaps Cortex
are
> > not alone in the way they treated their customers........and believe me
it
> > does not bring me any pleasure to say this.
>
> But we did not take people's money and run - in fact, we did not cash
> cheques we received. If we had cashed some cheques (and money received
> via credit card) then we have already refunded most people with an apology
> note. I believe there are still a couple of customers left who we need
> to refund, but that is it. Also, we have paid off most authors too.
>
> I believe this is different from Titan who simply do not pay...

This makes an addition to my point. When a company doesn't even pay it's
bills - how can one ever believe they have the funding for development of a
new card, like the Tempest?

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4936. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 02:31:45 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39FE2F11.DE1EE1BC@ihug.co.nz>
Source record: 55312

Hi there,

Iggy Drougge wrote:
>
> >Linux is certainly there, but there remains a majority hardcore group
> >of people called 'dummies!' who couldn't even type 'ls -l' to save
> >themselves. They will forever remain (along with their local Windows
> >help person!) bound to the Windows platform. Linux requires more than
> >just 'single cell' intelligence to use unfortunately, and there are
> >to many issues with 'flavours' ie Xfree86, debian, redhat etc...for
> >most people to be bothered with...
>
> I wonder why that kind of people aren't running Mac. Mind you, they'd use DOS
> if they didn't have Windows. They just use what they're used to.

People only use what they know about. Most people I know with a PC and
internet access don't know what newsgroups are, and have a generally
sanitised selection of tasks they do. 'Because thats what it came with'
is the mentality they have. Many Windows users I see today wouldn't
know what DOS stands for...

> >> You turn TOS/GEM into yet another alternative Mac and peecee OS, and I'd
> >> bet more people than current Atari enthusiasts would be interested
> >> (especially if the barrier to entry was almost zero, one of the big
> >> draws of Linux).
>
> >...and when they discover that they can no longer use Java, realaudio,
> >openGL, etc...gee they'll be really happy with their new choice of
> >platform! Get it together!! Who would abandon current tech just to
> >step back in time?! No-one with an IQ in the pluses AFAIK!
>
> Quite true, although some of us get by quite fine without it.

Also true my friend! But try telling that to newbies in the computer
world (there are lots of them) who know nothing else. Ones who think
that it is 'necessary' for these things just to get by.

Some of us know better of course! ;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4937. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 03:04:12 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <WBqL5.1333$zd1.3358@nntpserver.swip.net>
Source record: 55314

"Michael and Nicole Freeman" <nameerf@flash.net> skrev i meddelandet
news:B6236542.31D7%nameerf@flash.net...
> in article C0jL5.1171$zd1.3269@nntpserver.swip.net, Claes Holmerup at
> newsgroups@holmerup.com wrote on 10/30/00 10:09 AM:

> > I wouldn't trust this for a minute. How long did we hear about
Wizztronics'
> > fantastic 040-card, which also was advertised for a couple of years as
being
> > under development and very close to production - or even claim that
> > prototypes have been made for evaluation?
>
> Yeah, but that's a completely different company. I personally haven't seen
> much of anything produced from Wizztronics as promised. However, I have
seen
> things produced from Titan/Cortex (Nemesis, Eclipse, etc.). Also, they're
> not the only people behind the project.

So far, only the Nemesis was their own design. Both Eclipse and Tempest
have been designed by a swedish Atari fan who made the thing in his
spare-time, so to say that they've been deeply involved in the development
would be a lie.
Who knows - maybe the Nemesis actually was the result of a similar project,
with development done by a die-hard Atari fan who's an electronics expert
and made the complete design on his spare-time...?

> Well, if it matters, they do have an image of the circuit board on their
new
> web site. As well as some updated benchmark info. Besides, they promised
for
> a long time to release the Eclipse, and although it took a lot longer than
> promised and angered a lot of people because of it, they did eventually
get
> the thing produced. How can you say that Tempest will be any different?
> You're just guessing by way of previous situation seen with a completely
> different company.

That's one of the causes why people are running to other platforms.
Everything takes too much time. I waited for 2 new fantastic 040 or 060
accellerator boards for about 2-3 years before I got tired of waiting for
something that eventually never came. I needed more speed at the time
because I was sick and tired of my Falcon's poor performance, but noone
could provide a solution. Everything was vaporware, so I made the switch to
PC without any regrets. I guess very many have felt the same way :(Even
SoundPool have stopped making their hardware for the Falcon now, since the

market's too small. They're just selling the current stock and won't start a production batch until they have an order of 50 pcs per unit. However, their software will be around for a long time.
With other matters about Titan/Cortex in memory, I'd suspect that the reason they didn't release the Eclipse previous to when they did, was that they lacked funding - and a company that's constantly lacking money to pay their suppliers can't be trusted IMO.
When it comes to warranty matters, they must have resources to fix the problems and without money... Well - you get my meaning, right?

> I've got a Mac as well as an Atari. I like the Mac ok. It's better (for me)
> than a PC. But I enjoy my Falcon much more, and will buy Tempest when it is
> released. You're right, though. It comes down to user support. If there are
> too many of us that say, "Because other products from other companies have
> been vaporware, I won't believe it," and refuse our support (monetary or
> non-monetary), then it'll be a self-fulfilling prophesy.

I think there are too many "Jareds" with impossible dreams around here. People hoping to bring new life to a dead platform. Dont misunderstand me, I mean "dead" in the sense that it doesn't get developed anymore and hasn't in several years - I know there are still many people using their machines because of nostalgia, lack of money to change or whatever - and so would I if I had the time to spare. I even have one of my Falcons left because I didn't have the heart to get rid of it... Just like you, I also convinced myself that I enjoyed the Falcon much more than the PC at the time when I used both, but I couldn't fool myself in the end and I became aware of some of the things I had been missing when I started using Cubase VST instead. I don't think there's a big enough market to produce any advanced hardware for Atari machines, simply because the development and producing costs will be too high. The only way to go is to get solutions for free from enthusiasts who develop in their spare-time, but it seems to me like Titan/Cortex aren't the perfect partner to make the project come true, due to the costant lack of money :(

> I know for a fact
> that this company is capable of producing hardware, because they have in the
> past.

Why did they stop producing the Nemesis then - and why did the price go higher and higher, even though it was a rather small card that must have been simple and cheap to produce?
Nemesis was very popular because it was cheap and gave something extra relatively easy - but an accellerator card which will cost UKP200 (a guess according to their site - so it'll probably be more expensive if it ever sees the light of day) will certainly make people ask themselves if they really need it - regardless of the specs.
It's a pity the Tempest card wasn't released a couple of years ago, when

there were still enough of a market. I saw in some mail that the Centurbo had been sold in about 200 pcs totally. That's not a big market considering that it's sales around the globe. The people who bought the Centurbo are probably the ones most likely to upgrade to the Tempest, since they probably still use their machines and they've updated recently to get more speed. However, many of them probably think it's enough and maybe they don't dare to buy more because they plan on changing platform in a couple of years and don't want to sink too much money into the old machine :(I would absolutely think so anyway.

> I personally hope and to a certain extent believe that the
> Tempest will be released, but I won't send any money to them until I can be
> assured that the cards have been produced and are now shipping.

I hope so too, but I believe it will be a tough struggle to get enough buyers if they ever get it produced.

> So, if you don't believe it'll be produced, that's fine. Don't. But don't
> encourage everyone here to completely discredit one of the only companies we
> have left.

I'm just looking at facts and add my views to the discussion and I'm definitely not going to be censored, so don't tell me what I should or shouldn't say!
SoundPool - who have been with us for a very long time and made lots of musicians happy with their hardware boxes - have stopped producing due to the vanishing market. If Titan/Cortex is the only company left - what does that actually say about the market? Dead is one word for it - and I'm very sorry for that since I've always really liked working with the Falcon - and all the other Ataris I've had, ever since the first 520's came. When I got my Falcon, I actually made a promise to myself that I would buy ALL add-ons I could find, so I could use it for anything. I got tired after a few years (and a LOT of money invested in the Falcon and stuff for it), as the development went into a decaying state, where less and less gadgets were released :((The PC simply proved to be better for everything but the music - but nowadays it beats the s**t out of the Falcon in the music area too.

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4938. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 03:07:18 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39FE3765.6216702E@ihug.co.nz>
Source record: 55315

Hi there,

Jared Falvo wrote:
>
> J Wilkinson <jwandjw@ihug.co.nz> wrote in message
> > ...recognisable to maybe the people who read this NG and a few others.
> > Lets face it...when the ST was at its peak, the total sales were probably
> > still just a pimple on the bottom of computing sales worldwide...
>
> Perhaps you never realized that Atari almost NEVER advertized. The
> chicken/egg scenario was the norm for Atari. They did it to themselves. No
> advertizing = few users. Too few users... why spend money on advertizing?

My memory of Atari advertising was that I saw it only in Atari
magazines, so
how do you attract new customers by advertising only to those who already
are Atari users? You're 100% on the dot with that one. The market coverage
IMHO was pithy...

> > We've already been promised PPC this and 060 that, most of those promii(?)
> > have not delivered...
>
> In a market that looks like there's no reason to continue, why continue?
> You see, people have to realize, making an Atari clone and the genuine Atari
> computers are two different things. Clones are merely an effort to extend
> what little vapor trail is left from the ghost of Atari proper. But a clone
> is not the original, and people know that. And people are leaving. And people
> like Lonny still go ahead and pay good money for a system that may do them
> well, performance-wise, but will hardly maintain long-term support...

Thats true, but I also think 'clone' is a loose term. C-LAB make the Falcon
MK I/II/X etc...using the exact same motherboard and bits, but should
they be
considered a clone? People say they are a Falcon clone, because the only
significant difference is a tidy up of the audio and SCSI systems. The
mainboard is identical as is most other aspects so that to me is a true clone.

Then we have the 040/060 TT clones. These 'clones' are not clones really
because they have bits the TT never had (PCI/040/060 etc...) so therefore
I think they are more a 'progression' than a clone or copy of the original.

> You can call me what you like. But realize one thing... I am only trying to
> help all of us... past, present, and future... by trying to get people to
> realize that only by *giving* life to Atari can we expect to *get* life from
> it.

I do realise your intentions, but as an Atari user for the last 12 years all
I have seen is the platform grow very old, with only updates to 3rd party
stuff keeping anything happening at all...

> > Profit? Not likely...we've proved that we're not interested in rescuing
> > the ailing platform, because we don't support the remaining vendors with
> > money.
>
> Why are users not interested in saving the ailing platform? Because there
> is no platform to save! There is no Atari and there are no Atari computers
> anymore. At least no new ones. And THAT'S why no one cares.

We wont see any new ones either. The platform is now too far removed or
behind for the money men to step in and rescue it. Money talks, which
is sad I know, but thats the way of things in this overly false society...

> otherwise? I don't think so. Letters and Emails, alone, to Hasbro won't
> make them change their mind. They have no interest in Atari computers.
> What I am proposing is that we try to give them a *reason* to be interested.
> Is it really so difficult?

What do you propose? Hasbro, to my belief, is only interested in the buying
rights to Atari technology (which is now getting on a bit). I'm sure that
the sum total personal income of ALL Atari users left on the planet would
only go part of the way towards a feasible 'rescue' mission...

> Why don't we stop arguing that I'm a blithering idiot out on a grand scale
> experiment of mental masterbation and start believing that what I'm saying
> just *may* be possible.

You're not a blithering idiot. I'd like to see a return to 'the good ol days'
too, but I'm not gonna hold my breath waiting. As much as I'd like to stop
waiting, and start making it HAPPEN, thats not an option because Hasbro are
not interested and they are a slightly bigger (he said understatingly!) fish
than me or all of us combined!

> Maybe I'm so out of touch with business reality, I'm clueless to the actual
> fact that what I propose is impossible. But I will not settle for defeat
> until every last step has been taken and every effort has been made and
> Hasbro gives us a definate "No."

Nothing is impossible, but people in ivory towers need to be interested for
'reality' to become other than a dream...as I've said Hasbro ain't there
to resurrect Atari, they are there to collect license fees for devs doing
new takes on old games and thats about all...

> > the point I'm building a CPU box and separate keyboard...why the Mega and
> > TT style cases were not used initially was a giant joke to me. The
> > software and (operational aspects of) the hardware I love, but forget
> > winning points on rehashing an ancient (and it looks it!) case design!
>
> I'm sorry you so hate the 1040ST-styled case and everything that the ST was
> design-wise. But the only way we can successfully advertize the rebirth of
> Atari (if we can accomplish what I want to set out to do), is to show people

> a computer they recognize.

Yes I do think it was heinous, but as a musician the ST (and now Falcon) did everything and more for me. The problem is that only former Atari users will recognise the case, and as I've said previously those are kinda thin on the ground compared to the user base of Mac and PC users...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4939. Re: Mega STE Internal HD Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 03:15:25 UTC
From: taj16@dreamscape.com
Message-ID: <svseadmc2bbmc9@corp.supernews.com>
Source record: 55316

On 29 Oct 2000 11:04:48 , Jo Even Skarstein wrote:
>Thomas J. Andrews <taj16@dreamscape.com> wrote:
>
>> I'd like to put in an internal drive. Can anybody give me the specs I need
>> to make a proper selection? I use ICD HD software, the Link version of
>
>Any SCSI-drive that works without parity can be used. Set it's ID to 0,
>and don't terminate it.
>

What about size recommendations? (I don't mean physical. While I haven't opened the case, the enclosure looks like it was built for a 3.5" half-height drive.) Currently, I'm using a Toadfile 44 Syquest removable and a Club Mac 200 Syquest removable. However, both of these drives have recently given me reason to wonder how much of their useful lives are left. I'd like to put them into semi-retirement as backup/archivers when I put in the Mega STE drive. To do this, I need to know the upper limit of a drive I can use and still be able to access one or the other Syquest. I know I can put BGM partitions on the Syquests and limit the drive letters used. I suppose I could use BGM partitions on the internal HD, but that seems very wasteful when you consider all the short support and data files for programs like PageStream, UltraScript, CAB, Newsie, or AtariWorks. Suppose I set up part of the internal HD as Spectre GCR/Mac partitions? Would ICDBOOT ignore them when booting as an STE?

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

4940. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 03:25:01 UTC
From: Kelvin Wright <kelvinw@nospam.ihug.co.nz>
Message-ID: <MPG.146902bce7732a969896aa@news.dun.ihug.co.nz>
Source record: 55317

In article <39FE2F11.DE1EE1BC@ihug.co.nz>, jwandjw@ihug.co.nz says...
> Hi there,
>
> Iggy Drougge wrote:
> >
> > >Linux is certainly there, but there remains a majority hardcore group
> > >of people called 'dummies!' who couldn't even type 'ls -l' to save
> > >themselves. They will forever remain (along with their local Windows
> > >help person!) bound to the Windows platform. Linux requires more than
> > >just 'single cell' intelligence to use unfortunately, and there are
> > >to many issues with 'flavours' ie Xfree86, debian, redhat etc...for
> > >most people to be bothered with...
> >
> > I wonder why that kind of people aren't running Mac. Mind you, they'd use DOS
> > if they didn't have Windows. They just use what they're used to.
>
> People only use what they know about. Most people I know with a PC and
> internet access don't know what newsgroups are, and have a generally
> sanitised selection of tasks they do. 'Because thats what it came with'
> is the mentality they have. Many Windows users I see today wouldn't
> know what DOS stands for...
>
> > >> You turn TOS/GEM into yet another alternative Mac and peecee OS, and I'd
> > >> bet more people than current Atari enthusiasts would be interested
> > >> (especially if the barrier to entry was almost zero, one of the big
> > >> draws of Linux).
> >
> > >...and when they discover that they can no longer use Java, realaudio,
> > >openGL, etc...gee they'll be really happy with their new choice of
> > >platform! Get it together!! Who would abandon current tech just to
> > >step back in time?! No-one with an IQ in the pluses AFAIK!
> >
> > Quite true, although some of us get by quite fine without it.
>
> Also true my friend! But try telling that to newbies in the computer
> world (there are lots of them) who know nothing else.

And some of us older computer users as well. I got my first computer, an
ST in 1985 and loved the thing.I have used computers on a daily basis
since then. I reluctantly got rid of the ST in about 1991, but got
another one last year. I determined to see if I could use it as my
everyday machine, but it was impossible. The difficulty and expense of
getting it do simple everyday computing tasks was beyond me. When I
eventually tracked down respectable wordprocessing software,for example,

it was nearly twice the price of MS Word (not taking into account the fact that I have several OEM copies of MS Office already).There are no spreadsheets that can even begin to compete with 123 or Excel. I had trouble finding printer drivers and font managers and let's not even start on internet software. The general pattern was, I would look on the net for days until I found someone who had a program. He would give me a lecture on the evils of piracy and give me a list of defunct URLs to buy it from. If one of the URLs came up with something other than a 404 message, the prices asked for the programs were laughable. And looking at the capabilities of what the programs would have achieved, I could do better with Windows, only more cheaply and more easily. I suppose I could have imported one of the fancy looking Atari clones, but for goodness sake, why? It would have been very expensive and given me no advantage over what I have now.

I have 3 STs now and a few hundred disks of software, all bought through ads in the paper, but it is all just nostalgia value. I like to get out an ST and have a play now and again, but for main use, I'm afraid it's Windows and the many excellent programs that came with my computer, or which I can download quickly and easily from the Internet or buy easily and cheaply from my local retail store.

4941. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 03:28:47 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39FE3C6E.3552C826@ihug.co.nz>
Source record: 55318

Hi there,

Lonny Pursell wrote:
>
> Jared,
>
> Let me just say you have really gotten off on the wrong foot.
> The more I thought about it the more pissed off I got,
> having the nerve to question me for ordering a Hades.

I agree. Hades is a beast that runs the majority of GEM software, which in a way is like the TT, in that it isn't designed to run ST games that make dirty non-standard hacks at the system. With an 060 you can expect the Hades to run that GEM software at what I'm sure would seem crazy speeds (hang on to your hat, Lonny!). As an example my Falcon has an FPU and 32MHz 030, but running a 3d renderer called POV-ray the Hades is about 90 times faster. Yes I >DID< say 90 times. Who WOULDN'T want a piece of that is my question...I would (almost) die to own one...

> Your hardware ideas thus far have been a joke and your business
> sense is nonexistant.

I have to agree. What sense is there in re-inventing the wheel?

MiNT and MagiC provide good featured OS for existing hardware both original and clone, and with Hasbro playing dead on the source to TOS/GEM issue we have no option but to go with these other OS options. Thats no loss...current MiNT/MagiC and the associated GUI's are a vast improvement on what the latest TOS/GEM source would present...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4942. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 03:44:49 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39FE4030.940DD7F8@ihug.co.nz>
Source record: 55319

Hi there,

**** **** wrote:
>
> huge snip
>
> Fuck you.
>
> John

Heres the final analysis...

L.Pursell 1
J.Falvo 0

By virtue of Mr.Pursell showing he is truly in support of the
platform, whereas the 2nd combatant, whilst he is enthusiastic,
needs to realise the enormity of what he asks. His offer of
$150 is thrown out, as $150,000 would not even get him started...

...and as for the foulmouth in the bleachers...security remove
him!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4943. four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 04:23:58 UTC
From: mnr2@my-deja.com
Message-ID: <8tlhgpsqh1@nnrp1.deja.com>
Source record: 55320

I would like to know what games use the four player adapter apart from
Gauntlet II?
I would also like to know if anybody in Australia has got a Link cable
to hook a Hard drive up to a ST?

Sent via Deja.com http://www.deja.com/
Before you buy.

4944. Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 05:05:00 UTC
From: Clay Halliwell <clay_halliwell@my-deja.com>
Message-ID: <8tljtp$uj3$1@nnrp1.deja.com>
Source record: 55321

In article <39fad2e1$0$179@news.zetnet.co.uk>,
jfhaslam@zetnet.co.uk (James Haslam) wrote:
> Hi all!
>
> Thought some of you would like to download a WAV sample of the tune?
Get
> it direct from my website (I like to have it played on my front
page!):
>
> http://www.users.zetnet.co.uk/jfhaslam/atari.wav
>
> Cheers!
>
> James

Neat! But, that jingle was used mainly for the 2600 IIRC. When they
were running ads for the 8-bit computer line, the commercials used this
classical song which for-the-life-of-me I can't remember the name of. I
even used to have an AMS file of it!

--
Clay Halliwell | ATARI XL/XE DO + THE
clay.FAKEMEAT.h@att.net | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy
today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be
Allowed!
http://www.atarihq.com/jeo/ "Where do you want to play Atari
today?"

Sent via Deja.com http://www.deja.com/
Before you buy.

4945. Re: FS/Trade Operation:CounterStrike fo

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 06:17:11 UTC
From: swampfox1@earthlink.net
Message-ID: <HttL5.3177$rl.258461@newsread2.prod.itd.earthlink.net>
Source record: 55322

On 30 Oct 2000 01:05:27 , Phantomm wrote:
>On 28 Oct 2000 08:27:07 , John Garone wrote:
>
>> Coincidently (and I should put up a separate post on it), I've been
>>trying to get that F16 Fighter Simulation (Falcon) to run on a
>>......Falcon (sounds like it should right?). (:->)~ BackwardIII gets me
>>the initial start-up screen all the way through the armaments screen
>>then lock-up!
>> I'll E-mail you about the Mission disk.
>> John G.
>
>Hmmm...Ya know I've never tried to run it on the Falcon.
>Anyone ever gotten it to run correctly on it?
>
>ALso, I happen to have Orbiter (Space Shuttle Simulation) All original.
>This is by Spectrum HoloByte as well.
>Have never played it, Any know if it is any good? The Graphics on the
>back of the box look fairly decent.
>
>phantomm@eastky.net
>.
I got much further getting F16 to run on my Falcon. Some keys still
lock it all up but the most controls are usable (see: the first
"Falcon on a Falcon" thread...I put it up twice since the first did'nt
show up posted...but now does). Maybe if it was a program about the
Royal Air Force instead of the F16, it would like my "made in the
United Kindom" keyboard better! And before I get bombarded from across
the Atlantic, that was meant as a joke!!! see...big smile! (:-<)~
John G.

4946. Re: FS Desktopper. II

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 07:59:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972977274-397201AEicMi@cwcom.net>
Source record: 55323

From: "Barrie" <barrie@atamusic.u-net.com>
Date: Sun, 29 Oct 2000 12:31:30 -0000

>> What is a 'Lighthouse' case?
>
>It's a desktop type case that opens like a suitcase, very spacious but can

It's really meant to be a Tower case...

>be a pig to set up.

Prepare to get acquainted with metal-working tools if you want to put
anything much into the "top" part of the case.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4947. Re: Mega STE Internal HD Questions

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 08:19:31 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8tlvah$6m8$1@nnrp1.deja.com>
Source record: 55326

In article <svseadmc2bbmc9@corp.supernews.com>,
taj16@dreamscape.com (Thomas J. Andrews) wrote:

> What about size recommendations? (I don't mean physical. While I

I didn't think of that, the SCSI-interface in the MSTE can't deal with drives larger than 1Gb.

> know the upper limit of a drive I can use and still be able to access one
> or the other Syquest. I know I can put BGM partitions on the Syquests and
> limit the drive letters used. I suppose I could use BGM partitions on the
> internal HD, but that seems very wasteful when you consider all the short
> support and data files for programs like PageStream, UltraScript, CAB,

I'd rather waste some space on larger clusters than being restricted by small partitions. Also, if you use FreeMiNT or MagiC >= 6.10 (IIRC, correct me anyone if I'm wrong) you can use FAT32 partitions have have large partitions with as little as one-sector clusters. You need HD-Driver to use FAT32 though.

> Newsie, or AtariWorks. Suppose I set up part of the internal HD as Spectre
> GCR/Mac partitions? Would ICDBOOT ignore them when booting as an STE?

I really can't say, as it's been many years since I used ICD. I stopped using it because it wasn't XHDI-compatible and because it didn't work properly under MiNT and MagiC.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4948. ST for sale - Munich/Germany

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 08:35:23 UTC
From: Martin Grundmann <martin.grundmann@icn.siemens.de>
Message-ID: <39FE844B.A58E775E@icn.siemens.de>
Source record: 55327

I still own an Atari 1040ST equipped with
s/w-Monitor,
2,5 MB RAM,
90 MB SCSI harddisk,
10MB SCSI removable disk,
lots of SW and Documentation

Due to a relocation I will not have enough space to keep this system. Is somewhere out there in the Munich/Germany area who still could make use of this Atari ST ? Price: A little bit more than free.

Other parts for sale:
- Original Apple II with lots of add-ons, SW, Doku
- Apple II clone
- 68000 single board computer
- Printer NEC P6

Please reply to Martin.Grundmann@computer.org

4949. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 09:44:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39feb7d822cb6d0@tripnet.se>
Source record: 55335
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Sun 29-10-2000 21:18 (GMT) Christopher Thorley wrote:

>
>>The Swedish /Atarimagasinet/ has been around for 15 years now. It's a

>I apologise for my ignorance but is this an English language based
>publication?

No!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4950. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 09:44:26 UTC
From: Carl Rowlands <c.rowlands@nospam.talk21.com>
Message-ID: <39FE947A.9F69AE68@nospam.talk21.com>
Source record: 55328

er.. which PC are you talking about? A bogstandard - or even a good PC
can have far less functionality than the Falcon with regard to MIDI etc.
It is still true in the UK that for 200UKP you will not get a PC with
much sound capability. I suspect you're talking about PCs for over ï¿½1k.

Claes Holmerup wrote:
> The PC simply proved to be better for everything but the
> music - but nowadays it beats the s**t out of the Falcon in the music area
> too.
>

4951. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 11:10:55 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <rjAQpXAiq5EwD0@steverosie.demon.co.uk>
Source record: 55329

In article <8tlhgpsqh1@nnrp1.deja.com>, mnr2@my-deja.com writes
>I would like to know what games use the four player adapter apart from
>Gauntlet II?
>I would also like to know if anybody in Australia has got a Link cable
>to hook a Hard drive up to a ST?

IIRC there is a super bomberman clone that uses an adaptor that's
plugged into the parralel or serial port!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4952. ATARI ST

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 11:46:00 UTC
From: cheata9@aol.com
Message-ID: <20001031064600.26469.00000356@ng-fp1.aol.com>
Source record: 55330

NEED ATARI SOFTWARE

4953. ATARI ST

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 11:51:13 UTC
From: cheata9@aol.com
Message-ID: <20001031065113.26469.00000357@ng-fp1.aol.com>
Source record: 55331

HAS ANYBODY GOT A EXTERNAL FLOPPY DISK CABLE
Cheata9@aol.com.au

4954. Re: Connecting Panasonic LS-120 to Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 11:53:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973061620-98994AEicMi@cwcom.net>
Source record: 55196

From: ahbr17912@blueyonder.co.uk (James Hilton)
Date: Mon, 30 Oct 2000 21:48:33 GMT

>I have a Falcon, and I have a new LS-120 Panasonic SuperDisk 120Mb/1.44Mb
>drive which is sitting nicely in my Falcon's case.

Should work, but you'll be b*ggered if the LS12o fails. With no floppy to
load a hard disk driver from you'll also lose access to your hard
drive(s).

>I'm desperately trying to get a ZIP drive going on the SCSI bus,
>to back up the Hard Drive.

This will also work, but I believe that you can only use SCSI ID5 or 6 on
it, and that you have to make sure that another drive in the chain is set
to provide termpwr to the bus. There's also the termination issue - only
the last device in the chain should have it set.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4955. Re: Phantom Accel/Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 13:06:18 UTC
From: chrisc1966@my-deja.com
Message-ID: <8tmg46jgr1@nnrp1.deja.com>
Source record: 55332

In article <imfL5.15818$IF1.1505246@nnrp3.clara.net>,
"Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk> wrote:
>
> <chrisc1966@my-deja.com> wrote in message
> news:8sk1af$i9m$1@nnrp1.deja.com...
> > be very similar to the Nemesis, ie not for beginners, but if you
know
> > your way around a soldering iron (and have a nice low-power one
with a
> > fine tip) then you'll be OK...
>
> I often prefer a more powerful iron as this
> allows very quick working of the solder,
> therefore less contact time for heat to
> damage the component. True, more heat
> in less time is probably the same energy
> as less heat in more time, but if you can
> quickly work the solder it's no hassle to
> blow the joint cold again straight afterwards.
> Saves a lot of time instead of waiting for the
> solder to melt with a weak iron (which gives
> more chance of dry joints).
>
> Shiuming Lai

I understand where your coming from and would prolly use my second
smallest iron rather than the tiny one for this kind of thing, what I
wanted to avoid was people taking some sort of cheapo 50 watt plumbing
horror with a screwdriver tip to their Falcon......

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

4956. Re: ATARI ST

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 14:09:51 UTC
From: Nicholas Bales <bales@online.nospam.fr>
Message-ID: <8tmk7k$9t0$1@news.stortek.com>
Source record: 55334

"Cheata9" <cheata9@aol.com> a crit dans le message news:
20001031064600.26469.00000356@ng-fp1.aol.com...
> NEED ATARI SOFTWARE

No need to shout. Usenet IS populated by human beings, so a minimal level of verbal politeness is expected. Your message looks more like a search engine query than a way to address an audience.

Now, maybe you would like to try again with the keyword "Please" and a bit more detail about what sort of software you are looking for.

--

||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4957. Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 14:28:13 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10010310921591.2102-100000@shell2>
Source record: 55333

Hello,

How would you guys like to have a WEB database (cab compatible of course)
user maintained about the atari stores left in the world?
It would work like this:

User can add Store Entry (i.e):

Systems for Tomorrow: (tel number): Location:

Then have users (unrestricted) to "vote/rank" the store they had
experience with:

System for tomorrow: 1 to 10 -> 7
Comments: Decent service, okay prices, up to date stock blah...

And basically have a "Best of" list of store/resellers.

Of course developers such as Mario Becroft could be considered a "store"
too as he sells merchandize.

What do you guys think?

```
-----------------------------------------
/
MiNT Is Now TOS, let's move on, shall we? /
/
-----------------------------------------
```

4958. Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 14:29:12 UTC
From: Jonas Klereborn <klere@physto.se>
Message-ID: <39FED738.C08FD600@physto.se>
Source record: 55337
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

My Falcon has decided not to like my AB-card :-(
I have had the AB installed without problem for some years now. I have also made a digital 030/040 switch based on Geir ï¿½yvind Vï¿½lidalo's switch.
But now I have made the line level sound modification on the sound ports. (This seem to work perfect by the way.) Something must have happened because now the computer won't start when the AB is plugged in. The following has been observed:

Without the AB040 (and the jumper between pin 20 and 22 on expansion connector J20): Everything is perfect, every time.

With the AB040 plugged in (the jumper on the AB card):

Switch in 030 position (disabling the 040):
- about 20% of the times everything is ok.
- the rest of the time (80%), the computer does not reach the white boot screen but the monitor shows flicker in dark blue or red.

(when things are ok the characteristic two dark gray fields are shown in the topmost part of the screen before the boot screen. When things don't these does not appear.)

Switch in 040 position:
- about 5% of the times everything is ok.
- the rest of the time (95%) the white boot screen is shown but the computer crash before the whole fuji logo is drawn.
(is just freezes half way.)

I have tested removing the 030/040 switch with the same result.

I have checked the clock patch with an oscilloscope.

I have removed and reinserted the memories.

Anyone that has any idea of what could be wrong?

/Jonas

4959. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 14:37:51 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-00EBE3.09375131102000@bigmomma.idirect.com>
Source record: 55336

In article <Pine.GSO.4.05.10010310921591.2102-100000@shell2>, Katherine
Ellis <kellis@fdn.com> wrote:

> Hello,
>
> How would you guys like to have a WEB database (cab compatible of course)
> user maintained about the atari stores left in the world?
> It would work like this:
>
> User can add Store Entry (i.e):
>
> Systems for Tomorrow: (tel number): Location:
>
>
> Then have users (unrestricted) to "vote/rank" the store they had
> experience with:
>
> System for tomorrow: 1 to 10 -> 7
> Comments: Decent service, okay prices, up to date stock blah...
>
> And basically have a "Best of" list of store/resellers.
>
> Of course developers such as Mario Becroft could be considered a "store"
> too as he sells merchandize.
>
> What do you guys think?

I think that's a wonderful idea - and one well needed.

4960. Re: Texel Demo

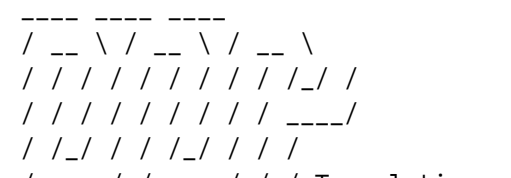
Newsgroup: comp.sys.atari.st
Date: 2000-10-31 15:48:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <973012318-21483AEicMi@gmx.net>
Source record: 55342

From: tcjspencer@zetnet.co.uk (Trevor Spencer)
Date: 29 Oct 2000 20:22:16 GMT

Hi Trevor,

>Does anyone know where I can get a copy of the latest Texel Demo to try,
>preferably in English?
You can download a German Texel 2.2 demo version straight from the ASH
website http://www.application-systems.de , there's no English version
available and unfortunately probably never will.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4961. Re: Now for something... "exciting and new".

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 15:52:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <973012322-22107AEicMi@gmx.net>
Source record: 55341

From: "Jared Falvo" <luposian@mailcity.com>
Date: Sun, 29 Oct 2000 19:26:17 -0700

Hi Jared,

>You know, I had a relatively brilliant idea hit me today (provided it
>hasn't already been thought of or done). Instead of emulating ST hardware,
>why not make a PCI card that has the ST right on it!
Soryy mate... back in 1994 the German based firm VHF-computer had the same brilliant idea and produced a card called the Janus emulator. The card came with a 68020 processor, it's own memory (SIMM) and TOS 2.06.
On a 486DX2 the Janus/020 was nearly 40 times faster then a TT (measured with GEMbench 3.0), in a resolution of 1280*1024 in True Colour.

>Not just the ROMs and/or one or two parts, but 95-100% of the ST's hardware
>on it!
There's no need really to use 95-100% of the ST's hardware, the Janus has proven this.... The Janus took advantage of the PC's hardware, it could even use the network card...

>In order that you could run this "ST card" on a PC or PowerPC motherboard,
>using a standard video card, you would probably be best to emulate the
>video shifter, so that you can run the ST in a window on your main OS.
Ever heard of NVDI?

>Now, assuming any of these is reasonable or feasible or worth pursuing at
>all, we port GEM or MiNT or whatever ST-derivitive OS to PowerPC (if we
>want to go that route) or Intel Pentium.
It's not worth persuing at all... I cant't see any reason at all why one would want this card, MagiC for PC and Mac does the same thing and IMO does it rather well... people who only want to emulate a "simple" ST can use programs like Gemulator, WinSTon, TOSBox which are free...

>The ST would run at full speed. The hardware would satisfy *all* software,
>because it was genuine, not emulated. You could even run those copy
>protected games on diskette (assuming you have any)!
Why would anyone go through that trouble? all one needs to play those games is an original ST, these can be picked up for free nowadays, how much is your card going to cost?

>Then, we take the opportunity to use the ST Card to port as many existing
>apps as possible to the new GEM on the chosen processor. We have the best
>of both worlds!
I suggest to go to your local shrink and have your head examined, why on earth do we need a new GEM? porting existing apps? except for some long forgotten crap, all modern apps work just fine under software emulation.

MagiC or MiNT running with a modern desktop (Jinnee or Thing) will be very hard to beat...

>Any ideas if what I have just suggested is pure silliness or not? Seems at
>least a little more reasonable than my previous ideas... hmm?
I think you should see a doctor ASAP.

Jared, I know you mean well.. but you're getting on a lot of peoples nerves with you're obsession of releasing a "new Atari". If you really want to contribute then get in touch with Milan Gmhb, they share the same dream and at the moment need all the support they can.

Oh.... just in case you're wandering what happened to the Janus card...
In 1995 Gemulator and TOS2WIN were released, costing a fraction of the price. Intel en Motorola kept cranking out ever more powerfull processors meaning that under software emulation one could reach higher speeds then with the Janus... and that ment the end of the Janus card.
There's a lesson to learn from this: no one in his right mind will pay hundreds of dollars for an "ST on a card" when the same thing can be bought for a fraction of the price and works just as well.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4962. Re: Connecting Panasonic LS-120 to Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 15:58:11 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39FEEC13.18C406DD@ooc.de>
Source record: 55338

James Hilton wrote:

> I have a Falcon, and I have a new LS-120 Panasonic SuperDisk 120Mb/1.44Mb
> drive which is sitting nicely in my Falcon's case.
>
> I have HDDriver v.7.x
>
> What I would dearly like to do is to get all this working!
>
> I'm told it's feasible, and that people have done it.

Yes, I have such a drive connected to the Falcon, using it as IDE Slave.

> The LS-120 connects to the floppy cable and the IDE cable.
>
> At the moment, I have a 1.2Mb Seagate HD on the SCSI, configured to
> C for boot D, E and F.
>
> I'm desperately trying to get a ZIP drive going on the SCSI bus,
> to back up the Hard Drive.
>
> Can any kind soul help get this show on the road, please?

There is not much you have to to except for jumpering the drive as slave
and connect it to the Falcon's IDE port. You may need a special cable
for that so that the internal drive and the external drive can be
connected at the same time. Ensure that the cable is as short as
possible.
As far as setting up HDDRIVER is required everything should be mentioned
in the manual.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4963. Re: HD Driver 7 and NVDI 5

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 16:00:48 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39FEECB0.CDB3C1FD@ooc.de>
Source record: 55339

"Edward S. Baiz Jr." wrote:

> On 29 Oct 2000 21:44:25 , "Christopher Thorley" wrote:
> >I have just bought some bits and pieces and amongst the software were
> >original copies of NVDI 5,HD Driver 7.x and Diamond edge 2.Is it still
> >possible for me to register this software?
>
> Yes for NVDI and HDDriver. Diamond Edge is now owned by some guy here in
> the US. He also owns DiamondBack III. I am not sure if he is accepting
> registratons or not.

Regarding HDDRIVER the registration requires sending me the original
floppy disk with the serial number on it. Each legal copy has such a
serial number.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4964. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 16:21:26 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8tmrhrtnd1@nnrp1.deja.com>
Source record: 55340
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

When I have had problems like this in the past, it was almost always a problem with the clock patch somewhere. Do you use a resistor near the DMA connection? I don't have the 030 switch installed, don't know what to look for. Other problem with my Falcon was a bad GAL, but the machine was dead black screen, not white screen. Somewhere there is a bad clock it sounds like.

Mike

In article <39FED738.C08FD600@physto.se>,
Jonas Klereborn <klere@physto.se> wrote:
> Hello,
>
> My Falcon has decided not to like my AB-card :-(
> I have had the AB installed without problem for some years now. I have
> also made a digital 030/040 switch based on Geir ?yvind V?lidalo's
> switch.
> But now I have made the line level sound modification on the sound
> ports. (This seem to work perfect by the way.) Something must have
> happened because now the computer won't start when the AB is plugged
in.
> The following has been observed:
>
> Without the AB040 (and the jumper between pin 20 and 22 on expansion
> connector J20): Everything is perfect, every time.
>
> With the AB040 plugged in (the jumper on the AB card):
>
> Switch in 030 position (disabling the 040):
> - about 20% of the times everything is ok.
> - the rest of the time (80%), the computer does not reach the white
boot
> screen but the monitor shows flicker in dark blue or red.
>
> (when things are ok the characteristic two dark gray fields are
shown
> in the topmost part of the screen before the boot screen. When
> things don't these does not appear.)
>
> Switch in 040 position:
> - about 5% of the times everything is ok.
> - the rest of the time (95%) the white boot screen is shown but the
> computer crash before the whole fuji logo is drawn.

> (is just freezes half way.)
>
> I have tested removing the 030/040 switch with the same result.
>
> I have checked the clock patch with an oscilloscope.
>
> I have removed and reinserted the memories.
>
> Anyone that has any idea of what could be wrong?
>
> /Jonas
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4965. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 17:34:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39fef3c648d0210@free.fr>
Source record: 55344

Hello,

in article <dreibel-00EBE3.09375131102000@bigmomma.idirect.com> (comp.sys.atari.st)
Daniel L. Dreibelbis wrote on Tue 31-10-2000 14:37 (GMT):

> In article <Pine.GSO.4.05.10010310921591.2102-100000@shell2>, Katherine
> Ellis <kellis@fdn.com> wrote:

> > How would you guys like to have a WEB database (cab compatible of course)
> > user maintained about the atari stores left in the world?

> I think that's a wonderful idea - and one well needed.

Seconded.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4966. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 18:14:58 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <rZDL5.1494$zd1.4201@nntpserver.swip.net>
Source record: 55247

> > The PC simply proved to be better for everything but the
> > music - but nowadays it beats the s**t out of the Falcon in the music
area
> > too.

> er.. which PC are you talking about? A bogstandard - or even a good PC
> can have far less functionality than the Falcon with regard to MIDI etc.
> It is still true in the UK that for 200UKP you will not get a PC with
> much sound capability. I suspect you're talking about PCs for over ï¿½1k.

To get pro porformance out of any system, you have to add quite a lot of extras - even to the Falcon. It's not useable as a bog standard if you're not going to do anything but play around. You need digital interface, I/O-expansions, midi expansions etc before you can really make use of it. You also need an extra SCSI harddisk for recording audio with CAF.
The same applies to a PC, where you need a larger RAM than in a bog standard machine (at least 128MB) - and you need a good soundcard and a good midi interface, as well as a separate HD for the audio - but you can use the cheaper UDMA-disks instead of SCSI if you're not opting for top performance. Otherwise it's a standard machine. Mine is actually below standard, since it's a PIII450 with 256MB RAM, an UW-LVD SCSI for the audio, RME Hammerfall soundcard and an Opcode midi interface for the serial port. With this system, I easily get over 50 (!) simultaneous audio tracks with sample-accurate sync - and as many midi tracks I'll ever need - also with sample-accurate sync, which is better than ANY Atari system. Besides this, I get a program VST/32, which is constantly updated and has a LOT more functions than the Falcon can ever handle. Actually, if the Hades or the Milan would have worked with CAF, I would have bought them a couple of years ago, to continue supporting the developers, but I have no use for a machine I can't make music with - with professional software, so there would have been no mening with that...
Over ï¿½1000? Way over - without a doubt, but that's not the issue. I paid about ï¿½3500 for my original Falcon system with all the necessary add-ons (which was very cheap at the time for a HD-recording system with 8 audiotracks), and thats somewhere around what I've paid for the PC as well - so a price comparison has no relevance. For the same amount of money it cost me back then, I get tons of better performance and I'm also compatible with the rest of the world and have a lot of software to choose from, so it's worth the investment again because of even better functionality. I want tools I can use effectively and I don't care one second about the brand name. If it's good it is - and if it's not good enough, it isn't. When I got my Falcon, it was superior to anything (within reasonable amounts of money) - and besides, it was just about impossible to get a PC to work, so I didn't have much of a choise back then either, but today, the Falcon can't be compared to modern computers. At the most, I had 3 Falcons, to make sure

I always had a working one if the main machine would break down - and to be able to do different things at the same time. Luckily, it never did, but anyway... Nowadays, Atari machines are extremely cheap on the second hand market, due to people abandoning the platform, so they're very well worth their price, but I needed more power and a more flexible system, so the PC was the way to go... You can't actually compare an Atari with a normal PC today - both design and performance is years back on the Atari platform due to the extreme development pace for PC's. People who say something else don't have a clue of what they're talking about and they probably compare their Atari with an old 486 or some other unusable relic.
You actually do get what you pay for in many cases...

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

4967. Re: ATARI ST

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 18:17:56 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <7JK0DRAUzw$5EwDZ@steverosie.demon.co.uk>
Source record: 55250

In article <20001031064600.26469.00000356@ng-fp1.aol.com>, Cheata9
<cheata9@aol.com> writes
>NEED ATARI SOFTWARE

UPPERCASE= SHOUTING!!!!! lowercase= for sensitive eyes:)

How much money do you want to spend?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4968. Re: ATARI ST

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 18:18:56 UTC
From: e-n-bor@frisurf.no
Message-ID: <973012900-350485AEicMi@frisurf.no>
Source record: 55343

Hello!

>HAS ANYBODY GOT A EXTERNAL FLOPPY DISK CABLE

Yes I have and I have never used it! Strange!

--
Norvald

Atari Falcon 030

4969. Re: Mega 1...connecting hard drives???

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 18:26:42 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8tn2snofk1@neptunium.btinternet.com>
Source record: 55249

"Nicholas Bales" <bales@online.nospam.fr> wrote in message
news:8tjrbt$iv6$1@news.stortek.com...
>
> <Amiga2000@bigpond.nospam.com> a crit dans le message news:
> 39fd6bab@naylor.cs.rmit.edu.au...
> > I'd really like to connect a hard drive to a mega 1 atari st, but
> > I've been told theres no ports on it to connect one.
> >
> > What about the ACSI port (dma, i believe) on the back and the internal
> > connector inside?
>
> The ACSI/DMA is for connecting either an Atari Megafile hard drive or an
> Atari Laserprinter. Nothing else.
>
> You need an adapter to use a standard SCSI or IDE hard drive.
>
> Check out the Quick FAQ.

Glad your back Nicholas!

Simon Osborne
Atari Active

4970. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 18:52:52 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tn4e4sgp1@snipp.uninett.no>
Source record: 55251
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In comp.sys.atari.st.tech Jonas Klereborn <klere@physto.se> wrote:

> My Falcon has decided not to like my AB-card :-(

[snip]

It looks like a DMA/clock-patch problem of some sort. When I've had problems like this (usually caused by the Nemesis or it's clock-patch) it has always been a cold solder-joint, broken trace (not unlikely considering the nature of the line-level fix) or that the DMA-patch needed tweaking.

You should also check the DSP and the DSP-clock if you've done any mods there.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4971. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 18:56:03 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010311847080.95-100000@TT030>
Source record: 55274

On 31 Oct 2000, DAVID L. ORMAND wrote:

> I know this is an Atari NG, and I'm going to get singed for mentioning
> it, but in a Linux emag, I found out the Amiga people are at least
> moving on the issue of new and up-to-date hardware for their cross-
> platform OS. See http://www.amiga.com/products/one/

I read it last nite actually.

> Just interesting after the firestorm we've just been through on the
> same issue from an Atari viewpoint.

You will have that when uniformed newcomers spew ideas and have
only $150 for development. ;-)

> ('twould be cool if we could use THEIR hardware product for OUR new
> PPC-based Atari. Depends on how open it will be. Probably not enough.

I actually had a dialog going with Fleecy about that, it progressed
to the point where I was told it could not be ruled out, nor
could it be considered without more information. Fleecy requested
my help in getting statistics on the numbers of Atari users
and such... however I would not know where to begin to start
counting or how to have it accurate. I wrote back asking for
advice on how to tally up such numbers, where apon the dialog
stalled. I never heard back.

I still have Fleey's replies in my tempbox in my mailer.
What suprised me was he replied at all.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4972. Re: Now for something... "exciting and new".

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 18:59:56 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tn4rcsgp2@snipp.uninett.no>
Source record: 55252

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> Soryy mate... back in 1994 the German based firm VHF-computer had the same
> brilliant idea and produced a card called the Janus emulator. The card came
> with a 68020 processor, it's own memory (SIMM) and TOS 2.06.

The Janus had a 16MHz 68000, was there a Janus2 with a 020?

> On a 486DX2 the Janus/020 was nearly 40 times faster then a TT (measured
> with GEMbench 3.0), in a resolution of 1280*1024 in True Colour.

40 times faster than a TT? With a 020? I really doubt that, but then
GEMbench has never been a reliable benchmark so who knows...

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4973. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 19:14:39 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8tnfiaktl1@newsg3.svr.pol.co.uk>
Source record: 55265

"Katherine Ellis" <kellis@fdn.com> wrote in message
news:Pine.GSO.4.05.10010310921591.2102-100000@shell2...
> Hello,
>
> How would you guys like to have a WEB database (cab compatible of course)
> user maintained about the atari stores left in the world?

Yes! Great initiative. Things are getting difficult so the more informed
info. the better.

Why not include a section on "ease of overseas-trading" ?

Roger Cain

4974. Re: Large Hard Drives on Ataris

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 19:19:06 UTC
From: phantomm@eastky.net
Message-ID: <8tn5vakpb1@nd.eastky.net>
Source record: 55255

On 30 Oct 2000 10:36:37 , Uwe Seimet wrote:

> <block cut and saved>

Thanks for the info Uwe :)

phantomm@eastky.net

4975. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 19:28:15 UTC
From: phantomm@eastky.net
Message-ID: <8tn6gfkpb2@nd.eastky.net>
Source record: 55256

On 30 Oct 2000 11:16:04 , Derryck Croker wrote:
>From: phantomm@eastky.net (Phantomm)
>Date: 30 Oct 2000 01:52:34 GMT
>
>>However with the CT2B Falcons extra graphics capability 800x608 in TC mode,
>
>In Interlace mode presumably?

I can get 800x600 True Color Mode on my MAG 17' SVGA in interlaced and
Non-interlaced Mode. :) If I had a true Multi-Scan monitor that would Sync
Down below 30kHz Horizontal, I'm fairly sure I could go higher in TC Mode.
Right now I'm getting 800x608 in TC mode around 29.xxxkHz, Using CENTscreen
and CENTvidel. Which does allow you to play around with the Horizontal and
Verticle settings. It took some experimenting to do it but it does work and
is as Clear and Stable as normal 640x480 in 16 Colors on a VGA and is as Fast
or Faster with Screen redraws, Text Scrolling and etc.

Thanks to everyone who posted and e-mailed info on DTP and WP packages.
I appreciate it very much.
phantomm@eastky.net

>
>>What are the best and latest DTP packages available that allow lots of colors
>>on screen and work well with the Centurbo II?
>
>Calamus. Calamus 2000 was released recently, and you can download a demo from
>http://calamus.net.de/us/
>
>HOWEVER I think that you can only run it in 256 colour mode on the Falcon -
>the TC mode doesn't have enough bitplanes. Another story if you have a
>graphics card.
>
>You could try Papyrus too, don't know if R.O.M have an English demo of the
>latest version yet.

Atari Falcon 030 modified with a CenTurbo II B version.
Atari Falcon 030 with factory CPU and FPU, TT Touch keyboard Upgrade.
Teac CDR, 2 Pioneer 6 CD Rom Changers, Misc CD Rom drives & hard drives.
Falcon Hardware: Expose' Color Video Digitiser & Apex Media v2.41,
3 VideoMaster Falcon Cartridges & Splitters, ColorBurst Hand Scanner,
Blowup Hard I (Internal), ScreenBlaster II (external), FalconSpeed,
Cubase Audio Clock (DSP port), Nemesis 25/50 (not installed) and etc.
Atari Mega STE TOS 2.06 internal HD with Vortex ATonce 386SX.
Atari Mega ST4 TOS 1.04 stock. Atari 1040 STE TOS 1.62 4megs stock.

ST/STE Hardware: VideoMaster ST/STE/Falcon cart, VIDI ST & Splitter,
GoldenImage HandScanner, Spectre GCR, SuperCharger, and etc.
---
phantomm@eastky.net

4976. Re: Falcon and Amiga

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 19:30:05 UTC
From: AndyD <andrewd@clara.co.uk>
Message-ID: <H4FL5.16683$IF1.1682008@nnrp3.clara.net>
Source record: 55253

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:39fad2de$0$179@news.zetnet.co.uk...
> Hi Phantomm!
>
> On 28 Oct 2000 03:22:03 , Phantomm wrote:
>
> >But was wondering if any of the Amigas have the same type of internal
expansion
> >port for 3rd party hardward cards like the Atari Falcon does?
>
> It doesn't have a VME port internally, no.
>
> It's expansion port was external (well under a flap on the outside), and
> it isn't a VME port.
>

Actually, all the amiga`s had an internal expansion port.

The A500 also had the external port at the side along with a trapdoor
usually used for memory expansions.

The trapdoor allowed upgrades like processor accelerators and PC emulators
to be fitted. It was an internal edge connector that carried all the
datalines and allowed expansion without removing the case.

The trapdoor expansion slot is where the PPC upgrade fits on the A1200.

The big box amiga`s also had numerous internal zorro slots and a video slot
to allow items like the videotoaster to be fitted.

-AndyD

4977. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 19:37:17 UTC
From: phantomm@eastky.net
Message-ID: <8tn71dkpb3@nd.eastky.net>
Source record: 55257

On 31 Oct 2000 11:10:55 , Steve Stupple wrote:

>
>IIRC there is a super bomberman clone that uses an adaptor that's
>plugged into the parralel or serial port!
>

There was a commercial game called Dyna Blaster that came with a hardware device that you plugged into the printer or serial port, (can't remember which port right now) which gave you two extra joystick ports.

I have the hardware device here and suppose to have the game here somewhere also. Anyway the device has 25 Pins on one side and 2 9 pin ports for 2 joysticks on the other.

Wonder if this could be used somehow as 2 extra modem ports???

phantomm@eastky.net

4978. Re: USA Atari ST-Falcon Users estimate

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 19:39:54 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973098190-517217AEicMi@bun.com>
Source record: 55219

Hi Edward

>My Atari club has about 15 members, but there are
>alot more than that who have and still users their ST's.

With reference to my local club, only a small number of members have modems, so there may be significantly higher numbers of TOS'rs than we can reach out to?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4979. falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 19:59:26 UTC
From: Pete Smith <pjsmith@zetnet.co.uk>
Message-ID: <39ff2616$0$8058@znews.zetnet.co.uk>
Source record: 55258

I have for sale a Falcon 14 meg + lots of goodies.
Sheffield, England.
200 ukp ono
Pete

4980. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 20:19:10 UTC
From: phantomm@eastky.net
Message-ID: <8tn9fulul1@nd.eastky.net>
Source record: 55263

> <Block Cut and Saved>

This is a very interesting Thread.

I waited along time to get a good upgrade for the Falcon.
Titan/Core never seemed to be interested in the USA market except for
the Nemesis. Some of those did make it over here.

When I had the chance to get the CENTurbo II B version. I jumped all over
it. And it is worth every penny I paid for it which wasn't that much
for all that it does.

I know some folks have had problems with it. I don't know of any hardware
upgrade that someone has had problems with. I for one could never get
my 25/50 Nemesis working. But my CT2B works GREAT!

Also, some have had problems with CENTEK. Again someone always has a
problem or 2 with any company that produces Atari hardware.

Now is an important time for any Atari User that wants Hardware Upgrades
for their machines. The Fact is that the TT and Falcon are 2 of the best
Atari machines ever made and sold in fairly large numbers.

ST/STe/MegaST/MegaSTE owners should upgrade to a TT or Falcon if they
want a more advanced Atari system.

Also, Falcon owners looking to upgrade should really consider getting
involved with the CT60! If this upgrade comes about and works as
great as the CENTURBO II B, then it will be one hell of an Upgrade!

But if folks don't get involved and show that these upgrades are wanted
then we will soon see the end of development for Hardware upgrades.

Companies such as Titan/Core need to gain the respect of the Atari Users
again if they want to be taken seriously. We all have seen to many
promises broken which only leads to the loss of Atari Users.

I very much want to see the CT60 produced and any other hardware upgrades
for the Atari machines.

phantomm@eastky.net

4981. NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 20:28:11 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8tna0r$r75$1@news.asu.edu>
Source record: 55259

I know this is an Atari NG, and I'm going to get singed for mentioning it, but in a Linux emag, I found out the Amiga people are at least moving on the issue of new and up-to-date hardware for their cross-platform OS. See http://www.amiga.com/products/one/

Sometime late next year, they hope to have a PowerPC-based motherboard with PCI expansion, lots of standard I/O, in an ATX form-factor, at prices quoted elsewhere at ca. $500. A well-established Amiga hardware house in UK is leading the charge, followed by a German outfit.

Just interesting after the firestorm we've just been through on the same issue from an Atari viewpoint.

('twould be cool if we could use THEIR hardware product for OUR new PPC-based Atari. Depends on how open it will be. Probably not enough.)
--

4982. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 20:35:08 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <8tnads$c0u$1@nnrp1.deja.com>
Source record: 55260

In article <Pine.GSO.4.05.10010310921591.2102-100000@shell2>,
Katherine Ellis <kellis@fdn.com> wrote:
> Hello,
>
> How would you guys like to have a WEB database (cab compatible of course)
> user maintained about the atari stores left in the world?

Sounds like a wonderful idea! I'm sure one of the larger Atari sites
wouldn't mind offering web space for it either (www.atari.org, for example).

A few suggestions, if you don't mind...

Next to each store listing, there should be a catagory. For example, if I'm
looking for an upgrade for my TT, I'd like to easy skip stores that only sell
software or ST upgrades.

Your vote/rank and comments idea sound like a fair way for customers to
choose stores. This is similar to the eBay procedure... if a seller has a
high rating and lots of positive feedback, it is probably safe to buy from
them. It also causes crooked or slack dealers to smarten up! :)

Perhaps you could set up a test site with two or three listings. Invite
people from this forum to test it. Once the listings and layout are
perfected, then it's just a matter of compiling the stores/sellers.

I hope to see this project become a reality.

- Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

4983. Re: USA Atari ST-Falcon Users estimate

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 20:53:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8tnbgs$j1u$1@plutonium.compulink.co.uk>
Source record: 55261

In message <8tij0g$39v$2@nd.eastky.net>, phantomm@eastky.net said:

>Anyone know if Current Notes or any other Paper/Disk based Atari Magazines
>are still being published here in the US? I really miss those good Magazines.

No - they closed down *years* ago.

Regards, /Peter/

4984. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 20:54:17 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10010312050580.124-100000@TT030>
Source record: 55282

On Wed, 1 Nov 2000, Daniel L. Dreibelbis wrote:

> This is especially interesting because s*****p has been swearing up
> and down in .advocacy that the new Amiga is going to thoroughly crush
> the Atari market. Glad to have confirmation that right now the existance
> of this new Amiga for sale is quite a long ways off.

How can one crush a market that is not really there? lol

My neighbor has a ppc card in his amiga, and I'm not even
motivated to check it out. Simply is not what I am into
and s*****p is silly to think ppl just jump ship on a whim.
He never was right in the head anyway, so coming from him
it sounds refectly normal. hehe

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4985. VME Bus

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 20:58:39 UTC
From: "Dr. K" <h.p.kirsch@t-online.de>
Message-ID: <8tnbmvgvs00$1@news.t-online.com>
Source record: 55209

Ich suche eine VME Bus Grafikkarte.
Dr. Hans-Peter Kirsch
http://www.mp3.com/DrK

4986. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 21:02:08 UTC
From: banbury@freewebaccess.co.uk
Message-ID: <39ff3350@eeyore.callnetuk.com>
Source record: 55262

On 30 Oct 2000 21:46:48 , "Sean Barbieri" wrote:
>Hi Denesh,
>
>> > perhaps in time you will get over this loss, just write it off against
>your
>> > tax
>>
>> We wrote it off ages ago.. but I do think people need to be aware what
>type
>> of company they may be dealing with if they are thinking of going to
>> Titan Designs. Why do you think they changed name from Titan Designs to
>> Cortex Designs?
>
>Well, sadly I had no joy receiving the large order - for whatever reason -
>I placed with CyberSTrider nearly two years ago now so perhaps Cortex are
>not alone in the way they treated their customers.....and believe me it
>does not bring me any pleasure to say this.
>
>Regards
>Sean
>
I agree with you
John
>
>
>.

4987. Re: HD Driver 7 and NVDI 5

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 21:03:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200010312303.a61386@su2.maus.de>
Source record: 55236

Hi Chris,

CT>I have just bought some bits and pieces and amongst the software were
CT>original copies of NVDI 5,HD Driver 7.x and Diamond edge 2.Is it still
CT>possible for me to register this software?
for HDDRIVER mail to Uwe Seimet (us@ooc.de). I think you won't have
any problems with him if you own the original disk, for NVDI you may
update at ASH or have a look at the Behne Brothers' web site
(www.nvdi.de or something very similar)

Und TTschï¿½
ps

4988. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 21:17:08 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10010311611540.2102-100000@shell2>
Source record: 55264

On Tue, 31 Oct 2000, TC Steve wrote:

> In article <Pine.GSO.4.05.10010310921591.2102-100000@shell2>,
> Katherine Ellis <kellis@fdn.com> wrote:
> > Hello,
> >
> > How would you guys like to have a WEB database (cab compatible of course)
> > user maintained about the atari stores left in the world?
>
> Sounds like a wonderful idea! I'm sure one of the larger Atari sites
> wouldn't mind offering web space for it either (www.atari.org, for example).

As long as I can find a server with sql server and php4 installed, that's
ok. Until then I will have to run it locally.

>
> A few suggestions, if you don't mind...
>
> Next to each store listing, there should be a catagory. For example, if I'm
> looking for an upgrade for my TT, I'd like to easy skip stores that only sell
> software or ST upgrades.

hm yes, but keep in mind that I want this project to be "users"
maintained.
That is, if too much freedom and too flexible, it will be a mess very
quickly. I guess, unless someone has a very precise layout I should
follow.

>
> Your vote/rank and comments idea sound like a fair way for customers to
> choose stores. This is similar to the eBay procedure... if a seller has a
> high rating and lots of positive feedback, it is probably safe to buy from
> them. It also causes crooked or slack dealers to smarten up! :)

exactly my point.

4989. Re: Texel Demo

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 22:07:04 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <39ff4288$0$179@news.zetnet.co.uk>
Source record: 55266

On 29 Oct 2000 20:22:16 , Trevor Spencer wrote:
>Does anyone know where I can get a copy of the latest Texel Demo to try,
>preferably in English?

Thanks for all the e-mails folks, I'll check them out. :-))

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

4990. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 22:08:04 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <CNe6CUAEL0$5EwEo@steverosie.demon.co.uk>
Source record: 55267

In article <8tn71dkpb3@nd.eastky.net>, Phantomm <phantomm@eastky.net>
writes
>There was a commercial game called Dyna Blaster that came with a hardware
>device that you plugged into the printer or serial port, (can't remember
>which port right now) which gave you two extra joystick ports.

Hiya

That be the one! 1 meg 4 players, pretty good (and that's saying
something from me).

>
>I have the hardware device here and suppose to have the game here somewhere
>also. Anyway the device has 25 Pins on one side and 2 9 pin ports for
>2 joysticks on the other.
>
>Wonder if this could be used somehow as 2 extra modem ports???

I did make a note of how it was made, and I don't think extra ports
would work. IIRC you couldn't use autofire on the joystick that use the
adaptor!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4991. Re: Backward III

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 23:03:39 UTC
From: atarigalen@my-deja.com
Message-ID: <8tnj46$k01$1@nnrp1.deja.com>
Source record: 55270

In article <bgPK5.5553$G4.551626@newsread2.prod.itd.earthlink.net>,
swampfox1@earthlink.net (John Garone) wrote:
> Sorry if this got posted twice!
>
> Hi All,
> Has anyone out here gotten the 'Falcon' F16 Fighter Simulation by
> Spectrum Holobyte (for the ST) to run on a Falcon030? BackwardIII gets
> me somewhere but the fighter program eventually locks up!
> John G.
>
A bit off topic, but...
...Backward III was made freeware a while back. Could someone post the
code?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4992. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 23:06:57 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8tnj9qkjb1@plutonium.btinternet.com>
Source record: 55268

"Katherine Ellis" <kellis@fdn.com> wrote in message
news:Pine.GSO.4.05.10010311611540.2102-100000@shell2...
> On Tue, 31 Oct 2000, TC Steve wrote:
>
> > In article <Pine.GSO.4.05.10010310921591.2102-100000@shell2>,
> > Katherine Ellis <kellis@fdn.com> wrote:
> > > Hello,
> > >
> > > How would you guys like to have a WEB database (cab compatible of
course)
> > > user maintained about the atari stores left in the world?
> >
> > Sounds like a wonderful idea! I'm sure one of the larger Atari sites
> > wouldn't mind offering web space for it either (www.atari.org, for
example).
>
> As long as I can find a server with sql server and php4 installed, that's
> ok. Until then I will have to run it locally.

Atari.org offers both services. Have a word with Anders.

Simon Osborne

4993. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 23:07:54 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8tnjbjkmd1@plutonium.btinternet.com>
Source record: 55269

"Pete Smith" <pjsmith@zetnet.co.uk> wrote in message
news:39ff2616$0$8058@znews.zetnet.co.uk...
> I have for sale a Falcon 14 meg + lots of goodies.
> Sheffield, England.
> 200 ukp ono
> Pete
Not getting at you personally, but why does everyone sell Atari Falcons for
crazy prices?

Simon

4994. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 23:17:07 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8tnjtckji1@nnrp1.deja.com>
Source record: 55271

> How would you guys like to have a WEB database (cab compatible of course)
> user maintained about the atari stores left in the world?

Cool idea, I think Mike Kerslake had a similar one a while ago. The only problem I see is "user maintained". Although many users read the instructions well, some don't. So there should be a way to avoid multiple entries.

Greetings,
Matthias

Sent via Deja.com http://www.deja.com/
Before you buy.

4995. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 23:26:26 UTC
From: atarigalen@my-deja.com
Message-ID: <8tnkeq$l2t$1@nnrp1.deja.com>
Source record: 55272

In article <8tip77joh1@nnrp1.deja.com>,
fmh@netzero.net wrote:
> Hi,
>
> I have a Milan040 available if anyone is interested.
> Milan040 For Sale (USA)
>
> If interested please E-mail me or call me at fmh@netzero.net or
> 440-286-2567
> I'm asking $1,000 shipped anywhere in the continental USA via UPS
> ground.
>
> Hi,
>
> I went through hell to get this and now that I finally have it I
> hardly use it.
> The high price I paid does not justify it collecting dust so I've
> decided to sell it.
> The unit is in mint shape.
>
> 68040-25mhz CPU
> 32 Meg RAM
> 4.3 Gig IDE Hard Drive
> S3 Trio V64 PCI graphics card with 2 Meg VRAM
> German Keyboard
> Mouse
> 10/100 PCI Ethernet Card
> Cased in a US Mini Tower AT case with 110/220 switchable Power Supply
>
> Comes with all manuals, CD-ROM, and Floppies.
> Bundled software consists of:
> Texel Home (Spreadsheet)
> Draconis (Internet Suite, browser, E-mail, Telenet)
> Papyrus Home (Word Processor)
> and more.
>
> Operating System(s) are TOS 4.08 (English) and MINT / N.AES (German).
> Hard Drive contains a clean install so there is no clutter.
>
> For more info on this beast goto the following URL:
> http://www.milan-computer.de/gb/products/milan01.html
>
When was it purchased?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4996. Re: Now for something... "exciting and new".

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 23:30:29 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <8tnkml$l6g$1@nnrp1.deja.com>
Source record: 55273

>
> The Janus had a 16MHz 68000, was there a Janus2 with a 020?

The original Janus had only 16 Mhz but there was also a Janus/020 card.
They even planned a 030 card which was never released AFAIK.

>
> > On a 486DX2 the Janus/020 was nearly 40 times faster then a TT
(measured
> > with GEMbench 3.0), in a resolution of 1280*1024 in True Colour.
>
> 40 times faster than a TT? With a 020? I really doubt that, but then
> GEMbench has never been a reliable benchmark so who knows...

These were the benchmarks VHF published... the Janus was really fast in
dual mode where speed depended much on the graphic card.

Greetings,
Matthias

Sent via Deja.com http://www.deja.com/
Before you buy.

4997. Re: Sources for PD/Shareware ST software in USA

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 23:55:07 UTC
From: atarigalen@my-deja.com
Message-ID: <8tnm4omfl1@nnrp1.deja.com>
Source record: 55276

In article <8tdg9v$2la$1@nd.eastky.net>,
phantomm@eastky.net (Phantomm) wrote:
> There use to be lots of sources for PD and Shareware Atari ST-Falcon
software
> in the USA.
>
> Are there any sources left such as Atari ST User Group Librarys and
the like?
>
> If anyone knows of any sources then do e-mail me with info on how to
contact
> them.
>
For older items, the Crawly Crypt archives are nice.
http://www.spythis.com/cca/dir.html

For newer items, I'd say the Royal Military Academy (Belgium) is your
best bet.

Of course, most of us keep a partition full of interesting items. What
were you looking for?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4998. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-10-31 23:56:17 UTC
From: ebaiz@skyenet.net
Message-ID: <B_IL5.1590$fP1.538@newsfeed.slurp.net>
Source record: 55275

On 31 Oct 2000 09:28:13 , Katherine Ellis wrote:
>Hello,
>
>How would you guys like to have a WEB database (cab compatible of course)
>user maintained about the atari stores left in the world?
>It would work like this:
>What do you guys think? >

I would love it....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4999. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 00:11:44 UTC
From: atarigalen@my-deja.com
Message-ID: <8tnn3s$n4d$1@nnrp1.deja.com>
Source record: 55277

In article <8tnjbjkmd1@plutonium.btinternet.com>,
"Simon Osborne" <atariactive@crap.btinternet.com> wrote:
>
> "Pete Smith" <pjsmith@zetnet.co.uk> wrote in message
> news:39ff2616$0$8058@znews.zetnet.co.uk...
> > I have for sale a Falcon 14 meg + lots of goodies.
> > Sheffield, England.
> > 200 ukp ono
> > Pete
> Not getting at you personally, but why does everyone sell Atari
Falcons for
> crazy prices?
>
To be honest, I don't think you could get a Falcon 030/14 for US$300 in
the states. They're part computer, part collector's item.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5000. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 00:30:50 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-2BE23F.19304931102000@bigmomma.idirect.com>
Source record: 55278

In article <8tna0r$r75$1@news.asu.edu>, dlormand@aztec.asu.edu (DAVID L. ORMAND) wrote:

> I know this is an Atari NG, and I'm going to get singed for mentioning
> it, but in a Linux emag, I found out the Amiga people are at least
> moving on the issue of new and up-to-date hardware for their cross-
> platform OS. See http://www.amiga.com/products/one/
>
> Sometime late next year, they hope to have a PowerPC-based motherboard
> with PCI expansion, lots of standard I/O, in an ATX form-factor, at
> prices quoted elsewhere at ca. $500. A well-established Amiga hardware
> house in UK is leading the charge, followed by a German outfit.

sometime late next year, huh?

interesting - let's hope that, for once, this proposed Amiga actually comes out. The Amiga market has a history of being disappointed with promises made but never kept, especially the vapour fiascos by Escom and Gateway. And you thought the Milan II situation was bad!

>
> Just interesting after the firestorm we've just been through on the
> same issue from an Atari viewpoint.
>

This is especially interesting because s*****p has been swearing up and down in .advocacy that the new Amiga is going to thoroughly crush the Atari market. Glad to have confirmation that right now the existance of this new Amiga for sale is quite a long ways off.

(oh, and by the way, if you want to see s*****p thoroughly sporked, check out .advocacy now, he's being clobbered in the wake of Apple's "speed bump", especially by TAF member John "Razor" Rikel. s*****p is in full denial mode, much like Cartman when he took the Weight Gain 4000 :))

>
> ('twould be cool if we could use THEIR hardware product for OUR new
> PPC-based Atari. Depends on how open it will be. Probably not enough.)

now that would be utterly cool
> --

5001. Neochrome picture files somewhere?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 00:55:34 UTC
From: Hermann Samso <samso@studserv.stud.uni-hannover.de>
Message-ID: <8tnpm6drj1@newsserver.rrzn.uni-hannover.de>
Source record: 55279

Hi, there!

I am trying to find some graphic files in Neochrome original format.
Where should I search? Are there any sites supporting all those
great ST graphics, or are they lost forever?

thanks,

Hermann Samso

5002. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 01:39:24 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <39ff744c_3@athena.netset.com>
Source record: 55280

Daniel L. Dreibelbis <dreibel@idirect.com> wrote in <dreibel-2BE23F.19304931102000@bigmomma.idirect.com>:

>In article <8tna0r$r75$1@news.asu.edu>, dlormand@aztec.asu.edu (DAVID
>L. ORMAND) wrote:
>
Only time will tell Dave! Only time will....

Yeah, the Amiga situation, and all they have been going through, makes Millan look like child's play.

But to get the price you mentioned, they need one thing: volumne.

Regards,

Jim

5003. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 01:53:12 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tnsmm$4kj$1@perki.connect.com.au>
Source record: 55281
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Mike" <magicmac@my-deja.com> wrote in message
news:8tmrhrtnd1@nnrp1.deja.com...
> When I have had problems like this in the past, it was almost always a
> problem with the clock patch somewhere. Do you use a resistor near the
> DMA connection? I don't have the 030 switch installed, don't know what
> to look for. Other problem with my Falcon was a bad GAL, but the machine
> was dead black screen, not white screen. Somewhere there is a bad clock
> it sounds like.

Both of my Falcon's have karked it in the past in simillar styles. One was a Rom with oxidised legs, and the other was a GAL that had been butchered by the previous owner, attempting to do a clock patch. The GAL's leg was actually broken and it was only tesile contact that caused it to work at all. First things to check with any Falcon is ROM, GAL's, and 68882's for oxidation....

Mark

5004. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 01:57:31 UTC
From: **** **** <***@***.com>
Message-ID: <fMKL5.13809$G95.4469029@typhoon.southeast.rr.com>
Source record: 55285

DAVID L. ORMAND wrote in message <8tna0r$r75$1@news.asu.edu>...

>('twould be cool if we could use THEIR hardware product for OUR new
>PPC-based Atari. Depends on how open it will be. Probably not enough.)

Depends on what you believe of their bull****.

Me, I'm not exactly sure this will be an amiga, or even an amiga clone.
I'll have to wait and see, to tell the truth. WHat I've heard up to this
point though, is far from encouraging. First off, there will be nearly zero
transition from the old amiga, to the NG (this may have changed, still
trying to sort through all the PR crap). Second, they insinuated before that
hardware is unimportant, why try to make their own when there are plenty of
macs and PCs out there already (sound familiar?). In other words, they are
too much a bunch of candy-assed faggots to do anything real. Third their
"DigitalEnviroment" isn't even an OS in the traditional sense, but some
bunch of PR-hype crap that isn't sure whether it wants to an emulator
foundation, to run windows and macos off of, or a software package that
emulates classic amiga on top of said operating systems. Fourth, while it's
commendable that they are trying to off-the-shelf most of their reference
platform parts, the specs lack any sort of 'soul' in my opinion.
My conclusion: If any platform has won this pissing contest, it is you
guys and your atari. Both may be dead, but you got the last breath in, and
you managed to use it to laugh at amiga. The company masquerading as "Amiga"
is just some loser tech company that saw venture capital dry up, and decided
to buy a name with the last of it.

John

5005. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 02:02:02 UTC
From: **** **** <***@***.com>
Message-ID: <uQKL5.13820$G95.4473112@typhoon.southeast.rr.com>
Source record: 55287

Steve Sweet wrote in message <972926036-939392AEicMi@bun.com>...
>Hi ****
>
>>huge snip, Fuck you.
>
>Are you on medication??.

No. And that's not even a particularly clever attempt at insult. I'm wearing asbestos underwear, and the best flame you can manage is a warm breeze. Heh.

In all honesty, my religion demands that I be hostile towards assholes and naysayers. If we catch you, you will be given a summary trial and executed for such crimes. Your choice of immolation or vivisection.

John

5006. TAMW Download Page

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 02:06:54 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8tntrrsko1@nnrp1.deja.com>
Source record: 55289

Well...I finally created a seperate DOWNLOAD PAGE with all the apps
that are available on my site . Makes it a bit more conveiniant.
Please let me know if any of the links do not work.

Tims Atari Midi World Download Page:

http://sites.netscape.net/timconrardy/dwnloads.htm

Thanks

Tim

--

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

5007. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 02:09:15 UTC
From: **** **** <***@***.com>
Message-ID: <fXKL5.13834$G95.4478758@typhoon.southeast.rr.com>
Source record: 55288

J Wilkinson wrote in message <39FE4030.940DD7F8@ihug.co.nz>...

>L.Pursell 1
>J.Falvo 0

Wrong score.

L. Pursell -50 for technical fouls, unsportsmanlike behavior, and pre-game sabotage
J.Falvo 0.5 points (20 for enthusiam, 5 for ideas, -24.5 for foolishness)

>By virtue of Mr.Pursell showing he is truly in support of the
>platform, whereas the 2nd combatant, whilst he is enthusiastic,
>needs to realise the enormity of what he asks.

Hmm. Sorta like all those christians that truly support christ by blowing up abortion clinics.

>His offer of
>$150 is thrown out, as $150,000 would not even get him started...

Depends. For this business of his? He could flush 150 mil down the toilet, and not earn a single dime back. However, $150 is not to be scoffed at. That would make a sizable dent in a hobbyist project, assuming he actually had a clue about building hardware. So while he is merely ignorant, asking the best way he knows how, you are a moron trying to shoot him down.

>...and as for the foulmouth in the bleachers...security remove
>him!

If they all have that keen, supersharp intelligence like you, I don't stand a chance! Oh wait...

5008. Re: Backward III

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 02:09:33 UTC
From: swampfox1@earthlink.net
Message-ID: <xXKL5.5552$rl.451818@newsread2.prod.itd.earthlink.net>
Source record: 55286

On 31 Oct 2000 23:03:39 , atarigalen@my-deja.com wrote:
>In article <bgPK5.5553$G4.551626@newsread2.prod.itd.earthlink.net>,
> swampfox1@earthlink.net (John Garone) wrote:
>> Sorry if this got posted twice!
>>
>> Hi All,
>> Has anyone out here gotten the 'Falcon' F16 Fighter Simulation by
>> Spectrum Holobyte (for the ST) to run on a Falcon030? BackwardIII gets
>> me somewhere but the fighter program eventually locks up!
>> John G.
>>
>A bit off topic, but...
>....Backward III was made freeware a while back. Could someone post the
>code?
>
>Galen
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

Hi Galen,
Not being a programmer, would the code be in with the package of
BackwardIII files? Type of file?
John G.

5009. Re: ST release dates

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 02:10:43 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tntnk$5et$1@perki.connect.com.au>
Source record: 55283

"Angus Manwaring" <angus@angusm_ANTISPEM_.demon.co.uk> wrote in message
news:319.339T2494T25681angus@angusm_ANTISPEM_.demon.co.uk...
> Hi there,
> I'm trying to find the exact release date of the first Atari ST
> model, could any kind soul help?
>
> Also, I'd be quite interested in the release date of the Falcon and some
> of the more signifigant ST models if anybody knows. Cheers.

First ST was 1985, Falcon was 1992(I think), STE was 1989. But it all
depends on which part of the world you are from. Germany got most of the
machines early while Australia never saw them all:-(

Mark

5010. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 02:13:32 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tntsq$5hk$1@perki.connect.com.au>
Source record: 55284

"Steve Stupple" <Steve@atari.org> wrote in message
news:CNe6CUAEL0$5EwEo@steverosie.demon.co.uk...
> In article <8tn71dkpb3@nd.eastky.net>, Phantomm <phantomm@eastky.net>
> writes

Try Vess's home page, actually I think I have a diagram here at work:-) Will
post later. This works with Gauntlet as well I think....

Mark

5011. Re: Repost: NG Server or Newsie Problem

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 02:23:48 UTC
From: swampfox1@earthlink.net
Message-ID: <U8LL5.5577$rl.451818@newsread2.prod.itd.earthlink.net>
Source record: 55290

On 29 Oct 2000 13:24:08 , Steve Sweet wrote:
>Hi John
>
>> Repeated posts are back again (3 days now)! One day a certain post
>>is repeatedand the next day a different post is repeated (whichever
>>is the first on the download list is repeated a number of times at the
>>end of the same list).
>
>As is unneccessary quoting!!.
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.
Hi Steve,
Your off topic advice is being well taken! I'll do better. I
promise. Honest! Trust me! Your check is in the mail!
(:->)~
John G.

5012. Re: ATARI ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 02:26:38 UTC
From: Amiga2000@bigpond.nospam.com
Message-ID: <39ff7f5e@naylor.cs.rmit.edu.au>
Source record: 55291

Cheata9 <cheata9@aol.com> wrote:
" NEED ATARI SOFTWARE

GOOD, I NEED A MILLION US DOLLARS!

--
Keep your shoulder to the wheel, your ear to the ground, your eye on the
ball, your nose to the grindstone, your feet on the floor, and your hands
to yourself. Now, try to do some work in that position!

5013. Re: Mega 1...connecting hard drives???

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 02:32:24 UTC
From: Amiga2000@bigpond.nospam.com
Message-ID: <39ff80b8@naylor.cs.rmit.edu.au>
Source record: 55292

Nicholas Bales <bales@online.nospam.fr> wrote:

" The ACSI/DMA is for connecting either an Atari Megafile hard drive or an
" Atari Laserprinter. Nothing else.

Ahh, I see.... So the Megafile Harddrive was some sort of
proprietary Atari hardware, If I find one of these, can I
retro fit it with higher capacity drives (say 1~4Gb)?

ch

--
Keep your shoulder to the wheel, your ear to the ground, your eye on the
ball, your nose to the grindstone, your feet on the floor, and your hands
to yourself. Now, try to do some work in that position!

5014. Re: ASCI -> SCSI, is it possible?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 02:33:35 UTC
From: Amiga2000@bigpond.nospam.com
Message-ID: <39ff80fe@naylor.cs.rmit.edu.au>
Source record: 55293

JI Logan <jlog@zetnet.co.uk> wrote:

" Yes, as far as I know. I put an SCSI hard drive inside a Mega ST
" using an ICD adaptor (Micro something). The ICD Link might work as
" well?

OK, are these adapters hard to come by? Are they expensive or
just highly sort after...?

ch

--
Keep your shoulder to the wheel, your ear to the ground, your eye on the
ball, your nose to the grindstone, your feet on the floor, and your hands
to yourself. Now, try to do some work in that position!

5015. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 02:34:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1015.340T400T2144517optimus@canit.se>
Source record: 55294
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen skrev:

>In article <1551.335T0T9573189optimus@canit.se>,
>Iggy Drougge <optimus@canit.se> wrote:
>>
>>Parity as opposed to EDO? That's true, I suppose I haven't been following
>>the developments lately.

>No. FPM and EDO are opposites. Parity is just additional bits (33 or 36
>instead of 32) and can be with a FPM or EDO SIMM.

But parity is ignored by everyone, isn't it? At least in the old days, 9-bit
SIMMs were only of particular interest to PCs.

>>The problem on the SIMM becomes a problem for the user.

>If the SIMMs are broken, bring them back to your dealer.

I'd really like to see what they would say if I brought back to them a SIMM
which worked fine in all of their machines due to it malfunctioning in a PS/2 or
Atari.

--
En ligne avec Thor 2.6.

About 15 years ago(in 1984), I played many time HYDLIDE like monkey's self-
acting! HaHaHa!! Here in Nippon(Japan), many many MSX Freak played HYDLIDE 1/2/3
on MSX1/2. Perhaps, also you like HYDLIDE series!!!
K. Ikeda, MSX-Print

5016. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 05:53:44 UTC
From: Tardo <rives@gte.net>
Message-ID: <rives-0BA72E.00582801112000@news.gte.net>
Source record: 55295

In article <rZDL5.1494$zd1.4201@nntpserver.swip.net>, "Claes Holmerup"
<newsgroups@holmerup.com> wrote:

>> > The PC simply proved to be better for everything but the
>> > music - but nowadays it beats the s**t out of the Falcon in the music
>area
>> > too.
>
>> er.. which PC are you talking about? A bogstandard - or even a good PC
>> can have far less functionality than the Falcon with regard to MIDI etc.
>> It is still true in the UK that for 200UKP you will not get a PC with
>> much sound capability. I suspect you're talking about PCs for over ?1k.
>
>To get pro porformance out of any system, you have to add quite a lot of
>extras - even to the Falcon. It's not useable as a bog standard if you're
>not going to do anything but play around. You need digital interface,
>I/O-expansions, midi expansions etc before you can really make use of it.
>You also need an extra SCSI harddisk for recording audio with CAF.
>The same applies to a PC, where you need a larger RAM than in a bog
>standard
>machine (at least 128MB) - and you need a good soundcard and a good midi
>interface, as well as a separate HD for the audio - but you can use the
>cheaper UDMA-disks instead of SCSI if you're not opting for top
>performance.
>Otherwise it's a standard machine. Mine is actually below standard, since
>it's a PIII450 with 256MB RAM, an UW-LVD SCSI for the audio, RME
>Hammerfall
>soundcard and an Opcode midi interface for the serial port. With this
>system, I easily get over 50 (!) simultaneous audio tracks with

But do you really need 50 tracks!!

>sample-accurate sync - and as many midi tracks I'll ever need - also with
>sample-accurate sync, which is better than ANY Atari system. Besides this,

I was pretty damn close to sample accurate with CAF, RD8, Z-system SRC,
ADAT interface. Close enough and even with my Mac setup VST, 2408,
either Opocode Studio 64xtc or a MOTU MTP AV I can only get sample
accurate sync by jumping through hoops (MOTU doesn't exactly directly
support ASIO 2)

>I
>get a program VST/32, which is constantly updated and has a LOT more
>functions than the Falcon can ever handle.

Essentially the midi has not change at all (mostly colors) on the MacVST list there has been a lot of requests for the midi editing functions to be updated. VST ver 5.0 midi hasn't changed much either.

There is a lot more one can do with a PC or Mac and the biggest advantage is the speed at which they can handle audio & video.
My Mac is a G3 300 with 320meg ram and two 18gig HD (one IDE one UW2)
My Falcon has a working Afterburner 040 and Nemesis installed by Titan and shipped back to me in the US with no problems. Charlie S. even tried a quick code change with some 040 tips from Doug of Black Scorpion fame but it never really worked (tried to get CAF to use FAST ram for audio) but this is a whole different story.

AFA midi work. If all I need to do is midi, all I'll use is CAF. Partly because of OMS.

Sorry for the rambling

Rich

5017. Re: Texel Demo

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 09:53:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973149068-232535AEicMi@cwcom.net>
Source record: 55150

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Tue, 31 Oct 2000 16:48:28 +0100

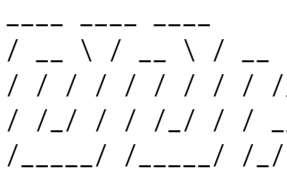
>Hi Trevor,
>
>>Does anyone know where I can get a copy of the latest Texel Demo to try,
>>preferably in English?
>You can download a German Texel 2.2 demo version straight from the ASH
>website http://www.application-systems.de , there's no English version
>available and unfortunately probably never will.

Dennis, you're being far too polite :-)

The truth of the matter is that DDP Translations (and others, including math
teachers etc) put a lot of time and effort into an English translation of
Texel. We were rewarded for our work with continued silence from the author.

Kind of leaves a bad taste in the mouth actually.

--



derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5018. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 10:00:49 UTC
From: rking@zetnet.co.uk
Message-ID: <39ffe9d1$0$173@news.zetnet.co.uk>
Source record: 55197

On 30 Oct 2000 11:16:04 , Derryck Croker wrote:
Hi Derryck,

Why doesn't any one mention DA's LayoutTC any more. I tried Calamus SL way back but use DA. I find it much more intuitive, the idea of having a large desk on which to lay your strips of bare text and images and pages to filled. Then dragging and formatting everything onto and in the page. It may not have all the 3rd party modules that Cal has, but what it has work. There is a demo available. If anyone's intersted, I can find out.

Bob King

High on a hill in Wales and watching the waters rise!!

5019. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 10:23:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973149072-233051AEicMi@cwcom.net>
Source record: 55149

From: "Simon Osborne" <atariactive@crap.btinternet.com>
Date: Tue, 31 Oct 2000 23:07:54 -0000

>Not getting at you personally, but why does everyone sell Atari Falcons for
>crazy prices?

What would you consider to be a sensible price as a matter of interest?
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5020. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 10:29:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973149074-233483AEicMi@cwcom.net>
Source record: 55148

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Wed, 1 Nov 2000 12:53:12 +1100

>the previous owner, attempting to do a clock patch. The GAL's leg was
>actually broken and it was only tesile contact that caused it to work at

I was able to repair a broken IC leg by milling down through the plastic
package from above with a modelmaker's drill and end mill. There was
enough of the leg revealed to solder to.

This won't work with an SMD chip of course...
--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5021. Re: ST release dates

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 10:48:30 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <39FFF4FE.D5A6B3C9@atari-history.com>
Source record: 55198

Angus,

Many Atari user groups and publications started to see the 520ST's showing up around May of 1985, however the first official batches of production ST's all show 9/85 underneath. The first batch of ST's did not have TOS in 192K ROM's but on diskettes, also while Atari spec'd out the initial 520ST's with RF modulator, the first run of ST's did not have any, the motherboard had a spot marked out for an RF modulator and you could easily add one in yourself, the case did not have the opening for the RF plug or the channel switch, the later 520ST's would come with RF modulators.

Curt

Angus Manwaring wrote:

> Hi there,
> I'm trying to find the exact release date of the first Atari ST
> model, could any kind soul help?
>
> Also, I'd be quite interested in the release date of the Falcon and some
> of the more signifigant ST models if anybody knows. Cheers.
>
> All the best,
> Angus Manwaring.

5022. <unknown game> music

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 12:26:00 UTC
From: sonicmig@my-deja.com
Message-ID: <8tp24jnei1@nnrp1.deja.com>
Source record: 55199

I'm looking for a chip tune that I thought was the title tune to SWIV, but after downloading any tunes with SWIV in the name, I dont think it is this.

The tune also was in the intro to PP disk 13(?), the one with SEUCK on it. It had a picture of a german ww2 plane...

Does anyone know this tune, and who it is by?

Thanks,
Simon.

Sent via Deja.com http://www.deja.com/
Before you buy.

5023. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 12:37:41 UTC
From: Carl Rowlands <c.rowlands@nospam.talk21.com>
Message-ID: <3A000E95.EC5DFD0D@nospam.talk21.com>
Source record: 55200

I hear what you're saying... but I'd rather spend thousands on the actual instruments than the machines... and I think that low-spec systems keep everything nice & democratic, particularly because I think the best music has always been made by the not-so-rich!

There will be a next "phase" of electronic music, but it hasn't started yet so people like fat boy slim, a guy called gerald etc will carry on using ST, falcons etc.

5024. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 13:28:28 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8tp5p2otc1@plutonium.btinternet.com>
Source record: 55201

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10010311847080.95-100000@TT030...
> On 31 Oct 2000, DAVID L. ORMAND wrote:
> > ('twould be cool if we could use THEIR hardware product for OUR new
> > PPC-based Atari. Depends on how open it will be. Probably not enough.
>
> I actually had a dialog going with Fleecy about that, it progressed
> to the point where I was told it could not be ruled out, nor
> could it be considered without more information. Fleecy requested
> my help in getting statistics on the numbers of Atari users
> and such... however I would not know where to begin to start
> counting or how to have it accurate. I wrote back asking for
> advice on how to tally up such numbers, where apon the dialog
> stalled. I never heard back.
>
> I still have Fleey's replies in my tempbox in my mailer.
> What suprised me was he replied at all.

Don't be surprised! Fleecy's a great guy.

Simon

5025. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 13:40:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8tp6em$b3q$1@uranium.btinternet.com>
Source record: 55202

"**** ****" <***@***.com> wrote in message
news:fMKL5.13809$G95.4469029@typhoon.southeast.rr.com...
> DAVID L. ORMAND wrote in message <8tna0r$r75$1@news.asu.edu>...
>
> >('twould be cool if we could use THEIR hardware product for OUR new
> >PPC-based Atari. Depends on how open it will be. Probably not enough.)
>
>
> Depends on what you believe of their bull****.
>
> Me, I'm not exactly sure this will be an amiga, or even an amiga
clone.
> I'll have to wait and see, to tell the truth. WHat I've heard up to this
> point though, is far from encouraging. First off, there will be nearly
zero
> transition from the old amiga, to the NG (this may have changed, still
> trying to sort through all the PR crap). Second, they insinuated before
that
> hardware is unimportant, why try to make their own when there are plenty
of
> macs and PCs out there already (sound familiar?).

You really didn't understand this did you?
The new Amiga OS will be a lot like Java or Linux, in that it can run on
most hardware

There WILL be a new Amiga machine, Eyetech are developing it and, unlike
Centek or Milan, actually finish things.

> In other words, they are
> too much a bunch of candy-assed faggots to do anything real.

Thats lame coming from an Atarian. Just think about Milan, Centek, Roldolf
Czuba. Vapourware at it's best.

> Third their
> "DigitalEnviroment" isn't even an OS in the traditional sense, but some
> bunch of PR-hype crap that isn't sure whether it wants to an emulator
> foundation, to run windows and macos off of, or a software package that
> emulates classic amiga on top of said operating systems.

The OS runs natively under the hardware. That is, there will be Mac versions
and PC versions of the OS as well as the true Amiga version. The fact it
can run applications with no changing is nothing new. Java has done it for
years, and even Linux has it to some degree.

> Fourth, while it's
> commendable that they are trying to off-the-shelf most of their reference
> platform parts, the specs lack any sort of 'soul' in my opinion.

I agree with the lack of soul, but these days most users want the cheapest
option, and the cheapest option is using off-the-shelf parts ie PC hardware.
Can you say Hades or Milan? They are just PC's with different motherboards,
virtually there.

> My conclusion: If any platform has won this pissing contest, it is you
> guys and your atari. Both may be dead, but you got the last breath in, and
> you managed to use it to laugh at amiga.

Laugh at Amiga? It should be the Amiga community laughing at us, since we
keep falling for idiots like Milan who promise things and don't deliver.

> The company masquerading as "Amiga"
> is just some loser tech company that saw venture capital dry up, and
decided
> to buy a name with the last of it.

If you read things, you will see that TAO corporation are one of the leaders
in thin-client OS development. So nyah!

>
> John

It's quite obvious that you haven't even read ANY of the announcements made
by TAO and Fleecy Moss.
If you had done so, you would see the points you have rased are utter crap.
Go and read-up first.

Simon

5026. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 14:06:03 UTC
From: fmh@netzero.net
Message-ID: <8tp804$s7u$1@nnrp1.deja.com>
Source record: 55203

February 2000

In article <8tnkeq$l2t$1@nnrp1.deja.com>,
atarigalen@my-deja.com wrote:
> In article <8tip77joh1@nnrp1.deja.com>,
> fmh@netzero.net wrote:
> > Hi,
> >
> > I have a Milan040 available if anyone is interested.
> > Milan040 For Sale (USA)
> >
> > If interested please E-mail me or call me at fmh@netzero.net or
> > 440-286-2567
> > I'm asking $1,000 shipped anywhere in the continental USA via UPS
> > ground.
> >
> > Hi,
> >
> > I went through hell to get this and now that I finally have it I
> > hardly use it.
> > The high price I paid does not justify it collecting dust so I've
> > decided to sell it.
> > The unit is in mint shape.
> >
> > 68040-25mhz CPU
> > 32 Meg RAM
> > 4.3 Gig IDE Hard Drive
> > S3 Trio V64 PCI graphics card with 2 Meg VRAM
> > German Keyboard
> > Mouse
> > 10/100 PCI Ethernet Card
> > Cased in a US Mini Tower AT case with 110/220 switchable Power
Supply
> >
> > Comes with all manuals, CD-ROM, and Floppies.
> > Bundled software consists of:
> > Texel Home (Spreadsheet)
> > Draconis (Internet Suite, browser, E-mail, Telenet)
> > Papyrus Home (Word Processor)
> > and more.
> >
> > Operating System(s) are TOS 4.08 (English) and MINT / N.AES
(German).
> > Hard Drive contains a clean install so there is no clutter.

> >
> > For more info on this beast goto the following URL:
> > http://www.milan-computer.de/gb/products/milan01.html
> >
> When was it purchased?
>
> Galen
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5027. Re: Neochrome picture files somewhere?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 14:24:49 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Qr8erIAxeCA6Ewxl@steverosie.demon.co.uk>
Source record: 55204

In article <8tnpm6drj1@newsserver.rrzn.uni-hannover.de>, Hermann Samso
<samso@studserv.stud.uni-hannover.de> writes
>
> Hi, there!
>
>
> I am trying to find some graphic files in Neochrome original format.
> Where should I search? Are there any sites supporting all those
> great ST graphics, or are they lost forever?
>
Hiya

Not if I have anything to do with it:) I've got tons of pictures in IMG,
Tiny, Degas, Neochrome and others in my PD library.

The homepage is:

www.last-pd.co.uk

The good news, for those that have been waiting, as soon as I get a
replacement PSU for the Falcon, I will have finished the mammoth task of
cataloguing the former LAPD library by the end of the year:))))

If it arrives this week! fingers and **** crossed:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5028. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 14:30:04 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <q7bQfVAsjCA6EwWy@steverosie.demon.co.uk>
Source record: 55205

In article <8tnjbjkmd1@plutonium.btinternet.com>, Simon Osborne
<atariactive@crap.btinternet.com> writes
>
>"Pete Smith" <pjsmith@zetnet.co.uk> wrote in message
>news:39ff2616$0$8058@znews.zetnet.co.uk...
>> I have for sale a Falcon 14 meg + lots of goodies.
>> Sheffield, England.
>> 200 ukp ono
>> Pete
>Not getting at you personally, but why does everyone sell Atari Falcons for
>crazy prices?
>

Compared to the Amiga's counterpart (A1200) they are the Rolls Royce as
far as prices go. They are sought after machines.

There wasn't a glutt of Falcons in the UK when they were introduced, and
it took a while (usual Atari delays) to get a machine in the high
street. Prices did start fairly high compared with the Amiga 1200,
presumingly due to expensive chips and many extra features.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5029. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 16:29:26 UTC
From: mb@gem.win.co.nz
Message-ID: <G37sxG.EL@gem.win.co.nz>
Source record: 55206

Jared Falvo (luposian@mailcity.com) wrote:
: However, in examining some schematics for the 1040ST, I have learned some
: things I didn't know before. That all your data and address lines tie into
: one trace that intersects different chips and components. I learned that
: the Yamaha chip was used for the printer port (I kinda knew this already,
: years ago, but seeing it kinda surprised me). Why? Seems silly to me. And
: that the WDC floppy controller was used for the HD port also. It suddenly
: dawned on me why... that controller was probably an RLL/MFM chip... hence
: why you needed a convertor for using SCSI.
..
: The Atari 1040ST, though it was hampered from the beginning, was an
: interesting piece of design. I marvel how they used a sound chip for a
: printer port and two Motorola ASIC's for the MIDI ports, etc.

This has to be the funniest thing that I have ever read from someone who claims to have the knowledge to design a computer. Do you mean to say that you have designed systems in which the data and address busses do not connect to multiple components? If so, you must have invented a revolutionary new way of transferring data without wires. This invention could revolutionise the computer industry! Why haven't we heard about this before?

Using the parallel port on the sound chip for the printer port is a perfectly natural way to do this. And as for the WDC floppy controller being an RLL/MFM chip that is also used for the HD port, this is just complete nonsense. The chip used for the MIDI ports is not an ASIC, it is a standard part that is used for this application all the time. Nothing to "marvel" about.

People would take you more seriously if you demonstrated an understanding of the subjects which you are talking about. As it is, at least I got a laugh out of your article. But that is about all that it is good for.

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
Atari hardware products - 68HC08 support site

5030. Re: ASCI -> SCSI, is it possible?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 17:09:09 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A004E35.B1482506@cfc.dnd.ca>
Source record: 55208

Amiga2000@bigpond.nospam.com wrote:
> JI Logan <jlog@zetnet.co.uk> wrote:
> " Yes, as far as I know. I put an SCSI hard drive inside a Mega ST
> " using an ICD adaptor (Micro something). The ICD Link might work as
> " well?
> OK, are these adapters hard to come by? Are they expensive or
> just highly sort after...?
> ch

http://www.wbsystemtechnik.de/atari/in_ho.htm

5031. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 17:27:36 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <JZXL5.375$d85.6854@nsw.nnrp.telstra.net>
Source record: 55207

Lonny Pursell wrote in message ...
>On 31 Oct 2000, DAVID L. ORMAND wrote:
>
>
>I still have Fleey's replies in my tempbox in my mailer.
>What suprised me was he replied at all.
>

Don't be surprised, he's a top bloke.

Regards,

Clockmeister.

5032. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 18:15:38 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <KGYL5.377$d85.7598@nsw.nnrp.telstra.net>
Source record: 55210

**** **** <***@***.com> wrote in message ...
>Lonny Pursell wrote in message ...
>>My neighbor just got 060/604e card for his amiga, and it
>>cost over a grand after taxes. It's just an expansion
>>card with the 2 cpu's and enough electronics to make it
>>all work, and 4 simm slots for old 72-pin simms.
>>This card effectively costs more than an faster iMAC.
>>
>>No sound, no video, no case, no keyboard, no drives,
>>so how in the world do you expect to build this miracle
>>Atari for less and fill in the software gaps?
>
>
>Dude, I'm impressed. I will answer this question, if you care to here. I
>want such a card for my amiga, but I'd never be able to afford it, and even
>if I could, I still would be reluctant. The third party developers have
been
>raping the community for years, that's why it cost so much. Even counting
>the hard to get/expensive 68k chip they need for that board, it wouldn't
>cost more than $300 for materials, and that's in tiny less than 50
>quantities. Any more than 50, and they really rake in profits. THe new
amiga
>accelerators that simply emulate a 68k probably cost no more than $150
>materials.

Right, and approximately a $1,000,000 in development time which has to be
reclaimed somehow. You don't think it would cost a million?
Think about the man hours involved in designing, the prototyping to
production, debugging, software development, support... all these people
need to be paid too!

>If I thought I could manage such a beast myself, I'd gladly build my own.
>But I'm just getting into hardware hacking, I might be able to do my own
IDE
>cards and such, but a PPC is just too big a beast to tame for me now. And
>that's the hardware side of things, no way I could do the code for it.

I built two IDE interfaces for my A500, and numerous other hacks.
I hold a Cert II of Electronic Engineering, and there isn't a snowflakes
chance in hell of me being able to even contemplate building a PPC expansion
for my A2000. This isn't a menial task, it takes a lot of development,
resources and time, not to mention expertise.

>
>Now, as a business Jared is dumb if he thinks he can offer neotaris for

that
>price. But the cost of parts could easily be under that amount.
>

Yes, but the cost lies in the development, not the individual components.

Regards,

Clockmeister.

5033. Using an Atari SC1224 as S-VHS monitor?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 18:54:43 UTC
From: Thomas Sahlin <thomas.sahlin@home.se>
Message-ID: <8tpovq$7rn$1@cubacola.tninet.se>
Source record: 55211

Hi!

Is it possible to view an S-VHS signal (50 Hz, I think) on an SC1224
monitor? I can't try because the plugs don't match, but if I knew it worked
I could perhaps get an adapter.

Thanks

Thomas Sahlin

5034. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 19:09:19 UTC
From: **** **** <***@***.com>
Message-ID: <zTZL5.16004$G95.4959842@typhoon.southeast.rr.com>
Source record: 55213

Simon Osborne wrote in message <8tp6em$b3q$1@uranium.btinternet.com>...

>It's quite obvious that you haven't even read ANY of the announcements made
>by TAO and Fleecy Moss.
>If you had done so, you would see the points you have rased are utter crap.
>Go and read-up first.

Utter crap? They bought the name amiga. They are sticking it onto a machine(software? who knows) that isn't an amiga clone. It isn't a nextgen amiga. At best, it's another webTV, cause that's what they want it to be. As far as a crossplatform os, do we really need another? I can't see this doing anything that linux can't already do better in that arena. It has so little to do with the old hardware or software that it's a joke. They are in effect buying or trying to buy amiga fans by doing the PPC cards, so that they can muster of some kind of PR hype. They failed with me. Their "new" hardware is somehow even more apathetic than the PC, and they did this while still deciding to go with an uncommon cpu. They might as well contract out to those pc assembly places, slap the amiga name on some generic pIII box, and preload their "DE". Hell, maybe dual bootable like Be did for awhile. Hahahahahaha ha. Be. Sorry, have to laugh when I write that. Be was _SO_ close to doing what no other hardware manufacturer has ever done. And they threw it all away. How? "oh, the hardware isn't important, beos can run on macs, and there are plenty of powerful macs out there, pc's too!" Gimme a fucking break.

I'll take Milan vaporware any day over seeing the atari name whored out with as little dignity as they are doing with amiga. I understand that eventually there can be only one platform, that is the way of corporatism and capitalism. But I'll never comprehend how it managed to be the absolute worst one that clawed its way to the top.

John

5035. Re: Now for something... "exciting and new".

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 19:11:34 UTC
From: Charles Doty <cdoty@netzero.net>
Message-ID: <8tpq0g$nefqb$1@ID-57715.news.dfncis.de>
Source record: 55212

```
> Oh.... just in case you're wandering what happened to the Janus card...
> In 1995 Gemulator and TOS2WIN were released, costing a fraction of the
> price. Intel en Motorola kept cranking out ever more powerfull processors
> meaning that under software emulation one could reach higher speeds then
> with the Janus... and that ment the end of the Janus card.

It looks likes they're still available..
http://www.vhf.de/hardware/janus/janus.html

Unless babelfish screwed up the translation...

--
* Kokopeli:
* ...when he left, the crops were plentiful and all the women were pregnant.
```

5036. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 19:21:52 UTC
From: **** **** <***@***.com>
Message-ID: <k3_L5.16029$G95.4963164@typhoon.southeast.rr.com>
Source record: 55214

Clockmeister wrote in message ...

>Right, and approximately a $1,000,000 in development time which has to be
>reclaimed somehow. You don't think it would cost a million?
>Think about the man hours involved in designing, the prototyping to
>production, debugging, software development, support... all these people
>need to be paid too!

All these people? I was under the impression that these were smallish companies. 20-30 people, all told. They aren't one product companies either, and I find it hard to believe that they are spending that much time developing. Everyone doing it fulltime would get it done in what? 6 months? Less?? Sure, I want people who do this to earn a good living... and $150-200 markup on such a card just for their profit couldn't be complained about. But it's something closer to 700+ markup. That's twisted.

>I built two IDE interfaces for my A500, and numerous other hacks.
>I hold a Cert II of Electronic Engineering, and there isn't a snowflakes
>chance in hell of me being able to even contemplate building a PPC
expansion
>for my A2000. This isn't a menial task, it takes a lot of development,
>resources and time, not to mention expertise.

True. Now, what if there were 20 other people clueful enough to provide help on such a card, all willing to devote significant time to it? For no other reason than to be able to get a cheap card done themselves? Split 20 ways, both time and resources starts to look less ridiculous. Maybe that particular hardware project won't work like that. I think it's just a bit too much to hope for. But something even a bit less complex might be doable under those circumstances. Think about all the development time spent on open source software. It must number in the billions of dollars. Still doesn't stop some from giving it away.

>>Now, as a business Jared is dumb if he thinks he can offer neotaris for
>that
>>price. But the cost of parts could easily be under that amount.
>>
>
>Yes, but the cost lies in the development, not the individual components.

Supposing we do the development ourselves, the cost then becomes components and time. Not components and someone else's paid time.

John

5037. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 19:39:54 UTC
From: **** **** <***@***.com>
Message-ID: <ek_L5.16061$G95.4968360@typhoon.southeast.rr.com>
Source record: 55215

Jared Falvo wrote in message ...

>I've currently been doing some research today on parts and PCB fabrication.
>Assuming a motherboard four layers deep (don't know if that's necessary or
>not), I saw one site saying it would run about $500 to do a prototype. I
>sure hope that includes parts soldered on it...

4 layers minimum, probably even 6 minimum. Thats with kickass layout. Else you'd need 8 or more to do anything. 2 layers is possible to homebrew, so that $500 there is no way of getting out of. And no, its just the board. Automated assembly would be astronomical, dude. Please think before you speak. Please. Even paying someone else to hand solder it would cost $500+. Oh, and did I forget to mention that designing to allow for hand soldering increases the number of layers necessary?

>I may be crazy for trying to do what everyone here thinks is foolish or a
>waste of time or not worth the effort, but, by golly... I still wanna do
it!
>If we fail, we fail having at least tried.

If you are absolutely serious, then start smaller. I read that you've bought an ST. I don't know as much about them as I'd like, but it seems there are many things you might want to build for it. Not as complex, concievably doable by one person. You'll need the practice, if nothing else.

John

5038. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 19:46:34 UTC
From: **** **** <***@***.com>
Message-ID: <uq_L5.16074$G95.4970051@typhoon.southeast.rr.com>
Source record: 55216

JI Logan wrote in message <39f893b1$0$179@news.zetnet.co.uk>...
>On 26 Oct 2000 10:03:26 , "Jared Falvo" wrote:

>Going back to a previous posting, I think the Turing test is one of
>the best analogies I have seen. If you cannot tell from using a
>computer whether it is a "true" Atari or an emulated one, then it
>doesn't matter.

Turing test specifies that the person have remote contact with anything "specific" to the 'computer'. Since it's in my personality that I want to understand everything on down to the tiniest component, no atari emulation could be hidden from me. I want to know what an atari does on the inside, and for me that's part of the experience. Emulators will always be pale shadows of the real thing, as far as I'm concerned.

Now, that doesn't mean that I consider 68k core emulation on a PPC, buried down in the hardware aspects of a machine, the same thing as UAE. It's not the same thing. If Jared were to magically acquire EE talent and show off a prototype PPC atari clone... I wouldn't jeer him "but its just an emulator!!! haha". To me, it would be an extension of what current atari's are.

John

5039. Re: PowerPC 1040ST...

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 19:48:06 UTC
From: **** **** <***@***.com>
Message-ID: <Wr_L5.16080$G95.4970514@typhoon.southeast.rr.com>
Source record: 55217

Matthias Jaap wrote in message <8tcp9s$9f9$1@nnrp1.deja.com>...
>
>
>> any old way they want, just to fill up 64-128Mb of RAM with a bloated
>OS and
>> hundreds of megabytes of hard drive space, just because they're too
>lazy to
>> write some decent code.
>
>I think they know how to code decently and since you are not a
>programmer you shouldn't judge them.

I am a coder, and I will judge them. They write buggy bloaty code.

Now, this is hardly a crime, and in most cases still cost effective. Jared
should take that into consideration.

John

5040. Re: Using an Atari SC1224 as S-VHS monitor?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 20:12:32 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tptfg$l95$1@snipp.uninett.no>
Source record: 55218

Thomas Sahlin <thomas.sahlin@home.se> wrote:

> Is it possible to view an S-VHS signal (50 Hz, I think) on an SC1224
> monitor? I can't try because the plugs don't match, but if I knew it worked
> I could perhaps get an adapter.

If you can get a s-video -> RGB splitter it would work. But the 1224 is
very dark so I don't know if I would recommend using it for video.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5041. Re: ST release dates

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 20:20:32 UTC
From: Angus Manwaring <angus@angusm_ANTISPEM_.demon.co.uk>
Message-ID: <1201.340T1645T12205288angus@angusm_ANTISPEM_.demon.co.uk>
Source record: 55222

On 01-Nov-00 10:48:30, Curt Vendel said

>Angus Manwaring wrote:

>> Hi there,
>> I'm trying to find the exact release date of the first Atari ST
>> model, could any kind soul help?
>>
>> Also, I'd be quite interested in the release date of the Falcon and some
>> of the more signifigant ST models if anybody knows. Cheers.

> Many Atari user groups and publications started to see the 520ST's
>showing up around May of 1985, however the first official batches of
>production ST's all show 9/85 underneath.

Is it fair to say then that the official release wasn't until September '85
earliest?

> The first batch of ST's did
>not have TOS in 192K ROM's but on diskettes, also while Atari spec'd out the
>initial 520ST's with RF modulator, the first run of ST's did not have any,
>the motherboard had a spot marked out for an RF modulator and you could
>easily add one in yourself, the case did not have the opening for the RF
>plug or the channel switch, the later 520ST's would come with RF modulators.

Many thanks for the info, Curt. Any idea on the Falcon's release date?

All the best,
Angus Manwaring. (for e-mail remove ANTISPEM)

5042. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 20:44:54 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973186176-192143AEicMi@bun.com>
Source record: 55180

Hi Phantomm

>ST/STe/MegaST/MegaSTE owners should upgrade to a TT or Falcon if they
>want a more advanced Atari system.

Eek!, a downgrade!!. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5043. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 20:53:26 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973186180-192707AEicMi@bun.com>
Source record: 55181

Hi Danesh

Isnt this considered as Spam, and isnt it against the rules.

>Regards
>Denesh
>--
>Denesh Bhabuta Cyberstrider Limited
>www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
>10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
>10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5044. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 20:58:38 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973186182-193199AEicMi@bun.com>
Source record: 55182

Hi K.Ellis

>How would you guys like to have a WEB database (cab compatible of course)
>user maintained about the atari stores left in the world?

It would be usefull to know who's left, as long as it didnt turn out to be an excuse to post reams of adverts.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5045. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 21:02:38 UTC
From: Aidan Barnett <aidan@NOSPAM.barnettfamily.clara.net>
Message-ID: <Uv%L5.1255$dd4.80818@nnrp3.clara.net>
Source record: 55220

First of all, I apologise for the stupidly late reply.

A couple of years ago I was considering a similar thing, did a little bit of research on what was about that could complete and there was a large void just waiting to be filled! I didn't have the time to do much about it though and that is as far as it went.

If a new Atari computer were to be released, I would expect more than anything else for it to have an RJ45 network socket that I could connect it to my network with, to use my proxy etc.. etc.. this calls for TCP/IP and preferably 10/100 in terms of speed.

Personally I've got 2 STs so I dont see the need of it being backwards compatible with old ST software. I would expect it to be running some kind of dramatically redesigned TOS or UNIX based OS, possibly Linux!! Open source for most software but not high profile games or audio software. You need to make money somewhere!!

Now on to the hardware, perhaps a G3 as suggested above. Or do I hear Crusoe!?! hint hint. If the programs for it were written properly, then 32Mb of ram would be fine. I'm not greatly familiar with Yamaha audio chipsets, so can't really comment on that front. Graphics: I think you should look at other options rather than ATi. If you can get a sensible business plan and some funding then I'm sure there are certain graphics companies (I can think of two possibilities) who would be only too pleased to do a deal.

Quality of picture is more important than the 3D acceleration, to me at least! Hard drives don't seem to have been mentioned, 6Gb to 14Gb should be fine, if there is no software bloat, it will give huge amounts of space for files. A slot loading CD drive or possibly a DVD drive is necessary but I think with network connectivity we could do with out a floppy drive.

On to the case: now if I were to design the case for this I'd be looking for something apple cube esque. Certainly no fans, and much smaller than your average case. A flat panel monitor would also be nice but would probably be retailed separately from the "base unit", so that people can use there current monitors. Having the case wall-mountable would be a great selling feature too, I could put one in each room and not take up any floor space!

Please whatever you do ditch the idea of different office and home set-ups. Just have different models, not named after their target audience, would I buy a "home" computer now? no. never. I associate "home" computer equipment of today as being substandard to say the least.

Think small, light and modern.

These are just my opinions and others may find them completely opposite to what they'd like it to be. Though I think it will fail if you try to replace the PC, do something a bit different instead!

Good luck and I hope I've been of help.

Regards,

Aidan Barnett

Jared Falvo wrote in message ...
>Gee, seems as though, no matter what peope say and I say, I just can't give
>it up, can I? *sigh*
>
>Anyways, some (purely hypothetical) questions:
>
>1) *IF* such a computer, with the specs I list below, were to be
released...
>by Atari, mind you.... would you buy one, provided that you could run (at
>least) old ST software on it?
>
>a) 1040ST and/or Mega ST case
>b) PowerPC 603e CPU
>b) 32-64Mb of SDRAM
>c) ATI accelerated 3D video chipset
>d) Yamaha XG audio chipset
>
>2) If that unit came in two models; the 1040ST-styled model being a little
>less powerful than the Mega ST model, which would you buy?
>
>a) Home
>b) Business
>
>3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000
for
>the Mega ST model? If not, what would you be willing to pay for either?
>
>3) If Atari, as a computer manufacturer, returned, would you be excited and
>tell others?
>
>Please, no smart-ass remarks or non-serious replies. I am planning on
>compiling the number of users (no names or anything, just the numbers) that
>reply positively to this post and I'll post this message to other Atari
>newsgroups and elsewhere to see just how many people are out there that
>*would* be willing to buy such a system. No need to repeat reply if you
>visit more than one newsgroup this message is at.
>
>If you know people that might be interested, show them this message and let
>me know if they are. I'll add their numbers to the list. I want to see
>just how worthwhile my idea is to the general Atarian/non-Atarian Internet
>public.
>

>Thank you for your time...
>
>Jared
>
>
>

5046. Re: Neochrome picture files somewhere?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 21:10:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973186184-193611AEicMi@bun.com>
Source record: 55183

Hi Steve

>The good news, for those that have been waiting, as soon as I get a
>replacement PSU for the Falcon, I will have finished the mammoth task of
>cataloguing the former LAPD library by the end of the year:))))

So whats wrong with the one you have. Would you consider popping it in the post
for me to attempt a repair.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5047. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 21:16:34 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973186186-194055AEicMi@bun.com>
Source record: 55184

Hi Mario

>If so, you must have invented a revolutionary new way of transferring data
>without wires. This invention could revolutionise the computer industry!

Youve not heard of... "the force"

>Why haven't we heard about this before?

You dont watch star wars do you Mario!!!

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5048. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 21:35:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973186188-194491AEicMi@bun.com>
Source record: 55185

Hi Jo

>What I don't understand is why IConnect wasn't made MiNT-Net compatible.

Because they would then have been accused of steling intelectual material.

How would you like it if somone made a clone of something of yours and then
went ahead and made a profit from it.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5049. Re: Using an Atari SC1224 as S-VHS monitor?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 22:01:40 UTC
From: Thomas Sahlin <thomas.sahlin@home.se>
Message-ID: <8tq3v8ser1@zingo.tninet.se>
Source record: 55221

"Jo Even Skarstein" <joska@nvg.ntnu.no> skrev i meddelandet
news:8tptfg$l95$1@snipp.uninett.no...
>
> If you can get a s-video -> RGB splitter it would work. But the 1224 is
> very dark so I don't know if I would recommend using it for video.

Doesn't S-VHS use different wires for RGB? If not, what is the difference
between S-VHS and composite video?

Thanks

Thomas Sahlin

5050. Re: ASCI -> SCSI, is it possible?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 23:14:49 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a00a3e9$0$179@news.zetnet.co.uk>
Source record: 55224

On 1 Nov 2000 13:33:35 +, Amiga2000@bigpond.nospam.com wrote:

| " Yes, as far as I know. I put an SCSI hard drive inside a Mega ST
| " using an ICD adaptor (Micro something). The ICD Link might work as
| " well?
|
|OK, are these adapters hard to come by? Are they expensive or
|just highly sort after...?

Probably no longer available. This might have been 10 or more years ago. I read in this newsgroup that ICD is no longer supplying goods or taking a long time over it. I'm not even sure where the adaptor ended up.

5051. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 23:14:50 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a00a3ea$0$179@news.zetnet.co.uk>
Source record: 55223

On 1 Nov 2000 10:00:49 G, Bob King wrote:

| . . .
| Why doesn't any one mention DA's LayoutTC any more. I tried Calamus SL way back
| but use DA. I find it much more intuitive, the idea of having a large desk on which
| to lay your strips of bare text and images and pages to filled. Then dragging and
| formatting everything onto and in the page. It may not have all the 3rd party
| modules that Cal has, but what it has work. There is a demo available. If anyone's
| intersted, I can find out.

I got a lot of work out of the old Calamus 1.09 demo, it didn't save
but did everything else. I can't get the Layout dema to work at all.

5052. Re: SCSI internal drive/s on the TT question

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 23:23:38 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3A00A5F8.E9F03642@sprint.ca>
Source record: 55225
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Ken,

Usually a shared scsi ID with different LUN is common for drives sharing
the same controller, and no I DON'T mean the host adaptor. All the scsi
drives I've seen have onboard electronics so usually the lun is 0 and a
different scsi id is used.

Ken Macdonald wrote:

> hi
> I am helping out a friend(Aage Nielsen,
> exec member at large of TAF)
> install an extra SCSI drive on his TT.
>
> rather than go to the effort and extra
> expense of using the external
> SCSI port, I thought of just adding the
> second drive to his internal SCSI
> cable. We can take out the existing
> cable and replace it with one that
> can accept two drives, the cable is long
> enough to go out the back to the
> second drive, and provide power to the
> second drive.
>
> my question is can we have 2 SCSI drives
> on the internal SCSI bus?
> Can they be separate SCSI ids (i.e. 0
> and 1) or can they have the same
> SCSI id, but different LUNs (i.e. LUN 0
> and LUN 1)
> Thanks for any help here
>
> ken

5053. Re: Mega STE on LAN

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 23:27:41 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3A00A6EC.C5CA3967@sprint.ca>
Source record: 55226

Well you didn't say what sort of lan you've got set up, if its using RJ-45 or bnc connectors it could be Ethernet (most common nowadays). Mario Becroft who posts here is releasing an ethernet adaptor. I found another one (forgot the url though) while surfing the net which uses a standard parralel port ethernet adaptor with a custom interface to the cartridge port on the ST

Youness El Andaloussi wrote:

> Hi, I'm interested on puting a Mega STE ON my lan for nostalgic purposes
> :)... anyone know if I can use the Atari Lan port to plug it in RJ or BNC?
>
> TIA
>
> Youness El Andaloussi (tikshbila@yahoo.com)

5054. Re: SuperCharger

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 23:32:58 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3A00A829.A5394228@sprint.ca>
Source record: 55227

Hiya,
the supercharger ran on a NEC V30 processor which supported a few of the 286
instructions but not all. the manufacturers did produce the386 upgrade but
these upgrades are rare since most superchargers were bought and used in stock
condition.

Phantomm wrote:

> Regarding those old SuperCharger PC hardware emulators for the ST.
>
> Does anyone know if a 286, 386, and 486 upgrade board was ever produced
> and sold to the public?
>
> I have a working SuperCharger, but its the basic stock unit and am curious
> about the upgrades that are mentioned in back issues of STart magazine.
>
> phantomm@eastky.net

5055. FA: Atari Mega ST 4 w/ monitor, external HD

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 23:45:34 UTC
From: Paul <trailblazer@usadaughtcom>
Message-ID: <t01apvlur8e570@news.supernews.com>
Source record: 55228

Take a look, shoot me an email if you've got questions.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=486588118

Thanks a bunch,

Paul

5056. Re: Using an Atari SC1224 as S-VHS monitor?

Newsgroup: comp.sys.atari.st
Date: 2000-11-01 23:50:13 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3A00AC34.6710D7FA@sprint.ca>
Source record: 55229

S-VHS is very similar to composite but with one importatn difference. S-vhs is 2 separate video signals, Chroma & Lumanance, which is separate intensity (B&W) information and colour information, some old 8bit computers had this running through 2 separate rca connectors. If anyone remembers the old commodore 1701/1702 monitors this is a similar idea..

Thomas Sahlin wrote:

> Hi!
>
> Is it possible to view an S-VHS signal (50 Hz, I think) on an SC1224
> monitor? I can't try because the plugs don't match, but if I knew it worked
> I could perhaps get an adapter.
>
> Thanks
>
> Thomas Sahlin

5057. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973275608-274011AEicMi@bun.com>
Source record: 55146

Hi Derryck

>Join my club Peter,

Club!?, would that be the excellent Cheshunt Computer Club ive heard so much about?. Could you post some details as to its whereabouts and the meeting times please?. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5058. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973275604-273537AEicMi@bun.com>
Source record: 55147

Hi Bashir

>the last thing we need on here is moaning minnies, two days is not a long

Did you read the bit that said 2 'YEARS', did you mistake that for 'days'

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5059. Re: Using an Atari SC1224 as S-VHS monitor?

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973275602-273093AEicMi@bun.com>
Source record: 55245

Hi Thomas

>
>Doesn't S-VHS use different wires for RGB?

Nope.

>If not, what is the difference between S-VHS and composite video?

Composite video = Luminance + chrominance + sync + swinging burst.

SVHS = (Chrominance) + (luminance + sync + swinging burst)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5060. Wanted: Megafile for ST...

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 00:17:13 UTC
From: Amiga2000@bigpond.nospam.com
Message-ID: <3a00b289@naylor.cs.rmit.edu.au>
Source record: 55230

With or without drive, working or not,
new or old, atari brand or not...

Will pay up to 20USD Dollars.

Will pay postage to Australia.

Any and all offers considered.

ch.
--

5061. Re: ASCI -> SCSI, is it possible?

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 00:24:14 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <206.341T700T844653optimus@canit.se>
Source record: 55231

Amiga2000 skrev:

>Well is it???

Naturally.

--
En ligne avec Thor 2.6.

Idealismus ist die F�higkeit, die Menschen so zu sehen, wie sie sein k�nnten,
wenn sie nicht so w�ren, wie sie sind.
--- Curt Goetz

5062. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 01:00:09 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A00BC98.478753DF@ihug.co.nz>
Source record: 55232

Hi there,

Steve Sweet wrote:
>
> Hi Marc
>
> >> huge snip
> >>
> >> Fuck you.
> >
> >cool, can i join you?
>
> What, like a gang bang?.

Go for the G3 and G4 spots, impossible to find but worth the
probing! ;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5063. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 01:04:53 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A00BDB4.69D7E991@ihug.co.nz>
Source record: 55233

Hi there,

**** **** wrote:
>
> J Wilkinson wrote in message <39FE4030.940DD7F8@ihug.co.nz>...
>
> >L.Pursell 1
> >J.Falvo 0
>
> Wrong score.
>
> L. Pursell -50 for technical fouls, unsportsmanlike behavior, and pre-game
> sabotage
> J.Falvo 0.5 points (20 for enthusiam, 5 for ideas, -24.5 for foolishness)

Technical fouls? I don't think we have a sport with those in New Zealand...
The pre-game sabotage is more likely to happen tho'... ;^)

> >By virtue of Mr.Pursell showing he is truly in support of the
> >platform, whereas the 2nd combatant, whilst he is enthusiastic,
> >needs to realise the enormity of what he asks.
>
> Hmm. Sorta like all those christians that truly support christ by blowing up
> abortion clinics.

Thank goodness they mostly fail...don't know where I'd be if it wasn't
for those clin...er, sorry wrong thread!! ;^)

> >His offer of
> >$150 is thrown out, as $150,000 would not even get him started...
>
> Depends. For this business of his? He could flush 150 mil down the toilet,
> and not earn a single dime back. However, $150 is not to be scoffed at. That
> would make a sizable dent in a hobbyist project, assuming he actually had a
> clue about building hardware. So while he is merely ignorant, asking the
> best way he knows how, you are a moron trying to shoot him down.

$150 isn't to be scoffed at, and yes you're right...that would go a little
way in a hardware project, but add the source to GEM/TOS...lottery winners
only need apply, and then the numbers would be rigged against us...

Right from the outset the discussion as I saw it would have been vipers
nest territory, especially after the (predicted) blow with the loss of
Milan II. Jared might have considered that first, considering there was
actually quite some 'weight' shown in that project commercially. If that
failed then how could he expect a 'Smallfish Incorporated' effort to do

any better? He was politely told that his idea had some fundamental
problems but he dug his toes in against some of the most knowledgeable
Atari users around...that ultimately was his undoing...

Thats why the vipers nest got all 'hissy'...

> >...and as for the foulmouth in the bleachers...security remove
> >him!
>
> If they all have that keen, supersharp intelligence like you, I don't stand
> a chance! Oh wait...

Supersharp what? That cannot be me! I do however have 2 things...
1. Common sense (sortof)...
2. Enough history on similar previous projects to see that
any other new projects just will not be viable, as proven
by these previous efforts...

I think we'd better leave the stadium, the cleaners are trying
to sweep up since the game was over so long ago...and my
original score still stands!!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5064. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 01:09:20 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <4143.341T1000T1294317optimus@canit.se>
Source record: 55235

Dennis Vermeire skrev:

>From: "Iggy Drougge" <optimus@canit.se>

>>I vehemently agree that there should have been a TCP/IP standard defined
>>many years ago, but ASH releasing their own stack years after the others is
>>just inherent stupidity, and a Microsoft-like sense of business.
>Where do you get the silly idea that IConnect was released years after the
>other stacks?

Probably from ST-Computer.

>-MinTNet
>-STIK
>-IConnect
>-STiNG
>-Wensuite
>-Draconis
>Note that the above mentioned stacks are placed in order of being released.

Is that so? I thought Wensuite predated iConnect, and STiNG as well.

>MinTNet just like IConnect doesn't run under TOS, they both do need their
>own appropriate OS and clients. Way back in 1995 for someone using TOS or
>MagiC there was only STIK to consider. STIK couldn't handle PAP, and was
>limited to the SLIP protocol which at that time was being replaced by a lot
>of ISP for PAP.

So why not implement PAP but keep the API common?
IConnect is just like the original STiK, a stack dedicated to one particular
hardware layer and protocol.

>IConnect made PAP possible for MagiC users, it's always been very reliable
>and easy to setup... the same can be said of the clients. You'll probably
>disagree but there's not a lot out there that can standup to ASH Emailer,
>Teli, Chatter and Fiffi.

Never mind that. You've just mentioned all the clients available for IConnect.

>The IConnect clients are reliable, relatively bugfree and do the job. What
>more can one ask? they all share the same look & feel, handle the modern
>protocols (AV, D&D, GemScript etc...). The only client missing is ICQ, but
>that could very well be in the pipeline...

If ASH see it fit.

>>yet is incompatible with every one of them,
>Why should it be compatible with stacks that appeared later?

Or earlier. Two APIs are one two much, three is verging on the ridiculous.

>As an IConnect user I don't really care if it's compatible or not with other
>stacks, I like the clients, they work for me and I don't have to cry out for
>help unlike some people here everytime there's a new version of the "free"
>stack released. The clients belong among the best available on our platform,
>apart from Okami IMO there's nothing that comes even close... Someone using
>IConnect & clients doesn't really need to look further.

Your perspective is rather limited. Certainly there are slick clients, but a
limited choice, and lacking compatibility.

>I'm not really interested in the stack used, it's the clients which are
>important to me, if you're content with newsreaders that constantly loose
>threads& postings, buggy mailers etc... go ahead.

So why don't the superb ASH programs run with STiK, STiNG or MiNTnet?

>Instead of blaming ASH of using Microsoft tactics why don't you just admit
>that you don't like MagiC and commercial software? This is an attitude that
>not only you but a lot of people here share. Well, things are looking good,
>the way things are going right now commercial software will be complety gone
>in a couple of years... if you really think that the freeware and shareware
>market is going to fullfill all your dreams then you really need your head
>examined....

That's pure bollocks! I don't mind paying for software, but I despise business
methods relying on making public protocols proprietary.

>Oh... for the record, the difference between ASH and Microsoft is that ASH
>has always tried to release and publish quality software, while Microsoft
>specialises in releasing shit...

That argument is rather thin on the ground. ASH software is very slick,
granted, but also forms a system entirely of its own. You don't have much of a
choice. Id you want to run the emailer, you'll have to buy their stack, their
OS and the rest of the TCP/IP software as well.

>ASH doesn't only stand for MagiC, wonderfull programs like Texel, Artworx,
>Phoenix, Papillon, Signum, RSM, Jinnee...etc carry their logo as well.

And they still come up with some bad ideas, such as IConnect.

--
En ligne avec Thor 2.6.

Only God can make a random selection.
(Even though the computer randomly chose this message)

5065. Re: Now for something... "exciting and new".

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 01:18:17 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A00C0D8.F07C919A@ihug.co.nz>
Source record: 55234

Hi there,

Matthias Jaap wrote:
>
> > 40 times faster than a TT? With a 020? I really doubt that, but then
> > GEMbench has never been a reliable benchmark so who knows...
>
> These were the benchmarks VHF published... the Janus was really fast in
> dual mode where speed depended much on the graphic card.

Yes it was, according to the ancient review I had somewhere, but of course
GEMbench always adds too much bias toward graphic speed. CPU performance
AFAIR was much more down to earth than 40 times! Definately not quicker
than a TT...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5066. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 01:22:10 UTC
From: Bashir patel <bashir@freeserve.co.uk>
Message-ID: <3a018a31$1@news.telinco.net>
Source record: 55166

> Well, sadly I had no joy receiving the large order - for whatever reason -
> I placed with CyberSTrider nearly two years ago now so perhaps Cortex are
> not alone in the way they treated their customers........and believe me it
> does not bring me any pleasure to say this.
>
> Regards
> Sean

the last thing we need on here is moaning minnies, two days is not a long
time to wait for something to do with computers especially if the company is
busy at the time.
Bashir

5067. Re: USA Atari ST-Falcon Users estimate

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 01:44:20 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tqgi3$6ei$1@perki.connect.com.au>
Source record: 55237

"Phantomm" <phantomm@eastky.net> wrote in message
news:8tdghg$2la$2@nd.eastky.net...
> Does anyone have an estimate of how many Atari ST-Falcon Users currently
> are left and actually use their Ataris in the USA?

There used to be the Falcon Owners group in the UK, that probably would have
that sort of data. But they don't exist any more. I have often thought a
list of Atari user's world wide would be useful for fixxing peoples
problem's. With this Dealer database that is brewing maybe it could be
looked at. Just don't pass it on to the CIA, ASIO, or MI5....

Mark

5068. Re: Mega 1...connecting hard drives???

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 01:51:43 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tqgvq$741$1@perki.connect.com.au>
Source record: 55238

<Amiga2000@bigpond.nospam.com> wrote in message
news:39ff80b8@naylor.cs.rmit.edu.au...
> Nicholas Bales <bales@online.nospam.fr> wrote:
>
> " The ACSI/DMA is for connecting either an Atari Megafile hard drive or
an
> " Atari Laserprinter. Nothing else.
>
> Ahh, I see.... So the Megafile Harddrive was some sort of
> proprietary Atari hardware, If I find one of these, can I
> retro fit it with higher capacity drives (say 1~4Gb)?

No, they used the MFM/RLL standard, which sux. The only Atari drive with SCSI in it was the Megafile 44, a Syquest drive in an Atari Megafile Box........Best way to go is get an ACSI-SCSI converter. This will run any SCSI drive of any ST...

Mark

5069. Re: Wanted: Megafile for ST...

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 02:09:52 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tqi1r$7tf$1@perki.connect.com.au>
Source record: 55239

<Amiga2000@bigpond.nospam.com> wrote in message
news:3a00b289@naylor.cs.rmit.edu.au...
> With or without drive, working or not,
> new or old, atari brand or not...
>
> Will pay up to 20USD Dollars.
>
> Will pay postage to Australia.
>
> Any and all offers considered.

I have one that is not working (drive is OK, logic board sus), you can have
for $20 Aus. Was going to bury it but if you can use it, your welcome to it.
I am in Melbourne.

Mark

PS Dont want a 2000 do you?

5070. Re: Mega 1...connecting hard drives???

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 02:26:23 UTC
From: mharvey5@bellsouth.net
Message-ID: <3a00d054.5066052@news.jax.bellsouth.net>
Source record: 55240

On 30 Oct 2000 23:38:03 +1100, Amiga2000@bigpond.nospam.com wrote:

>I'd really like to connect a hard drive to a mega 1 atari st, but
>I've been told theres no ports on it to connect one.
>
>What about the ACSI port (dma, i believe) on the back and the internal
>connector inside?
>
>Any ideas?
>
>
>ch.

The ACSI port is a ATari port which was useable for the ATari Laser
printers or adapted SCSI or other hard disk drives with the proper
adator like a ICD Link or other Atari ST SCSI host adaptor.

I've found that for smaller storage, the Syquest 135 drives
are small and work great on the Atari ST's by just adding the
ICD Link and using ICD Pro software.

Mike

5071. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 03:32:48 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <Af5M5.274$sz3.120375@news1.telusplanet.net>
Source record: 55241
Cross-posted to:
alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

To respond to this message, please use the enclosed email address rather than your reply button. Dealer enquiries are welcome.

- Last Updated 11/01/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - 2 units left
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

5072. Atari ST Monitors for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 03:41:20 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <An5M5.290$sz3.123204@news1.telusplanet.net>
Source record: 55242
Cross-posted to: alt.games.video.classic,comp.sys.atari.st,rec.games.video.classic

To respond to this message, please use the enclosed address link rather than using your reply button

I have the following Atari ST monitors. All are cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.ST (removing the NO.SPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

Monitors Please make an offer
==========
- Atari SC1224 Monitor 13" ST Color Monitor - 2 units
- Atari PCT1426 Monitor 14" High Resolution TT/PC Color Monitor - 3 units

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

5073. Atari ST Games Items for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 03:41:20 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <An5M5.291$sz3.123544@news1.telusplanet.net>
Source record: 55243
Cross-posted to: alt.games.video.classic,comp.sys.atari.st,rec.games.video.classic

To respond to this message, please use the enclosed address link rather than using your reply button

Last Updated 11/01/00
- Sold Items removed

I have the following Atari ST components, software and manuals/magazines for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at jim_l@NOSPAM.telusplanet.net?subject=Classics.Atari.ST (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

Hardware Please make an offer
==========
- Atari 520 ST - with mouse but missing power supply
- Atari SC1224 Monitor 13" ST Color Monitor - 2 units
- Atari PCT1426 Monitor 14" High Resolution TT/PC Color Monitor - 3 units
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLM804 Laser Printer - boxed with power supply and controller
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60 - with power supply
- Magic Sac 1 - Macintosh Emulator Cartridge (with manuals, but NO ROMS)
- Magic Sac 1+ - Macintosh Emulator Cartridge (with manuals and ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
- Best Data Smart One 2400X - External 2400 baud modem with power supply

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

ST Software Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, & software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, & software)
- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals, software - NO ROMS or cartridge)
- Flash Telecommunications package (Complete with packaging, manuals, & software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals & Technical Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Micro C Shell - by Beckemeyer Development Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Integral Solutions (without software)
- Brataccas - by Psygnosis (without software)

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf

- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

5074. Re: Connecting Panasonic LS-120 to Falc

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 06:26:19 UTC
From: ahbr17912@blueyonder.co.uk
Message-ID: <fO7M5.1284$qe2.140378@news1.cableinet.net>
Source record: 55244

On 31 Oct 2000 16:58:11 , Uwe Seimet wrote:
> James Hilton wrote:
>
> > I have a Falcon, and I have a new LS-120 Panasonic SuperDisk 120Mb/1.44Mb
> > drive which is sitting nicely in my Falcon's case.
> >
> > I have HDDriver v.7.x
> >
> > What I would dearly like to do is to get all this working!
> >
> > I'm told it's feasible, and that people have done it.
>
> Yes, I have such a drive connected to the Falcon, using it as IDE Slave.
>
> > The LS-120 connects to the floppy cable and the IDE cable.
> >
> > At the moment, I have a 1.2Mb Seagate HD on the SCSI, configured to
> > C for boot D, E and F.
> >
> > I'm desperately trying to get a ZIP drive going on the SCSI bus,
> > to back up the Hard Drive.
> >
> > Can any kind soul help get this show on the road, please?
>
> There is not much you have to to except for jumpering the drive as slave
> and connect it to the Falcon's IDE port. You may need a special cable
> for that so that the internal drive and the external drive can be
> connected at the same time. Ensure that the cable is as short as
> possible.
> As far as setting up HDDRIVER is required everything should be mentioned
> in the manual.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt
> .

Thank you, Dr. Seimet!

I shall persevere.

As long as it is possible!

Best Wishes,

JH

5075. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 09:23:25 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <j+euZgDNKTA6Ewnh@lovecraft.demon.co.uk>
Source record: 55151

Once upon a time <973149072-233051AEicMi@cwcom.net>, Derryck Croker
<derryck@NOSPAMcix.co.uk> grabbed chalk and scrawled:

>What would you consider to be a sensible price as a matter of interest?

It had been ï¿½150, I'd have snapped it up. I simply can't justify ï¿½200
for such a machine, but ï¿½150 is tolerable - I really rather want a
Falcon for the music freeware that seems to require the better screen
modes.

Richard (but it has to be in the original case and unmessed around
with).
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5076. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 09:25:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <hu2uduDsLTA6EwHY@lovecraft.demon.co.uk>
Source record: 55152

Once upon a time <39ff2616$0$8058@znews.zetnet.co.uk>, Pete Smith
<pjsmith@zetnet.co.uk> grabbed chalk and scrawled:
>I have for sale a Falcon 14 meg + lots of goodies.
>Sheffield, England.

Hi Pete,

I've said this later in the thread... I can't justify ï¿½200 on a computer
I'd use only for music, but I can stretch to ï¿½150 if you don't get any
more sensible offers. I noticed you haven't listed an HD there.

I'm assuming it's in the original Atari casing, and not recased?

Best Wishes,
Richard

--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5077. Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 09:32:53 UTC
From: wongck@letterbox.com
Message-ID: <8trcc2$4gt@usenet.pa.dec.com>
Source record: 55153

You guys want to know what Atari's problem is?
Reluctant to change...

Look...
if DOS users are reluctant to change there would not be windows.
If Lotus 123 or Word Perfect user are reluctant to change, there will not be windows version of these program or similar.
If ppl are reluctant to change their 8 bit CPU, Intel will not be making 32bit CPU now or planning 64bit CPU.
Atari made the Falcon compatible with the old programs. Why? So that we can play (or try to) Dungeon Master on it? It can be more powerful with a 32MHz CPU instead of a slow 16MHZ CPU. They should have put that Jaguar processor in it and be the 1st 64bit PC!!!

Until now, I see that the hardware upgrades are still below 100MHz. Wow, the CT60 is a mere 66MHz... why ?? why not go 320MHz or more and access the old falcon hardware at 1/20 of the speed? Ppl are taking about 1.5 GHz CPU nowadays, and Atari users are happy with going above 60MHz. Faster hardware may be the way to recover users but there is also software requirements...

My falc chugs along slowly trying to decoding a MP3... while my P3 surf the web, plays MP3, plays 3D games etc without any problems at lightning speed.

Have a nice day....

5078. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 10:07:23 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <321.341T1150T6674539optimus@canit.se>
Source record: 55179

mnr2 skrev:

>I would like to know what games use the four player adapter apart from
>Gauntlet II?

Dynablaster, aka Bomberman on the consoles.

--
En ligne avec Thor 2.6.

Iggy tipsar: Vill du l�sa en PDF-fil, men saknar l�sare, skicka den till pdf2txt@adobe.com, du f�r den tillbaka som ren ASCII till din epostadress.

5079. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 10:43:51 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8trggp$rf3$1@plutonium.btinternet.com>
Source record: 55154

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:973149072-233051AEicMi@cwcom.net...
> From: "Simon Osborne" <atariactive@crap.btinternet.com>
> Date: Tue, 31 Oct 2000 23:07:54 -0000
>
> >Not getting at you personally, but why does everyone sell Atari Falcons
for
> >crazy prices?
>
> What would you consider to be a sensible price as a matter of interest?
> --

£100 max.

5080. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 11:02:49 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <x47KIdEZnUA6Ew0w@lovecraft.demon.co.uk>
Source record: 55155

Once upon a time <hu2uduDsLTA6EwHY@lovecraft.demon.co.uk>, Richard
Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:

Argh! Damned email/post buttons...

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5081. Re: ASCI -> SCSI, is it possible?

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 11:15:19 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A014CC7.829BD6CA@ooc.de>
Source record: 55156

Amiga2000@bigpond.nospam.com wrote:

> OK, are these adapters hard to come by? Are they expensive or
> just highly sort after...?

Have a look at http://www.wbsystemtechnik.de/atari/in_e.htm

The Link97 advertised there is the most compatible of these. If I'm not
mistaken it's the only one that's still being sold.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

5082. Re: ASCI -> SCSI, is it possible?

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 11:17:14 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A014D3A.8E458737@ooc.de>
Source record: 55157

JI Logan wrote:

> Probably no longer available. This might have been 10 or more years
> ago. I read in this newsgroup that ICD is no longer supplying goods
> or taking a long time over it. I'm not even sure where the adaptor
> ended up.

Using a LINK97, which is fully compatible to the ICD Link, is a better choice anyway. In contrast to the ICD Link the LINK97 provides initiator identification. This is required in order to use certain Quantum Fireball drives as well as other SCSI peripherals that require the computer to have its own SCSI ID. The LINK97 reserves SCSI ID #7 for the ST/STE.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

5083. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 11:31:48 UTC
From: louis@holleman.demon.nl
Message-ID: <3a014dd6.344225246@news.demon.nl>
Source record: 55158

On Thu, 02 Nov 2000 09:32:53 GMT, wongck@letterbox.com (william wong) wrote:

>
>You guys want to know what Atari's problem is?
>Reluctant to change...
>
>Until now, I see that the hardware upgrades are still below 100MHz. Wow, the
>CT60 is a mere 66MHz... why ?? why not go 320MHz or more and access the old
>falcon hardware at 1/20 of the speed? Ppl are taking about 1.5 GHz CPU
>nowadays, and Atari users are happy with going above 60MHz. Faster hardware
>may be the way to recover users but there is also software requirements...
>
>My falc chugs along slowly trying to decoding a MP3... while my P3 surf the
>web, plays MP3, plays 3D games etc without any problems at lightning speed.
>
>Have a nice day....

Hi William,

I fully agree... First I hoped for the Phenix, then had to reconsider.
Next comes the Milan 2. I didn't change my mind again, I bought a P3
too. Glad I did. Cheaper, faster, more s/w available.

IMO the problem with designers is the busspeed for the MB, Intel as
well as AMD have taken the first herd: going beyond 100 MHz.
It means redesigning the circuits. You simply can't go beyond 100
without redesigning the components.

Both AMD and Intel have plenty of customers. Initially the boards will
be expensive, but that's initially only.
Now enter any Atari clone designer. Has to do the same job for a
Motorola system. With few customers it won't be likely that the boards
ever will become cheap.
Enter the estimated prices for an extensive Phenix or Milan-2 system
(that's when they still intended to create them):
way above the regular Intel stuff. Those both didn't include boards
designed for speeds over 100 MHz. So go figure...

Now I hear people say: Motorola 60 MHz isn't the same as Intel 60 MHz.
True. But a stupid Celeron 600 on a 66 MHz bus also can't compete with
a 500 MHz P3 on a 133 bus. See the piccie?

Just add another nice day :-)

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

5084. Re: Neochrome picture files somewhere?

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 11:46:24 UTC
From: ebaiz@skyenet.net
Message-ID: <kucM5.280$JS3.1735@newsfeed.slurp.net>
Source record: 55159

On 1 Nov 2000 00:55:34 G, Hermann Samso wrote:
>
> Hi, there!
>
>
> I am trying to find some graphic files in Neochrome original format.
> Where should I search? Are there any sites supporting all those
> great ST graphics, or are they lost forever?

There should be some on the NET. I know I have some somewhere. Email me if you cannot find any and I will look to find mine. However, first try these sites:

http://www.cix.co.uk/~stclub/
http://www.funet.fi/pub/atari/
http://www.multimania.com/falkweb/utsi.htm
http://www.geocities.com/SiliconValley/Bay/8745/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5085. Graphics Repair Program

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 11:46:25 UTC
From: ebaiz@skyenet.net
Message-ID: <lucM5.281$JS3.1735@newsfeed.slurp.net>
Source record: 55160

I have some graphic files that are screwed up. Is there a program that will attempt to repair them??

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5086. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 12:24:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <efm20t02vdjns44amdspbfi9gnrbnf71fb@4ax.com>
Source record: 55161

On Thu, 02 Nov 2000 09:32:53 GMT, wongck@letterbox.com (william wong)
drooled an embarassing wet spot in his lap as he typed:

>
>You guys want to know what Atari's problem is?
>Reluctant to change...
>
>Look...
>if DOS users are reluctant to change there would not be windows.
>If Lotus 123 or Word Perfect user are reluctant to change, there will not be
>windows version of these program or similar.
>If ppl are reluctant to change their 8 bit CPU, Intel will not be making 32bit
>CPU now or planning 64bit CPU.
>Atari made the Falcon compatible with the old programs. Why? So that we can
>play (or try to) Dungeon Master on it? It can be more powerful with a 32MHz
>CPU instead of a slow 16MHZ CPU. They should have put that Jaguar processor in
>it and be the 1st 64bit PC!!!

Um ... lest we forget that PCs have been compatible with each other
since the dawn of time. Certainly newer processors and, more
importantly, recent versions of Windows have divested themselves of
certain levels of DOS compatibility, but the entire reason the PC has
become as crippled as it is it because it maintains that legacy
compatibility. It's the reason the 640k barrier still exists. Intel
and Microsoft made the decision eons ago to retain compatibility so as
not to orphan their existing userbase when new processors and new
versions of DOS and, later, Windows came out. It's the reason OS/2
and the various flavours of Unix never became popular among mainstream
PC users: no compatibility. And when you have a machine that already
has loads of compatibility behind it, you're loathe to change to a
system that abandons that compatibility -- especially in cases like
the Falcon, where there's precious little software being developed for
it in the first place, and so scrapping existing compatibility would
be to doom it to failure right from the start, because little would
ever be made to run on it.

Atari was not reluctant to change. They abandoned the 8-bit
processors in '85 when they released the ST. And their 16- and 32-bit
line of computers remained backward compatible to the original STs --
to a degree. (Later TOS versions tended to break apps that weren't
well-behaved, which is to say programs that used tricks to achieve
particular goals)

>Until now, I see that the hardware upgrades are still below 100MHz. Wow, the
>CT60 is a mere 66MHz... why ?? why not go 320MHz or more and access the old

>falcon hardware at 1/20 of the speed? Ppl are taking about 1.5 GHz CPU
>nowadays, and Atari users are happy with going above 60MHz. Faster hardware
>may be the way to recover users but there is also software requirements...

Precicely... and the requirement of software support will beat out
more horsepower any day of the week. What's the point of having a
blazing fast machine if you haven't got anything to run on it?

>My falc chugs along slowly trying to decoding a MP3... while my P3 surf the
>web, plays MP3, plays 3D games etc without any problems at lightning speed.
>
>Have a nice day....

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

5087. Falcon Internet problem

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 12:47:53 UTC
From: bonfieldd@my-deja.com
Message-ID: <8trnpo$u80$1@nnrp1.deja.com>
Source record: 55162

Hi. Has enyone experienced problems running internet s/w on the 4Meg Falcon? I've tried Wensuite, Cab & Draconis with similar results - them crashing, coming up with 'Error 69' with Magic. This happens constantly, especially with Cab & Draconis. Any ideas??? Also, when Wensuite doesn't crash it just will not load some websites, Google.com, Yahoo.com or even the OXO homepage being just a few examples. It just gets stuck on 'Resolving DNS'. Cab & Draconis have no such problem. Again, can anyone help???

Thanks in advance

Denis

Sent via Deja.com http://www.deja.com/
Before you buy.

5088. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 13:37:08 UTC
From: Jonas Klereborn <klere@physto.se>
Message-ID: <3A016E04.AB8C40B4@physto.se>
Source record: 55163

Mike wrote:

> When I have had problems like this in the past, it was almost always a
> problem with the clock patch somewhere.

I have looked at the signals and they look rather fine. I have also
checked for cold solderings.

> Do you use a resistor near the DMA connection?

No. Do you mean near where the clock is entering the DMA chip? Should I
perhaps cut the clock trace and put a resistor before the input pin? 33
ohm or something? I checked the signal on the DMU clk pin with a scope
and it looks nice. At the patch is looks a little strange though. The
rise and fall slopes are a little jerky. A resistor at the DMU chip
might reduce signal bounces?

> Somewhere there is a bad clock it sounds like.

That's my first guess as well.

One thing that is strange is that the 68030 works perfect every time
without the Afterburner mounted but as soon as I mount it the 68030
starts to fail booting. So somehow the AB card disturbes the 030 during
booting. (If it passes the booting face it works perfect all the time).

In addition I looked at some signals on the expansion connector (J16)
when trying to boot the 68040. I seems that the RXW signal i toggling at
power up. Trying to send a reset to som part of the system? It then
stops (beeing high) when the rom is read (or something like that)? The
problem is if I look at the last low section it looks to short.
Corresponding well with the fact that the fuji logo is only half
displayed. Maybe this can give a clue of what's wrong. Sometimes the
computer keeps reseting over and over by itself a few times. The RXW pin
is then toggling at the same frequency as the resetings. To me this
indicates either a bad clock or a problem with the one or more reset
signals.
Anyone knows how the reset procedure is in a falcon (with AB)?

In what way could the Afterburnar card influence the 68030 when the
68040 is inactivated?

Regards and thanks to anyone that has spent time with this problem so
far,
/Jonas

5089. Upgrading a C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 14:52:16 UTC
From: sf0218@aol.com
Message-ID: <20001102095216.27244.00000322@ng-cs1.aol.com>
Source record: 55164

Anyone have any suggestions as to upgrading a Falcon?
Thanks,
Sam

5090. Re: Mega STE on LAN

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 15:25:43 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A018777.F5FB0152@cfc.dnd.ca>
Source record: 55165

James Alexander wrote:
> Well you didn't say what sort of lan you've got set up, if its using RJ-45 or
> bnc connectors it could be Ethernet (most common nowadays). Mario Becroft who
> posts here is releasing an ethernet adaptor. I found another one (forgot the
> url though) while surfing the net which uses a standard parralel port ethernet
> adaptor with a custom interface to the cartridge port on the ST
>
> Youness El Andaloussi wrote:
> > Hi, I'm interested on puting a Mega STE ON my lan for nostalgic purposes
> > :)... anyone know if I can use the Atari Lan port to plug it in RJ or BNC?
> > TIA
> > Youness El Andaloussi (tikshbila@yahoo.com)

You were probably at http://www.asamnet.de/~hilgarte/ether_e.htm
ken

5091. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 15:34:58 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <B6gM5.12829$d4.1306667@nnrp4.clara.net>
Source record: 55168

James Haslam <jfhaslam@zetnet.co.uk> wrote in message
news:39fad2db$0$179@news.zetnet.co.uk...

> I don't think there ever will be a market big enough to make it pay
> financially, however, it may be an idea to publish the ideas and let
> people build these machines for themselves. In the 70's many people built
> their computers from kits, why not today?

Computers of the '70s could be built by
amateurs/hobbyists with basic tools. Today's
computers rely on very high precision
manufacturing processes.

Shiuming Lai

5092. Re: Upgrading a C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 15:44:11 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <B6gM5.12830$d4.1306901@nnrp4.clara.net>
Source record: 55167

SF0218 <sf0218@aol.com> wrote in message
news:20001102095216.27244.00000322@ng-cs1.aol.com...
> Anyone have any suggestions as to upgrading a Falcon?
> Thanks,
> Sam

Yes (how long is a piece of string?)
What part of it do you want to upgrade?

Shiuming Lai

5093. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 16:00:41 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8ts332$8gm$1@nnrp1.deja.com>
Source record: 55170

> My falc chugs along slowly trying to decoding a MP3... while my P3 surf the
> web, plays MP3, plays 3D games etc without any problems at lightning speed.

Why do we need "more speed" to begin with? Why not just run the stuff we have because it is unique to our platform? Atari is good for IT's thing. If you need fast Internet speed and MP3 plyability, get a Mac/PC for that.

Use the Atari for what it was intended for: Unique software especially in the Midi area....and the GAMES. Missile Command anyone?

Tim
--

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

5094. Re: Upgrading a C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 16:02:50 UTC
From: sf0218@aol.com
Message-ID: <20001102110250.06260.00000470@ng-fi1.aol.com>
Source record: 55169

The whole enchilada! :) I would like to re-case it, faster processor, and be able to use IDE devices.
Thanks,
Sam

P.S. Length of the string depends on how big the ball is.

5095. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 16:12:06 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8ts3om$900$1@news.asu.edu>
Source record: 55171

>> ('twould be cool if we could use THEIR hardware product for OUR new
>> PPC-based Atari. Depends on how open it will be. Probably not enough.
>
>I actually had a dialog going with Fleecy about that, it progressed
>to the point where I was told it could not be ruled out, nor
>could it be considered without more information. Fleecy requested
>my help in getting statistics on the numbers of Atari users
>and such... however I would not know where to begin to start
>counting or how to have it accurate. I wrote back asking for
>advice on how to tally up such numbers, where apon the dialog
>stalled. I never heard back.
>
>I still have Fleey's replies in my tempbox in my mailer.
>What suprised me was he replied at all.

Guess I can't understand why he or anyone else would worry about
whether it was feasible or not. Just release the internal data;
if MiNTers find it interesting, THEY will do the porting with
no additional effort on the part of Amiga Inc., Eyetech, or any
other Amiga-related outfit. It can't do anything but improve their
sales; heck, if some Linux people got interested (which certainly
some would), and had enough info on the AmigaOne internals, Eyetech
would be that much better off!

It doesn't seem to make sense anymore to keep hardware "secret".
I can't imagine there being enough capable hardware operations who
could "hijack" the PPC AmigaOne design and who would think it
economically advantageous to do so. In fact, I'm not sure we
SHOULD be interested in a closed architecture owned by another
company with very little interest in Atari. It's been bad enough
with companies that ARE associated with Atari! Including Atari
itself!

As far as counting ST owners, I thought there had been efforts in
the recent past of doing just that. Create a database to screen out
duplicates, advertise on comp.sys.atari.* and maybe a few other places
(prominent web sites) asking for email, and count the responses. Of
course, you only count the Atarians who are internet-capable, and I'd
be willing to bet most are not.
--

5096. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 16:22:47 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ts4cn$d0d$1@user2.teleport.com>
Source record: 55172
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

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or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5097. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 16:26:08 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ts4j0$d89$1@user2.teleport.com>
Source record: 55173
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for someone to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming. Call Ben anytime @(503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5098. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 16:30:21 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8ts4qt$924$1@news.asu.edu>
Source record: 55174

>True. Now, what if there were 20 other people clueful enough to provide help
>on such a card, all willing to devote significant time to it? For no other
>reason than to be able to get a cheap card done themselves? Split 20 ways,
>both time and resources starts to look less ridiculous. Maybe that
>particular hardware project won't work like that. I think it's just a bit
>too much to hope for. But something even a bit less complex might be doable
>under those circumstances. Think about all the development time spent on
>open source software. It must number in the billions of dollars. Still
>doesn't stop some from giving it away.

This is exactly the premise behind the Open Hardware initiatives, including
the PowerPC Open Platform one. It is especially nice when a big company
like IBM helps you out A LOT by releasing a pre-designed PowerPC
motherboard to the world, with just a few GPL-like restrictions.
--

5099. Re: Upgrading a C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 17:33:22 UTC
From: chrisc1966@my-deja.com
Message-ID: <8ts8h3dkd1@nnrp1.deja.com>
Source record: 55175

In article <20001102110250.06260.00000470@ng-fi1.aol.com>,
sf0218@aol.com (SF0218) wrote:
> The whole enchilada! :) I would like to re-case it, faster
processor, and be
> able to use IDE devices.
> Thanks,
> Sam
>
> P.S. Length of the string depends on how big the ball is.
>

You can use IDE anyway, there is a 44w (laptop) IDE connector on the Falcon motherboard, I do a kit to convert to 3.5", and it will fit (just) inside the shield with no mods to the shield, just the disk bracket.....and you'll have to solder a drive PSU connector to the power supply of the Falc......recasing....how big does it need to be, yuou might be well served by a Lighthouse tower or a Desktopper, but they are a bit limited, or else do what I did and throw the whole lot in a big old AT desktop....lots of metalbashing involved but gives a useful result....The only available lo-end accelerator ATM is the Phantom, you might still find a CT2 if you looked hard enough, otherwise pre-order a CT60 or wait to see if the Tempest makes it out.....given that the Eclipse graphics card was late (available just about ATM AFAIK) the Tempest will be later than hoped but will prolly make it out sometime....

Drives....do the 3.5" trick and you can run a 6Gb hard-drive and an IDE CDRW (you will need HD-Driver and some good software for the CDRW though)....Eclipse handles huge monitors (I run mine at 1280x1024 at 16bit on a 21" screen), and handliy Phantom SE comes with a 44kHz clock that fits internally that helps MP3 playback no end....

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

5100. Neochrome picture files somewhere?

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 17:46:09 UTC
From: Hermann Samso <samso@studserv.stud.uni-hannover.de>
Message-ID: <8ts991$321$1@newsserver.rrzn.uni-hannover.de>
Source record: 55176

Thanks to everyone for their links, but couldn't find any
.neo or such compressed in those pages. Is there anyone keeping
record of original Atari ST graphics?
Could find some Degas Elite screens, though :)

saludos,
Hermann

5101. Re: Graphics Repair Program

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 17:48:22 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011021746571.84-100000@TT030>
Source record: 55194

On Thu, 2 Nov 2000, Edward S. Baiz Jr. wrote:

> I have some graphic files that are screwed up. Is there a program that will
> attempt to repair them??

Screwed up as in file damage, or screwed up as in wrong tint
or too dark? I am not sure what you mean by "screwed up".

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5102. Re: Upgrading a C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 18:03:40 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8tsa93mfr1@neptunium.btinternet.com>
Source record: 55178

<chrisc1966@my-deja.com> wrote in message
news:8ts8h3dkd1@nnrp1.deja.com...

> Drives....do the 3.5" trick and you can run a 6Gb hard-drive and an IDE
> CDRW (you will need HD-Driver and some good software for the CDRW
> though)....Eclipse handles huge monitors (I run mine at 1280x1024 at
> 16bit on a 21" screen), and handliy Phantom SE comes with a 44kHz clock
> that fits internally that helps MP3 playback no end....
>
> chrisc
>

drooool :o)

Simon Osborne

5103. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 18:20:38 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <kRhM5.574$Rm5.6276@nsw.nnrp.telstra.net>
Source record: 55177

**** **** <***@***.com> wrote in message ...
>Clockmeister wrote in message ...
>
>>Right, and approximately a $1,000,000 in development time which has to be
>>reclaimed somehow. You don't think it would cost a million?
>>Think about the man hours involved in designing, the prototyping to
>>production, debugging, software development, support... all these people
>>need to be paid too!
>
>
>All these people? I was under the impression that these were smallish
>companies. 20-30 people, all told. They aren't one product companies
either,
>and I find it hard to believe that they are spending that much time
>developing. Everyone doing it fulltime would get it done in what? 6 months?
>Less?? Sure, I want people who do this to earn a good living... and
$150-200
>markup on such a card just for their profit couldn't be complained about.
>But it's something closer to 700+ markup. That's twisted.

Perhaps, but how are you getting at the figure of $300 for components?. One
of the support chips required for the PPC interface on Amiga accellerators
costs $40 a piece in bulk. That's just one lousy support chip...

>>I built two IDE interfaces for my A500, and numerous other hacks.
>>I hold a Cert II of Electronic Engineering, and there isn't a snowflakes
>>chance in hell of me being able to even contemplate building a PPC
>expansion
>>for my A2000. This isn't a menial task, it takes a lot of development,
>>resources and time, not to mention expertise.
>
>
>True. Now, what if there were 20 other people clueful enough to provide
help
>on such a card, all willing to devote significant time to it? For no other
>reason than to be able to get a cheap card done themselves? Split 20 ways,
>both time and resources starts to look less ridiculous. Maybe that
>particular hardware project won't work like that. I think it's just a bit
>too much to hope for. But something even a bit less complex might be doable
>under those circumstances.

Absolutely, with a bit of carefull planning that is possible.

Think about all the development time spent on
>open source software. It must number in the billions of dollars. Still

>doesn't stop some from giving it away.

If it's a labour of love doesn't need to be profitable ;-)

>>>Now, as a business Jared is dumb if he thinks he can offer neotaris for
>>that
>>>price. But the cost of parts could easily be under that amount.
>>>
>>
>>Yes, but the cost lies in the development, not the individual components.
>
>
>Supposing we do the development ourselves, the cost then becomes components
>and time. Not components and someone else's paid time.
>

Sure, but how many with the required skills are willing to give their time
away I wonder.
In theory, this is a great idea if you can get enough people onboard..

Regards,

Clockmeister.

5104. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 18:24:02 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011021758400.84-100000@TT030>
Source record: 55195

On Wed, 1 Nov 2000, **** **** wrote:

> Utter crap? They bought the name amiga. They are sticking it onto a
> machine(software? who knows) that isn't an amiga clone. It isn't a nextgen
> amiga. At best, it's another webTV, cause that's what they want it to be. As
> far as a crossplatform os, do we really need another? I can't see this doing
> anything that linux can't already do better in that arena. It has so little
> to do with the old hardware or software that it's a joke. They are in effect
> buying or trying to buy amiga fans by doing the PPC cards, so that they can
> muster of some kind of PR hype. They failed with me. Their "new" hardware is
> somehow even more apathetic than the PC, and they did this while still
> deciding to go with an uncommon cpu. They might as well contract out to
> those pc assembly places, slap the amiga name on some generic pIII box, and
> preload their "DE". Hell, maybe dual bootable like Be did for awhile.
> Hahahahahaha ha. Be. Sorry, have to laugh when I write that. Be was _SO_
> close to doing what no other hardware manufacturer has ever done. And they
> threw it all away. How? "oh, the hardware isn't important, beos can run on
> macs, and there are plenty of powerful macs out there, pc's too!" Gimme a
> fucking break.

I've been all over the amiga news since about the time phase5
went under and I have to agree here... it appears the name
is the most important thing here. The machines look generic and
completely unrelated to the old machines. I think phase5
had better machine designs, but never got one out the door.
Apparently they intend to provide some sort of classic emulation,
but the scope of that is a bit unclear atm. My neighbor cannot
handle any negative comments whatsoever about the situation.
In fact anything I say that appears negative is resonded to
with... "but they intend to release the new OS for my PPC
upgraded old amiga". It's only a matter of time before that
cobbled together mess of cards and drivers can't keep up.
Then this new company probably has you by the.... or you
get a pc or mac.

Anyway, in case anyone was wondering what I asked Fleecy.
One day whilst in my confusion over how to solve some of my
limitions on my own desk I thought perhaps atari and amiga
could unite on one platform. And since they already had
PPC support and that is the direction I'd like Atari to
go if it must progress... I wrote Fleecy an mail asking
if amiga could provide classic Atari emulation and openly
support Atari.

Maybe a good idea, maybe a bad idea.... needless to say
I did ask. lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5105. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 18:56:09 UTC
From: {DB}@cyberstrider.net
Message-ID: <8tsdc8$1lql$1@purple.gradwell.net>
Source record: 55186

Steve Sweet <stevesweet@bun.com> wrote:
> Isnt this considered as Spam, and isnt it against the rules.

No it isn't against the rules and it isn't spam. The details are in my sig file. I am not promoting the services by pushing them on to you and going on about them in my postings. I am keeping to the subject in the thread.

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

5106. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 19:12:04 UTC
From: **** **** <***@***.com>
Message-ID: <80jM5.20199$G95.5699626@typhoon.southeast.rr.com>
Source record: 55187

DAVID L. ORMAND wrote in message <8ts3om$900$1@news.asu.edu>...

>It doesn't seem to make sense anymore to keep hardware "secret".
>I can't imagine there being enough capable hardware operations who
>could "hijack" the PPC AmigaOne design and who would think it
>economically advantageous to do so. In fact, I'm not sure we
>SHOULD be interested in a closed architecture owned by another
>company with very little interest in Atari. It's been bad enough
>with companies that ARE associated with Atari! Including Atari
>itself!

I agree. To be honest, I still don't understand why the open source concept can't apply to software. Why don't we come up with our own architecture instead?

Whether they believe it or not, everyone here has some help they could offer on such a thing. Help that doesn't mean much of their time, or any of their money. If nothing else, just arriving at some kind of consensus on what the new atari would have to be, would be a start. People are asking the wrong questions now, technical nitpicking is unnecessary at this point, so are budgetary considerations. Until we know what must be on such a board, and price ranges are just wild-assed guesses.

What kind of slots should this thing have? PCI likely, but maybe in addition some legacy atari slot?

How much and what should go on the mainboard? Should there be onboard scsi, or ide? Should video be onboard, or only through a slot? How much ram should we socket for?

How bout less important "livable without" peripheals? Ethernet, serial ports, parallel ports...etc. I'm not familiar with atari computers... but maybe even some atari cartidge port for the hell of it (this would be minimal cost, except possibly for complicating the layout) ?

Should board layout be designed so that the mb will fit in a generic pc case? Should we even worry about the case, or should we look into getting custom faceplates and/or custom moldings made? Perhaps with some neotari logo? Could we even call it neotari without incurring the wrath of rabid flesh-eating corporate lawyers?

These are the questions Jared should have asked.
Here are some of the ones I can answer

PCI 'might' be doable, and even I must admit that it would be the most practical. Stay away from agp, specially since there is still alot of video performance to be wrestled from pci. I've read here that some atari models

went with VME slots (are these standard, or atari customized?) and yet others went with processor direct slots. The pds slots would be pointless, unless there is some demanding need, perhaps some kickass card that everyone has. But maybe a single vme port, for backward compatibility?

IDE is the natural choice. If someone truly wants scsi, use an expansion slot. Video on board could complicate things, perhaps unnecessarily. If we have pci onboard... why not a cheapy pci vid card instead? We'd want to go with 72pin simm sockets I believe, and if we put 4 on and designed them to see 16meg simms, that would have nough power for most. By the time it was finished, 72pinners will be gone from retail, but exceedingly cheap used. Then again, maybe only DIMM would be enough.
Could put only one dimm socket, and still design foor buttloads of memory.

Single serial port, yes. IEEE 12?? whatever parallel port, yes. PS2 mouse and keyboard ports are the easiest, but maybe we could try for usb? For me, I think it a crime to even contemplate not giving this ethernet onboard, but there are advantages to leaving it off. We could really only afford 10baseT, but if we have PCI, even 100baseT is doable (then again, who said dual network ports would be bad?). Sound of course could be onboard, and if we only do 3 or 4 pci slots, then we don't want to leave the motherboard too barren. Pick a chipset, there are enough "sb awe32" class sound chipsets to choose from. Joystick ports are a must, no idea which standard though. PC style, or maybe some atari legacy joystick port? If we go with usb, this too could be moot.

We can't get our own cases made. That's ludicrous. But depending on whether we wanted to be stuck with a single generic case or not, maybe it's not out of the question to have the plastic faceplates replaced with something custom. Need to do more research, but for $25 wouldn't it be worth it to make it look less like some piece of PC junk? Maybe it wouldn't be the ST case that Jared is horny for, but if we could borrow some of it's style, maybe we'd want that.

Just some thoughts,
John

5107. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 19:47:18 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8tsgc2$l6b$1@nnrp1.deja.com>
Source record: 55188

In article <3A016E04.AB8C40B4@physto.se>,
Jonas Klereborn <klere@physto.se> wrote:
> Mike wrote:
>
> > When I have had problems like this in the past, it was almost always
a
> > problem with the clock patch somewhere.
>
> I have looked at the signals and they look rather fine. I have also
> checked for cold solderings.
>
> > Do you use a resistor near the DMA connection?
>
> No. Do you mean near where the clock is entering the DMA chip? Should
I
> perhaps cut the clock trace and put a resistor before the input pin?
33
> ohm or something? I checked the signal on the DMU clk pin with a scope
> and it looks nice. At the patch is looks a little strange though. The
> rise and fall slopes are a little jerky. A resistor at the DMU chip
> might reduce signal bounces?

Doesn't sound like you have a Nemesis installed. Does the existing clock
patch run it's own wire to the DMA clock in? That's the best way,
keeping the wire well routed around CMOS and RAM stuff. Cut the DMA
trace a little after it dog legs around the beed, scrape a little clear
off and make your connection there. At that point is where the AB likes
a resistor tied to ground. Value varies between machines. I don't have
the instructions handy ATM, but will post the recommended value soon.
Some users (myself included) install a pot to make fine tuning easier.
Do you have an FPU installed?
>
> > Somewhere there is a bad clock it sounds like.
>
> That's my first guess as well.
>
> One thing that is strange is that the 68030 works perfect every time
> without the Afterburner mounted but as soon as I mount it the 68030
> starts to fail booting. So somehow the AB card disturbes the 030
during
> booting. (If it passes the booting face it works perfect all the
time).
>
> In addition I looked at some signals on the expansion connector (J16)

> when trying to boot the 68040. I seems that the RXW signal i toggling
at
> power up. Trying to send a reset to som part of the system? It then
> stops (beeing high) when the rom is read (or something like that)? The
> problem is if I look at the last low section it looks to short.
> Corresponding well with the fact that the fuji logo is only half
> displayed. Maybe this can give a clue of what's wrong. Sometimes the
> computer keeps reseting over and over by itself a few times. The RXW
pin
> is then toggling at the same frequency as the resetings. To me this
> indicates either a bad clock or a problem with the one or more reset
> signals.

I seen something like this while trying to emulate the MI signal from
the 040 trying to adapt an 060. I don't recall the RXW (would have to
look at notes), but some of the signals that should have been pulled low
seemed to float a bit. I didn't notice any problems from it however.
Will look at the boot sequence in the manual.

> Anyone knows how the reset procedure is in a falcon (with AB)?
>
> In what way could the Afterburnar card influence the 68030 when the
> 68040 is inactivated?
>
> Regards and thanks to anyone that has spent time with this problem so
> far,
> /Jonas
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5108. Newsie problem?

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 19:48:45 UTC
From: vdjole@EUnet.yu
Message-ID: <8tsget$j55$1@SOLAIR2.EUnet.yu>
Source record: 55189

Hi;

Seems that there I noticed a problem with Newsie V0.961- when an e-mail (or a news post) that is queued for sending is re-entered for editing, Newsie does not correctly update the number of lines (message size) in OUTBOX.MBX. So, if the message gets longer by re-editing, after that Newsie won't show it completely in a window- it can be scrolled only as far as the original size. I checked the .MBX file and indeed the number of lines there is wrong.

Anybody had some experience or remedy on this?

5109. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 20:24:56 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tsiioclq1@snipp.uninett.no>
Source record: 55190

Steve Sweet <stevesweet@bun.com> wrote:

>>What I don't understand is why IConnect wasn't made MiNT-Net compatible.

> Because they would then have been accused of steling intelectual material.

Maybe, but this would have been discovered very quickly so they wouldn't
actually have done such a thing.

> How would you like it if somone made a clone of something of yours and then
> went ahead and made a profit from it.

If I handed out the source for free and told everybody to do whatever they
like with it, that would be fine for me. And MiNT-Net is IIRC under the
GPL-license, so ASH could perfectly well have ported it (instead of just
implementing a new stack with a compatible APIP) and sold it for profit as
long as they also released their diffs under the GPL.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5110. Re: Using an Atari SC1224 as S-VHS monitor?

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 20:29:07 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tsiqjclq2@snipp.uninett.no>
Source record: 55191

Thomas Sahlin <thomas.sahlin@home.se> wrote:

>> If you can get a s-video -> RGB splitter it would work. But the 1224 is
>> very dark so I don't know if I would recommend using it for video.

> Doesn't S-VHS use different wires for RGB? If not, what is the difference
> between S-VHS and composite video?

S-video has separate chroma (colour) and luma (intensity) signals, in
composite these are mixed (hence the name). I believe s-video has the sync
on the luma signal, but I could be wrong. The SC1224 requires separate RGB
and syncs.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5111. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 20:31:15 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <TdkM5.2290$zd1.5673@nntpserver.swip.net>
Source record: 55192

> >To get pro porformance out of any system, you have to add quite a lot of
> >extras - even to the Falcon. It's not useable as a bog standard if you're
> >not going to do anything but play around. You need digital interface,
> >I/O-expansions, midi expansions etc before you can really make use of it.
> >You also need an extra SCSI harddisk for recording audio with CAF.
> >The same applies to a PC, where you need a larger RAM than in a bog
> >standard
> >machine (at least 128MB) - and you need a good soundcard and a good midi
> >interface, as well as a separate HD for the audio - but you can use the
> >cheaper UDMA-disks instead of SCSI if you're not opting for top
> >performance.
> >Otherwise it's a standard machine. Mine is actually below standard, since
> >it's a PIII450 with 256MB RAM, an UW-LVD SCSI for the audio, RME
> >Hammerfall
> >soundcard and an Opcode midi interface for the serial port. With this
> >system, I easily get over 50 (!) simultaneous audio tracks with
>
> But do you really need 50 tracks!!

You never know... ;)
For the moment, I have no use of that many tracks - but I mostly have need of more than the 8 I could get with CAF - and I'm not interested in using the compressed audio option to get 16 audio tracks in CAF - I want to be able to record in 24 or 32bit - the Falcon is a maximum of a mere 16 bits, which is ok for very many, but as I do mastering for some people besides myself, I need the better resolution provided by VST and my soundcard, to keep a better S/N ratio and dynamics until the end, when the master has to be dithered to 16bit to fit on a standard audio CD...

> >sample-accurate sync - and as many midi tracks I'll ever need - also with
> >sample-accurate sync, which is better than ANY Atari system. Besides
this,
>
> I was pretty damn close to sample accurate with CAF, RD8, Z-system SRC,
> ADAT interface. Close enough and even with my Mac setup VST, 2408,
> either Opocode Studio 64xtc or a MOTU MTP AV I can only get sample
> accurate sync by jumping through hoops (MOTU doesn't exactly directly
> support ASIO 2)

Sample accurate sync with CAF? NO WAY!
If you replay 8 simultaneous audio tracks with the same content on the Falcon, you'll get a chorus- or flanger-like effect. This means you don't have a perfect sync. If I replay 50 simultaneous audio tracks with the same content with my PC system, there simply isn't ANY difference to replaying just one of the tracks - it's just a bit louder, but NO side-effects

whatsoever :))
Midi in itself is inaccurate, of course - so there is actually no midi system that's perfect. A transfer speed of 31kbaud isn't fast...
How people can speak about Atari having better midi sync than PC, I'll never understand. I haven't heard proof of that yet (other than with cheap games-soundcards which are unsuitable for anothing but games).

> My Falcon has a working Afterburner 040 and Nemesis installed by Titan
> and shipped back to me in the US with no problems. Charlie S. even tried
> a quick code change with some 040 tips from Doug of Black Scorpion fame
> but it never really worked (tried to get CAF to use FAST ram for audio)
> but this is a whole different story.

CAF wasn't designed to run on a 040, so that's no surprise at all... CAF could be loaded into the Fast RAM of the F/X-card however - and it became somewhat faster, but not enough for what I needed. Nemesis accellerated CAF a bit on the machines where it worked - the other machines just locked up when trying to run CAF :(It might have been a help if Steinberg released the source code, oso it could be re-compiled for 040 - but that's out of my field, so I'm not getting into developing that thread...
Since music has always been my first priority, the main reason why I never got one of the clones is that they were never able to be compatible with CAF - otherwise I wouldn't have doubted - but eventually, I wouldn't have had any choise anyway, because of the 96/32 possibilities and better software availability and more professional software tools to choose from.

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

5112. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 20:55:59 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011022025060.114-100000@TT030>
Source record: 55107

On Thu, 2 Nov 2000, Jared Falvo wrote:

> Atari died. Support died.

The original company/employees yes, There is still support, hense this
usenet section would be gone. Not one Atari web page... the dealers
I order from... hmm. I'd say support might be considered low, not dead.

> How many Atari clone manufacturers do we have? Who is still selling systems
> with an outlined path of systems for the future? See my point? When the
> source of the campfire is extinguished, where does the fire go? Atari WAS t
> he source.

There is still one out there, so obviously it's not a dead
platform.

> 1) Nostalgians would buy some (can you imagine a special, limited-edition
> classic ST decked out in gold (or silver or platinum) colored plastic, with
> 16Mbytes of RAM, the Blitter chip, 640x480x256 color resolution capability,
> etc.? Talk about a collector's item! I'd buy one in a heartbeat!)

If I painted my TT gold... it meets or exceeds some of those specs and
it's already a collectors item.

> But we'll never know, will we?

Maybe, maybe not. I ordered a hades because I need some features
rigth _now_ not a year from now or 2 years or whatever time it would take
for some new machine to be developed. If I have to spell it out... that
means I'm still holding out, sticking with it. Hoping for something
more to come along later perhaps. The only flaw in your plan seems
to come down to funding, even if your specs may be strange to some
you can't fund it, and that is asking alot from mere users.

I shelled out far more than 150 buck for a hades, something that is
obtainable... you are asking people to shell out money for something
most see as a risk.

You can preach all day how no one cares, but you are just plain
wrong. Caring is one thing, funding is another, or donating time
when most everyone has full time jobs.

> And all because no one is willing to help try to make it happen... because
> everyone believes it just can't be done.

I think it can be done, but not funded by mere users on usenet.

> This will be my last post/reply on this subject. I've got my life to live
> and other dreams, more achievable, to attain. It's a shame so few care
> about the company that gave them their systems and/or the reason that their
> clone systems even exist today. If I had a reason to own an Atari, I would.

I have plenty of reasons for owning and using Atari computers.
Don't have much of a life as it's spent mostly on this hobby.
That last comment there probably summs up your true level of commitment.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5113. Re: Neochrome picture files somewhere?

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 22:20:52 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tnhR4LAEjeA6EwWN@steverosie.demon.co.uk>
Source record: 55193

In article <973186184-193611AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> writes
>So whats wrong with the one you have. Would you consider popping it in the post
>for me to attempt a repair.

Nothing it's fitted in a Tower case and I'm reluctant to separate it,
and so the recipient is sending me a replacement.

If you want a PSU to fix I may have a ST/E psu knocking around somewhere
as long as you cover the postage:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5114. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-11-02 23:25:16 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8tsujg$ke1$1@newsg3.svr.pol.co.uk>
Source record: 55096

"**** ****" <***@***.com> wrote in message
news:0F2L5.7528$%j.2285627@typhoon.southeast.rr.com...
> John Whalley wrote in message <8tib7khub2@news5.svr.pol.co.uk>...
>
> >A clone, in other words, but using a PPC. So a clone *and* an
emulator.
> >Easier to use MagiCMac or MagiC-PC, similar compatibility level. If
you
> >really want to do a clone, try listening to Jo Even Skarstein, who
has
> >made some of the more sensible remarks on this. Apologies to the rest
of
> >you who've also been trying to talk some sense in this mess of a
debate,
> >Jo Even sprang to mind first.
>
>
> Ah. So both Dell and Compaq make atari clones, they just don't know
it.
> Cool. That you don't have a clue what emulation is about is
remarkable, but
> hardly helpful to the rest of us. Nearly every computer in the last 15
years
> has emulated one thing or another at a low level in the hardware... we
don't
> call them "emulators".

I don't see the basic difference between what Jared proposes and what the Hades and Milan do: it's a clone. Only real difference is a PPC so it will have to emulate a 68k for backwards compatibility. It's Jared and you who have a problem with emulation, not me...

As for clues, it's Jared and you who can't seem to get a grip on the idea that you are effectively proposing a Milan (but less well thought out) with an emulated 68k processor with yet another OS variant (as if there isn't enough of a problem with MagiC and MiNT fundies having wars). I emphasise the emulated 68k as the chances of anyone producing new commercial software to run native on PPC is about nil, as you would appreciate if you had any kind of grip on reality. The market is too small - any commercial software has to run on everything from an ST up to sell enough copies.

> >Neither. MagiCMac/MagiC-PC would do the same thing for less and give
> >access to loads of other software etc. Why waste money on something
> >which offers less?

>
>
> In other words, you are more than happy to see only one type of
computer,
> one platform, the world over. You're not saying, "sorry count me out",
> you're saying "others shouldn't WASTE their money on anything but a
pc".

I really object to you telling me what I think and what I am saying. Try reading the question and the context. Jared asks if would buy one of two choices: I would buy neither because I don't regard either as good value. Everything else is your invention. I am speaking for myself, not anyone else. I do not advocate PCs in this group: if I felt the need (I don't) I would take it to c.s.a.advocacy. I am not in favour of only one platform (even in the above statement I manage to mention two on which to run Atari software), I am in favour of people using what they like. But in the real world the chances of Jared's proposal succeeding where Milan has failed is nil. It's more of the same but with a lot of idealistic shouting tacked on, IMHO.

> Think about it for a moment. Even if I wouldn't/couldn't get one
myself, I'd
> be happy to see a new PPC atari clone built.

Whoop di doo: we know that. Jared asked a set of questions to which I gave straight answers. If he wants to go ahead in the teeth of the general consensus of opinion here, I wish him well. But this is his core market - if he can't sell the idea to people in c.s.a.s he won't be selling many units to anyone else.

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

5115. Where is PacifiGUI ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8tuqk1$6st$05$1@news.t-online.com>
Source record: 55120

Does anyone know a WORKING site for PacifiGUI ?
I want to use MAKEDISK with a GUI.

I have tried searching using altavista, go2 etc.

LGD metions the program, but know link !

Thanks

////
(o o)
-----ooO--(_)--Ooo-----------------------------------

5116. Re: FS Desktopper. II

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: sf0218@aol.com
Message-ID: <20001103115941.10056.00000958@ng-ch1.aol.com>
Source record: 55121

Do they have a web address?
Thanks

5117. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011031808360.183-100000@online.no>
Source record: 55122

Check out this site http://www.czuba-tech.com/U60/english/overview.htm.
If we could make Rodolphe acutally build this system, we would be on the
way. Ofcourse, he won't build this unless he gets financial aid. But this
idea is pretty much what we want, isn't it?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

5118. Windows 98 source code cracked!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A02E522.59E0A667@patent.gov.uk>
Source record: 55123
Body handling: HTML body converted to readable text

```
Hi all,

see the cracked source code for windows below. It's in HTML and expalins
a lot!!

Bob King.

TOP

SECRET Microsoft Windows 98 SE Source

/*

TOP
SECRET

Microsoft(c) Code

Project:

Chicago(tm)

Projected

release-date: Summer 1998

Release

Name: Microsoft Windows 98 Second Edition

*/

#include
"win31.h"

#include
"win95.h"

#include
"evenmore.h"

#include
"oldstuff.h"

#include
"billrulz.h"

#include
"monopoly.h"
```

```
#define INSTALL =
HARD

char
make_prog_look_big[1600000];

void main()

{

while(!CRASHED)

{

display_copyright_message();

display_bill_rules_message();

do_nothing_loop();

if
(first_time_installation)

{

make_50_megabyte_swapfile();

do_nothing_loop();

totally_screw_up_HPFS_file_system();

search_and_destroy_the_rest_of_OS/2();

disable_Netscape(); disable_RealPlayer();
disable_Corel_Products();

hang_system();

}

if
(working_correctly(CDROM))

disable(FLOPPY); else if (working_correctly(ZIP_DRIVE))

disable(CDROM); else if (working_correctly(FLOPPY))

disable(PRINTER);

write_something(anything);

display_copyright_message();

do_nothing_loop();

do_some_stuff();

if

(still_not_crashed)
```

```
{

display_copyright_message();

do_nothing_loop();

basically_run_windows_3.1();

do_nothing_loop();

do_nothing_loop();

}

}

if
(detect_cache())

disable_cache();

if
(fast_cpu())

{

set_wait_states(lots);

set_mouse(speed,

very_slow);

set_mouse(action,

jumpy);

set_mouse(reaction,

sometimes);

}

/*

printf("Welcome to Windows 3.11"); */

/* printf("Welcome to

Windows 95"); */

printf("Welcome to
Windows

98");

if
(system_ok())

crash(to_dos_prompt);
```

```
else

system_memory

= open("a:\swp0001.swp", _CREATE);

if
(usb_support)

{

if

(usb_devices_cnt != 0x0 && billgates == looking)

create_general_protection_fault();

}

while(something)

{

sleep(5);

get_user_input();

sleep(5);

act_on_user_input();

sleep(5);

}

choose_random_thing_to_disable(SOUND,

NETSCAPE, OFFICE, VIDEO, MOUSE);

create_general_protection_fault();

}
```

5119. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8tuv05$6er$1@news1.xs4all.nl>
Source record: 55124

On 2 Nov 2000 11:31:48 G, Louis Holleman wrote:

[...]
>Now I hear people say: Motorola 60 MHz isn't the same as Intel 60 MHz.
>True. But a stupid Celeron 600 on a 66 MHz bus also can't compete with
>a 500 MHz P3 on a 133 bus. See the piccie?

All I know about it is: a Povray rendering on my TT took 23 hours.
On a deadcheap Celeron 400 MHz it took less then 1 hour.
Sorry.
Met vriendelijke groet,
Ronald van der Kamp

>
>Just add another nice day :-)
>
>
>CU NeXT msg
>LOUIS
>
>http://www.holleman.demon.nl
>.

5120. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8tv0lcdcj1@draco.stochastik.rwth-aachen.de>
Source record: 55125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1015.340T400T2144517optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>But parity is ignored by everyone, isn't it? At least in the old days, 9-bit
>SIMMs were only of particular interest to PCs.

Everyone on the atari market. Most workstatione and some PCs require parity.

>>If the SIMMs are broken, bring them back to your dealer.
>
>I'd really like to see what they would say if I brought back to them a SIMM
>which worked fine in all of their machines due to it malfunctioning in a PS/2 or
>Atari.

I did that multiple times - if it's broken, they get it back, no matter if
it will work in *some* machines. Same goes for partially defective or
unsuitable (3.3V) SIMMs, which also "work" in some machines.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5121. Re: Where is PacifiGUI ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8tv3vo$2ok$1@neptunium.btinternet.com>
Source record: 55126

"Carl Ratcliffe" <c.ratcliffe@t-online.de> wrote in message
news:8tuqk1$6st$05$1@news.t-online.com...
> Does anyone know a WORKING site for PacifiGUI ?
> I want to use MAKEDISK with a GUI.
>
> I have tried searching using altavista, go2 etc.
>
> LGD metions the program, but know link !
>
> Thanks

Makedisk 1.4 and 1.5 will not work with a GUI, because Makedisk only works
100% in Real DOS.

Sorry

Simon Osborne

5122. WANTED:UK Atari ST TV lead

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Bob <sjones@reiteach.iol.ie>
Message-ID: <YYEM5.1478$Nw6.4592@news.iol.ie>
Source record: 55127

Hi guys,
Anyone got any idea where I might pick up one of these?
Thanks,
Steve.

5123. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A031FEE.387EC3A9@cfc.dnd.ca>
Source record: 55128

Odd Skancke wrote:
> Check out this site http://www.czuba-tech.com/U60/english/overview.htm.
> If we could make Rodolphe acutally build this system, we would be on the
> way. Ofcourse, he won't build this unless he gets financial aid. But this
> idea is pretty much what we want, isn't it?
> Regards,
> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

looks a lot like riored board on same site, eh?!
ken

5124. Re: Windows 98 source code cracked!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.4.21.0011031535550.20467-100000@rac5.wam.umd.edu>
Source record: 55129

mind not posting HTML to a newsgroup?

It doesn't look like much in PINE.
Thnx

David A Parsons http://www.wam.umd.edu/~parsonsd
e-mail : parsonsd@wam.umd.edu
--------- The present is what happens while we're considering the -----------
--------------------- past and worrying about the future. ------------------

5125. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011032201290.97-100000@online.no>
Source record: 55130

On Fri, 3 Nov 2000, Ken Macdonald wrote:

> Odd Skancke wrote:
> > Check out this site http://www.czuba-tech.com/U60/english/overview.htm.
> > If we could make Rodolphe acutally build this system, we would be on the
> > way. Ofcourse, he won't build this unless he gets financial aid. But this
> > idea is pretty much what we want, isn't it?
> > Regards,
> > Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
>
> looks a lot like riored board on same site, eh?!

Yep, and the RioRed would be really, really nice :)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

5126. Re: WANTED:UK Atari ST TV lead

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8tv937$92o$1@plutonium.btinternet.com>
Source record: 55131

"Bob" <sjones@reiteach.iol.ie> wrote in message
news:YYEM5.1478$Nw6.4592@news.iol.ie...
> Hi guys,
> Anyone got any idea where I might pick up one of these?
> Thanks,
> Steve.

If it's from the modulator to the telly, then any branch of Maplin should
have them no problem

Simon Osborne

5127. Keychange Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <VIGM5.290$kn2.468595@newsr1.u-net.net>
Source record: 55132

My updated web site is at www.atamusic.u-net.com
I'll get the counter working soon.
I'd appreciate any comments on how it looks on the Atari, I never managed to get mine to surf.

Barrie at Keychange.

5128. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011031652280.81-100000@TT030>
Source record: 55133

On Fri, 3 Nov 2000, william wong wrote:

> In article <Pine.MNT.4.10.10011021758400.84-100000@TT030>, Lonny Pursell
<fatal@SYNTAX.ERROR> wrote:
> >On Wed, 1 Nov 2000, **** **** wrote:
>
> Horror of Horrors....
> Now that will definately turn an Atari into an Amiga, no?

Read the amiga news, it's a new OS and pretty much not related
to the amiga classic OS execpt by name. Anyway after much
thought I ordered the hades060. :-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5129. Re: Graphics Repair Program

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <XAGM5.12461$GI4.7841@newsfeed.slurp.net>
Source record: 55134

On 2 Nov 2000 17:48:22 +, Lonny Pursell wrote:
>On Thu, 2 Nov 2000, Edward S. Baiz Jr. wrote:
>
>> I have some graphic files that are screwed up. Is there a program that will
>> attempt to repair them??
>
>Screwed up as in file damage, or screwed up as in wrong tint
>or too dark? I am not sure what you mean by "screwed up".

For some reason the data got messed up and I cannot load these files into
any graphics program like Photoline or Smurf.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5130. Re: Windows 98 source code cracked!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a0339f3$0$174@news.zetnet.co.uk>
Source record: 55135

```
On 3 Nov 2000 15:36:32 -, Dave Parsons wrote:
>mind not posting HTML to a newsgroup?
>
>It doesn't look like much in PINE.
>Thnx
>
>--------------------------------------------------------------------------
>David A Parsons http://www.wam.umd.edu/~parsonsd
>e-mail : parsonsd@wam.umd.edu
>--------- The present is what happens while we're considering the -----------
>---------------------- past and worrying about the future. -------------------
>
>.
```

Dear Mr Parsons,

I beg your humble pardon, it was meant as a joke. I promise not to do it again.

Your Humble servant

R. F .King.

5131. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a0332fc7d0b713@online.be>
Source record: 55136
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**docs**
ftp://chapelie.rma.ac.be/atari/docs/login73.zip (97.764 bytes)
(Index of Atari related stuff found on CD's of the magazine Login.
HTML format.French language)
(Index des repertoires concernant l'Atari des CDs du magazine
Login au format HTML)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/funmedia.zip (341.972 bytes)
(Video-editing tool. French/English/German version)

ftp://chapelie.rma.ac.be/atari/graph-tools/stcad163.lzh (1.193.440 bytes)
(CAD program for Atari. Dutch/French/German/Polish version)

ftp://chapelie.rma.ac.be/atari/graph-tools/photp212.zip (577.937 bytes)
(Phototip, picture manager and driver for digitale camera type Olympus,
Epson, Nikon, Agfo, etc..German/English/French version)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq0146.zip (94.429 bytes)
(ICQ overlay + GEM front-end for it for STing/STik/Gluestik/MiNT-net)

ftp://chapelie.rma.ac.be/atari/internet/aicq/aicqload.zip (4.574 bytes)
(smart launcher for AtarICQ to be run from dialer)

ftp://chapelie.rma.ac.be/atari/internet/aicq/movl.zip (62.757 bytes)
(MiNT-net ovl for aICQ)

ftp://chapelie.rma.ac.be/atari/internet/atarirc-111.zip (192.415 bytes)
(IRC client for STik/STing/Gluestik)
```

mint
ftp://chapelie.rma.ac.be/atari/mint/gem/ginit092.tgz (624.232 bytes)
(GEM-init is an init/getty/login/sh suite for single- and multi-AES.
MiNT-compatible OS required, MinixFS-compatible FS recommended.)

sound-utils
ftp://chapelie.rma.ac.be/atari/sound-utils/gemj136.lzh (164.036 bytes)
(Sample player for wav, hsn, avr,smp, dvs, au, snd. Multilanguage)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5132. ForAuction: Atari Mega 4 STe with box and docs!

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: "Marlin Bates, IV" <mcb242@psu.edu>
Message-ID: <3A0345BB.A24202C5@psu.edu>
Source record: 55137
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace,rec.games.video.atari

Hello all!

I have the following for auction:

Mega 4 STe
Has all original manuals and boxes. Works great! I just need to make
room in the wallet for the G4!

Check it out: http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=488575383

I also have an SC1224 in the box with docs. Also works great!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=488579289

Thanks

-Marlin

5133. Re: Keychange Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8tvik8dhk1@uranium.btinternet.com>
Source record: 55138

"Barrie at Keychange" <barrie@atamusic.u-net.com> wrote in message
news:VlGM5.290$kn2.468595@newsr1.u-net.net...
> My updated web site is at www.atamusic.u-net.com
> I'll get the counter working soon.
> I'd appreciate any comments on how it looks on the Atari, I never managed
to
> get mine to surf.
>
> Barrie at Keychange.

Yup, the site looks great and works fine on an Atari.

BTW, what's happened to TUS?

Simon Osborne
Atari Active

5134. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <955440884-77853AEicMi@cwcom.net>
Source record: 55139

From: rking@zetnet.co.uk (Bob King)
Date: 01 Nov 2000 10:00:49 GMT

>Why doesn't any one mention DA's LayoutTC any more.

I'd suggest that it's because the only way to buy it in the UK is
through Cortex - and there was something about the key file IIRC.
You'd be better placed to firm that out.

My personal experience with the demo versions was that it would crash
if I tried to change a CFN font to DA's Layout's format. I mentioned
this to Titan (as it was then), but there was no satisfactory
outcome. I put it down to its demo nature, but wasn't willing to back
that up with money!

Overall it's easier to use, perhaps better as a single or double page
flyer designer than multi-page docs where Calamus would score.

Is it still possible to get this program in the UK?
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5135. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <955440888-78541AEicMi@cwcom.net>
Source record: 55140

From: "Bashir patel" <bashir@freeserve.co.uk>
Date: Thu, 2 Nov 2000 01:22:10 -0000

>> Well, sadly I had no joy receiving the large order - for whatever reason -
>> I placed with CyberSTrider nearly two years ago now so perhaps Cortex are

>the last thing we need on here is moaning minnies, two days is not a long
>time to wait for something to do with computers especially if the company is

Reread these two snips - 2 years and 2 days are (somewhat) different
timescales!

--


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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5136. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <955440890-79013AEicMi@cwcom.net>
Source record: 55141

From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Date: Thu, 2 Nov 2000 09:23:25 +0000

>>What would you consider to be a sensible price as a matter of interest?
>
>It had been ï¿½150, I'd have snapped it up. I simply can't justify ï¿½200
>for such a machine, but ï¿½150 is tolerable - I really rather want a

Interesting, because I think that you'd be expected to pay double for such a machine. Don't expect the usual rules about obselete machines to apply to Falcon pricing :-(or :-), depending on whether you're buying or selling...
--


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```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5137. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <955440892-79457AEicMi@cwcom.net>
Source record: 55142

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Fri, 3 Nov 2000 12:14:17 +1100

>> I was able to repair a broken IC leg by milling down through the plastic

>Ouch, I bet that took a while...

...when you're desperate! :-)
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5138. Re: FS Desktopper. II

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:16:52 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <5unM5.3265$dd4.253546@nnrp3.clara.net>
Source record: 55097

SF0218 <sf0218@aol.com> wrote in message
news:20001028141917.03741.00000632@ng-cb1.aol.com...
> What is a'Lighthouse' case?
> Thanks,
> Sam Ferrer (U.S.A.)

Lighthouse is the company that
makes the cases, not a case.

Shiuming Lai

5139. Re: Falcon Internet problem

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:35:35 UTC
From: atarigalen@my-deja.com
Message-ID: <8tt18n$4ol$1@nnrp1.deja.com>
Source record: 55099

In article <8trnpo$u80$1@nnrp1.deja.com>,
bonfieldd@my-deja.com wrote:
> Hi. Has enyone experienced problems running internet s/w on the 4Meg Falcon?
> I've tried Wensuite, Cab & Draconis with similar results - them crashing,
> coming up with 'Error 69' with Magic. This happens constantly...

Hmm, some sort of configuration error, to be sure. First of all, pick your interface software. Are you going to use IConnect, STing, or STiK2?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5140. Re: Backward III

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:51:06 UTC
From: atarigalen@my-deja.com
Message-ID: <8tt25o$5j4$1@nnrp1.deja.com>
Source record: 55100

> >A bit off topic, but...
> >....Backward III was made freeware a while back. Could someone post
the
> >code?
> >
> Hi Galen,
> Not being a programmer, would the code be in with the package of
> BackwardIII files? Type of file?
> John G.
>
Nope. Look under "register". It's probably around 16 ASCII
characters, and will just look like "Gh85HId43DGbvc". (But that's not
it :-))

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5141. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 00:59:03 UTC
From: Tardo <rives@gte.net>
Message-ID: <rives-FB63C5.20035002112000@news.gte.net>
Source record: 55103

In article <TdkM5.2290$zd1.5673@nntpserver.swip.net>, "Claes Holmerup"
<newsgroups@holmerup.com> wrote:

>> But do you really need 50 tracks!!
>
>You never know... ;)

:-)

>For the moment, I have no use of that many tracks - but I mostly have need
>of more than the 8 I could get with CAF - and I'm not interested in using
>the compressed audio option to get 16 audio tracks in CAF - I want to be
>able to record in 24 or 32bit - the Falcon is a maximum of a mere 16 bits,
>which is ok for very many, but as I do mastering for some people besides
>myself, I need the better resolution provided by VST and my soundcard, to
>keep a better S/N ratio and dynamics until the end, when the master has to
>be dithered to 16bit to fit on a standard audio CD...
>
>> >sample-accurate sync - and as many midi tracks I'll ever need - also
>> >with
>> >sample-accurate sync, which is better than ANY Atari system. Besides
>this,
>>
>> I was pretty damn close to sample accurate with CAF, RD8, Z-system SRC,
>> ADAT interface. Close enough and even with my Mac setup VST, 2408,
>> either Opocode Studio 64xtc or a MOTU MTP AV I can only get sample
>> accurate sync by jumping through hoops (MOTU doesn't exactly directly
>> support ASIO 2)
>
>Sample accurate sync with CAF? NO WAY!

Reread the above..."Damn close"

>If you replay 8 simultaneous audio tracks with the same content on the
>Falcon, you'll get a chorus- or flanger-like effect. This means you don't
>have a perfect sync. If I replay 50 simultaneous audio tracks with the

>same
>content with my PC system, there simply isn't ANY difference to replaying
>just one of the tracks - it's just a bit louder, but NO side-effects
>whatsoever :))
>Midi in itself is inaccurate, of course - so there is actually no midi
>system that's perfect. A transfer speed of 31kbaud isn't fast...
>How people can speak about Atari having better midi sync than PC, I'll
>never
>understand. I haven't heard proof of that yet (other than with cheap

>games-soundcards which are unsuitable for anothing but games).

Its the system calls, my Mac every now and then coughs a little and a PC
will to. People still swear by on Akai MPC for midi work.
Years ago Frank Heller (a known engineer and beta tester for Steinberg)
typed up an explanation with all the info down to programing. There's a
web site out there with the info too, I'll try to find it.

>> My Falcon has a working Afterburner 040 and Nemesis installed by Titan
>> and shipped back to me in the US with no problems. Charlie S. even tried
>> a quick code change with some 040 tips from Doug of Black Scorpion fame
>> but it never really worked (tried to get CAF to use FAST ram for audio)
>> but this is a whole different story.
>
>CAF wasn't designed to run on a 040, so that's no surprise at all... CAF
>could be loaded into the Fast RAM of the F/X-card however - and it became
>somewhat faster, but not enough for what I needed. Nemesis accellerated
>CAF
>a bit on the machines where it worked - the other machines just locked up
>when trying to run CAF :(

I guess I'm one of the lucky ones. Needless to say I never use CAF for
audio these days, its all 24bit now.

> It might have been a help if Steinberg released
>the source code, oso it could be re-compiled for 040 - but that's out of
>my
>field, so I'm not getting into developing that thread...

Charlie Steinberg tried briefly but it was a no go.

>Since music has always been my first priority, the main reason why I never
>got one of the clones is that they were never able to be compatible with
>CAF - otherwise I wouldn't have doubted - but eventually, I wouldn't have
>had any choise anyway, because of the 96/32 possibilities and better
>software availability and more professional software tools to choose from.

Understandable

Rich

5142. Any info on Neuss Show

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 01:12:14 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.37ca926e.b30e0c20.doyene@zetnet.co.uk>
Source record: 55098

Hei all.
Is there any development on when German Atari Show will be.
If so whats the best way of going there.

regards

--

#################################
Thank you for reading my
email. If you like to
contact myself, please
send your message to
# #
doyene@zetnet.co.uk
# #
Atari/Linux User
#################################

5143. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 01:14:17 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tt35r$cj7$1@perki.connect.com.au>
Source record: 55101

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:973149074-233483AEicMi@cwcom.net...
> From: "Mark Bedingfield" <mark@baypc.com.au>
> Date: Wed, 1 Nov 2000 12:53:12 +1100
>
> >the previous owner, attempting to do a clock patch. The GAL's leg was
> >actually broken and it was only tesile contact that caused it to work at
>
> I was able to repair a broken IC leg by milling down through the plastic
> package from above with a modelmaker's drill and end mill. There was
> enough of the leg revealed to solder to.

Ouch, I bet that took a while...

Mark

5144. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 01:16:23 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <rloM5.784$z93.112206@news.goodnet.com>
Source record: 55102

I believe the entirety of Atarian history of today can be summed up as follows:

Atari died. Support died.

I tried to offer hope by saying:

Atari returns. Support returns.

Regardless of who would buy an Atari system and who would care, the very fact that Atari was back would surely turn some heads. And, with the path of upgrade I outlined, from 603e to G3 to G4 (and whatever else is beyond, including the possibility of dual CPU systems early on), as long as Atari was showing the world that "We're back and we're the ONLY other company selling PowerPC-based, consumer-grade systems.", there would be hope for a revival.

The reason support is nigh dead now is because no matter how much effort you put into "keeping the spirit alive", you will ultimately fail, because the flag holder (Atari) is dead. No follower or clone maker can produce a clone and sell it as successfully because the only buyers will be the ones who are already in the camp. And the camp is slowly but surely closing down. Day by day.

People don't seem to realize tht the name "Atari" IS worth more than they think. Even for people who think of just old game systems, Atari is still in their minds. And "mindshare" helps sell systems.

As I figure it, with Atari back on the warpath, TOS/GEM could not only be brought back into usage, it could then be ported and enhanced beyond even the TT/Falcon030 version!

But the 68K lifespan is nigh at it's end. We jump tracks (to PowerPC... significantly more powerful, multiprocessor-capable, and an extended lifespan several (if not many) more years down the road), and bring back the systems! Old design first and then new ones after. The old designs help the Atari literate public and past Atarians get excited again, that Atari IS back and back with a vengeance!

How many Atari clone manufacturers do we have? Who is still selling systems with an outlined path of systems for the future? See my point? When the source of the campfire is extinguished, where does the fire go? Atari WAS t he source.

The reason (source) for TOS/GEM etc. is dead. How much longer do you think anyone can keep it on life support? I dare say not much longer. Only by bringing Atari back can we bring the spirit back. If there had been no

Atari, would there be clones now? If Atari had NOT been saved by the Tramiels, would Atari clones exist today? Eventually, even if the clone effort continues, eventually they will be so non-recognizable as Atari clones, they might as well not be called clones at all. We have taken TOS/GEM and either mutated it or patched to it so far, that we might as well abandon it altogether. Would MiNT exist without TOS/GEM? No. Would MagiC? No. These two would not exist today had it not been for Atari and TOS/GEM on the Atari ST. We need to remember what we owe tribute to and help bring it back, in gratitude! Because, without the source of the campfire, the fire vanishes.

Atari could, in all likelihood, sell backwards compatible systems to the few or many who would buy them and help revive the market for them, especially being the only other computer maker of [home] PowerPC systems.

1) Nostalgians would buy some (can you imagine a special, limited-edition classic ST decked out in gold (or silver or platinum) colored plastic, with 16Mbytes of RAM, the Blitter chip, 640x480x256 color resolution capability, etc.? Talk about a collector's item! I'd buy one in a heartbeat!)
2) Atari-brand loyalists would buy some (same as above and new systems, too!).
3) New people who suddenly took notice of this new Atari and it's systems, would buy some (probably only the new systems).

To say no one would buy these new systems or care that Atari was back (or care about the name, period) are simply speaking from their own perspective. Yes, it would be a massive undertaking, both technologically and financially. Yes, it *wouldn't* be an overnight success. But...

If you stick yourself in people's faces long enough and give them something to look at that says "this is what we sell and this is where we're going", people are going to take notice. And some will buy and some will not. But that's the way it is with any company/business selling a product.

But I would almost be willing to stake my life on my belief that Atari, if it came back, would be successful... sooner or later. And probably no less than it was during it's peak, if not more.

But we'll never know, will we?

And all because no one is willing to help try to make it happen... because everyone believes it just can't be done.

This will be my last post/reply on this subject. I've got my life to live and other dreams, more achievable, to attain. It's a shame so few care about the company that gave them their systems and/or the reason that their clone systems even exist today. If I had a reason to own an Atari, I would.

Jared

John Whalley <john_whalley@hotmail.com> wrote in message
news:8tsujg$ke1$1@newsg3.svr.pol.co.uk...
> "**** ****" <***@***.com> wrote in message

> news:0F2L5.7528$%j.2285627@typhoon.southeast.rr.com...
> > John Whalley wrote in message <8tib7khub2@news5.svr.pol.co.uk>...
> >
> > >A clone, in other words, but using a PPC. So a clone *and* an
> emulator.
> > >Easier to use MagiCMac or MagiC-PC, similar compatibility level. If
> you
> > >really want to do a clone, try listening to Jo Even Skarstein, who
> has
> > >made some of the more sensible remarks on this. Apologies to the rest
> of
> > >you who've also been trying to talk some sense in this mess of a
> debate,
> > >Jo Even sprang to mind first.
> >
> >
> > Ah. So both Dell and Compaq make atari clones, they just don't know
> it.
> > Cool. That you don't have a clue what emulation is about is
> remarkable, but
> > hardly helpful to the rest of us. Nearly every computer in the last 15
> years
> > has emulated one thing or another at a low level in the hardware... we
> don't
> > call them "emulators".
>
> I don't see the basic difference between what Jared proposes and what
> the Hades and Milan do: it's a clone. Only real difference is a PPC so
> it will have to emulate a 68k for backwards compatibility. It's Jared
> and you who have a problem with emulation, not me...
>
> As for clues, it's Jared and you who can't seem to get a grip on the
> idea that you are effectively proposing a Milan (but less well thought
> out) with an emulated 68k processor with yet another OS variant (as if
> there isn't enough of a problem with MagiC and MiNT fundies having
> wars). I emphasise the emulated 68k as the chances of anyone producing
> new commercial software to run native on PPC is about nil, as you would
> appreciate if you had any kind of grip on reality. The market is too
> small - any commercial software has to run on everything from an ST up
> to sell enough copies.
>
> > >Neither. MagiCMac/MagiC-PC would do the same thing for less and give
> > >access to loads of other software etc. Why waste money on something
> > >which offers less?
> >
> >
> > In other words, you are more than happy to see only one type of
> computer,
> > one platform, the world over. You're not saying, "sorry count me out",
> > you're saying "others shouldn't WASTE their money on anything but a

> pc".
>
> I really object to you telling me what I think and what I am saying. Try
> reading the question and the context. Jared asks if would buy one of two
> choices: I would buy neither because I don't regard either as good
> value. Everything else is your invention. I am speaking for myself, not
> anyone else. I do not advocate PCs in this group: if I felt the need (I
> don't) I would take it to c.s.a.advocacy. I am not in favour of only one
> platform (even in the above statement I manage to mention two on which
> to run Atari software), I am in favour of people using what they like.
> But in the real world the chances of Jared's proposal succeeding where
> Milan has failed is nil. It's more of the same but with a lot of
> idealistic shouting tacked on, IMHO.
>
> > Think about it for a moment. Even if I wouldn't/couldn't get one
> myself, I'd
> > be happy to see a new PPC atari clone built.
>
> Whoop di doo: we know that. Jared asked a set of questions to which I
> gave straight answers. If he wants to go ahead in the teeth of the
> general consensus of opinion here, I wish him well. But this is his core
> market - if he can't sell the idea to people in c.s.a.s he won't be
> selling many units to anyone else.
>
> TTFN
> John
>
> --
> If replying by mail use john at bygjohn dot co dot uk
> The mail address in the header is valid but mail is deleted from it
> http://www.bygjohn.co.uk/
> Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)
>
>

5145. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 01:26:24 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tt3s9dfm1@perki.connect.com.au>
Source record: 55104

"Mindfield" <mindfield@badgers.home.com> wrote in message
news:efm20t02vdjns44amdspbfi9gnrbnf71fb@4ax.com...
> On Thu, 02 Nov 2000 09:32:53 GMT, wongck@letterbox.com (william wong)
> drooled an embarassing wet spot in his lap as he typed:
>
> >
> >You guys want to know what Atari's problem is?
> >Reluctant to change...

Thanks, I didnt want to have to type all that out:-). I am changing things all the time. But the Pentium 3 is still bassed on 8 bit architecture. Why invest in shit that cannot run reliably? My PC play's games as does my N64 and I certainly dont trust it. And I build them for a living (not to say I dont know what Im doing of course). The only real thing strangling the PC is their crappy backwards compatibility. At least Atari ditched Dos 2.5 etc in favour of TOS/GEM, and I thank them for it. My Falcon is rock solid it takes clumsy feet and big hands to kill it.....

Mark

5146. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 01:42:48 UTC
From: wongck@letterbox.com
Message-ID: <8tt56j$ndh@usenet.pa.dec.com>
Source record: 55105

In article <973186188-194491AEicMi@bun.com>, Steve Sweet <stevesweet@bun.com> wrote:
>Hi Jo
>
>>What I don't understand is why IConnect wasn't made MiNT-Net compatible.
>
>Because they would then have been accused of steling intelectual material.
>

I don't think so.... it's because if you see IConnect is a killer apps to have
but then runs on Magic, then you will be forced to purchase magic & everything
else which works for it. See?

Rgds

5147. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 01:45:46 UTC
From: wongck@letterbox.com
Message-ID: <8tt5c6$ndh@usenet.pa.dec.com>
Source record: 55106

In article <321.341T1150T6674539optimus@canit.se>, "Iggy Drougge" <optimus@canit.se>
wrote:
>mnr2 skrev:
>
>>I would like to know what games use the four player adapter apart from
>>Gauntlet II?
>
>Dynablaster, aka Bomberman on the consoles.
>

How about internet games??

Halflife Halflife Halflife Halflife Halflife Halflife Halflife Halflife
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5148. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 01:56:13 UTC
From: wongck@letterbox.com
Message-ID: <8tt5vp$ndh@usenet.pa.dec.com>
Source record: 55108

In article <8ts332$8gm$1@nnrp1.deja.com>, Tim Conrardy <tconrardy@hotmail.com> wrote:
>
>
>Use the Atari for what it was intended for: Unique software especially
>in the Midi area....and the GAMES. Missile Command anyone?
>

Oh come on... there is Missile Command on almost any platform, including the BBC micro and the dreaded all-powerful Wintel. What so unique about it? (nothing unique except that Atari's is on that low res screen, but hey! you can see that bigger sprite easier than on a 1024x768 screen).

I heard that the Atari MIDI implementation cannot keep the correct timing. So that's the unique thing about it.
But hey, there was an TV advertisement which had the some effects/music done on a STE, it was done by a member of our local Atari enthusiast club. Sadly, that was way back in 1990.

Have you played Age of Empire II lately.... from the Evil Empire?
or installed StarShip Trooper?

5149. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 02:02:42 UTC
From: wongck@letterbox.com
Message-ID: <8tt6bv$qcj@usenet.pa.dec.com>
Source record: 55109

In article <Pine.MNT.4.10.10011021758400.84-100000@TT030>, Lonny Pursell
<fatal@SYNTAX.ERROR> wrote:
>On Wed, 1 Nov 2000, **** **** wrote:
>

>limitions on my own desk I thought perhaps atari and amiga
>could unite on one platform. And since they already had
>

Horror of Horrors....
Now that will definately turn an Atari into an Amiga, no?

5150. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 02:15:42 UTC
From: wongck@letterbox.com
Message-ID: <8tt74b$qcj@usenet.pa.dec.com>
Source record: 55110

In article <8tt3s9dfm1@perki.connect.com.au>, "Mark Bedingfield" <mark@baypc.com.au>
wrote:
>Thanks, I didnt want to have to type all that out:-). I am changing things
>all the time. But the Pentium 3 is still bassed on 8 bit architecture. Why
>invest in shit that cannot run reliably? My PC play's games as does my N64

Mmm.... so it seems you don't game on your Atari.
I agree that if you want to play game, on your N64 or go queue at the PS2
line. They are much better, afterall they ARE games machine.

There seems to be not much problem for me using the PC, therefore I find it
quite reliable. Of course, it's probably because I am an Atari user, who knows
how to beat sh*t out of a system.

>dont know what Im doing of course). The only real thing strangling the PC is
>their crappy backwards compatibility. At least Atari ditched Dos 2.5 etc in

Win95 is DOS compatible, but then since when do you still use DOS? All the
stuff I have are Windows version. Now I am on WinMe, finally they took away
DOS. But I need to have DOS back.... Argggh... so I type COMMAND and ... lo &
behold there was DOS prompt! Saved at last.... Yes, they still carry that DOS
shit around.

What Atari needs is to more forward with faster system, so that the software
can do more.... don't that sound like micocrap shouting at intel eons ago?

rgds

5151. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 02:33:31 UTC
From: **** **** <***@***.com>
Message-ID: <%tpM5.21994$G95.5998722@typhoon.southeast.rr.com>
Source record: 55112

william wong wrote in message <8tt6bv$qcj@usenet.pa.dec.com>...

>Horror of Horrors....
>Now that will definately turn an Atari into an Amiga, no?

Now don't get me wrong, I've came into computers as a hobby far too late to know anything more than rumors about the flamewars of "amiga vs. atari" and I must say that I am an amiga fan (but no less an atari fan because of it). I think there are far too few platforms left, and I don't want to see them merge. Choice, uniqueness, idiosyncrasies... these are all gone in favor of the wasteland we call the wintel hegemony. I don't want to see atari turn into a pc either, or be reduced to an emulator running on a pc. That sentiment and a billion dollars, and things might change. Oh well.

John

5152. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 02:41:24 UTC
From: wongck@letterbox.com
Message-ID: <8tt8kg$qcj@usenet.pa.dec.com>
Source record: 55111

In article <efm20t02vdjns44amdspbfi9gnrbnf71fb@4ax.com>, Mindfield
<mindfield@badgers.home.com> wrote:
>
>Um ... lest we forget that PCs have been compatible with each other
>since the dawn of time. Certainly newer processors and, more

That's because the OS support it as a sub-OS, or an partitioned part of the
OS.

>compatibility. It's the reason the 640k barrier still exists. Intel
>and Microsoft made the decision eons ago to retain compatibility so as

640K barrier.... there are programs which loads 2MB of data, and also some
of that horrible DLL are 900KB large. Now they will surely not load into 640K,
no? But somehow, they do.... is it black magic??

>versions of DOS and, later, Windows came out. It's the reason OS/2
>and the various flavours of Unix never became popular among mainstream
>PC users: no compatibility. And when you have a machine that already

Er... that's because Unix was not pre-installed on PC.
On my first 486 @20MHz, 512K ram, it would be kind of difficult to run, but
hey, Zenix was scrapped by MicroShit which suppose to run on a 386. DOS would
run better & easier on a PC. And all PC hardware manufacturer should not want
their customers to have a hard time using that PC junk at home.

In all major industrial company, OS2 & Unix was the norm for high volume work.
That DOS shit will not be able to handle all the network connections, file
access etc. I still remember that Windows for Workgroup 3.11 was so shitty
that it hang for a minute or so, when it is sharing the printer.

Then the day came when IBM shutdown OS2 support, when NT was so much cheaper
to get. So all the industry big boys have no choice but to try NT.

>
>Atari was not reluctant to change. They abandoned the 8-bit
>processors in '85 when they released the ST. And their 16- and 32-bit

True, but they need another major change on the computer line ... which never
came. Instead the change was to stop it & just move forward with the jag.

>
>Precicely... and the requirement of software support will beat out
>more horsepower any day of the week. What's the point of having a
>blazing fast machine if you haven't got anything to run on it?

I am sure if they hardware was powerful, we can easily port some programs like
Java engine etc... then we can all run StarOffice from Oracle and never need

to have MicroSlop Office. I was developing some apps for my falc, but the limitation of the hardware speed just shut down my projects. I get the software ported from unix/windows, but it was too slow to work, an example is I have to wait 2-3 minutes to decode a 5 secs media data - waste of time & effort.

ciao.

5153. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 03:00:32 UTC
From: **** **** <***@***.com>
Message-ID: <kTpM5.22052$G95.6025312@typhoon.southeast.rr.com>
Source record: 55114

Jared Falvo wrote in message ...
>I believe the entirety of Atarian history of today can be summed up as
>follows:
>
>Atari died. Support died.

More to it than that.

>I tried to offer hope by saying:
>
>Atari returns. Support returns.

Dude, not even close. First off, you said hey maybe atari "can" return. BIG DIFFERENCE. Support returns? You definitely need to think about this. You could sooner build the damn ppc clone than you could "support" it. You claim to work with computers? Support is a all-consuming black hole of despair and talent on the pc platform, and there is more expertise in that, than all the other platforms combined, server, workstation, and consumer computers combined.

>Regardless of who would buy an Atari system and who would care, the very
>fact that Atari was back would surely turn some heads. And, with the path
>of upgrade I outlined, from 603e to G3 to G4 (and whatever else is beyond,
>including the possibility of dual CPU systems early on), as long as Atari
>was showing the world that "We're back and we're the ONLY other company
>selling PowerPC-based, consumer-grade systems.", there would be hope for a
>revival.

Dude, there is so much more to it than picking out your favorite cpu. So much more. I don't know the answers, and I know damn few of the questions, really. You don't seem to realize any of this. Dual? Why don't we throw in a complete NUMA architecture, and socket it for 4 gigs of ram? No company could do this. Even I have to agree with everyone on that. If Borg Gates himself decided that he would repent, and spend his vast fortunes redoing the nextgen atari, and Larry Ellison decided to go in too, just MAYBE it could have limited commercial success and break even. Maybe. But probably not. How many times have I said that there may be a way to go about it, but it would't be a commercial hardware company. Say it with me, hell spell it out. N-O-T -- A -- C-O-M-M-E-R-C-I-A-L -- C-O-M-P-A-N-Y.

>The reason support is nigh dead now is because no matter how much effort
you
>put into "keeping the spirit alive", you will ultimately fail, because the
>flag holder (Atari) is dead. No follower or clone maker can produce a
clone
>and sell it as successfully because the only buyers will be the ones who

are
>already in the camp. And the camp is slowly but surely closing down. Day
>by day.

This isn't a religion. A hobby sure. An obsession maybe. We don't have to convert people, and we couldn't if we tried. And since you could more easily talk Fort Knox into giving over its gold than you could persuade Whoever-The-Hell-Owns-Atari to license the name, it will have to be a clone. There is precedent for clones becoming the standard (the PC), or barring that, for them being preferable to the original manufacturer (the Mac), I don't see why you have a hair up your butt worrying about it.

>People don't seem to realize tht the name "Atari" IS worth more than they
>think. Even for people who think of just old game systems, Atari is still
>in their minds. And "mindshare" helps sell systems.

Now you talk like some corporate lawyer (me must protect our trademarks because our name is our most valuable asset!). Or maybe those stupid assed senators that want a flag-burning constitutional ammendment. Cause after all, the symbol is more important than the principle. Gimme a fucking break.

>As I figure it, with Atari back on the warpath, TOS/GEM could not only be
>brought back into usage, it could then be ported and enhanced beyond even
>the TT/Falcon030 version!

I don't know enough about atari. But it seems there is more than one standard OS, certainly more than one preferred OS. Why have you latched on to this?

>But the 68K lifespan is nigh at it's end. We jump tracks (to PowerPC...
>significantly more powerful, multiprocessor-capable, and an extended
>lifespan several (if not many) more years down the road), and bring back
the
>systems! Old design first and then new ones after. The old designs help
>the Atari literate public and past Atarians get excited again, that Atari
IS
>back and back with a vengeance!

This sort of talk is fine... about 2 years from now, once you have a working prototype, or if we're generous, 60% of a working prototype. Now though?

>How many Atari clone manufacturers do we have? Who is still selling
systems
>with an outlined path of systems for the future? See my point? When the
>source of the campfire is extinguished, where does the fire go? Atari WAS
t
>he source.

That should tell you something. Go into a real business, and gouge some other group, if you have a hair up your butt to "go into business". Meanwhile, I'll worry about the atari, which doesn't seem to be your focus.

>The reason (source) for TOS/GEM etc. is dead. How much longer do you think
>anyone can keep it on life support? I dare say not much longer. Only by
>bringing Atari back can we bring the spirit back. If there had been no
>Atari, would there be clones now? If Atari had NOT been saved by the
>Tramiels, would Atari clones exist today? Eventually, even if the clone
>effort continues, eventually they will be so non-recognizable as Atari
>clones, they might as well not be called clones at all. We have taken
>TOS/GEM and either mutated it or patched to it so far, that we might as
well
>abandon it altogether. Would MiNT exist without TOS/GEM? No. Would
MagiC?
>No. These two would not exist today had it not been for Atari and TOS/GEM
>on the Atari ST. We need to remember what we owe tribute to and help bring
>it back, in gratitude! Because, without the source of the campfire, the
>fire vanishes.
>
>Atari could, in all likelihood, sell backwards compatible systems to the
few
>or many who would buy them and help revive the market for them, especially
>being the only other computer maker of [home] PowerPC systems.
>
>1) Nostalgians would buy some (can you imagine a special, limited-edition
>classic ST decked out in gold (or silver or platinum) colored plastic, with
>16Mbytes of RAM, the Blitter chip, 640x480x256 color resolution capability,
>etc.? Talk about a collector's item! I'd buy one in a heartbeat!)
>2) Atari-brand loyalists would buy some (same as above and new systems,
>too!).
>3) New people who suddenly took notice of this new Atari and it's systems,
>would buy some (probably only the new systems).

Funny, but #1 and #2 are the same people. #3 buys whatever the marketing
brainwashers tell them to. We can't afford marketing brainwashers.

>To say no one would buy these new systems or care that Atari was back (or
>care about the name, period) are simply speaking from their own
perspective.
>Yes, it would be a massive undertaking, both technologically and
>financially. Yes, it *wouldn't* be an overnight success. But...
>
>If you stick yourself in people's faces long enough and give them something
>to look at that says "this is what we sell and this is where we're going",
>people are going to take notice. And some will buy and some will not. But
>that's the way it is with any company/business selling a product.

Dude. You've given nothing but rhetoric. You've given inane questions and
answered them yourself without conferring with us. I can be forgiving, but
haven't I already politely tried to point this out? I give you advice, and 4
posts later it reappears in a bungled half-assed format, as your "research".
Usually you get my best guestimates so wrong, that if anyone associated them
with me, then I'm truly embarrased. Do you even know how to go about getting
a quote for pcb's? I'm signed up with over 20 pcb fab websites, and I'm
getting various quotes from them on a daily basis. I have some clue as to

how much they gouge for 1-3 qty prototype pcb's... and I also have called and spoken in person to at least as many. If I asked them if their prices included "soldering on the parts", they would literally laugh at me.

>But I would almost be willing to stake my life on my belief that Atari, if >it came back, would be successful... sooner or later. And probably no less >than it was during it's peak, if not more.

Successful at making an interesting computer? I wouldn't stake my life on it, but I'd bet $500 they would. Successful in a business sense of the word? Haha. This must be a joke. I wouldn't stake 50 cents on that, and someone that would wager their life on it has a death wish.

>But we'll never know, will we?

Not the way you are poisoning people's attitude toward such an idea.

>And all because no one is willing to help try to make it happen... because >everyone believes it just can't be done.

Not the way you seem to have made up your mind to it.

>This will be my last post/reply on this subject. I've got my life to live >and other dreams, more achievable, to attain. It's a shame so few care >about the company that gave them their systems and/or the reason that their >clone systems even exist today. If I had a reason to own an Atari, I would.

We never cared about the company. Some rape victims care about and love the children that they had because of it, but they never ever have warm fuzzy feelings about their violators. This situation isn't that extreme, but the same principle applies.

John

5154. YACI = Yet Another Crazy Idea

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 03:04:10 UTC
From: wongck@letterbox.com
Message-ID: <8tt9v6$qcj@usenet.pa.dec.com>
Source record: 55113

Will this work?

1/ Get a PC motherboard and a non-intel CPU, some memory, HDD....
(oh damn, or get a PC without any intel stuff in it.)
2/ Load FreeDOS as a preloader.
3/ Load in the best Atari emulator we can get our hands on.

Hey Presto.... a new & fast(see note1 below) Atari ST compatible computer.

If we can load the network drivers on that FreeDOS, and there is somesort of the "bridge" program on the emulator, then we can also access the network ethernet. Add that CDROM hardware support or even DVD hardware player support on the emulator, we can ask Aniplayer to decode DVD as well.

Now if anyone want to try this......

p.s. I only provide the idea.

note 1: fast = depends on the CPU class, if an AMD athlon class then it should be fast.

5155. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 03:12:31 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011030347350.1887-100000@online.no>
Source record: 55115

On Thu, 2 Nov 2000, **** **** wrote:

> DAVID L. ORMAND wrote in message <8ts3om$900$1@news.asu.edu>...
>
> >It doesn't seem to make sense anymore to keep hardware "secret".
> >I can't imagine there being enough capable hardware operations who
> >could "hijack" the PPC AmigaOne design and who would think it
> >economically advantageous to do so. In fact, I'm not sure we
> >SHOULD be interested in a closed architecture owned by another
> >company with very little interest in Atari. It's been bad enough
> >with companies that ARE associated with Atari! Including Atari
> >itself!
>
>
> I agree. To be honest, I still don't understand why the open source concept
> can't apply to software. Why don't we come up with our own architecture
> instead?

<-- SNIP -->

Ok, lets start this, then :) I'm no hardware expert, but here are my
thoughts on a "NextGenAtari" board;

Such a motherboard would only contain the absolutely necessary things
needed in on a host board. This would be CPU, north/south bridges, memory
slots, etc. No sound, no gfx, no nothing onboard. This would keep the cost
down (would it?), and we could make this part, the foundation, GOOD and
FAST.

For everything else, lets use PCI/AGP/ISA slots. And we could also
include one or two ISA slots, because there exists already a RopoCop card
that gives you 3 Atari Cartridge ports.

Now, since we don't include anything on the board, we could let it have 6
PCI ports and perhaps 2 AGP ports. This would make it very expandable.

Minimum 6 PCI slots, 32-bits 33Mhz
This would provide all we need, even USB ports for those who want it.
There are USB PCI cards, etc. Also, ethernet, serial ports, even SCSII
cards, etc..

2 or 3 PCI slots, 64-bits 66Mhz
Just so we have them too.. :)

2 AGP slots
Graphics cards, ofcourse.

1 or perhaps 2 ISA slots, on which a RopoCop gives us Atari Cartridge ports, if necessary.

Atari legacy port... hmm. How about 1 ISA and 1 VME slot?

This would make up a board with 6/3 PCI slots, 2 AGP slots, 1 ISA and 1 VME slot. It must be cheaper to go this route rather than trying to incorporate stuff onto the board? I also imagine that this will enable us to make the foundation good and fast, i.e., use the best for the motherboard.

> IDE is the natural choice. If someone truly wants scsi, use an expansion

Just about the only thing that should be onboard

Ok, the above might be overkill, but I think it is better to use slots rather than incorporate stuff onto the mainboard.

Next?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

5156. FS:(US) hardware, software, books

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 03:14:42 UTC
From: David Smith <david@suscom.net>
Message-ID: <3A022DA2.CB6F2D59@suscom.net>
Source record: 55116

I have added more items to my home page.
http://yourpage.suscom.net/david/sellcomp.htm

--
David Smith, david@suscom.net, Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david
> Atari ST hardware and software for sale
> Apple Macintosh hardware and software for sale

5157. Re: YACI = Yet Another Crazy Idea

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 03:16:19 UTC
From: **** **** <***@***.com>
Message-ID: <76qM5.22094$G95.6043830@typhoon.southeast.rr.com>
Source record: 55117

william wong wrote in message <8tt9v6$qcj@usenet.pa.dec.com>...
>Will this work?
>
>1/ Get a PC motherboard and a non-intel CPU, some memory, HDD....
> (oh damn, or get a PC without any intel stuff in it.)
>2/ Load FreeDOS as a preloader.
>3/ Load in the best Atari emulator we can get our hands on.

Yes, it could work.

>Hey Presto.... a new & fast(see note1 below) Atari ST compatible computer.

No, a dedicated atari emulator. Big diff.

>If we can load the network drivers on that FreeDOS, and there is somesort
of
>the "bridge" program on the emulator, then we can also access the network
>ethernet. Add that CDROM hardware support or even DVD hardware player
support
>on the emulator, we can ask Aniplayer to decode DVD as well.

Dos packet drivers are a genuine pain in the ass. Supposing they would work with freedos well enough, the software would be possible. Cd support shouldn't be too hairy, freedos does well enough with mscdex or even the corel version. DVD won't be possible. You'd be better off with linux.

>Now if anyone want to try this......

Not really. I like computers, and I already have a pc. Atari's are nice, but the "pretend" versions don't cut it.

>p.s. I only provide the idea.

Hmm. Tell you what. I'm not being mean, and just because I don't like it, doesn't mean you shouldn't do it. Feel free to ask advice on the pc aspect of it, and I'll help if I can. If there are no linux emulators available, the next best bet would be to use win98's "dos". You'll have the best compatibility for the few dos packet drivers left, and the other various dos utilities that might be needed. Creative batch scripting and a simple dos EXE, and you could even fake a nice atari splash screen. Get a nice bios, and even the post test could be hidden...

John

5158. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 03:46:48 UTC
From: **** **** <***@***.com>
Message-ID: <IyqM5.22157$G95.6074886@typhoon.southeast.rr.com>
Source record: 55119

Odd Skancke wrote in message ...

> Ok, lets start this, then :) I'm no hardware expert, but here are my
>thoughts on a "NextGenAtari" board;
>
> Such a motherboard would only contain the absolutely necessary things
>needed in on a host board. This would be CPU, north/south bridges, memory
>slots, etc. No sound, no gfx, no nothing onboard. This would keep the cost
>down (would it?), and we could make this part, the foundation, GOOD and
>FAST.

If this is acceptable to most, then this is indeed a very economical design philosophy.

> For everything else, lets use PCI/AGP/ISA slots. And we could also
>include one or two ISA slots, because there exists already a RopoCop card
>that gives you 3 Atari Cartridge ports.

PCI is hardly easy, but I felt anything else would just not be anything anyone wanted. Even I have to admit that the sheer number of generic pci cards makes this attractive. AGP is another thing altogether though. Even if we managed to get it working, we'd never take advantage of it.

> Now, since we don't include anything on the board, we could let it have 6
>PCI ports and perhaps 2 AGP ports. This would make it very expandable.

Heh. I've wanted a dual agp motherboard for the pc for months now. Even others haven't managed that one. But if you're gonna dream, I guess you should dream big. Maybe 1 agp if you get me drunk first.

> Minimum 6 PCI slots, 32-bits 33Mhz
> This would provide all we need, even USB ports for those who want it.
> There are USB PCI cards, etc. Also, ethernet, serial ports, even SCSII
> cards, etc..

6 pci slots is pushing it. The only reason at all I can't say nasty things about this is that you have stated that a SIMPLE motherboard is what you'd want. That makes up for alot. Also, even a pci slot will only need 2 layers on the motherboard. Maybe the motherboard could really be a 2 layer... making homebrew prototyping possible. The ugly cpu part of the motherboard is a problem, I don't see anyone but a pro doing it in less than 8 layers. Concievably it could be done in 6. I haven't looked into what kind of schematics this might entail. Now, if that portion of the board is on a riser, we can homebrew the big board keeping costs low, and the smaller cpu board can be farmed out to the guys who can do multi-layer. Square inchage is a major factor in prototype cost. Just a vague idea, but maybe worth considering.

> 2 or 3 PCI slots, 64-bits 66Mhz
> Just so we have them too.. :)

This is a bit over the top. Doubt it could be possible.

> 2 AGP slots
> Graphics cards, ofcourse.

Again, dunno if its possible.

> 1 or perhaps 2 ISA slots, on which a RopoCop gives us Atari Cartridge
> ports, if necessary.

ISA is relatively straight forward, but my feelings are we go with either pci or isa but not both. Having lots of one type of slot isn't as bad as having a few of lots of types. Besides, you are talking like 10 slots, many high end pc mb's don't go that far.

> Atari legacy port... hmm. How about 1 ISA and 1 VME slot?

Dunno. Still looking for my own atari to buy. Have no knowledge of what kind of proprietary ports they use. One isa slot isn't worth the trouble though, I'm afraid.

> This would make up a board with 6/3 PCI slots, 2 AGP slots, 1 ISA and 1
>VME slot. It must be cheaper to go this route rather than trying to
>incorporate stuff onto the board? I also imagine that this will enable us
>to make the foundation good and fast, i.e., use the best for the
>motherboard.
>
>> IDE is the natural choice. If someone truly wants scsi, use an expansion
>
> Just about the only thing that should be onboard

That and kb/mouse ports. At least that seems to be a given.

> Ok, the above might be overkill, but I think it is better to use slots
>rather than incorporate stuff onto the mainboard.

Does have it advantages, I will agree there. Finding or making a case for it though will be a bitch.

Thanks for the input,
John

PS Jared, this is how you should have started things off. Not an accusation, but advice. Think about it.

5159. Re: Newsie problem?

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 04:10:20 UTC
From: claytone@aa.net
Message-ID: <3a023aac_2@huge.aa.net>
Source record: 55118

Hi Djordje,

I've noticed the same thing, also using Newsie .961. I don't know
of a fix. I've tried several things, but no luck yet. The only
work-around to see the entire file is to go into edit mode. I'll
be curious to see if anyone else finds a way around this. Perhaps
Mr. Rojewskie is working on it.

Clayton Murray
Seattle, WA USA

On 2 Nov 2000 19:48:45 G, Djordje Vukovic wrote:
>Hi;
>
>Seems that there I noticed a problem with Newsie V0.961- when an e-mail
>(or a news post) that is queued for sending is re-entered for editing,
>Newsie does not correctly update the number of lines (message size)
>in OUTBOX.MBX. So, if the message gets longer by re-editing, after
>that Newsie won't show it completely in a window- it can be scrolled
>only as far as the original size. I checked the .MBX file and indeed
>the number of lines there is wrong.
>
>Anybody had some experience or remedy on this?

5160. test

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 08:38:24 UTC
From: wongck@letterbox.com
Message-ID: <8ttth7$f2e$1@mailint03.im.hou.compaq.com>
Source record: 55143

```
Another test
```

5161. Re: Any info on Neuss Show

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 09:13:50 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A0281CE.2960740E@ooc.de>
Source record: 55144

John N Oakes wrote:

> Is there any development on when German Atari Show will be.
> If so whats the best way of going there.

I doubt that there will be any show at all.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

5162. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 09:28:59 UTC
From: Jonas Klereborn <klere@physto.se>
Message-ID: <3A02855B.5C896DB9@physto.se>
Source record: 55145

Mike wrote:

> Doesn't sound like you have a Nemesis installed.

Nope.

> Does the existing clock
> patch run it's own wire to the DMA clock in? That's the best way,
> keeping the wire well routed around CMOS and RAM stuff.

Ok. I might try that then...

> Cut the DMA
> trace a little after it dog legs around the beed, scrape a little clear
> off and make your connection there.

I'm a little confused of exactly _where_ you mean. Sorry.

> At that point is where the AB likes a resistor tied to ground.

Ok. (then 33 ohm is probably to small)

> Value varies between machines. I don't have
> the instructions handy ATM, but will post the recommended value soon.

Thanks! take your time. I will be away next week in france. (Some
electronics integration meeting in my project at work.)

> Do you have an FPU installed?

Yes. That gets fed by the same clock I guess.

> > In addition I looked at some signals on the expansion connector (J16)
> > when trying to boot the 68040. I seems that the RXW signal i toggling
> at
> > power up. Trying to send a reset to som part of the system? It then
> > stops (beeing high) when the rom is read (or something like that)? The
> > problem is if I look at the last low section it looks to short.
> > Corresponding well with the fact that the fuji logo is only half
> > displayed. Maybe this can give a clue of what's wrong. Sometimes the
> > computer keeps reseting over and over by itself a few times. The RXW
> pin
> > is then toggling at the same frequency as the resetings. To me this
> > indicates either a bad clock or a problem with the one or more reset
> > signals.
>
> I seen something like this while trying to emulate the MI signal from
> the 040 trying to adapt an 060. I don't recall the RXW (would have to

> look at notes), but some of the signals that should have been pulled low
> seemed to float a bit. I didn't notice any problems from it however.
> Will look at the boot sequence in the manual.

That would be really good :-)
But again, no hurry. I'll can live with the 030 until the problem is
fixed, and I don't have time to do anything until the end of next week.

Thanks again,
/Jonas

5163. Adapter cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 10:02:32 UTC
From: The Ox That Rocks <oxrock@reborn.com>
Message-ID: <7l150tk996abp70a20vk2akd69fq7toh6k@4ax.com>
Source record: 55046

Hi NG
I once owned a (commercial) monitor cable which would connect an Atari STFM to a standard monochrome VGA monitor (Atari monitor DIN in one end and a standard VGA plug in the other with the extraction of sound signal in a female phono plug) .
Does anybody have the lineout for such a cable?

Cheers
Peter Feddersen

5164. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 10:49:42 UTC
From: xmusic@my-deja.com
Message-ID: <8tu584$c4$1@nnrp1.deja.com>
Source record: 55047

In article <rives-FB63C5.20035002112000@news.gte.net>,
Tardo <rives@gte.net> wrote:
> In article <TdkM5.2290$zd1.5673@nntpserver.swip.net>, "Claes
Holmerup"
> <newsgroups@holmerup.com> wrote:
>
> >> But do you really need 50 tracks!!
> >
> >You never know... ;)
>
> :-)
>
> >For the moment, I have no use of that many tracks - but I mostly
have need
> >of more than the 8 I could get with CAF - and I'm not interested in
using
> >the compressed audio option to get 16 audio tracks in CAF - I want
to be
> >able to record in 24 or 32bit - the Falcon is a maximum of a mere 16
bits,
> >which is ok for very many, but as I do mastering for some people
besides
> >myself, I need the better resolution provided by VST and my
soundcard, to
> >keep a better S/N ratio and dynamics until the end, when the master
has to
> >be dithered to 16bit to fit on a standard audio CD...
> >
> >> >sample-accurate sync - and as many midi tracks I'll ever need -
also
> >> >with
> >> >sample-accurate sync, which is better than ANY Atari system.
Besides
> >this,
> >>
> >> I was pretty damn close to sample accurate with CAF, RD8, Z-system
SRC,
> >> ADAT interface. Close enough and even with my Mac setup VST, 2408,
> >> either Opocode Studio 64xtc or a MOTU MTP AV I can only get sample
> >> accurate sync by jumping through hoops (MOTU doesn't exactly
directly
> >> support ASIO 2)
> >
> >Sample accurate sync with CAF? NO WAY!

>
> Reread the above..."Damn close"
>
> >If you replay 8 simultaneous audio tracks with the same content on
the
> >Falcon, you'll get a chorus- or flanger-like effect. This means you
don't
> >have a perfect sync. If I replay 50 simultaneous audio tracks with
the
>
> >same
> >content with my PC system, there simply isn't ANY difference to
replaying
> >just one of the tracks - it's just a bit louder, but NO side-effects
> >whatsoever :))
> >Midi in itself is inaccurate, of course - so there is actually no
midi
> >system that's perfect. A transfer speed of 31kbaud isn't fast...
> >How people can speak about Atari having better midi sync than PC,
I'll
> >never
> >understand. I haven't heard proof of that yet (other than with cheap
> >games-soundcards which are unsuitable for anothing but games).
>
> Its the system calls, my Mac every now and then coughs a little and a
PC
> will to. People still swear by on Akai MPC for midi work.
> Years ago Frank Heller (a known engineer and beta tester for
Steinberg)
> typed up an explanation with all the info down to programing. There's
a
> web site out there with the info too, I'll try to find it.
>
> >> My Falcon has a working Afterburner 040 and Nemesis installed by
Titan
> >> and shipped back to me in the US with no problems. Charlie S. even
tried
> >> a quick code change with some 040 tips from Doug of Black Scorpion
fame
> >> but it never really worked (tried to get CAF to use FAST ram for
audio)
> >> but this is a whole different story.
> >
> >CAF wasn't designed to run on a 040, so that's no surprise at all...
CAF
> >could be loaded into the Fast RAM of the F/X-card however - and it
became
> >somewhat faster, but not enough for what I needed. Nemesis
accellerated
> >CAF

> >a bit on the machines where it worked - the other machines just
locked up
> >when trying to run CAF :(
>
> I guess I'm one of the lucky ones. Needless to say I never use CAF
for
> audio these days, its all 24bit now.
>
> > It might have been a help if Steinberg released
> >the source code, oso it could be re-compiled for 040 - but that's
out of
> >my
> >field, so I'm not getting into developing that thread...
>
> Charlie Steinberg tried briefly but it was a no go.
>
> >Since music has always been my first priority, the main reason why I
never
> >got one of the clones is that they were never able to be compatible
with
> >CAF - otherwise I wouldn't have doubted - but eventually, I wouldn't
have
> >had any choise anyway, because of the 96/32 possibilities and better
> >software availability and more professional software tools to choose
from.
>
> Understandable
>
> Rich
> Hi all!
In my CAF system there is no Chorus/Flanger etc on PLAYBACK of 8
same tracks simultaneously(with FA-8 I mean)! C-lab FalconMkI and
MkII/etc...THE MIDI IS BETTER I made tests with many midi/audio files
on PC's Mac's and Ataris.Actually Atari ST is The Best of all!Bye...

Sent via Deja.com http://www.deja.com/
Before you buy.

5165. Re: Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 12:31:13 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <ama50ts0p9k8kpiub5hjl101taqj8d2asb@4ax.com>
Source record: 55048

On Fri, 03 Nov 2000 02:41:24 GMT, wongck@letterbox.com (william wong)
drooled an embarassing wet spot in his lap as he typed:

>In article <efm20t02vdjns44amdspbfi9gnrbnf71fb@4ax.com>, Mindfield
<mindfield@badgers.home.com> wrote:
>>
>>Um ... lest we forget that PCs have been compatible with each other
>>since the dawn of time. Certainly newer processors and, more
>
>That's because the OS support it as a sub-OS, or an partitioned part of the
>OS.

I never argued that, but it's also beside the point. But just to be a
stickler, it's not a partitioned part of the OS; it's the OS's kernel,
which is the foundation upon which the OS was built.

>640K barrier.... there are programs which loads 2MB of data, and also some
>of that horrible DLL are 900KB large. Now they will surely not load into 640K,
>no? But somehow, they do.... is it black magic??

There are three types of memory on the PC, as far as any DOS-based
apps are concerned:

1) Conventional memory.
This is the memory that exists from 0-640k. DOS applications
not using a protected mode runtime extender (such as DOS4GW) must be
written to fit within this area of memory. Applications that do use
the extender must have their bootcode or stub fit into this area.

2) High Memory (a.k.a. Upper memory block)
This memory exists between 641k and 1 megabyte. This is an
expanded area of memory contrived in later versions of DOS that
allowed a little more memory to be used, primarily for drivers and the
like in your config.sys files by using the LOADHIGH or LH directives,
or for DOS itself by using the DOS=UMB directive. It was designed to
conserve conventional memory for other DOS apps.

3) Expanded memory (EMS/XMS)
Any memory beyond the 1mb area. This is where protected mode
apps all load the rest of the data -- or where protected mode apps
like Windows load supplimental software and its data.

>Er... that's because Unix was not pre-installed on PC.

And that's because Microsoft saw that it would make far more money
with Windows, a full GUI, than it would with any flavour of Unix
which, at the time, didn't have any such thing as X-Windows. Besides.

Xenix sucked, and came out long after the first version of Windows,
which came out in 1983.

>In all major industrial company, OS2 & Unix was the norm for high volume work.

Unix was primarily for networks, especially universities and any other
major corporation that required very strong, solid networking
capabilities that was also relatively secure.

>That DOS shit will not be able to handle all the network connections, file
>access etc. I still remember that Windows for Workgroup 3.11 was so shitty
>that it hang for a minute or so, when it is sharing the printer.

Novell Netware ran fairly well under DOS, but of course it still
didn't hold a candle to a full-fledged Unix system for stability and
speed.

>Then the day came when IBM shutdown OS2 support, when NT was so much cheaper
>to get. So all the industry big boys have no choice but to try NT.

Which brings us right back to the issue of support. Besides, by the
time OS/2 Warp came out, Windows 95 was released, and people, already
familiar with earlier versions of Windows, opted to go with the new
Windows 95 for compatibility reasons. OS/2 was compatible with
Windows only by loading the Windows Explorer shell to run Windows
software under, so you had to own both operating systems in order to
achieve that compatibility. Sort of redundant, really.

>True, but they need another major change on the computer line ... which never
>came. Instead the change was to stop it & just move forward with the jag.

By the time they invested in the Jag, it was Atari's last chance to
remain a viable company, and when the Jag failed, and Atari merged
with JTS, that was its death knell. Atari didn't have a _chance_ to
release a new system, and at the time of the Falcon's release, it was
quite a powerful machine.

Besides. To say Atari needed a new architecture that divested itself
of legacy compatibility is to say the same thing of Commodore; their
Amiga AGA line (4000 et al) remained backwards compatible to the A500,
and they did pretty well. There's no reason that Atari, at the time,
needed to sink all kinds of money into R&D to develop a totally new
system. It would have been expensive and, at the time, needless when
the Falcon was clearly Atari's most powerful machine and was
competitive, technology-wise, with virtually anything else out there,
with the exception of a fast processor. However, with the likes of
Hades, Milan, et al., there ARE more powerful Falcon-compatibles out
there.

>I am sure if they hardware was powerful, we can easily port some programs like
>Java engine etc... then we can all run StarOffice from Oracle and never need
>to have MicroSlop Office. I was developing some apps for my falc, but the
>limitation of the hardware speed just shut down my projects. I get the

>software ported from unix/windows, but it was too slow to work, an example is
>I have to wait 2-3 minutes to decode a 5 secs media data - waste of time &
>effort.

Yes, but who's going to do the porting? Where will they get the
licenses from? Or will everyone stick with basic GPL'ed apps?
Overall that'll fairly cripple the machine quite nicely. Unless you
can port all the popular, well-used apps and games, it's not even
worth the effort.

>
>ciao.
>

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

5166. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 14:20:16 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <hQzM5.825$z93.116824@news.goodnet.com>
Source record: 55049

You know, I was looking at the Atari 1040ST schematics and seeing something interesting. At one point, there are four traces with four intersecting traces. Naturally, you can't do those traces on the top side, so you have to go "down under" to attach them.

Imagine, if you will, a double sided circuit board. 12"x12". Copper on both sides. You have four thin traces running horizontally and four traces running vertically you want to connect to the four horizontal ones. How do you do it?

All four traces via to the bottom layer at the same point. Straight across. Now, they're on the bottom. Each continues along it's same path (vertically) and then vias back up to intersect the trace it needs to attach to. If you filled the via with solder you'd have silver dots smack dab in the middle of the horizontal traces. Those horizontal traces continue on to whatever other end point they were headed for, but the four vertical ones are now attached... on a single layer, double sided PCB!

I thought this seemed like an interesting idea that, in examinig several PCBs (motherboards and video cards), I don't see this being done. I see billions of vias dotting the landscape and traces interconnected, but none in the center of traces themselves.

Whether or not this discovery of mine is (or was, at some time) common practice, I dunno. But I was figuring it seemed kinda interesting to me.

Jared

**** **** <***@***.com> wrote in message news:IyqM5.22157$G95.6074886@typhoon.southeast.rr.com...
> Odd Skancke wrote in message ...
>
> PS Jared, this is how you should have started things off. Not an accusation,
> but advice. Think about it.

5167. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 15:04:01 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8tuk4s$c4h$1@nnrp1.deja.com>
Source record: 55050

> >Use the Atari for what it was intended for: Unique software
especially
> >in the Midi area....and the GAMES. Missile Command anyone?
> >
>
> Oh come on... there is Missile Command on almost any platform,
including the
> BBC micro and the dreaded all-powerful Wintel. What so unique about
it?

You are right on that account. I guess I was saying the games in general. For example: My brother in law comes over with his 8 year old son, and he is in my studio playing the games most of the time. The arcade stuff. They have a big PC system at home, but they don't have any of these types of games.

> I heard that the Atari MIDI implementation cannot keep the correct
timing. So
> that's the unique thing about it.

I have heard just the opposite which is why many musicians prefer Atari for midi. (that is once they find out about it or started on the platform)There are members on the Atari-midi Egrp that have large PC/Mac systems all set up with the latest stuff, but prefer the Atari for Midi stuff. Check out my site for some of this stuff that is now available.(see sig)

> But hey, there was an TV advertisement which had the some
effects/music done
> on a STE, it was done by a member of our local Atari enthusiast club.
Sadly,
> that was way back in 1990.

You will find many studios still using Atari for midi applications. they sync them to the PC/Mac for dig audio and the Atari for midi.

>
> Have you played Age of Empire II lately.... from the Evil Empire?
> or installed StarShip Trooper?

NOPE...Where can I get'em??

Tim

--

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

5168. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-03 16:40:53 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011031724300.159-100000@online.no>
Source record: 55051

On Fri, 3 Nov 2000, **** **** wrote:

> Odd Skancke wrote in message ...
>
> >down (would it?), and we could make this part, the foundation, GOOD and
> >FAST.
>
>
> If this is acceptable to most, then this is indeed a very economical design
> philosophy.
>
> > For everything else, lets use PCI/AGP/ISA slots. And we could also
> >include one or two ISA slots, because there exists already a RopoCop card
> >that gives you 3 Atari Cartridge ports.
>
> PCI is hardly easy, but I felt anything else would just not be anything
> anyone wanted. Even I have to admit that the sheer number of generic pci
> cards makes this attractive. AGP is another thing altogether though. Even if
> we managed to get it working, we'd never take advantage of it.

Why not? Do you mean drivers, etc? I think we can use it to the same
degree Linux use it. A lot of AGP drivers on Linux out there, waiting to
get ported to such a MiNT system :) I already looked at Alsa for help on
my Sound Blaster (ES1371) drivers. Ofcourse, going for AGP for GFX is more
of a "makeing sure gfx cards are avialable by the time this board makes
it" rather than hoping to utilize its power to the full :)

>
> > Now, since we don't include anything on the board, we could let it have 6
> >PCI ports and perhaps 2 AGP ports. This would make it very expandable.
>
> Heh. I've wanted a dual agp motherboard for the pc for months now. Even
> others haven't managed that one. But if you're gonna dream, I guess you
> should dream big. Maybe 1 agp if you get me drunk first.

Hehe, as I said, I'm no hardware expert. But I thought chipsets existed
that already supported this...

>
> > Minimum 6 PCI slots, 32-bits 33Mhz
> > This would provide all we need, even USB ports for those who want it.
> > There are USB PCI cards, etc. Also, ethernet, serial ports, even SCSII
> > cards, etc..
>
>
> 6 pci slots is pushing it. The only reason at all I can't say nasty things

> about this is that you have stated that a SIMPLE motherboard is what you'd
> want. That makes up for alot. Also, even a pci slot will only need 2 layers
> on the motherboard. Maybe the motherboard could really be a 2 layer...
> making homebrew prototyping possible. The ugly cpu part of the motherboard
> is a problem, I don't see anyone but a pro doing it in less than 8 layers.
> Concievably it could be done in 6. I haven't looked into what kind of
> schematics this might entail. Now, if that portion of the board is on a
> riser, we can homebrew the big board keeping costs low, and the smaller cpu
> board can be farmed out to the guys who can do multi-layer. Square inchage
> is a major factor in prototype cost. Just a vague idea, but maybe worth
> considering.

Again, building a bare board like this, we would ofcourse use the
top-of-the line controllers for these sort of things. I understand that it
would complicate things, and that most homebrewers can not make this on
their own. But I think that if we get some specs set up, we could listen
around and see how expensive it gets. Better go overkill at first, then
iron out things as we go :)

>
> > 2 or 3 PCI slots, 64-bits 66Mhz
> > Just so we have them too.. :)
>
>
> This is a bit over the top. Doubt it could be possible.

I wouldn't know.. just a suggestion.

>
> > 2 AGP slots
> > Graphics cards, ofcourse.
>
>
> Again, dunno if its possible.

Chipsets not available to handle this?

>
> > 1 or perhaps 2 ISA slots, on which a RopoCop gives us Atari Cartridge
> > ports, if necessary.
>
>
> ISA is relatively straight forward, but my feelings are we go with either
> pci or isa but not both. Having lots of one type of slot isn't as bad as
> having a few of lots of types. Besides, you are talking like 10 slots, many
> high end pc mb's don't go that far.

Taking out ISA is fine by me, I just thought that since RopoCop already
is there, we could utilize it by including one ISA slot. 10 slots ..
overkill, but a real funny thought :)

>
> > Atari legacy port... hmm. How about 1 ISA and 1 VME slot?

>
>
> Dunno. Still looking for my own atari to buy. Have no knowledge of what kind
> of proprietary ports they use. One isa slot isn't worth the trouble though,
> I'm afraid.

One ISA and one VME, or two ISA slots, using the ISA->VME bridge that
exists for the Milan. Our choise.

>
> >motherboard.
> >
> >> IDE is the natural choice. If someone truly wants scsi, use an expansion
> >
> > Just about the only thing that should be onboard
>
>
> That and kb/mouse ports. At least that seems to be a given.

Yes, ofcourse :)

>
> > Ok, the above might be overkill, but I think it is better to use slots
> >rather than incorporate stuff onto the mainboard.
>
>
> Does have it advantages, I will agree there. Finding or making a case for it
> though will be a bitch.

Ok, if we are to make such a board see the light of day, I think we can
forget about homebrewing it right away. Using a PPC with todays tech,
needs, as pointed out elsewhere in this group, high-precision tools, etc.
So, the only chance we have, in my opinion, is to figure out the specs,
then ask around how much it would cost to have it produced. (not
mass-produced, but lets say, 10 boards). I point out that I really do not
have any idea what I'm talking about here, just "imagining" how it can be
done ;-)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

5169. Re: Re: Where is PacifiGUI ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <hbv80t4f3g33cjhqlaicffls1e4eofg7bl@4ax.com>
Source record: 54996

On Fri, 3 Nov 2000 19:34:37 -0000, "Simon Osborne"
<atariactive@crap.btinternet.com> drooled an embarassing wet spot in
his lap as he typed:

>Makedisk 1.4 and 1.5 will not work with a GUI, because Makedisk only works
>100% in Real DOS.

I use 1.4 under Windows Me, which has no real-mode DOS (only protected
mode), and it works fine.

>
>Sorry
>
>Simon Osborne
>

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

5170. Re: Re: Where is PacifiGUI ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u20jffvg1@uranium.btinternet.com>
Source record: 54997

"Mindfield" <mindfield@badgers.home.com> wrote in message
news:hbv80t4f3g33cjhqlaicffls1e4eofg7bl@4ax.com...
> On Fri, 3 Nov 2000 19:34:37 -0000, "Simon Osborne"
> <atariactive@crap.btinternet.com> drooled an embarassing wet spot in
> his lap as he typed:
>
> >Makedisk 1.4 and 1.5 will not work with a GUI, because Makedisk only
works
> >100% in Real DOS.
>
> I use 1.4 under Windows Me, which has no real-mode DOS (only protected
> mode), and it works fine.
>

It all depends on the disks you are using

Simon

5171. 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <LS0N5.351$kn2.511282@newsr1.u-net.net>
Source record: 54998

Hello.

A customer sent a 9 gig SCSI Seagate drive in recently, he wanted to use it on his Falcon but it wouldn't format etc.
We used all the software we had to sort it out, no joy so we tried it on the PC.

This attempted to format but returned the legend '.....this drive may have been locked, you must use a utility to unlock it' or words to that effect.

Any ideas, 9 gig on a Falcon would be very useful....

Barrie at Keychange.

5172. Re: 1040 ST > Mouse question

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Liam Williams <liam.williams@cwcom.net>
Message-ID: <3A048C07.6B52E4D9@cwcom.net>
Source record: 54999

Hope this link helps.

http://gem.win.co.nz/mario/hardware/mouse.html

urnhardtfan jr wrote:

> I just bought a 1040 ST at a thrift store but there was no mouse,
> can a mouse from a pc be made to work.

5173. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011042331110.84-100000@TT030>
Source record: 55000

On 5 Nov 2000, Iggy Drougge wrote:

> Lonny Pursell skrev:
>
> >On Wed, 1 Nov 2000, Daniel L. Dreibelbis wrote:
>
> >> This is especially interesting because s*****p has been swearing up
> >> and down in .advocacy that the new Amiga is going to thoroughly crush
> >> the Atari market. Glad to have confirmation that right now the existance
> >> of this new Amiga for sale is quite a long ways off.
>
> >How can one crush a market that is not really there? lol
>
> And why does he think that Atari users would suddenly jump platform en masse,
> as opposed to PC or Mac users?

You will have to read comp.sys.atari.announce to find that out.
I stopped reading that one years ago.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5174. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973413436-204468AEicMi@cwcom.net>
Source record: 55001

Hi Steve,

>>Join my club Peter,
>
>Club!?, would that be the excellent Cheshunt Computer Club ive heard so much
>about?. Could you post some details as to its whereabouts and the meeting times
>please?. 8~)

Well, let me see..

This will only interest Atari/clone owners within reach of Cheshunt in Hertfordshire. If that's you then the most excellent Cheshunt Computer Club is just the place for you.

We meet monthly, your first visit is FREE, there's tea, coffee and biscuits and the chance to see how others are using their Ataris. You also get the chance to meet Steve, Peter West and erm, myself.

How could anyone resist?

Next meeting is on Wednesday 22nd November, 1900-2200 at the Wolsey Hall, Windmill Lane, Cheshunt.

Map and other details are to be found on the CCC page of my web site (below) :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5175. Re: Windows 98 source code cracked!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973413438-205044AEicMi@cwcom.net>
Source record: 55002

Hi Steve,

>>It doesn't look like much in PINE.
>>Thnx
>
>It doesn't look much in IE5, but it was meant as a joke:)) I can't see a

It didn't look like anything except a mess in Emailer either. Sorry to you and Bob, but it was completely misplaced in an Atari newsgroup.

>As far as I'm concerned HTML is acceptable in a newsgroup, although I'm
>not that keen on HTML ONLY! M$ Outlook/O express have HTML as it's
>default for newsgroups!

That's as maybe. It's easily changed, so there's absolutely no excuse.

I'd suggest that html attachments in an Atari newsgroup are severely off-topic.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5176. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8u0ks3$o20$1@draco.stochastik.rwth-aachen.de>
Source record: 55062
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1165.343T950T1954643optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>>>But parity is ignored by everyone, isn't it? At least in the old days, 9-bit
>>>SIMMs were only of particular interest to PCs.
>
>>Everyone on the atari market. Most workstatione and some PCs require parity.
>
>So all Atari expansions need parity? Does this go for the STE, too?

No. All atari expansions as well as the STs with SIMM sockets *ignore*
parity.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5177. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <YOQM5.348$k_3.4617@news2-hme0>
Source record: 55063

Bashir patel <bashir@freeserve.co.uk> wrote in message
news:3a018a31$1@news.telinco.net...

> > Well, sadly I had no joy receiving the large order - for whatever
reason -
> > I placed with CyberSTrider nearly two *years* ago now so perhaps
Cortex are
> the last thing we need on here is moaning minnies,

Hmmm, I would agree to some point but this is an observation on the
service/treatment by some companies to Atari users.

> two days is not a long time to wait for something to do with
computers especially if the company is
> busy at the time.

You obviously haven't read the message properly in your own snip!

Regards
Sean

5178. Re: Graphics Repair Program

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1ejjmpq.12fmqj01u5ol70N%roughley@vanc.igs.net.invalid>
Source record: 55064

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> For some reason the data got messed up and I cannot load these files into
> any graphics program like Photoline or Smurf.

GrafTool will load some damaged files, depending on the level of file
corruption.

<< Neil >>

5179. Re: Where is PacifiGUI ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8u0o8o$t9n$02$1@news.t-online.com>
Source record: 55065

Okay, assuming I am happing to use version 1.3, where can I find PacifiGUI
???

Simon Osborne <atariactive@crap.btinternet.com> wrote in message
news:8tv3vo$2ok$1@neptunium.btinternet.com...
>
> "Carl Ratcliffe" <c.ratcliffe@t-online.de> wrote in message
> news:8tuqk1$6st$05$1@news.t-online.com...
> > Does anyone know a WORKING site for PacifiGUI ?
> > I want to use MAKEDISK with a GUI.
> >
> > I have tried searching using altavista, go2 etc.
> >
> > LGD metions the program, but know link !
> >
> > Thanks
>
> Makedisk 1.4 and 1.5 will not work with a GUI, because Makedisk only works
> 100% in Real DOS.
>
> Sorry
>
> Simon Osborne
>
>

5180. Softjee onlie store

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Softjee <emmanuel.jaccard@wanadoo.fr>
Message-ID: <8u0oid$i12$1@wanadoo.fr>
Source record: 55066

Hi to all,

Find all the Softjee product for Atari at lower price at
http://store.softjee.com !!!

Thanks !

--

Softjee
47200 LONGUEVILLE
FRANCE

softjee@softjee.com
www.softjee.com
www.digital-tracker.com
(ICQ : 84624204)

5181. Read : Softjee online store :-))

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Softjee <emmanuel.jaccard@wanadoo.fr>
Message-ID: <8u0oltpfp1@wanadoo.fr>
Source record: 55067

Hi to all,

Find all the Softjee product for Atari at lower price at
http://store.softjee.com !!!

Thanks !

--

Softjee
47200 LONGUEVILLE
FRANCE

softjee@softjee.com
www.softjee.com
www.digital-tracker.com
(ICQ : 84624204)

5182. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8u0r6u$23je$1@purple.gradwell.net>
Source record: 55068

Steve Sweet <stevesweet@bun.com> wrote:
>>the last thing we need on here is moaning minnies, two days is not a long
> Did you read the bit that said 2 'YEARS', did you mistake that for 'days'

Is the difference here not one of Cortex taking your money and not supplying
where as I did not cash any cheques etc?

--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

5183. Re: Icon for FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <gnSM5.861$O22.180168@nnrp4.clara.net>
Source record: 55069

jtake <mail@jtake.net> wrote in message
news:8tk6dofce1@srv3.cablecom.ne.jp...
> Try to use Icon for FALCON, that I made.

Some very nice icons, but since when
did Notator SL work on a Falcon?! :-)

Shiuming Lai

5184. Re: WANTED:UK Atari ST TV lead

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u0vbp$pu4$1@uranium.btinternet.com>
Source record: 55070

"Barrie at Keychange" <barrie@atamusic.u-net.com> wrote in message
news:YMIM5.294$kn2.474160@newsr1.u-net.net...
> Hello.
> > > Anyone got any idea where I might pick up an Atari ST TV lead?
>
> > > Steve.
>
> Keychange Music, 01925 266120, got a few.

Yes. Try Keychange Music. What was I thinking? :)

(can I have my fiver now?)

Simon
> > If it's from the modulator to the telly, then any branch of M*****
should
> > have them no problem
> >
> > Simon Osborne
> >
> >
>
>

5185. *WANTED*

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <7STM5.2225$aT1.241642@news3.cableinet.net>
Source record: 55071

hmmm..... from UK or somewhere that's not going to charge me a ridiculous amount of postage...

ST BOOK (as if!!)
Mega STE (cheap with monitor)
TT (cheap with monitor)
Falcon (preferably with monitor and cheap)
Atari Portfolio (cheap fully working)
Atari N386SX Laptop (anyone?)
Atari PC (either ABC or PC-5 - as if!)
CHEAP Jag CD Unit ( )
CHEAP Jag Games (power drive rally? primal rage? Val d'Isere - Skiing and Snowboarding? Atari karts?)
California Games / Stun runner for LYNX.

if you have any of these please let me know how much you' want for them and I'll consider it. thanks. otherwise I'll end up having to order from US or Germany.,

thanks

http://www.josh.org.uk

(I have a jaguar page if you follow the links through to "jillajang")

** Outgoing mail is certified Virus Free. **
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.204 / Virus Database: 96 - Release Date: 24/10/00

5186. Re: Windows 98 source code cracked!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a041beb$0$179@news.zetnet.co.uk>
Source record: 55072

On 4 Nov 2000 00:33:38 +, Steve Stupple wrote:
>In article <Pine.GSO.4.21.0011031535550.20467-100000@rac5.wam.umd.edu>,
>Dave Parsons <parsonsd@wam.umd.edu> writes
>>mind not posting HTML to a newsgroup?
>>
>>It doesn't look like much in PINE.
>>Thnx
>
>It doesn't look much in IE5, but it was meant as a joke:)) I can't see a
>problem publishing the article, it's not an attachment and it's not a
>binary.
>
>Some people publish article in text AND HTML are they to stop that as
>well!!! I think not. It was published like other jokes or articles are
>published in the original context.
>
>Were you disappointed that it wasn't the ACTUAL source?
>
>As far as I'm concerned HTML is acceptable in a newsgroup, although I'm
>not that keen on HTML ONLY! M$ Outlook/O express have HTML as it's
>default for newsgroups!
>
>Honestly, some people...
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>.
Thanks Steve,

Bob King

5187. Re: Softjee onlie store

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a041dfd$0$179@news.zetnet.co.uk>
Source record: 55073

On 4 Nov 2000 11:30:48 +, "Softjee" wrote:
>Hi to all,
>
>Find all the Softjee product for Atari at lower price at
>http://store.softjee.com !!!
>
>Thanks !
>
>--
>---
>Softjee
>47200 LONGUEVILLE
>FRANCE
>
>softjee@softjee.com
>www.softjee.com
>www.digital-tracker.com
>(ICQ : 84624204)
>
>
>.

Hi all,

Could be my CAB 2.8 setup, but the above URL shows as code. A large block of Java script, followed by the HTML. I loaded the lot into qed, cut of the Java Script and resaved. Viewed locally CAB shows the page OK.

Bob King.

5188. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u19f4$3a8$1@plutonium.btinternet.com>
Source record: 55074

"Odd Skancke" <oskancke@online.no> wrote in message
news:Pine.MNT.4.10.10011031808360.183-100000@online.no...
>
>
> Check out this site http://www.czuba-tech.com/U60/english/overview.htm.
> If we could make Rodolphe acutally build this system, we would be on the
> way. Ofcourse, he won't build this unless he gets financial aid. But this
> idea is pretty much what we want, isn't it?
>
>
>
> Regards,
>
> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
>

Yes, thats what we need, and Roldolf is the man to do it I think.

I wonder if he will produce it, if there is interest. Put me down for one :)

Simon

5189. ST/STE Wanted (Scotland)

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: celtic1888@my-deja.com
Message-ID: <8u1b5i$fo1$1@nnrp1.deja.com>
Source record: 55075

ST/STE or similar wanted must be in good nick with lots of software. I would prefer near to Dundee so I could see it before buying.
Cheers
Mark.

Sent via Deja.com http://www.deja.com/
Before you buy.

5190. Re: Windows 98 source code cracked!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973352632-018264AEicMi@bun.com>
Source record: 55076

Hi Steve

>Were you disappointed that it wasn't the ACTUAL source?

He Shouldnt be too disappointed, its easilly available elsewhere on the web.
8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5191. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973352630-017789AEicMi@bun.com>
Source record: 55077

Hi Derryck

>Interesting, because I think that you'd be expected to pay double for such a
>machine. Don't expect the usual rules about obselete machines to apply to
>Falcon pricing :-(or :-), depending on whether you're buying or selling...

So you dont think i'l get the ï¿½2000 that my machine is worth.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5192. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973352634-018702AEicMi@bun.com>
Source record: 55078

Hi Danesh

>>>the last thing we need on here is moaning minnies, two days is not a long

> Did you read the bit that said 2 'YEARS', did you mistake that for 'days'

>Is the difference here not one of Cortex taking your money and not supplying
>where as I did not cash any cheques etc?

What i see here is you trying to squirm out of the fact that you screwed a lot of peop's by offering a service and then not providing the goods, and then tried to excuse it by saying " but i didnt cash the cheques guv" so everything is alright now.

You may have been well intentioned, but the bottom line is that you pissed people about, you didnt provide a service other than one of keeping cheques warm and dusty.

Face it, you fucked up, big time, as is evident here, often, now stop trying to cover it up, face people, admit you pissed them off.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5193. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973352636-019164AEicMi@bun.com>
Source record: 55079

Hi Iggy

>So all Atari expansions need parity? Does this go for the STE, too?

My STE, and my MegaSTE worked with any memory i fed it providing it was fast enough.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5194. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973352638-019580AEicMi@bun.com>
Source record: 55080

Hi Michael

>Everyone on the atari market. Most workstatione and some PCs require parity.

That is not correct. My Atari's work have worked with any memory providing its been fast enough.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5195. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973352640-019992AEicMi@bun.com>
Source record: 55081

Hi Iggy

>Reverse-engineering is how we got the big PC market, and is perfectly legal.

I think you'l find just about any agreement in the technology world having
paragraphs specifically mentioning reverse-engineering as being /very illegal/.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5196. Re: 5.25 Floppy Drives on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <dcg80t4f26uubu94jdbaptgu34ppcsa1iv@4ax.com>
Source record: 55082

On Sat, 28 Oct 2000 11:49:33 +1300, "G Swaine"
<g.swaine@the.gluepot.com> wrote:

>I wrote in a previous message ...
>> "Marc Wilson" <badsector@uklinux.net> wrote ...
>> > Lyndon Amsdon wrote:
>> > > On 26 Oct 2000 05:34:30 , Phantomm wrote:
>> > > >Looking to buy/trade for one or more of those old 5.25 Floppy
>> > > >Drives that were made for use on the old ST's.
>> > > >I'm not talking about 3 1/2 floppy disk drives, But the drives
>that
>> > > >actually used the older 5.25 floppy disks like the Atari 8-bits
>> > > >use.

If you can't find one of the (very rare) 5 1/4 inch floppy drives that
were manufactured for the Atari PC (but also usable on the ST), you
may want to look into finding the documentation on making an adapter
cable to use an original 8-bit Atari floppy drive on the ST.

Long ago in the forgotten mists of the "good old days", I was talking
with Darek Mihocka, who developed the GEMulator emulators. He had
worked out the 8-bit Atari emulator for the ST to the point where it
was practical, but the physical problem of actually transferring 8-bit
software into the ST was still holding him back. Essentially you were
limited to using either a direct wire or two modems to send programs
across to the ST with terminal software.

I suggested that since the 8-bit SIO port was really nothing more than
a fast serial port that he look into hooking the 8-bit floppy drive up
to the ST's serial port.

He said "Hey.. whoa..! bzzzzzttt zzB ... NO CARRIER"

A couple of weeks later he unveiled the 8-bit - ST Floppy drive link
cable. Instead of using the serial port, he set it up to use the
ST's parallel port, and it worked just great.

Essentially you take an 8-bit SIO cable and either just cut off one
end, or do what I did and peel back the insulation half-way between
the ends, then solder on a male DB-25 connector that will fit into the
ST's printer port. Run his driver software on the ST, and the 810
or 1050 floppy drive becomes an ST floppy drive with its own icon on
the desktop.

Pop in an 8-bit floppy and read or write to it just like it was any
other ST drive.

It made transferring 8-bit programs to the ST for use with the 8-bit emulator a breeze.

I'm sure glad he thought of it..! :)

Only problem- I have absolutely no idea what I did with either the documentation showing how to make the cable, or the software to make it work. If you're interested in trying it, check on Darek's GEMulator web site. It may be posted there, or you might be able to get hold of him by e-mail and ask him if he can dig it out for you.

Tell him BobR sent you..!

BobR

5197. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011041822440.183-100000@online.no>
Source record: 55083

On Sat, 4 Nov 2000, Simon Osborne wrote:

>
> "Odd Skancke" <oskancke@online.no> wrote in message
> news:Pine.MNT.4.10.10011031808360.183-100000@online.no...
> >
> >
> > Check out this site http://www.czuba-tech.com/U60/english/overview.htm.
> > If we could make Rodolphe acutally build this system, we would be on the
> > way. Ofcourse, he won't build this unless he gets financial aid. But this
> > idea is pretty much what we want, isn't it?
> >
> >
> >
> > Regards,
> >
> > Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
> >
>
> Yes, thats what we need, and Roldolf is the man to do it I think.
>
> I wonder if he will produce it, if there is interest. Put me down for one :)

Rodolphe will most probably not be producing this board at all. The
reason? I take it the same reason none of us would do that, even with the
skills - MONEY. How are we gonna solve that? Anyone? Could we unite and
"hire" Rodolphe to produce this board?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

5198. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-9069C8.12263804112000@bigmomma.idirect.com>
Source record: 55084

In article <Pine.GSO.4.05.10011040134320.7985-100000@shell2>, Katherine
Ellis <kellis@fdn.com> wrote:

> Well, the project is starting to shape well, many parts are finished,
> database pretty much setup. I would "require" 2 things if it is not too
> much asking:
>
> 1) Someone to make a few graphics for it (has to remain simple and fast
> to
> load, with a white background contrast (ebay, mp3.com feeling).
> 2) I would love to receive an Atari Tshirt for the job. (red, or orange,
> I
> saw some for sale on online store for like 8 bucks).

what size do you take? I know a store near me who sell official ones,
but I think they're blue :)

serious, I'll look into getting you one if that's what it'll take. in
fact, maybe we can get you a complete wardrobe :)

5199. kick off 2 / final whistle

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: info@internet-basis.de
Message-ID: <3A04544A.44DFEE6C@internet-basis.de>
Source record: 55085

hello,
i am lokking for the above mentioned games. I downloaded the disk images
with my pc. how can I get the atari run these games?
please help me
lemmi
thanks a lot!!!!!

5200. Re: Keychange Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <xFYM5.337$kn2.501582@newsr1.u-net.net>
Source record: 55086

> > My updated web site is at www.atamusic.u-net.com
> > I'll get the counter working soon.
> > I'd appreciate any comments on how it looks on the Atari, I never
managed
> to
> > get mine to surf.
> >
> > Barrie at Keychange.
>
> Yup, the site looks great and works fine on an Atari.
>
> BTW, what's happened to TUS?

TUS has moved on, Keychange is an Agent for TUS.

Barrie at Keychange.

5201. Re: Oh no... not again! (just one last time, I promise!)

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <3A046199.56EE3DF7@uklinux.net>
Source record: 55087

When does an Atari not an Atari? when it is made on an alien platform
with a mutated, alien like OS!

5202. PacifiGUI where ???

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8u1nvi$rh5$03$1@news.t-online.com>
Source record: 55088

```
Still looking for PacifiGUI if anyone can help ???

--
////
(o o)
-----ooO--(_)--Ooo-----------------------------------
```

5203. Re: Windows 98 source code cracked!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <3A0465BE.E72F6AF7@uklinux.net>
Source record: 55089

M$ is really scared that the hackers that got the real source code and
how they're going to make destructive versions of Windows or Office. Can
I ask one thing? are these guys in the M$ development team cos i dont
see the difference between that and the real version?

Steve Sweet wrote:
>
> Hi Steve
>
> >Were you disappointed that it wasn't the ACTUAL source?
>
> He Shouldnt be too disappointed, its easilly available elsewhere on the web.
> 8~)
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5204. Re: Newsie problem?

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a047496$0$180@news.zetnet.co.uk>
Source record: 55090

Hi,
>
>I've noticed the same thing, also using Newsie .961. I don't know
>of a fix. I've tried several things, but no luck yet. The only
>work-around to see the entire file is to go into edit mode. I'll
>be curious to see if anyone else finds a way around this. Perhaps
>Mr. Rojewskie is working on it.

I for one am glad someone's spotted this! I've sent out a number of
posts/mails that have been re-edited and I dread to think what the
recipient must have thought of them! I had'nt been re-checking the
amendments within Newsie so didn't notice :-((

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

5205. Re: Keychange Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8u1sh4hpn1@supernews.com>
Source record: 55091

My updated web site is at www.atamusic.u-net.com
I'll get the counter working soon.
I'd appreciate any comments on how it looks on the Atari, I never managed to
get mine to surf.
Barrie at Keychange.
> >
Yup, the site looks great and works fine on an Atari.
> >
BTW, what's happened to TUS?

TUS has moved on, Keychange is an Agent for TUS.
> Barrie at Keychange.

In that case are you still able to get Veoce upgrades.I have mailed dave a
couple of times and although he promises to get back to me he never has.BTW
see you at the show.

Chris Thorley.

5206. Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3A0475D8.846C64E7@greeleynet.com>
Source record: 55092

Well...

Not only did Ulli Ramps disappear from this newsgroup, but lack of support of their own newsgroup at comm.talk.de has resulted in those messages being removed.

So much for their online support, I guess. Haven't been to their website to see if any

5207. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <3A047A7C.C7381E3A@uklinux.net>
Source record: 55093

oh yes steve, ur welcome to join in if you want!!!!!!!!!!!!

Steve Sweet wrote:
>
> Hi Marc
>
> >> huge snip
> >>
> >> Fuck you.
> >>
> >cool, can i join you?
>
> What, like a gang bang?.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5208. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <3A047AE5.8FD0586E@uklinux.net>
Source record: 55094

**** **** wrote:
>
> Steve Sweet wrote in message <972926036-939392AEicMi@bun.com>...
> >Hi ****
> >
> >>huge snip, Fuck you.
> >
> >Are you on medication??.
>
> No. And that's not even a particularly clever attempt at insult. I'm wearing
> asbestos underwear, and the best flame you can manage is a warm breeze. Heh.
>
> In all honesty, my religion demands that I be hostile towards assholes and
like yourself? ^^^^^^^^
> naysayers. If we catch you, you will be given a summary trial and executed
> for such crimes. Your choice of immolation or vivisection.
>
> John

5209. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <3A047BAC.F1F28687@uklinux.net>
Source record: 55095

Mario Becroft wrote:
>
> Jared Falvo (luposian@mailcity.com) wrote:
> : However, in examining some schematics for the 1040ST, I have learned some
> : things I didn't know before. That all your data and address lines tie into
> : one trace that intersects different chips and components. I learned that
> : the Yamaha chip was used for the printer port (I kinda knew this already,
> : years ago, but seeing it kinda surprised me). Why? Seems silly to me. And
> : that the WDC floppy controller was used for the HD port also. It suddenly
> : dawned on me why... that controller was probably an RLL/MFM chip... hence
> : why you needed a convertor for using SCSI.
> ..
> : The Atari 1040ST, though it was hampered from the beginning, was an
> : interesting piece of design. I marvel how they used a sound chip for a
> : printer port and two Motorola ASIC's for the MIDI ports, etc.
>
> This has to be the funniest thing that I have ever read from someone who
> claims to have the knowledge to design a computer. Do you mean to say that
> you have designed systems in which the data and address busses do not
> connect to multiple components? If so, you must have invented a
> revolutionary new way of transferring data without wires. This invention
> could revolutionise the computer industry! Why haven't we heard about this
> before?

ermmmm..... ever heard of microwave broadcasting or amateur radio?

>
> Using the parallel port on the sound chip for the printer port is a
> perfectly natural way to do this. And as for the WDC floppy controller
> being an RLL/MFM chip that is also used for the HD port, this is just
> complete nonsense. The chip used for the MIDI ports is not an ASIC, it is
> a standard part that is used for this application all the time. Nothing to
> "marvel" about.
>
> People would take you more seriously if you demonstrated an understanding
> of the subjects which you are talking about. As it is, at least I got a
> laugh out of your article. But that is about all that it is good for.
>
> --
> --
> Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
> Atari hardware products - 68HC08 support site

5210. Re: WANTED:UK Atari ST TV lead

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:24:04 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <SMZuyJAkc1A6EwCQ@steverosie.demon.co.uk>
Source record: 55055

In article <YYEM5.1478$Nw6.4592@news.iol.ie>, Bob
<sjones@reiteach.iol.ie> writes
>Hi guys,
>Anyone got any idea where I might pick up one of these?
>Thanks,
>Steve.

Hya

The lead isn't special if it's from the modulator to the TV. It's a standard RCA phono on one end and a TV connector on the other. YOU can use leads from other machines: amigas, c64, sega master systems/megadrives, snes..

Any decent, or half decent, console shop should stock them for a quid or 2. Or gets the bits and make one yourself!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5211. Re: WANTED:UK Atari ST TV lead

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:28:47 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <YMIM5.294$kn2.474160@newsr1.u-net.net>
Source record: 55054

Hello.
> > Anyone got any idea where I might pick up an Atari ST TV lead?

> > Steve.

Keychange Music, 01925 266120, got a few.
>
> If it's from the modulator to the telly, then any branch of M***** should
> have them no problem
>
> Simon Osborne
>
>

5212. Re: Windows 98 source code cracked!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:33:38 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <usYhqdAil1A6EwnK@steverosie.demon.co.uk>
Source record: 55056

In article <Pine.GSO.4.21.0011031535550.20467-100000@rac5.wam.umd.edu>,
Dave Parsons <parsonsd@wam.umd.edu> writes
>mind not posting HTML to a newsgroup?
>
>It doesn't look like much in PINE.
>Thnx

It doesn't look much in IE5, but it was meant as a joke:)) I can't see a problem publishing the article, it's not an attachment and it's not a binary.

Some people publish article in text AND HTML are they to stop that as well!!! I think not. It was published like other jokes or articles are published in the original context.

Were you disappointed that it wasn't the ACTUAL source?

As far as I'm concerned HTML is acceptable in a newsgroup, although I'm not that keen on HTML ONLY! M$ Outlook/O express have HTML as it's default for newsgroups!

Honestly, some people...

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5213. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:44:40 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <SzIM5.49$lH5.2315@nsw.nnrp.telstra.net>
Source record: 55052

**** **** <***@***.com> wrote in message ...
>Simon Osborne wrote in message <8tp6em$b3q$1@uranium.btinternet.com>...
>
>>It's quite obvious that you haven't even read ANY of the announcements
made
>>by TAO and Fleecy Moss.
>>If you had done so, you would see the points you have rased are utter
crap.
>>Go and read-up first.
>
>
>Utter crap? They bought the name amiga. They are sticking it onto a
>machine(software? who knows) that isn't an amiga clone. It isn't a nextgen
>amiga. At best, it's another webTV, cause that's what they want it to be.
As
>far as a crossplatform os, do we really need another?

You missed the whole point of AmigaDE I feel. The AmigaDE operating environment is different as it allows any programs that are written to work on it to run on any architecture (PPC/Intel/whatever) - without having to port a thing. Just the one executable coded is guaranteed to run on any system/OS, which is going to save developers a lot of development time (and money). The benefits for the consumer are that software prices will drop, they won't need to lose their existing software and using a common OS to all platforms makes file sharing/compatability so much easier.

I don't see this as a bad thing.
As for this not being an Amiga... I'd rather look forward then stick with old outdated unsupported technology like Amiga/Atari of today. I'm not alone here, just check the market share of those platforms...

In any case, I'd rather look forward to face an uncertain future then be stuck in the distant past where there is no future.

Just my 2c

Regards,

Clockmeister.

5214. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 00:54:05 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <7IIM5.51$IH5.2160@nsw.nnrp.telstra.net>
Source record: 55053

Jared Falvo wrote in message ...
>You know, I was looking at the Atari 1040ST schematics and seeing something
>interesting. At one point, there are four traces with four intersecting
>traces. Naturally, you can't do those traces on the top side, so you have
>to go "down under" to attach them.
>
>Imagine, if you will, a double sided circuit board. 12"x12". Copper on
>both sides. You have four thin traces running horizontally and four traces
>running vertically you want to connect to the four horizontal ones. How do
>you do it?
>
>All four traces via to the bottom layer at the same point. Straight
across.
>Now, they're on the bottom. Each continues along it's same path
>(vertically) and then vias back up to intersect the trace it needs to
attach
>to. If you filled the via with solder you'd have silver dots smack dab in
>the middle of the horizontal traces. Those horizontal traces continue on
to
>whatever other end point they were headed for, but the four vertical ones
>are now attached... on a single layer, double sided PCB!
>
>I thought this seemed like an interesting idea that, in examinig several
>PCBs (motherboards and video cards), I don't see this being done. I see
>billions of vias dotting the landscape and traces interconnected, but none
>in the center of traces themselves.
>
>Whether or not this discovery of mine is (or was, at some time) common
>practice, I dunno. But I was figuring it seemed kinda interesting to me.
>

This sort of thing has been done for eons now. Have you seen three (or more)
layered motherboards?. Traces are sandwiched between layers of PCB, not even
visible.
All modern day PC boards are like this.

5215. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 02:12:19 UTC
From: **** **** <***@***.com>
Message-ID: <7gKM5.17248$%j.5209079@typhoon.southeast.rr.com>
Source record: 55057

Clockmeister wrote in message ...

>You missed the whole point of AmigaDE I feel. The AmigaDE operating
>environment is different as it allows any programs that are written to
work
>on it to run on any architecture (PPC/Intel/whatever) - without having to
>port a thing. Just the one executable coded is guaranteed to run on any
>system/OS, which is going to save developers a lot of development time (and
>money). The benefits for the consumer are that software prices will drop,
>they won't need to lose their existing software and using a common OS to
all
>platforms makes file sharing/compatability so much easier.

Those who fail to learn Java are doomed to repeat it. This eats up cpu
cycles, for a rather questionable advantage. Software prices won't drop.
It's a proven fact that almost all softcos charge what they feel like. And
to add insult to injury, they have to whore the amiga name out on this
farce.

>I don't see this as a bad thing.
>As for this not being an Amiga... I'd rather look forward then stick with
>old outdated unsupported technology like Amiga/Atari of today. I'm not
alone
>here, just check the market share of those platforms...

Old? Like the PC? It's unsupported because they choose not to support it.
And you're posting to the wrong newsgroup then. People here tend to like the
Atari (though not so much amiga) and more than anything want there to be a
new one.

>In any case, I'd rather look forward to face an uncertain future then be
>stuck in the distant past where there is no future.

That sounds dumb. Really.

John

5216. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 02:15:19 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1165.343T950T1954643optimus@canit.se>
Source record: 55059
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen skrev:

>In article <1015.340T400T2144517optimus@canit.se>,
>Iggy Drougge <optimus@canit.se> wrote:
>>
>>But parity is ignored by everyone, isn't it? At least in the old days, 9-bit
>>SIMMs were only of particular interest to PCs.

>Everyone on the atari market. Most workstatione and some PCs require parity.

So all Atari expansions need parity? Does this go for the STE, too?

>>>If the SIMMs are broken, bring them back to your dealer.
>>
>>I'd really like to see what they would say if I brought back to them a SIMM
>>which worked fine in all of their machines due to it malfunctioning in a
>>PS/2 or Atari.

>I did that multiple times - if it's broken, they get it back, no matter if
>it will work in *some* machines. Same goes for partially defective or
>unsuitable (3.3V) SIMMs, which also "work" in some machines.

In that case, there's no need to worry, I suppose.

--
En ligne avec Thor 2.6.

Questa sigla e' una figata!!! Un bel pezzo dance per un bel cartone dance!!!
Pensate che la scorsa frase non abbia senso? Bah!, nemmeno mettere questa sigla
a Sailormoon ha senso ^_^;;;
Tacchan om den tyska signaturmelodin till Sailor Moon

5217. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 02:43:03 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <744.343T150T2234207optimus@canit.se>
Source record: 55060

Steve Sweet skrev:

>Hi Jo

>>What I don't understand is why IConnect wasn't made MiNT-Net compatible.

>Because they would then have been accused of steling intelectual material.

Bollocks. If MiNTnet is anything like BSD sockets, it has been sold time and
again.

>How would you like it if somone made a clone of something of yours and then
>went ahead and made a profit from it.

You mean like a Hades?
Reverse-engineering is how we got the big PC market, and is perfectly legal.

--
En ligne avec Thor 2.6.

We have support for the PMAGC-B's on pmax right? That is a PixelVision based
card right? I see Bt 463, that chip looks bigger than the 21164! Just looking
at it makes me want to write an Xserver!
Chris Tribo, NetBSD/pmax-listan.

5218. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 02:53:06 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <843.343T300T2333729optimus@canit.se>
Source record: 55058

Mark Bedingfield skrev:

>"Steve Stupple" <Steve@atari.org> wrote in message
>news:CNe6CUAEL0$5EwEo@steverosie.demon.co.uk...
>> In article <8tn71dkpb3@nd.eastky.net>, Phantomm <phantomm@eastky.net>
>> writes

>Try Vess's home page, actually I think I have a diagram here at work:-) Will
>post later. This works with Gauntlet as well I think....

Is it possible to connect standard 9-pin joysticks to the enhanced joystick
ports of the STE for the same purpose?

--
En ligne avec Thor 2.6.

Also,what would a game about pimps be without Pimp Gear(tm)? As you move up in
the world,you'll be able to buy new clothes,upgrade your car,and upgrade your
appearance. Girls that wouldn't give you the time of day before might be
swayed more easily when you've got some cash to throw around.
Pimpin' ain't easy, upcoming game from Delsyd Software

5219. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-11-04 06:39:27 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10011040134320.7985-100000@shell2>
Source record: 55061

Well, the project is starting to shape well, many parts are finished,
database pretty much setup. I would "require" 2 things if it is not too
much asking:

1) Someone to make a few graphics for it (has to remain simple and fast to
load, with a white background contrast (ebay, mp3.com feeling).
2) I would love to receive an Atari Tshirt for the job. (red, or orange, I
saw some for sale on online store for like 8 bucks).

Who's up for what? Is that too demanding?

On Tue, 31 Oct 2000, Edward S. Baiz Jr. wrote:

> On 31 Oct 2000 09:28:13 , Katherine Ellis wrote:
> >Hello,
> >
> >How would you guys like to have a WEB database (cab compatible of course)
> >user maintained about the atari stores left in the world?
> >It would work like this:
> >What do you guys think? >
>
> I would love it....
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>
>
>

/
MiNT Is Now TOS, let's move on, shall we? /
/

5220. Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Francis Demange <francis.demange@free.fr>
Message-ID: <WS3.eb8c4e28.b8221540.francis.demange@free.fr>
Source record: 55013

Hello,
I'm looking for a GDPS driver for my mustek 600 II SP Paragon scanner.
I can't get any answer since the end of july from Nima Montaser.
I'm afraid Homa disapeared during the end of summer.
Anybody could help me to get this driver ?
Thanks a lot
Regards
Francis Demange

5221. Re: *WANTED*

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: fmh@netzero.net
Message-ID: <8u3hfh$32f$1@nnrp1.deja.com>
Source record: 55014

In article <7STM5.2225$aT1.241642@news3.cableinet.net>,
"www.josh.org.uk" <goshwa@hotmail.com> wrote:
> hmmm..... from UK or somewhere that's not going to charge me a
ridiculous
> amount of postage...
>
> ST BOOK (as if!!)
> Mega STE (cheap with monitor)
> TT (cheap with monitor)
> Falcon (preferably with monitor and cheap)
> Atari Portfolio (cheap fully working)
> Atari N386SX Laptop (anyone?)
> Atari PC (either ABC or PC-5 - as if!)
> CHEAP Jag CD Unit ( )
> CHEAP Jag Games (power drive rally? primal rage? Val d'Isere - Skiing
and
> Snowboarding? Atari karts?)
> California Games / Stun runner for LYNX.
>
> if you have any of these please let me know how much you' want for
them and
> I'll consider it. thanks. otherwise I'll end up having to order from
US or
> Germany.,
>
> thanks
>
> http://www.josh.org.uk
>
> (I have a jaguar page if you follow the links through to "jillajang")
>
> ---
> ** Outgoing mail is certified Virus Free. **
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.204 / Virus Database: 96 - Release Date: 24/10/00
>

I have an Atari PC1 serial #007 with the monitor if interested?

Sent via Deja.com http://www.deja.com/
Before you buy.

5222. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a054742$0$179@news.zetnet.co.uk>
Source record: 55015

Hi Derryck!

On 3 Nov 2000 09:42:30 G, Derryck Croker wrote:

>>>What would you consider to be a sensible price as a matter of interest?
>>
>>It had been £150, I'd have snapped it up. I simply can't justify £200
>>for such a machine, but £150 is tolerable - I really rather want a

>Interesting, because I think that you'd be expected to pay double for such a
>machine. Don't expect the usual rules about obselete machines to apply to
>Falcon pricing :-(or :-), depending on whether you're buying or selling...

Even more interesting, especially as we both know someone who's just paid
over 400 pounds for a 14mb Falcon (though he did get a nice external hard
drive too). I know for a fact he's been looking for a Falcon for quite
some time.

Don't think I've the heart to tell him.....! :-/

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

5223. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8u3m13$1goc$1@purple.gradwell.net>
Source record: 55016

Hi Steve

Steve Sweet <stevesweet@bun.com> wrote:
> Hi Danesh

ahem.. please spell it correctly. :)

> What i see here is you trying to squirm out of the fact that you screwed a lot
> of peop's by offering a service and then not providing the goods, and then
> tried to excuse it by saying " but i didnt cash the cheques guv" so everything
> is alright now.

Not at all.

I did not screw people. CyberSTrider (the shareware scheme) was always a part time thing for me... I actually made a loss each and every year from running this, always having to subsidise it with any spare cash I had. I was also running it in any spare time I had - which became less and less as my own career with employers got better and higher profiled. Add to this, my own family life. So leaving the house at 7am in the morning to return at 9-10pm did not leave much time for looking after shareware. This is not an excuse, but I felt that my family took a higher preference to anything else.. especially running the shareware scheme. Add to this, my own sanity.

The scheme had been running since 1993. In 1998 I posted a message in various places of my intention to close down the scheme and that things would be slowing down gradually. This message also went up on the web site at the time. In April 1999, I posted a message about the closure of CyberSTrider, the shareware scheme and that things would be wound down by April 2000.

In the meantime, I had started up Cyberstrider Ltd, quite my full time job and worked on winding things down with the shareware scheme.

> You may have been well intentioned, but the bottom line is that you pissed
> people about, you didnt provide a service other than one of keeping cheques
> warm and dusty.
> Face it, you fucked up, big time, as is evident here, often, now stop trying to
> cover it up, face people, admit you pissed them off.

I do admit, people got pissed off with me toward the end of the shareware scheme. If truth be old, the scheme should have closed down back in 1996 or thereabouts... the market was too small even then, and in the two years to actual closure of the scheme I had only received 15 orders (yes I can count them).

If fucked up big time entails pissing off 15 customers, then
fair enough - all those telecoms firms, utility firms, transport firms
must be fucking up to high heaven and back (crossing over the three
worlds). Let's just forget about the thouands of others who were happy
with the service received by the CyberSTrider shareware scheme.

I did try my best at gettig the final orders out, but being out of
the country a lot makes things that bit harder. I had even made the offer
publically about someone taking the Atari shareware scheme off me and keeping
it running. I only got one offer, but then they did not follow it up.

I still stand by my stance that this is not the same as Titan/Coretex.

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

5224. Re: *WANTED*

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <FvdN5.4534$aT1.528881@news3.cableinet.net>
Source record: 55017

where is it?
what price am I looking at?

www.josh.org.uk

<fmh@netzero.net> wrote in message news:8u3hfh$32f$1@nnrp1.deja.com...
> In article <7STM5.2225$aT1.241642@news3.cableinet.net>,
> "www.josh.org.uk" <goshwa@hotmail.com> wrote:
> > hmmm..... from UK or somewhere that's not going to charge me a
> ridiculous
> > amount of postage...
> >
> > ST BOOK (as if!!)
> > Mega STE (cheap with monitor)
> > TT (cheap with monitor)
> > Falcon (preferably with monitor and cheap)
> > Atari Portfolio (cheap fully working)
> > Atari N386SX Laptop (anyone?)
> > Atari PC (either ABC or PC-5 - as if!)
> > CHEAP Jag CD Unit ( )
> > CHEAP Jag Games (power drive rally? primal rage? Val d'Isere - Skiing
> and
> > Snowboarding? Atari karts?)
> > California Games / Stun runner for LYNX.
> >
> > if you have any of these please let me know how much you' want for
> them and
> > I'll consider it. thanks. otherwise I'll end up having to order from
> US or
> > Germany.,
> >
> > thanks
> >
> > http://www.josh.org.uk
> >
> > (I have a jaguar page if you follow the links through to "jillajang")
> >
> > ---
> > ** Outgoing mail is certified Virus Free. **
> > Checked by AVG anti-virus system (http://www.grisoft.com).
> > Version: 6.0.204 / Virus Database: 96 - Release Date: 24/10/00
> >
>
> I have an Atari PC1 serial #007 with the monitor if interested?
>

>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

** Outgoing mail is certified Virus Free. **
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.204 / Virus Database: 96 - Release Date: 24/10/00

5225. Re: 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u3pm5cvt1@uranium.btinternet.com>
Source record: 55018

"John Garone" <swampfox1@earthlink.net> wrote in message
news:yI5N5.18483$rl.1553416@newsread2.prod.itd.earthlink.net...
> On 4 Nov 2000 23:20:19 -, "Barrie at Keychange" wrote:
> >Hello.
> >
> >A customer sent a 9 gig SCSI Seagate drive in recently, he wanted to use
it
> >on his Falcon but it wouldn't format etc.
> >We used all the software we had to sort it out, no joy so we tried it on
the
> >PC.
> >
> >This attempted to format but returned the legend '.....this drive may
have
> >been locked, you must use a utility to unlock it' or words to that
effect.
> >
> >Any ideas, 9 gig on a Falcon would be very useful....
> >
> >Barrie at Keychange.
> >
> >
> >.
> Barrie,
> I believe that some heads must be 'parked' if the HD is to be shipped!
> I have a program from ICD to do this called HDPARK.TOS but not a program
> to un-park the heads. However, it may work either way (if heads are parked
> it un-parks them and visa-versa but that's a guess on my part). If you'd
> like to try it, E-mail me and I'll send it out to you.
> John G.

Newer Hard Drives auto-park the heads. You won't get a program to unpark the
heads because this happens automatically once the drive is powered up again.

Parked heads do not cause a problem, and the problem I believe to be some
foreign format that the Atari driver will not attempt to re-format.

Barry, have you tried HD Driver 7.8?

Simon Osborne

5226. Re: Re: Re: Where is PacifiGUI ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u3prf$m11$1@neptunium.btinternet.com>
Source record: 55019

"Mindfield" <mindfield@badgers.home.com> wrote in message
news:sht90todbek0edsbaajs25uvkog78flpt5@4ax.com...
> On Sat, 4 Nov 2000 21:55:27 -0000, "Simon Osborne"
> <atariactive@crap.btinternet.com> drooled an embarassing wet spot in
> his lap as he typed:
>
> >It all depends on the disks you are using
>
> With the exception of the disks which have succumbed to bit rot, I've
> read all kinds, from single-sided 80/9 to double-sided 82/10. (I have
> very few 82/11 or 83/11 disks, so I dunno if my drive could handle 83
> tracks)
>

The author tells me that a very few drives can read the extended Atari
formats, most can just about do 82/10

For anyone having problems, try running in DOS. Windows can cause problems,
although I havent used Windows Me. Maybe they fixed it?

Simon

5227. AMS 2000 Show, 11th November, Stafford

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u3qik$4mq$1@plutonium.btinternet.com>
Source record: 55020

Hello,

Just a reminder to everyone that the AMS 2000 show is being held on Saturday 11th November, at Bingley Hall, Stafford. 10am till 4pm.

The site is situated on the A518, about 10-15minutes from Junction 14 of the M6. There is a shuttle bus to and from Stafford Rail Station during show hours.

Some of the Atari exhibitors are:

Abingdon Synthesis Products - The home for some great add-ons for your Atari
Alive! Diskmagazine Team - See whats happening in the world of Disk Magazines
Atari Active - The UK's first online Atari Magazine
Keychange Music - Fine-tune your Atari with some great add-ons, and much more
Portfolio Club UK - For all things Portfolio related
Tyne & Wear Atari Group - User-group action with the team from the North
Telegames - Atari Jaguar and Lynx gaming action

And the usual selection of PC hardware etc.

For more information, visit the Sharward website at www.sharward.co.uk or telephone 01473 212113, fax 01473 212114.

For people interested in booking a stand, Hurry! Not many places left, and get them whilst you still can!

See you there!

Simon Osborne
Atari Active
www.atariactive.co.uk

5228. Re: Re: Re: Re: Where is PacifiGUI ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <8h0b0tsd15dmvluk3eappmb1195oeg6v5s@4ax.com>
Source record: 55021

On Sun, 5 Nov 2000 14:12:32 -0000, "Simon Osborne"
<atariactive@crap.btinternet.com> drooled an embarassing wet spot in
his lap as he typed:

>The author tells me that a very few drives can read the extended Atari
>formats, most can just about do 82/10

Well, that's about 99% of the disks out there; not many use 11 because
of reliability and speed issues, and almost no one used 83 sector
formats because that even caused problems on real STs with drives that
couldn't handle it.

>For anyone having problems, try running in DOS. Windows can cause problems,
>although I havent used Windows Me. Maybe they fixed it?

Ha! You honestly believe Microsoft would release a new version of
Windows that fixed *anything*? :-) No, WinMe's big change (aside
from a load of new garbage like Movie Maker and Windows Bloated-Hog
Media Player 6)) is the removal of real-mode DOS. There IS no DOS
mode anymore. Only a DOS shell from the desktop. You can't boot to
it, you can't shut down to it -- quite simply, it isn't there anymore.
They say this is because real-mode DOS was what was causing most of
the instability problems under Win9x, and that its removal
dramatically increased the system's overall stability.

I say rubbish, pish-tosh and bullocks.

Still, 99% of DOS apps work fine -- any DOS apps that can run in
available conventional memory, or any DPMI-based (protected mode) app
works just fine. Nothing that absolutely requires real-mode will
work, however.

>Simon

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

5229. Re: 1040 ST > Mouse question

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: brian@gem.win.co.nz
Message-ID: <G3HLss.E0@gem.win.co.nz>
Source record: 55022

urnhardtfan jr (urnhardt@hellsgate.net) wrote:
: I just bought a 1040 ST at a thrift store but there was no mouse,
: can a mouse from a pc be made to work.

PC mouse adapter for Atari Computers at:

http://www.gem.win.co.nz/mario/hardware/mouse.html
--
--
Brian Becroft	Tariland, Atari user group in New Zealand
brian@gem.win.co.nz	info@tariland.win.co.nz
http://gem.win.co.nz/brian/	http://tariland.win.co.nz/

5230. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973439154-424400AEicMi@bun.com>
Source record: 55023

Hi Ken

>
>Not only did Ulli Ramps disappear from this newsgroup, but lack of support of >their own newsgroup at comm.talk.de has resulted in those messages being >removed.
>So much for their online support, I guess.

I think he only expected to see peop's whistling sunshine up its arse, he wasnt ready for peop's who complained at the crap unfinished interface, the 'page of text' buttons and the glaringly obvious shortcut errors, not to mention the font selector sort bug and the colour popups that only work on fridays whilst facing east and whilst using a graphics card that no atari could possibly use.

Were not alone, apparently the PC version is shagged sensless as well.

And were meant to be gratefull for this.

Ive bought every version of Papyrus there ever was, and i'm waiting for this version 8 to come out of beta test phase and to be finished so i may buy it.

<FX, waiting for the bleeding hearts to pop along and kiss his arse, again.>

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5231. Re: Windows 98 source code cracked!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8u46rcmht1@plutonium.compulink.co.uk>
Source record: 55024

In message <usYhqdAil1A6EwnK@steverosie.demon.co.uk>, Steve@atari.org said:

>It doesn't look much in IE5, but it was meant as a joke:)) I can't see a
>problem publishing the article, it's not an attachment and it's not a
>binary.

Many of us use readers that do not render HTML, so have to load it into
CAB or similar to view it. Yes, it was obvious that it was a joke, but
it was quite an effort to share it, what with <...> and <\...> and
overlong lines and all...

>Some people publish article in text AND HTML are they to stop that as
>well!!! I think not.

I think YES, specially in news groups (and Cix Conferencing). It only
wastes bandwidth. These are intended for pure text messages.

>Were you disappointed that it wasn't the ACTUAL source?

No - wouldn't have been interested anyway as it wouldn't run on my
Falcon!

>As far as I'm concerned HTML is acceptable in a newsgroup, although I'm
>not that keen on HTML ONLY! M$ Outlook/O express have HTML as it's
>default for newsgroups!

So SWITCH IT OFF!

5232. Re: Re: Re: Re: Where is PacifiGUI ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u4edi$qa0$1@uranium.btinternet.com>
Source record: 55025

"Mindfield" <mindfield@badgers.home.com> wrote in message
news:8h0b0tsd15dmvluk3eappmb1195oeg6v5s@4ax.com...
> On Sun, 5 Nov 2000 14:12:32 -0000, "Simon Osborne"
> <atariactive@crap.btinternet.com> drooled an embarassing wet spot in
> his lap as he typed:
> >For anyone having problems, try running in DOS. Windows can cause
problems,
> >although I havent used Windows Me. Maybe they fixed it?
>
> Ha! You honestly believe Microsoft would release a new version of
> Windows that fixed *anything*? :-) No, WinMe's big change (aside
> from a load of new garbage like Movie Maker and Windows Bloated-Hog
> Media Player 6)) is the removal of real-mode DOS. There IS no DOS
> mode anymore. Only a DOS shell from the desktop. You can't boot to
> it, you can't shut down to it -- quite simply, it isn't there anymore.
> They say this is because real-mode DOS was what was causing most of
> the instability problems under Win9x, and that its removal
> dramatically increased the system's overall stability.
>
> I say rubbish, pish-tosh and bullocks.
>

Yup. A couple of people I know bought the £40 upgrade and regretted it
since.

I'm sticking with Windows 2000, despite people thinking it can't run games
:)

Simon

5233. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a05bf25$0$180@news.zetnet.co.uk>
Source record: 55026

On 5 Nov 2000 09:36:06 G, Francis Demange wrote:
>Hello,
>I'm looking for a GDPS driver for my mustek 600 II SP Paragon scanner.
>I can't get any answer since the end of july from Nima Montaser.
>I'm afraid Homa disapeared during the end of summer.
>Anybody could help me to get this driver ?
>Thanks a lot
>Regards
>Francis Demange
>
>
>.

Hi,

if Homa has given up, that means the end of the only decent graphics proceesor.
Photoline for the atari line. It's only a matter of time now :((

Bob King.

5234. Re: 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <DejN5.3168$zd1.9027@nntpserver.swip.net>
Source record: 55027

"John Garone" wrote:
> On 4 Nov 2000 23:20:19 -, "Barrie at Keychange" wrote:

> >This attempted to format but returned the legend '.....this drive may
have
> >been locked, you must use a utility to unlock it' or words to that
effect.

> I believe that some heads must be 'parked' if the HD is to be shipped!
> I have a program from ICD to do this called HDPARK.TOS but not a program
> to un-park the heads. However, it may work either way (if heads are parked
> it un-parks them and visa-versa but that's a guess on my part). If you'd
> like to try it, E-mail me and I'll send it out to you.

All normal drives do this un-parking during startup, so I doubt it would help. All modern drives have an "auto park" function, so there's no meaning in running a parking program anymore either. They actually use the mechanical energy after power is switched off, to move the head to a safe location and mechanically lock it there - so even at a power loss, the drive is parked automatically.
One thing to check could be to see if you can find a jumper which switches between two modes of startup. One "spin up at power on" and the other is "spin up on command". Those modes are set with one jumper and you can probably find which one on the manufacturers' website. Set it to "spin up at power on" and you'll make sure the drive will always start...

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

5235. Question: Connecting an Atari to a VGA monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: The Ox That Rocks <oxrock@reborn.com>
Message-ID: <84gb0tkkn2vhkmkgqheo81vsrktb3vg25r@4ax.com>
Source record: 55028

Hi NG
Has anyone the lineout for a cable connecting the AtariST monitor output to a standard VGA plug. I once purchased such a cable, but I figured that I might as well build it myself.

Peter

5236. FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8u4i18$sm0$1@supernews.com>
Source record: 55029

Hi all,

reluctant sale but I have a severely under-used Falcon for sale.4MB, TOS 4.02, 65MB Conner internal hard drive, SVGA adaptor for connection to a PC colour monitor plus scart cable if required.All original,not hacked or bashed.Only using it to what my STe can do (play Midi files)

Can be seen working on Saturday at the show.

£150

Regards,

Chris Thorley.

5237. Re: *WANTED*

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: fmh@netzero.net
Message-ID: <8u4jeb$r9m$1@nnrp1.deja.com>
Source record: 55030

```
In article <FvdN5.4534$aT1.528881@news3.cableinet.net>,
"www.josh.org.uk" <goshwa@hotmail.com> wrote:
> where is it?
> what price am I looking at?
>
> www.josh.org.uk
>
> <fmh@netzero.net> wrote in message news:8u3hfh$32f$1@nnrp1.deja.com...
> > In article <7STM5.2225$aT1.241642@news3.cableinet.net>,
> > "www.josh.org.uk" <goshwa@hotmail.com> wrote:
> > > hmmm..... from UK or somewhere that's not going to charge me a
> > ridiculous
> > > amount of postage...
> > >
> > > ST BOOK (as if!!)
> > > Mega STE (cheap with monitor)
> > > TT (cheap with monitor)
> > > Falcon (preferably with monitor and cheap)
> > > Atari Portfolio (cheap fully working )
> > > Atari N386SX Laptop (anyone?)
> > > Atari PC (either ABC or PC-5 - as if!)
> > > CHEAP Jag CD Unit ( )
> > > CHEAP Jag Games (power drive rally? primal rage? Val d'Isere -
Skiing
> > and
> > > Snowboarding? Atari karts?)
> > > California Games / Stun runner for LYNX.
> > >
> > > if you have any of these please let me know how much you' want for
> > them and
> > > I'll consider it. thanks. otherwise I'll end up having to order
from
> > US or
> > > Germany.,
> > >
> > > thanks
> > >
> > > http://www.josh.org.uk
> > >
> > > (I have a jaguar page if you follow the links through to
"jillajang")
> > >
> > > ---
> > > ** Outgoing mail is certified Virus Free. **
```

> > > Checked by AVG anti-virus system (http://www.grisoft.com).
> > > Version: 6.0.204 / Virus Database: 96 - Release Date: 24/10/00
> > >
> >
> > I have an Atari PC1 serial #007 with the monitor if interested?
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
> ---
> ** Outgoing mail is certified Virus Free. **
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.204 / Virus Database: 96 - Release Date: 24/10/00
>
>
I'm located in the USA and it appears you are in the UK.

I was thinking $250 US for the CPU, keyboard, DOS floppies,
GEM floppies, instructions (photo copies I think, I'd have to check for
sure), monitor which is in the box.

Plus shipping.

Sent via Deja.com http://www.deja.com/
Before you buy.

5238. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A05D110.407FE8C2@qnet.com>
Source record: 55031

Have you tried the demo version of the scanner software?

I would try emailing them again. They may have over looked it or it may
not of reached them.

Don

5239. FT: Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <3A060509.62E048BB@mindspring.com>
Source record: 55032

Hi (again)-

I'm looking to get rid of a spare Atari SM124 monochrome monitor for the ST. It works fine - has some stickers on it that could be removed.

As for trade, I'm looking for just about anything :) Atari ST games/accessories, 2600, 5200, 7800, Intellivision, Coleco, Odyssey, etc. If you have a trade list, feel free to send it to me!

If interested, send me some e-mail. Pictures available on request.

Thanks!

Joe
jgrand@mindspring.com

5240. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011052018470.109-100000@TT030>
Source record: 55033

On 5 Nov 2000, Bob King wrote:

> if Homa has given up, that means the end of the only decent graphics proceesor.
> Photoline for the atari line. It's only a matter of time now :((

Nima didn't code PhotoLine as far as I know, just imported it.
So worst case senerio is it could be a real pain to get in the
furture.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5241. Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011052024400.109-100000@TT030>
Source record: 55034

If someone in the US has one of those Atari brand PC clones
called "ABC" and wishes to unload it, please contact me.

Thanks...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5242. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Gene Pineda <gene@pinedaprinting.com>
Message-ID: <vtoN5.31$Ze5.12980@news01.micron.net>
Source record: 55035

I personally enjoy using Calamus 99 (about to upgrad to 2000).
Since it's early days it does a whole lot more. like TTF, Bridge
(dataformer which actually works), PS interpretation (calipso and calipso
lt).
and it's got all kinds of great stuff. The 2000 version is even better so
I've heard. I just purchased Pagesteam for the PC (beta version believe it
or not!!!)
but to me it's not quite the program Calamus is. I recommend Calamus
highly.

Gene Pineda

Bob King <rking@zetnet.co.uk> wrote in message
news:39ffe9d1$0$173@news.zetnet.co.uk...
> On 30 Oct 2000 11:16:04 , Derryck Croker wrote:
> Hi Derryck,
>
> Why doesn't any one mention DA's LayoutTC any more. I tried Calamus SL
way back
> but use DA. I find it much more intuitive, the idea of having a large
desk on which
> to lay your strips of bare text and images and pages to filled. Then
dragging and
> formatting everything onto and in the page. It may not have all the 3rd
party
> modules that Cal has, but what it has work. There is a demo available. If
anyone's
> intersted, I can find out.
>
> Bob King
>
> High on a hill in Wales and watching the waters rise!!

5243. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3A062AA5.77AA9E33@greeleynet.com>
Source record: 55036

Paul Williamson wrote:
>
> Hi Steve
>
> On 5 Nov 2000 11:47:14 -, Steve Sweet wrote:
>
> If you're going to be so outspokenly critical of everyone else, how about
> you set your software to a decent line length so we can at least read
> your comments ! (The above paragraph was re-formatted before quoting.)

I think you owe Steve an apology, Paul. This is a newsreader problem,
not the writer's problem. In Netscape, his text adjusts just fine to
whatever window size I create.

5244. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973492910-90534AEicMi@cwcom.net>
Source record: 55037

From: Ken Springer <wordworks@greeleynet.com>
Date: Sat, 04 Nov 2000 13:47:20 -0700

>Not only did Ulli Ramps disappear from this newsgroup, but lack of
>support of their own newsgroup at comm.talk.de has resulted in those
>messages being removed.

He's very busy. I've been in contact with him in the past couple of weeks
over those over-long dialog boxes (he promised to shorten them).

--

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/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5245. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973492914-91002AEicMi@cwcom.net>
Source record: 55038

From: Steve Sweet <stevesweet@bun.com>
Date: Sat, 04 Nov 2000 14:32:02 -0000

>So you dont think i'l get the ï¿½2000 that my machine is worth.

It's worth far more to you than you'd get for it if you ever sold it!
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5246. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973492916-91434AEicMi@cwcom.net>
Source record: 55039

From: "Bentasout" <rsoul@free4all.co.uk>
Date: Sun, 5 Nov 2000 03:36:07 -0000

>place, so waiting two days for a bit of software that was on a cover disk
>anyway could hardly be construed as a problem.

Do you have a problem reading messages? It's 2 YEARS!!!

And it's not the software, but the code that unlocks that software that
Danny was "selling". Good Grief!
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5247. Re: 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973492918-91902AEicMi@cwcom.net>
Source record: 55040

From: swampfox1@earthlink.net (John Garone)
Date: Sun, 05 Nov 2000 04:52:46 GMT

>I believe that some heads must be 'parked' if the HD is to be shipped!

I believe that modern (and the Seagate in question is certainly that)
drives park themselves automatically, using energy derived from the still-
spinning platter when you remove power.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5248. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973531162-139427AEicMi@bun.com>
Source record: 55041

Hi Marc

>> Hi Marc
>>
>> >> huge snip
>> >>
>> >> Fuck you.
>> >
>> >cool, can i join you?
>>
>> What, like a gang bang?.
>>
>oh yes steve, ur welcome to join in if you want!!!!!!!!!!!!

Mah!, youre all faggots, i aint playing with you lot...

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5249. Re: 5.25 Floppy Drives on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011052104.a672@su2.maus.de>
Source record: 55042

Hi Bob,

BR>If you can't find one of the (very rare) 5 1/4 inch floppy drives that
BR>were manufactured for the Atari PC (but also usable on the ST), you
BR>may want to look into finding the documentation on making an adapter
BR>cable to use an original 8-bit Atari floppy drive on the ST.
I don't think it's as difficult as you described it. A drive correctly
jumpered and a correct cable should be all you need.

I had a TEAC 5.25 drive hooked to my 1040 ST and can't use it any
more, for the TT doesn't support it although the TT's internal drive
and the (external) 5.25 drive are high density devices.

Und TTschï¿½
ps

5250. Re: 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011052113.a673@su2.maus.de>
Source record: 55043

Hi Simon,

SO>Newer Hard Drives auto-park the heads. You won't get a program to
SO>unpark the heads because this happens automatically once the drive is
SO>powered up again.
that's it!

SO>Parked heads do not cause a problem, and the problem I believe to be
SO>some foreign format that the Atari driver will not attempt to re-
SO>format.
No SCSI drive needs to be formatted in order to use it with an Atari
computer, and I think that should be true for any OS type.

A simple partitioning and a reboot afterwards is all you'll have to do.

A couple of weeks ago, I was offered a SCSI drive that obviously had
been used on a UNIX system, so HDDRUTIL (7.8) complained of a strange
partition type (neither GEM nor BGM, but something like $1B), I
partitioned twice, rebooted and: I felt fine!

In the case of a locked drive I'd try to 'play with jumpers',
especially the 'automatic motor spindle on`. And if it's a Seagate,
I'd even try to use the factory jumper, just to power up the drive...

Und TTschï¿½
ps

5251. Re: 5.25 Floppy Drives on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8u2ehp$u5v$1@nd.eastky.net>
Source record: 55044

Hi!

>BobR wrote.....

>If you can't find one of the (very rare) 5 1/4 inch floppy drives that
>were manufactured for the Atari PC (but also usable on the ST), you
>may want to look into finding the documentation on making an adapter
>cable to use an original 8-bit Atari floppy drive on the ST.

(Snipped and Saved)

Thanks for this info...

I do have one of these Cables and tried it on a 1040STE TOS 1.62 4megs, using a Happy 1050 drive.

I could never get it to work. The drive would try to access the disk 1 time, then it would time out or something and I would have to turn everything off and re-boot. Not sure if the problem was with the drive being Happy enhanced, or a early version of the software. I've not tried it since, been a few years.

A friend of mine in Florida knew someone who made the Cables and got him to make one for me. It looks very pro. So I think that the cable is ok.

I'll have to get the latest version of the software and try it again.

However I did find someone who sold me a 5.25 drive made to use on the ST. Hasn't arrived yet. I think it is called a I B drive. I don't think that it can be used to transfer Atari 8-bit files to the ST. It would be cool if it would. Mostly I want the drive so that I can try transfering some old PC software on 5.25 over to my Mega STE that has the AT Once 386SX board in it.

I do have an ICD MIO 1 meg version that I could probably use to transfer 8-bit files to the ST-Falcon using the RS232 port. The MIO will do 19200. A Null Modem cable should work.

Thanks for the help,
phantomm@eastky.net

5252. Re: 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:41:04 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <XO3N5.2985$zd1.8061@nntpserver.swip.net>
Source record: 55006

"Barrie at Keychange" wrote:

> A customer sent a 9 gig SCSI Seagate drive in recently, he wanted to use
it
> on his Falcon but it wouldn't format etc.
> We used all the software we had to sort it out, no joy so we tried it on
the
> PC.
>
> This attempted to format but returned the legend '.....this drive may have
> been locked, you must use a utility to unlock it' or words to that
effect.

Doesn't it help to use the low-level format function in the SCSI-card on the
PC?

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

5253. From Brian Van Tilborg

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 00:54:12 UTC
From: swampfox1@earthlink.net
Message-ID: <Uc2N5.18069$rl.1507740@newsread2.prod.itd.earthlink.net>
Source record: 55003

Hi from Brian Van Tilborg who wants all to know "he's not dead yet!"
but is having severe NG server problems!!!

He's tried to get a post up with the subject "Atari Users Are Great"
and wants to know if it reached the NG. I also would like to know if
anyone sees it here (I don't)!
John G.

5254. Re: 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 01:32:29 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u2dao$s6j$1@uranium.btinternet.com>
Source record: 55004

"Barrie at Keychange" <barrie@atamusic.u-net.com> wrote in message
news:LS0N5.351$kn2.511282@newsr1.u-net.net...
> Hello.
>
> A customer sent a 9 gig SCSI Seagate drive in recently, he wanted to use
it
> on his Falcon but it wouldn't format etc.
> We used all the software we had to sort it out, no joy so we tried it on
the
> PC.
>
> This attempted to format but returned the legend '.....this drive may have
> been locked, you must use a utility to unlock it' or words to that
effect.
>
> Any ideas, 9 gig on a Falcon would be very useful....
>
> Barrie at Keychange.

Try running a low-level format on the drive. A program called Ontrack would
help.

Simon

5255. Re: kick off 2 / final whistle

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 02:26:45 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <Fz3N5.3786$aT1.424892@news3.cableinet.net>
Source record: 55005

try :

http://www.the-asx.co.uk/st.html

** Outgoing mail is certified Virus Free. **
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.204 / Virus Database: 96 - Release Date: 24/10/00

5256. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 02:41:46 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <804.344T2300T2215573optimus@canit.se>
Source record: 55007

Lonny Pursell skrev:

>On Wed, 1 Nov 2000, Daniel L. Dreibelbis wrote:

>> This is especially interesting because s*****p has been swearing up
>> and down in .advocacy that the new Amiga is going to thoroughly crush
>> the Atari market. Glad to have confirmation that right now the existance
>> of this new Amiga for sale is quite a long ways off.

>How can one crush a market that is not really there? lol

And why does he think that Atari users would suddenly jump platform en masse,
as opposed to PC or Mac users?

--
En ligne avec Thor 2.6.

VIRGO (Aug 23 - Sept 22)
You are the logical type and hate disorder. This nitpicking is
sickening to your friends. You are cold and unemotional and
sometimes fall asleep while making love. Virgos make good bus
drivers.

5257. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 03:13:34 UTC
From: **** **** <***@***.com>
Message-ID: <yf4N5.19369$%j.5989606@typhoon.southeast.rr.com>
Source record: 55008

Marc Wilson wrote in message <3A047AE5.8FD0586E@uklinux.net>...
>> In all honesty, my religion demands that I be hostile towards assholes
and
>like yourself? ^^^^^^^^

No, not like myself. Self-righteous assholes are exempt, as long as they get rid of the cretinous morons like yourself. So you see, I'm especially fanatical, lest I lose my exemption. By the way, go to hell.

John

5258. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 03:36:07 UTC
From: Bentasout <rsoul@free4all.co.uk>
Message-ID: <3a04d6f0$1@news.telinco.net>
Source record: 55009

Steve Sweet <stevesweet@bun.com> wrote in message
news:973275604-273537AEicMi@bun.com...
> Hi Bashir
>
> >the last thing we need on here is moaning minnies, two days is not a long
>
> Did you read the bit that said 2 'YEARS', did you mistake that for 'days'
>
>
>

It must be obvious to all that Dennis has not made his fortune out of the Atari community, one look at his site will tell you he is a fully fledged COE running a huge corporation, his interest in Atari computers can only be a sideline and without great guys like this the world would be a very sad place, so waiting two days for a bit of software that was on a cover disk anyway could hardly be construed as a problem.
Ben

5259. Re: 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 04:52:46 UTC
From: swampfox1@earthlink.net
Message-ID: <yl5N5.18483$rl.1553416@newsread2.prod.itd.earthlink.net>
Source record: 55010

On 4 Nov 2000 23:20:19 -, "Barrie at Keychange" wrote:
>Hello.
>
>A customer sent a 9 gig SCSI Seagate drive in recently, he wanted to use it
>on his Falcon but it wouldn't format etc.
>We used all the software we had to sort it out, no joy so we tried it on the
>PC.
>
>This attempted to format but returned the legend '.....this drive may have
>been locked, you must use a utility to unlock it' or words to that effect.
>
>Any ideas, 9 gig on a Falcon would be very useful....
>
>Barrie at Keychange.
>
>
>.
Barrie,
I believe that some heads must be 'parked' if the HD is to be shipped!
I have a program from ICD to do this called HDPARK.TOS but not a program
to un-park the heads. However, it may work either way (if heads are parked
it un-parks them and visa-versa but that's a guess on my part). If you'd
like to try it, E-mail me and I'll send it out to you.
John G.

5260. Re: Re: Re: Where is PacifiGUI ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 05:55:48 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <sht90todbek0edsbaajs25uvkog78flpt5@4ax.com>
Source record: 55011

On Sat, 4 Nov 2000 21:55:27 -0000, "Simon Osborne"
<atariactive@crap.btinternet.com> drooled an embarassing wet spot in
his lap as he typed:

>It all depends on the disks you are using

With the exception of the disks which have succumbed to bit rot, I've
read all kinds, from single-sided 80/9 to double-sided 82/10. (I have
very few 82/11 or 83/11 disks, so I dunno if my drive could handle 83
tracks)

>
>Simon
>

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

5261. FS: Winnipeg Atari ST User Group fundraiser still going! Reduced more!

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 07:41:23 UTC
From: tcordes@home.com
Message-ID: <Da8N5.5436$dU2.921537@news1.rdc1.mb.home.com>
Source record: 55012

1040STf computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 64
cord

1040STf computer bare, needs repair: slight wobble in picture output and $ 28
internal floppy drive is dead, everything else appears fine; fix or use for
parts; add $5 for a mouse, $1 for manual, $1 for power cord

1040STfm computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 72
cord

520STf computer no floppy disk drive; incl power supply; add $5 for a $ 15
mouse

520STf computer with DS external disk drive, add $5 for a mouse $ 32

520STfm computer dead internal power supply (looks like it melted down); $ 18
probably repairable or certainly usable for parts; this is the model with
internal DSDD floppy drive and TV output

BK GFA Basic Michtron version unknown, 3 ring binder $ 1

BK GFA Basic manual appears to cover v3.0 and 3.5 and compiler 3.0 $ 1

BK INTERMEDIATE and Advanced Atari ST Subjects by Ralph Turner, Turner's $ 2
books are great guides for ST'ers to learn more

BK MANUAL 1040ST original either 86 or 87, good condition $ 2

BK MANUAL TT/ST RAM Expansion Board Manual - install instructions $ 2

BK MANUAL TT030 manual near mint condition original TT manuals $ 2

BK MICHTRON BBS v3.0 $ 1

BK SPACEQUEST 3 Hint book $ 1

BK SPEEDO GDOS full version manual/users guide, beautiful mint condition, $ 2
in English and French

BK THIRD Book of Atari ST Topics by Ralph Turner, the series continues $ 2

CABLE 25PIN Modem/serial/printer cable 25 male to 25 female Dsub approx $ 5
8'

FLOPPY 3.5" Atari external floppy drive, working $ 21

FLOPPY 3.5" Atari external floppy drive; flakey - reads ok sometimes but $ 12
most of the time doesn't; perhaps fixable; sold as-is, incl working power
supply and floppy port cable

FLOPPY 3.5" Oceanic America Master-3S external floppy drive, incl floppy $ 30
cable and power supply

FLOPPY DISKS quantity 10 DSDD namebrand 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 20 DSDD noname 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 7 DSHD noname 1.44M disks pre-used, no guarantee $ 1
but should work fine

JAGUAR/STUG T-SHIRTS gorgeous black XLG Fruit-of-the-Loom T-shirts with $ 7
our Atari club's logo on the front and on the back "Jaguar" in huge red
lettering (like on the Jag box) with eerie yellow eyes above it and "64-bit
interactive multimedia system" written below, Brand new never worn leftovers
from a show we attended

JOYSTICK Epyx 500XJ joystick - minorly broken, probably fixable or usable $ 1
for parts

JOYSTICK Epyx hand conformed joystick $ 3

JOYSTICK sold as set: 2 Wico hand-formed joysticks, 1 in perfect $ 1
condition, 1 sticks a little

MAGAZINES great deal! 53 USA Atari mags, 1 Atari disk all together in one $ 6
super cheap set! email for titles, shipping not included

MODEM EXTERNAL 1200 baud Atari classic, AC adapter, great starter modem $ 6
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 1200 baud Avatex 1200hc, incl phone cable, serial cable $ 4
add $5

MODEM EXTERNAL 1200 baud CapeTronic w/builtin AC adapter & volume $ 6
control, great starter modem for older computers, incl phone cable, serial
cable add $5

MODEM EXTERNAL 1200 baud Packard Bell, AC adapter, great starter modem $ 5
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 2400 baud GVC, AC adapter, great starter modem for older $ 12
computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 56K v.90 SmartLink, AC adapter, software, incl phone $ 68
cable, orig box&manuals, great modem, serial cable add $5

MONITOR Master switch between color & mono with a flick of a button! $ 3

MONITOR color Atari SC1224 minor problem: the power button switch won't $ 14
stay pushed in unless you hold it; fix or replace with a switch from Radio
Shack; otherwise works perfect with great picture

MONITOR color Atari SC1224 working $ 29

MONITOR color Atari various models working $ 29

MONITOR mono Atari various models dead $ 11

MONITOR mono Atari various models working $ 26

MOUSE Golden Image optical mouse, no ball, super light, amazing mouse! $ 1
minorly broken, button sometimes works and sometimes doesn't, and it often
doesn't want to move right; comes with special gridded mouse pad

MOUSE original Atari mouse guaranteed working $ 9

POWER SUPPLY external for 520 ST's $ 13

PRINTER SUPPORT STAND 2 plastic legs to hold printer above paper, best $ 2
with larger dot matrix printers, sturdy smokey-clear plastic

PRINTER SWITCHBOX 25-pin for modems or printers, broken or miswired: does $ 6
strange things

ROLAND D-50 Synthesizer, great condition classic synth, includes MIDI $497
cables

SPECTRE GCR the premiere Macintosh emulator - complete and upgraded with $ 20
ROMS (disk/docs/cable)

ST/IME internal clock/calendar from Zubair Interfaces Inc, sets your $ 12
clock automatically every time you boot. Incl box, software and hardware.
Suggested retail was $57.95. Brand new. No guarentee on lithium battery
(estimated 10 year lifespan)

SW ADVANCED Art Studio paint program from Rainbird (disk) $ 1

SW AEGIS Animator animation generator and viewer (disk) $ 1

SW ASSEMPRO assembly language compiler (disk/docs) $ 1

SW BALANCE Of Power strategy game; manual needed (disk) $ 1

SW BATMAN game based on 1st movie by Ocean - fun! (disk/docs/box/sticker) $ 3

SW BENTLEY BEAR Magical Math II, educational, published by Atari (disk) $ 1

SW CRACK'ED game published by Atari (disk) $ 1

SW CYBER Studio Set - hundreds of dollars of great CAD/paint/render $ 15
software! cyber paint v2.1, cyber mate v1.1, stereo cad-3d v2.02, cad-3d,
plotter & drivers, human design disk, cartoon design disk, cyber control
(disk)

SW DAC Easy Accounting software 2disk (disk) $ 1

SW DEGAS Elite - brand new! original disk envelope is unopened! $ 4
(disk/docs)

SW DIAMOND BACK 2 great backup program to most any media (disk) $ 1

SW DR.T's Roland D-50 Editor/Librarian, synth also available see below $ 21
(disk/docs)

SW DUNGEON MASTER includes Secrets of Dungeon Mastery book, considered by some to be the best ST RPG game ever! (disk/docs) $ 1

SW EKG Teaching By mad scientist software educational, EKG parts/ rhythms and pathology recognition (disk) $ 1

SW EZCALC good spreadsheet (disk/docs) $ 1

SW FLEETSTREET PUBLISHER v1.0 3 disk set, top notch DTP program (disk) $ 1

SW FSM GDOS 5 disks (disk) $ 1

SW GDOS original Atari version 2 disks (disk) $ 1

SW GRAMSLAM grammar and style checker, checks for 1200 errors, can run as an ACC or PRG, works with all word processors (disk/docs) $ 1

SW IMAGE CAT complete graphics cataloging system for all Atari ST computers (disk/docs) $ 1

SW INTERLINK ST packaging/box only (no disk, no docs), beautfiul black plastic videotape style box with the company logo all over; slides into a white Interlink box $ 1

SW LEISURE SUIT LARRY 2(?) Looking for Love, classic sleazy fun w/pixelated nudity by Sierra (disk/docs/box) $ 2

SW LEMMINGS Oh No! More Lemmings - great puzzle game by Psygnosis (disk) $ 1

SW LIVRE Du Graphisme (disk) $ 1

SW M1 TANK PLATOON still the best tank sim out there, all original manuals (heavy Microprose kind:) and box included, includes PC/DOS version too (will run on 286&up!) (1 DOS floppy is corrupted, but I'll include a working backup) (disk/docs) $ 4

SW MACRO Mouse by Antic, record mouse actions (disk) $ 1

SW MEGATRAVELLER missing disk A it seems, disk B only (disk/docs) $ 1

SW MIGRAPH drawing utilities set includes TouchUp, MergeIt and Scan&Save, manual for Mergeit only (disk) $ 1

SW NEODESK2 v2.0 the famous desktop replacement, might be upgradable (disk) $ 1

SW NIGHTSHIFT 2 disks game by lucasfilm, so you know it's good! may need a manual for copy protection (disk) $ 1

SW OMEGA strategy game by Origi (disk) $ 1

SW OSS Personal Pascal v1.02 (disk/docs) $ 1

SW OSS Personal Pascal v2 (disk/docs) $ 3

SW PIPE DREAM game by lucasfilm, so you know it's good! may need a manual for copy protection (disk) $ 1

SW QUICKST v3 screen accelerator for ST/STe/TT (disk/docs) $ 3

SW RED STORM RISING submarine simulation 2disks one of the best realtime $ 1
strategy sim games for the Atari! amazing sim of realtime submarine combat
(disk)

SW SIMCITY the city simulator, great game! (disk) $ 1

SW SIMCITY very addictive simulation game, may need manual for copy $ 1
protection (disk)

SW STALKER 2 older version probably upgradable (disk/docs) $ 3

SW STALKER3 v3 best telecomm modem software (disk/docs/box) $ 14

SW STENO 1 older version probably upgradable (disk/docs) $ 3

SW STENO2 v2 best text editor works great with STalker (disk/docs) $ 5

SW SWIFTCALC ST by Timeworks great spreadsheet with graphing 2disks $ 2
(disk)

SW TEST DRIVE 2 the duel, European challenge addon, the supercars addon, $ 1
great car racing game with 2 bonus packs of cars! 4 disks, probably needs
manual for copy protection (disk)

SW TEST DRIVE by accolade (disk/docs) $ 2

SW UIS Universal item selector v1.0 the best file selector replacement $ 1
(disk)

SW UMS Universal Military Sim, looks great especially in mono $ 2
(disk/docs/box)

SW UVK Ultimate Virus Killer (disk) $ 5

SW WARP9 speed up the graphics on all TOS machines lots! (disk/docs) $ 8

SW WORD For Word crossword puzzle creator (disk/docs) $ 1

SW WORDFLAIR v 1.1 the integrated document processor (disk/docs) $ 6

SW WORDWRITER ST a fast easy to use word processing system from Timeworks $ 2
that can interface with their Spreadsheet & DB (disk/docs/box)

SW WORDWRITER ST by Timeworks great graphical wordprocessor (disk) $ 1

SW Z-RAM Diagnostics v1.1 for use with Z-Ram RAM upgrades (disk) $ 1

SYQUEST 44MB removeable hard drive w/1 cartridge in 2-bay (1 bay free) $ 57
"shoe box" style external case incl host adapter so you can hook this drive
directly up to any ST without an expensive ICD Link. The case has a DMA thru
connector so you can still hookup your SLM or another drive. Incl DMA cable
and software. Everything you need to get going!

SYQUEST CART 44MB each in quantity of 3, no bad secs $ 15

SYQUEST CART 44MB no bad secs $ 25

SYQUEST CART 88MB no bad secs $ 29

SYQUEST CART 88MB quantity of 5, no bad secs except 1 cart $ 88

GOLF VIDEO VHS Improve Your Golf Game w/Richard Zokol, new shrinkwrapped $ 1

DAISYWHEEL PRINTER DaisyWriter 1500/2000 wide carriage, includes good $ 15
ribbon, has weird interface connector, seems to work but sold as-is

FLOPPY DRIVE 5.25" probably dead $ 1

FLOPPY DRIVE 5.25" tested, working $ 2

PRINTER SWITCHBOX auto & manual switch for 2 computers to 1 printer, $ 14
brand new in box, cables extra, MicroMice model AS-201

PRINTER Star NX-1000II, includes ribbon, plastic cover a bit broken $ 34

SIMMS 1MB 30pin, quantity 4 sold together $ 3

SIMMS 1MB 30pin, quantity 4 sold together $ 5

SIMMS 1MB 30pin, quantity 4 sold together $ 4

ATARI JAGUAR game Checkered Flag (racing) incl FREE shipping $ 8

ATARI JAGUAR game Iron Soldier (3D robot 1st person shootemup) incl FREE $ 10
shipping

ATARI JAGUAR video game console system mint condition, less than 1 year $ 47
old, lightly used, incl original boxes/manuals, A/C adapter, TV conv, 1
controller, with both games

--
E-Mail: tcordes@home.com

All prices in US$. Prices do not include shipping unless otherwise stated.
Will ship anywhere in the world. Terms are usually payment up front. Items
are always shipped within 24 hours of receipt of payment except for checks.
Hundreds of trade references are available upon request. I've been buying
and selling on the net since 1992!

Check out my other forsale lists at http://members.home.net/tcordes/forsale.html

5262. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 23:11:18 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8u4p2s$rb8$1@perki.connect.com.au>
Source record: 55045

No Iggy the ports are Analogue while the 9pin ports are Digital. They have about as much in common as Hard drives and floppy drives:-)

Here is the correct wiring for the 4 player adaptor- made 1 yesterday:

Printer port Joy3 Joy4
1 6
2 1
3 2
4 3
5 4
6 1
7 2
8 3
9 4
11 6
24 8
25 8

and that is all there is to it:-)

Mark

5263. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-05 23:26:07 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8u4pug$s9k$1@perki.connect.com.au>
Source record: 54946

"william wong" <wongck@letterbox.com> wrote in message
news:8tt74b$qcj@usenet.pa.dec.com...
> In article <8tt3s9dfm1@perki.connect.com.au>, "Mark Bedingfield"
<mark@baypc.com.au> wrote:
> >Thanks, I didnt want to have to type all that out:-). I am changing
things
> >all the time. But the Pentium 3 is still bassed on 8 bit architecture.
Why
> >invest in shit that cannot run reliably? My PC play's games as does my
N64
>
> Mmm.... so it seems you don't game on your Atari.
> I agree that if you want to play game, on your N64 or go queue at the PS2
> line. They are much better, afterall they ARE games machine.

You still cant beat the Atari for games, what I meant was NEW games. And as
far as hardware goes, I only invest in good technology. Playstation is a
joke, Nintendo kick them in the can every time in hardware performance. That
is what dictates what console I will buy. Not flashy Add's, thats why I
bought an Atari to start of with.

> There seems to be not much problem for me using the PC, therefore I find
it
> quite reliable. Of course, it's probably because I am an Atari user, who
knows
> how to beat sh*t out of a system.
>
> >dont know what Im doing of course). The only real thing strangling the PC
is
> >their crappy backwards compatibility. At least Atari ditched Dos 2.5 etc
in
>
> Win95 is DOS compatible, but then since when do you still use DOS? All the
> stuff I have are Windows version. Now I am on WinMe, finally they took
away
> DOS. But I need to have DOS back.... Argggh... so I type COMMAND and ...
lo &
> behold there was DOS prompt! Saved at last.... Yes, they still carry that
DOS
> shit around.
>

Imagine how much better Win9x would be with NO DOS support at all. Atari
ditched it when things went 16bit as did Apple and Commodore. Who wants to
run Alley cat on a Thunderbird 1100. Even if you dont use DOS app's the

system may still do it. Did you ever wonder what a Legacy device was, and why you cant use IRQ 3 & 4, or why 3BC shouldnt be used for the LPT port. Windows is a 32 Bit bolt on, no more no less....

> What Atari needs is to more forward with faster system, so that the software
> can do more.... don't that sound like micocrap shouting at intel eons ago?

The best thing you can do with ANY computer is use it and not Bitch and whine that it isn't fast enough or that you cant do this or that. I can do most thing's on My Falcon so I dont care how fast another person's machine can render a POV file. All I care about is that I can overcome obsticals as they arise. If I didnt I would have a Cray or a Silicon Graphics Workstation:-)

Mark

5264. Re: 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A06663E.AD38C98B@ooc.de>
Source record: 54949

Barrie at Keychange wrote:

> A customer sent a 9 gig SCSI Seagate drive in recently, he wanted to use it
> on his Falcon but it wouldn't format etc.
> We used all the software we had to sort it out, no joy so we tried it on the
> PC.

Any decent software will provide the SCSI error message sent by the
drive on the attempt to format it. With this error message you can
usually see what's wrong.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

5265. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a0675b6$0$173@news.zetnet.co.uk>
Source record: 54950

Hi Ken (and Steve)

On 5 Nov 2000 20:51:02 -, Ken Springer wrote:

>Paul Williamson wrote:

>> On 5 Nov 2000 11:47:14 -, Steve Sweet wrote:
>>
>> If you're going to be so outspokenly critical of everyone else, how about
>> you set your software to a decent line length so we can at least read
>> your comments ! (The above paragraph was re-formatted before quoting.)
>
>I think you owe Steve an apology, Paul. This is a newsreader problem,
>not the writer's problem. In Netscape, his text adjusts just fine to
>whatever window size I create.
>
Maybe so, but I looked at the message in both in Newsie and Free Agent
(on the PC) and it appeared the same in both. I know that some
newsreaders are able to re-format long lines automatically, but is it the
responsibility of the reader or the sender to ensure the message is
universally readable ?

(I suppose it is a bit like the HTML argument.)

I know Steve is a regular contributor to this group and this is the first
time I have noticed a problem with his postings which is strange.

Apologies if I'm wrong, Steve, but your lines did come out a lot longer
than Ulli's dialogue boxes :-))

Cheers

Paul

5266. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <8u5vl7$7dg@usenet.pa.dec.com>
Source record: 54951

In article <8u4pug$s9k$1@perki.connect.com.au>, "Mark Bedingfield" <mark@baypc.com.au> wrote:
>
>far as hardware goes, I only invest in good technology. Playstation is a
>joke, Nintendo kick them in the can every time in hardware performance. That

Oh really? I never owned a PS, PS2 or N64. Didn't really play many arcade games, more of strategic games for me. I'm sure that those console will also have strategic games.

>
>Imagine how much better Win9x would be with NO DOS support at all. Atari
>ditched it when things went 16bit as did Apple and Commodore. Who wants to

It's funny that DOS is so lame that on Microshit now have a WSH, which runs batch jobs.

>system may still do it. Did you ever wonder what a Legacy device was, and
>why you cant use IRQ 3 & 4, or why 3BC shouldnt be used for the LPT port.
>Windows is a 32 Bit bolt on, no more no less....

Don't know them, nowadays there's IRQ steering and other fancy stuff like plug & pray, which takes care of all these. They don't work most of the time, but after enough hammering at it, it will tend to obey what you want it to do.

>
>they arise. If I didnt I would have a Cray or a Silicon Graphics
>Workstation:-)
>

They are a joke aren't they? I mean SG wrkstation are now running on NT!!! haha .. they just stab themselves!

5267. Re: Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <tj3d0tsdlkvnbaa6f2fl82a1endn0i3p1l@4ax.com>
Source record: 54952

On Mon, 06 Nov 2000 10:03:28 GMT, wongck@letterbox.com (william wong)
drooled an embarassing wet spot in his lap as he typed:

>It's funny that DOS is so lame that on Microshit now have a WSH, which runs
>batch jobs.

Windows Scripting Host doesn't run DOS batch files, though. It's a
hybrid batch language that's a good deal more powerful.

>Don't know them, nowadays there's IRQ steering and other fancy stuff like
>plug & pray, which takes care of all these. They don't work most of the time,
>but after enough hammering at it, it will tend to obey what you want it to do.

And if they don't you can force your will upon them by hardwiring your
IRQs. I've had to do that on occasion...

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

5268. Re: Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u67ikqpv1@plutonium.btinternet.com>
Source record: 54953

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10011052024400.109-100000@TT030...
> If someone in the US has one of those Atari brand PC clones
> called "ABC" and wishes to unload it, please contact me.
>
> Thanks...

Lonny Pursell and PC in one sentance? That's unpossible

Simon

5269. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u6as8$1tl$1@plutonium.btinternet.com>
Source record: 54954

"Odd Skancke" <oskancke@online.no> wrote in message
news:Pine.MNT.4.10.10011041822440.183-100000@online.no...
> On Sat, 4 Nov 2000, Simon Osborne wrote:
>
> > Yes, thats what we need, and Roldolf is the man to do it I think.
> >
> > I wonder if he will produce it, if there is interest. Put me down for
one :)
>
> Rodolphe will most probably not be producing this board at all. The
> reason? I take it the same reason none of us would do that, even with the
> skills - MONEY. How are we gonna solve that? Anyone? Could we unite and
> "hire" Rodolphe to produce this board?

It could work. Set up some kind of a consortium. Maybe the remaining Atari
software companies would contribute?

I wish that Milan would release a machine, but it seems they are all talk
and no action. They STILL won't do anything about my broken Milan. I wish it
was a Hades now, at least they are interested in there customers.

Simon

5270. Mixed text and HTML, was 'Windows 98 source code cracked'

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A06B8A7.49B85366@patent.gov.uk>
Source record: 54955

Hi all,

I have been flamed in this news group by Dave Parsons, Derrick Cracker
and
'xlator@cix.compulink.co.uk and supported, either directly, or
indirectly,
by way of noncommittal, by Steve Stupple, Steve Sweet and Marc Wilson
for
including a section of HTML coding in a message sent to this news group.
I would like to set the record straight:

a. The original spoof (surely you did realize it was spoof?), was in the
form
of a Web page. I thought at the time that the readers of this NG would
appreciate
the joke at MS's expense, but how to communicate the joke? I have in the
past, merely
communicated the URL's of interesting Web pages, but in this case there
was no URL,
I received the HTML as a windows attachment. I could have used
HTML2TXT.TTP but chose
instead to send the source code, with a clear warning in the text.

b. I chose to embed the code in the text, using cut and paste, rather
than send as an
attachment. This latter would have been OK for Netscape/PC users, but
ignores the
fact that most of the NG readers use Atari systems, with readers not
capable of
automatically recognizing and decoding HTML. I reasoned that either a
reader of the
message would not be interested, in which case they would pass it by, or
if they were,
they would have the elementary knowledge to cut and paste the HTML,
rename the saved
file with an HTM extension and view in CAB. Apparently this course of
action, was too
much trouble.

c. Since my assumptions of the degrees of sense of humour and lateral
thinking of readers
of this NG, were severely at fault, I shall refrain from any further
attempts to lighten the
mood of this NG, or indeed supply it with translations of German news
mailings, or send out

requested software, and let it be filled with tales of software houses abandoning the Atari
market, questions from tyros who cannot be bothered to read past messages, and wild
speculations of NEW REBORN ATARIs.

After all one does not want to offend the arbiters of Netiquette, does one?

Bob King.

5271. Re: Graphics Repair Program

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <jtzN5.22735$GI4.19138@newsfeed.slurp.net>
Source record: 54956

On 4 Nov 2000 02:15:40 -, Neil Roughley wrote:
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
>> For some reason the data got messed up and I cannot load these files into
>> any graphics program like Photoline or Smurf.
>
>GrafTool will load some damaged files, depending on the level of file
>corruption.

Is this program on the NET somewhere??
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5272. YardMan Vac

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ktzN5.22736$GI4.19138@newsfeed.slurp.net>
Source record: 54957

Hello All,

You are probably wondering what has to do with Atari. Well I bought one of these to pick up the leaves in yard. The thing is that the symbol used by Yard-Man is 3 blades of grass. When this symbol is upside down it looks exactly like the Atari fuji symbol. Kind of a bonus for me.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5273. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <mtzN5.22737$GI4.19138@newsfeed.slurp.net>
Source record: 54958

On 3 Nov 2000 09:31:16 G, Derryck Croker wrote:
>From: rking@zetnet.co.uk (Bob King)
>Date: 01 Nov 2000 10:00:49 GMT
>
>>Why doesn't any one mention DA's LayoutTC any more.
>
>I'd suggest that it's because the only way to buy it in the UK is
>through Cortex - and there was something about the key file IIRC.
>You'd be better placed to firm that out.
>
>My personal experience with the demo versions was that it would crash
>if I tried to change a CFN font to DA's Layout's format. I mentioned
>this to Titan (as it was then), but there was no satisfactory
>outcome. I put it down to its demo nature, but wasn't willing to back
>that up with money!

I have DA's Layout. Not a bad program, but it needed some work mainly in
the printing department (more drivers). I dumped it because the author
decided to only support the Mac version. Too bad....
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5274. Re: 5.25 Floppy Drives on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ptzN5.22738$GI4.19138@newsfeed.slurp.net>
Source record: 54959

On 4 Nov 2000 12:26:56 -, Bob Retelle wrote:
>On Sat, 28 Oct 2000 11:49:33 +1300, "G Swaine"
><g.swaine@the.gluepot.com> wrote:
>
>>I wrote in a previous message ...
>>> "Marc Wilson" <badsector@uklinux.net> wrote ...
>>> > Lyndon Amsdon wrote:
>>> > > On 26 Oct 2000 05:34:30 , Phantomm wrote:
>>> > > >Looking to buy/trade for one or more of those old 5.25 Floppy
>>> > > >Drives that were made for use on the old ST's.
>>> > > >I'm not talking about 3 1/2 floppy disk drives, But the drives
>>that
>>> > > >actually used the older 5.25 floppy disks like the Atari 8-bits
>>> > > >use.
>
>If you can't find one of the (very rare) 5 1/4 inch floppy drives that
>were manufactured for the Atari PC (but also usable on the ST), you
>may want to look into finding the documentation on making an adapter
>cable to use an original 8-bit Atari floppy drive on the ST.

I used to have a 5.25 inch drive in my ST setup, but took it out and put in
a CD drive. The drive worked fine, but it would not read 8-bit disks. I
could read PC disks though and format it in the Atari mode and use it that
way.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5275. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <rtzN5.22739$GI4.19138@newsfeed.slurp.net>
Source record: 54960

On 4 Nov 2000 13:47:20 -, Ken Springer wrote:
>Well...
>
>Not only did Ulli Ramps disappear from this newsgroup, but lack of
>support of their own newsgroup at comm.talk.de has resulted in those
>messages being removed.
>
>So much for their online support, I guess. Haven't been to their
>website to see if any

I am not sure about that. He has helped me in the past. I just visit their website and email them direct. I always seem to get an answer.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5276. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ttzN5.22740$GI4.19138@newsfeed.slurp.net>
Source record: 54961

On 5 Nov 2000 20:23:00 +, Lonny Pursell wrote:
>On 5 Nov 2000, Bob King wrote:
>
>> if Homa has given up, that means the end of the only decent graphics proceesor.
>> Photoline for the atari line. It's only a matter of time now :((
>
>Nima didn't code PhotoLine as far as I know, just imported it.
>So worst case senerio is it could be a real pain to get in the
>furture.

You are correct there Lonny. I found the website where Photoline comes
from. I hear sometime ago that the Atari version was getting an upgraded,
but have not heard anything. I would love to use it under Magic as right
now it does not work, but works fine under Geneva.

Nima comes and goes. If he is not answering his email, he will soon. He is
a good guy. He helped me alot with the Atari CD Master programs.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5277. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <vtzN5.22741$GI4.19138@newsfeed.slurp.net>
Source record: 54962

On 6 Nov 2000 10:26:07 +, "Mark Bedingfield" wrote:
>You still cant beat the Atari for games, what I meant was NEW games. And as
>far as hardware goes, I only invest in good technology. Playstation is a
>joke, Nintendo kick them in the can every time in hardware performance. That
>is what dictates what console I will buy. Not flashy Add's, thats why I
>bought an Atari to start of with.

Well the Atari is good for more than games, but I see your point. I have
TONS of games for my ST/STe systems. I guess that is why there are so many
ST emulators.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5278. Re: Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <xtzN5.22742$GI4.19138@newsfeed.slurp.net>
Source record: 54963

On 5 Nov 2000 20:26:37 +, Lonny Pursell wrote:
>If someone in the US has one of those Atari brand PC clones
>called "ABC" and wishes to unload it, please contact me.

I tried to get one of those when I heard they were coming out. I never
found one. If you find two, let me know... <g>

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5279. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Bentasout <rsoul@free4all.co.uk>
Message-ID: <3a06cdda$1@news.telinco.net>
Source record: 54964

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:973492916-91434AEicMi@cwcom.net...
> From: "Bentasout" <rsoul@free4all.co.uk>
> Date: Sun, 5 Nov 2000 03:36:07 -0000
>
> >place, so waiting two days for a bit of software that was on a cover disk
> >anyway could hardly be construed as a problem.
>
> Do you have a problem reading messages? It's 2 YEARS!!!

TWO YEARS !!!! STREWTH !!!! yes I had read it wrong, well in that case there
is NO excuse, I suppose people will now realise and have nothing to do with
Denzil and any of his schemes or services and distrust him totally.
Ben

5280. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8u6n6mnpd1@draco.stochastik.rwth-aachen.de>
Source record: 54965

In article <973352638-019580AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
>Hi Michael
>
>>Everyone on the atari market. Most workstatione and some PCs require parity.
>
>That is not correct. My Atari's work have worked with any memory providing its
>been fast enough.

Please read the fine print. I said everyone on the atari market *ignores*
parity if present.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5281. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A06E3EC.BA435BC5@patent.gov.uk>
Source record: 54966

"Edward S. Baiz Jr." wrote:
>
> On 3 Nov 2000 09:31:16 G, Derryck Croker wrote:
> >From: rking@zetnet.co.uk (Bob King)
> >Date: 01 Nov 2000 10:00:49 GMT
> >
> >>Why doesn't any one mention DA's LayoutTC any more.
> >
> >I'd suggest that it's because the only way to buy it in the UK is
> >through Cortex - and there was something about the key file IIRC.
> >You'd be better placed to firm that out.
> >
> >My personal experience with the demo versions was that it would crash
> >if I tried to change a CFN font to DA's Layout's format. I mentioned
> >this to Titan (as it was then), but there was no satisfactory
> >outcome. I put it down to its demo nature, but wasn't willing to back
> >that up with money!
>
> I have DA's Layout. Not a bad program, but it needed some work mainly in
> the printing department (more drivers). I dumped it because the author
> decided to only support the Mac version. Too bad....
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

Hi Edward,

Having used an HP 510 for many years with DA's Layout TC, I bought an HP
960C
for colour work. Unfortunately, as well as needing a great deal of RAM
to print
in colour, strangely some programs work with my Falcon with only 14Meg
but not with
my Milan with 24Meg, DA seems to insist on grabbing all available memory
and just
refuses to print in colour with the Milan. I have tried limiting memory
in the mint/neas
cfg files, but although this limits DA's memory grab, it still wont let

it print.
Of course, as you say there is a very poor selection of drivers
available, and I have
had to use the 550C. As DA's my choice of DTP, I may have to get
Calamus. Any advice
on its colour printing requirements would be much appreciated. I see you
have 140Meg, I am
looking to getting that amount?

.Bob King.

5282. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A06E4EB.453B6BC9@patent.gov.uk>
Source record: 54967

"Edward S. Baiz Jr." wrote:
>
> On 5 Nov 2000 20:23:00 +, Lonny Pursell wrote:
> >On 5 Nov 2000, Bob King wrote:
> >
> >> if Homa has given up, that means the end of the only decent graphics proceesor.
> >> Photoline for the atari line. It's only a matter of time now :((
> >
> >Nima didn't code PhotoLine as far as I know, just imported it.
> >So worst case senerio is it could be a real pain to get in the
> >furture.
>
> You are correct there Lonny. I found the website where Photoline comes
> from. I hear sometime ago that the Atari version was getting an upgraded,
> but have not heard anything. I would love to use it under Magic as right
> now it does not work, but works fine under Geneva.
>
> Nima comes and goes. If he is not answering his email, he will soon. He is
> a good guy. He helped me alot with the Atari CD Master programs.
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

Hi Edward,

There was talk of the Milan 2 being bundled with an upgraded version of
Photoline, but what credence can we put in that? Re earlier replies to
my
above posting, I was aware of course that Homa was only the supplier,
not the
writer of Photoline!!!

Bob King.

5283. Re: Graphics Repair Program

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A06E82C.3FE825D5@patent.gov.uk>
Source record: 54968

"Edward S. Baiz Jr." wrote:
>
> On 4 Nov 2000 02:15:40 -, Neil Roughley wrote:
> >Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
> >
> >> For some reason the data got messed up and I cannot load these files into
> >> any graphics program like Photoline or Smurf.
> >
> >GrafTool will load some damaged files, depending on the level of file
> >corruption.
>
> Is this program on the NET somewhere??
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

Hi Edward,

Yes it is, but very difficult to find. I have a partly translated late
version. There
is an earlier version with a program that translates it (to english),
but the later version
shows a larger range of different formats. It is a superb program, the
auto scroll and the
filters are the best out, the ones to increase focus and sharpness, the
best. If you want
it just yell at home.

rking@zetnet.co.uk

Bob king.

5284. Re: Graphics Repair Program

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a06f1ba19a07b2@online.be>
Source record: 54969

on Mon 06-11-2000 14:44 Edward S. Baiz Jr. wrote:

>On 4 Nov 2000 02:15:40 -, Neil Roughley wrote:
>>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>>
>>> For some reason the data got messed up and I cannot load these files into
>>> any graphics program like Photoline or Smurf.
>>
>>GrafTool will load some damaged files, depending on the level of file
>>corruption.
>
>Is this program on the NET somewhere??

Yep, it's on the Belgian ftp-server

ftp://chapelie.rma.ac.be/atari/graph-tools/gt970907.lzh

The homepage of Graftool can be found on the UTSI (see my signature).
Follow the graphic link. NOt sure if the link is still working. It's a
long time since I've cheched it.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5285. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a06f1ba19a07b3@online.be>
Source record: 54970

on Mon 06-11-2000 14:44 Edward S. Baiz Jr. wrote:

>On 5 Nov 2000 20:23:00 +, Lonny Pursell wrote:
>>On 5 Nov 2000, Bob King wrote:
>
>You are correct there Lonny. I found the website where Photoline comes
>from. I hear sometime ago that the Atari version was getting an upgraded,
>but have not heard anything. I would love to use it under Magic as right
>now it does not work, but works fine under Geneva.

AFAIK Photoline works under Magic but it needs a patch. Anyway it works
under freeMiNT/N_AES.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5286. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a06f1ba19a07b4@online.be>
Source record: 54971

on Sun 05-11-2000 18:18 Gene Pineda wrote:

>and it's got all kinds of great stuff. The 2000 version is even better so
>I've heard.

It surely is much better then the 99 version. Above all Invers do their
best to get it good wroking under N_AES too. So far SL2000 is the most
stable version. I surely casn recommend SL2000. You won't regret.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5287. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a06f1ba19a07b5@online.be>
Source record: 54972

on Sun 05-11-2000 20:51 Ken Springer wrote:

>Paul Williamson wrote:
>>
>> Hi Steve
>>
>> On 5 Nov 2000 11:47:14 -, Steve Sweet wrote:
>>
>> If you're going to be so outspokenly critical of everyone else, how about
>> you set your software to a decent line length so we can at least read
>> your comments ! (The above paragraph was re-formatted before quoting.)
>
>I think you owe Steve an apology, Paul. This is a newsreader problem,
>not the writer's problem. In Netscape, his text adjusts just fine to
>whatever window size I create.

No Paul surely doesn't owe an apology. As one post to a Atari newsgroup
one must take in account that not everyone use Nescape or Outlook express.
Okami can handle this kind of long lines but I refuse to do that.
The Netiquette recommend to use line of max. 75 chars. So why don't he use
this? I know that Outlook Express and Netscape or whatever pc/Mac mailer
on use can be configurated this way.
And before you begin to shout that I don't follow the Netiquette myself.
Yes I know my signature is too long.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5288. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A06F648.E05421DC@patent.gov.uk>
Source record: 54973

Martin \"Nightowl\" Byttebier wrote:
>
> on Mon 06-11-2000 14:44 Edward S. Baiz Jr. wrote:
>
> >On 5 Nov 2000 20:23:00 +, Lonny Pursell wrote:
> >>On 5 Nov 2000, Bob King wrote:
> >
> >You are correct there Lonny. I found the website where Photoline comes
> >from. I hear sometime ago that the Atari version was getting an upgraded,
> >but have not heard anything. I would love to use it under Magic as right
> >now it does not work, but works fine under Geneva.
>
> AFAIK Photoline works under Magic but it needs a patch. Anyway it works
> under freeMiNT/N_AES.
>
> CU
> Martin
>
Hi Martin,

There are two versions as you know, one for the ST (and the Milan) and
another for the TT and Falcon
with FPU. The scanner import doesn't work with GTLook2, but you can't
have everything. Manual leaves
a lot out. It is much more powerful than seems at first.

Bob King.

5289. I need an St Please!

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Tom Barnard <Tom.Barnard@btinternet.com>
Message-ID: <8u715d$a6o$1@plutonium.btinternet.com>
Source record: 54974

I've been Atari Less for about 5 or 6 years now and after mucking about with an emulator for a couple of hours I realised how much I miss the old beastie. If anybody has a working atari st or ste that they are willing to sell very cheaply get in touch.
Tom Barnard
(Isle of Wight, UK)

5290. Re: 400+ disks Atari ST Software Free (UK only)

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Tom Barnard <Tom.Barnard@btinternet.com>
Message-ID: <8u70tv$3qo$1@uranium.btinternet.com>
Source record: 54975

Freee ! wow I'm interested. Where are you exactly?
"Trevor" <trevor@astudios.clara.co.uk> wrote in message
news:39fd5b0f.12015089@news.clara.net...
> Hello everyone,
>
> Having a clearout - 400 + disks of assorted Atari ST software - free
> to a good home. If anyone is archiving this stuff let me know. I've
> had so much use out of my trusty ST which I still use for sequencing,
> that I'm loathe to just bin this stuff!
>
> Cheers,
>
> Trev

5291. Message to all pc/Mac newsreaders users

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a070ab22d235a0@online.be>
Source record: 54976

Hello world,

Since some time I notice over and over again that messages posted with
Modzilla and the famous Outlook express looks rather strange when viewed
with an Atari mailer, be it Okami, ASH mailer or Newsie.

It probably has something to do with the auto adaption of the text to the
window width.

e.g. taken from an earlier posting to c.s.a.st

**********START FILE**********
There was talk of the Milan 2 being bundled with an upgraded version of
Photoline, but what credence can we put in that? Re earlier replies to
my
above posting, I was aware of course that Homa was only the supplier,
not the
writer of Photoline!!!

**********END FILE**********

I'm pretty sure that one can change this behaviour. So please guys can you
make a little effort and adapt your mailer? Afterall this is an Atari
newsgroup where still lots of people uses Atari soft. I think quite a few
Atarians will be greatful if you do so.

TIA,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5292. GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: at4ri@kki.net.pl
Message-ID: <8u73ggisk1@news.tpi.pl>
Source record: 54977

Hi!

I have a question concerning a GoldenImage hand scanner. It works
great with the Touch-Up graphic program supplied with the scanner.
However, when I try to use "Scan" option in any other application,
(eg. OCR or Chagall) I get "No GDPS Scanner driver installed"
message. Why? Where can I find that GDPS driver and how to install it?

--
See you,
Grzegorz K. Pawlik [mailto:at4ri@kki.net.pl]

Marijuana Mail [http://marijuana.atari.org/]

5293. Re: Message to all pc/Mac newsreaders users

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a0711ea$0$179@news.zetnet.co.uk>
Source record: 54978

```
On 6 Nov 2000 20:46:44 +, "Martin \"Nightowl\" Byttebier" wrote:
>Hello world,
>
>Since some time I notice over and over again that messages posted with
>Modzilla and the famous Outlook express looks rather strange when viewed
>with an Atari mailer, be it Okami, ASH mailer or Newsie.
>
>It probably has something to do with the auto adaption of the text to the
>window width.
>
>e.g. taken from an earlier posting to c.s.a.st
>
>***************START FILE***************
>There was talk of the Milan 2 being bundled with an upgraded version of
>Photoline, but what credence can we put in that? Re earlier replies to
>my
>above posting, I was aware of course that Homa was only the supplier,
>not the
>writer of Photoline!!!
>
>****************END FILE****************
>
>I'm pretty sure that one can change this behaviour. So please guys can you
>make a little effort and adapt your mailer? Afterall this is an Atari
>newsgroup where still lots of people uses Atari soft. I think quite a few
>Atarians will be greatful if you do so.
>
>TIA,
>Martin
>
>
>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be ***********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.
Hi Martin,

As you know I am the author of the above, the posting was done as you surmise
on a PC, probably Modzilla and Outlook. Truncated lines are merely because I
```

give them hard returns at the end of each line, when it seems a reasonable length.
I am doing the same here with QED. How does this turn out?

Bob King.

5294. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011061656050.84-100000@TT030>
Source record: 54979

On Mon, 6 Nov 2000, Edward S. Baiz Jr. wrote:

> You are correct there Lonny. I found the website where Photoline comes
> from. I hear sometime ago that the Atari version was getting an upgraded,
> but have not heard anything. I would love to use it under Magic as right
> now it does not work, but works fine under Geneva.
>
> Nima comes and goes. If he is not answering his email, he will soon. He is
> a good guy. He helped me alot with the Atari CD Master programs.

Same here, Nima helped me alot with scanx pro, to the point where
he added support for a new umax model. I'm sure Nima will answer
his mail in time as well.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5295. Re: Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011061701220.84-100000@TT030>
Source record: 54980

On Mon, 6 Nov 2000, Simon Osborne wrote:

>
> "Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10011052024400.109-100000@TT030...
> > If someone in the US has one of those Atari brand PC clones
> > called "ABC" and wishes to unload it, please contact me.
>
> Lonny Pursell and PC in one sentance? That's unpossible

lol

Well my intention, if I was to find one was not to use it as
a PC or as some oddball collectors item. I wish find one
and remove the inards, where apon my hades060 would be placed.
I think it would make a really cool hades060 case. :-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5296. Re: Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A073260.A9E6D4A7@qnet.com>
Source record: 54981

Lonny Pursell wrote:

> On Mon, 6 Nov 2000, Simon Osborne wrote:
>
> >
> > "Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
> > news:Pine.MNT.4.10.10011052024400.109-100000@TT030...
> > > If someone in the US has one of those Atari brand PC clones
> > > called "ABC" and wishes to unload it, please contact me.
> >
> > Lonny Pursell and PC in one sentance? That's unpossible
>
> lol
>
> Well my intention, if I was to find one was not to use it as
> a PC or as some oddball collectors item. I wish find one
> and remove the inards, where apon my hades060 would be placed.
> I think it would make a really cool hades060 case. :-)
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

Lonny,

I know B&C Computers has them but dont know if they have just a case.
You may want to give them a call anyways to check.

Don

5297. Seeking BBS games ...

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: bobclark@korrnet.org
Message-ID: <8u7d6vkjq1@penn.dii.utk.edu>
Source record: 54982

I am looking for downloads of external door programs or games for my
BBS. So far all I've come across is a Story door and an old version of
Space Empire Elite. Does anyone know where I can find any others
(or failing that, does anybody have any that they can send?)

Incidentally, I am running Transcendence BBS if that helps any.

5298. Re: FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8u7dj8$p2k$1@supernews.com>
Source record: 54983

"Christopher Thorley" <chris_thorley@lineone.net> wrote in message
news:8u4i18$sm0$1@supernews.com...
> Hi all,
>
> reluctant sale but I have a severely under-used Falcon for sale.4MB, TOS
> 4.02, 65MB Conner internal hard drive, SVGA adaptor for connection to a PC
> colour monitor plus scart cable if required.All original,not hacked or
> bashed.Only using it to what my STe can do (play Midi files)
>
> Can be seen working on Saturday at the show.
>
> £150
>
> Regards,
>
> Chris Thorley.

Sorry to be replying to my own post but I'm having problems sending mails to all the interested parties.I am using Outook Express 5 and when I reply to a mail and press send I keep getting an error message saying 'sender not specifiedplease check news account settings'.Does anyone have a clue what it's on about?
Alternatively,does anyone want to mail me their phone number?

Chris Thorley

5299. Re: YardMan Vac

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a073f0e$0$174@news.zetnet.co.uk>
Source record: 54984

Hi Edward!

On 6 Nov 2000 14:44:32 G, Edward S. Baiz Jr. wrote:

>You are probably wondering what has to do with Atari. Well I bought one of
>these to pick up the leaves in yard. The thing is that the symbol used by
>Yard-Man is 3 blades of grass. When this symbol is upside down it looks
>exactly like the Atari fuji symbol. Kind of a bonus for me.

You should've entered the Fuji competition with a photo of it, on the Dead Hackers Society website - it probably would've won it! :))

http://www.dhs.nu

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

5300. Re: Seeking BBS games ...

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a073f11$0$174@news.zetnet.co.uk>
Source record: 54985

Hi Bob!

On 6 Nov 2000 23:00:47 G, bobclark@korrnet.org wrote:
>I am looking for downloads of external door programs or games for my
>BBS. So far all I've come across is a Story door and an old version of
>Space Empire Elite. Does anyone know where I can find any others
>(or failing that, does anybody have any that they can send?)
>
>Incidentally, I am running Transcendence BBS if that helps any.

Is this running on an Atari? I do have some PC BBS door software
somewhere, including LORD (Legend Of the Red Dragon) by Seth Able.

Interested?

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

5301. Re: I need an St Please!

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <LqIN5.51$_G2.7862@news.goodnet.com>
Source record: 54986

I could sell you mine. I believe it works completely (the floppy drive seems to load data disks), but haven't a monitor/mouse to fully test. I'm selling it for $5.50 US$ (figure out what that comes out to in UK pounds or whatever) and I can figure out shipping once I get your full address, if you decide you want it.

Jared

Tom Barnard <Tom.Barnard@btinternet.com> wrote in message news:8u715d$a6o$1@plutonium.btinternet.com...
> I've been Atari Less for about 5 or 6 years now and after mucking about with
> an emulator for a couple of hours I realised how much I miss the old
> beastie. If anybody has a working atari st or ste that they are willing to
> sell very cheaply get in touch.
> Tom Barnard
> (Isle of Wight, UK)
>
>

5302. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3A075718.22775D1B@greeleynet.com>
Source record: 54987

Martin \"Nightowl\" Byttebier wrote:
>
> No Paul surely doesn't owe an apology. As one post to a Atari newsgroup
> one must take in account that not everyone use Nescape or Outlook express.

This discussion seems to point out the problems that exist in using the web in general.

Let's take Netiquette, for example. Say I'm new to the net. How am I supposed to find out what the Netiquette is? No books come with computers anymore. Online (program online, not online here) help stinks at best. Netscape's is one of the worst examples IMO. The only way a new user learns is by doing, and when they screw up often they get yelled at.

Even in this newsgroup, I've seen replies that, if I were a new user, I would never ask another question again here based on the tone of the answers. I took a couple of people to task about that some time back, and in turn was treated rather unmannerly. New people are always going to be asking the same questions over and over again, so if an experienced user needs to reply in a manner that the new user can understand, not the experienced user.

IMO, things on the web have advanced to the point where we shouldn't have to worry about line length, either because the software can handle it, or somehow mandatory rules are put into place to prevent the problem. But, keeping standards to a minimum was part of the goal of HTML, wasn't it? If so, that in itself leads to problems you will just have learn to deal with. Even Netscape and Internet Explorer treat a few tags differently, each supports it's own subset of tags, all causing problems for someone somewhere. If people wish to keep the web as free form as possible, then learn to live with these differences and stop complaining, or else agree to mandated standards where much of the free form abilities will be lost. I ought to be able to use HTML for posting, but too many people can't deal with it in this newsgroup, so I use the plain text editor. But there have been times when an answer could much more easily have been explained with a picture rather than text only.

This also somewhat illustrates the problems with using an Atari on the net. The software and hardware just isn't keeping up. It's like trying to compete with a fleet of trucks made in 2000 with a fleet of trucks made in 1985. You can't.

I used to really support this platform to everyone I know, now I rarely do. About the only place this platform is now useful is as a simple

learning tool for stepping up to modern computers. Once new users find
out what can be done with modern computers, almost none of them would be
happy with an Atari computer. It's one of the reasons I don't have any
of my Atari's on the net anymore, and also indicative why they rarely
get turned on anymore. They aren't worn out, nor broken. They just
can't do what I want a computer to do anymore. And without hardware and
OS advances, and a lot of money and successful marketing, they never
will.

> Okami can handle this kind of long lines but I refuse to do that.

Strictly out of curiosity, why not?

> The Netiquette recommend to use line of max. 75 chars. So why don't he use
> this? I know that Outlook Express and Netscape or whatever pc/Mac mailer
> on use can be configurated this way.

True, but how many users ever learn how to do that? Not enough of them,
that's for sure. <G> A lot of the users I know are just happy they can
get their email to work.

> And before you begin to shout that I don't follow the Netiquette myself.

I wasn't going to say a thing, because I didn't know it was! <VBG>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "Therefore all progress depends
upon the unreasonable man."
George Bernard Shaw

Cheap prices make for cheap goods; cheap goods
make for cheap men; and cheap men make for a cheap
country!" - President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5303. Re: Message to all pc/Mac newsreaders users

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a0835fc11846f0@online.be>
Source record: 54988

on Mon 06-11-2000 20:17 Bob King wrote:

>
>Hi Martin,
>
>As you know I am the author of the above, the posting was done as you surmise
>on a PC, probably Modzilla and Outlook. Truncated lines are merely because I
>give them hard returns at the end of each line, when it seems a reasonable length.
>I am doing the same here with QED. How does this turn out?

I only used the above example to show what Atari users see in their
mailers.
It looks fine now. Thanks a lot.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5304. Cheshunt computer club

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973617070-002683AEicMi@bun.com>
Source record: 54989

Hi Derryck

>You also get the chance to meet Steve, Peter West and erm, myself.
>
>How could anyone resist?

What can i add to that. Other than..

Visit the Cheshunt Computer Club the first chance you get..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5305. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973617068-002241AEicMi@bun.com>
Source record: 54990

Hi Denesh

>> Hi Danesh

>ahem.. please spell it correctly. :)

I apologise.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5306. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973617072-003121AEicMi@bun.com>
Source record: 54991

Hi Martin

>The Netiquette recommend to use line of max. 75 chars.

I have no control over my line length.

As mentioned elswhere, its the resposibility of the receiving software to format according to local requirments. That is the law according to RFC, so i'm compliant with that, whereas a minority are not, so technically i'm within the groups regs as i post with the RFC rooles.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5307. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973617078-004117AEicMi@bun.com>
Source record: 54992

Hi Paul

>Apologies if I'm wrong,

Your not in the wrong dude, some peops do have probs with my line length but i have no control over it, other that to ditch some very expensive, reliable software.

>Steve, but your lines did come out a lot longer than Ulli's dialogue boxes :->

I knew there was a problem but didnt realise quite how serious it was. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5308. Re: 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973617082-004806AEicMi@bun.com>
Source record: 54993

Hi Claes

>One thing to check could be to see if you can find a jumper which switches >between two modes of startup. One "spin up at power on" and the other is "spin >up on command". Those modes are set with one jumper and you can probably find >which one on the manufacturers' website. Set it to "spin up at power on" and >you'll make sure the drive will always start...

This is someties refered to as WS i beleive, Wait for Spin.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5309. Re: FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:33:06 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u4u6vqli1@plutonium.btinternet.com>
Source record: 54947

"Christopher Thorley" <chris_thorley@lineone.net> wrote in message
news:8u4i18$sm0$1@supernews.com...
> Hi all,
>
> reluctant sale but I have a severely under-used Falcon for sale.4MB, TOS
> 4.02, 65MB Conner internal hard drive, SVGA adaptor for connection to a PC
> colour monitor plus scart cable if required.All original,not hacked or
> bashed.Only using it to what my STe can do (play Midi files)
>
> Can be seen working on Saturday at the show.
>
> £150
>
> Regards,
>
> Chris Thorley.

Have you got a stand at the show?

I would love to buy the falc, but I'm skint :(

Simon

5310. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-06 00:36:06 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a05fcf6$0$179@news.zetnet.co.uk>
Source record: 54948

Hi Steve

On 5 Nov 2000 11:47:14 -, Steve Sweet wrote:

>I think he only expected to see peop's whistling sunshine up its arse,
>he wasnt ready for peop's who complained at the crap unfinished
>interface, the 'page of text' buttons and the glaringly obvious
>shortcut errors, not to mention the font selector sort bug and the
>colour popups that only work on fridays whilst facing east and whilst
>using a graphics card that no atari could possibly use.

If you're going to be so outspokenly critical of everyone else, how about
you set your software to a decent line length so we can at least read
your comments ! (The above paragraph was re-formatted before quoting.)

Cheers

Paul

5311. Re: GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011072132.a2590@su2.maus.de>
Source record: 54846

Hi Grzegorz,

GP>Why?
I suppose because you did not install a GDPS driver.

GP>I have a question concerning a GoldenImage hand scanner.
I'm afraid there will be no GDPS driver for that scanner.

Maybe there are two 'solutions' (two further possibilities for you): If the supplied program is able to run as an accessory (try it by renaming and rebooting), you might access it whilst running OCR or Chagall.

Or, you might try to run STAD (ST Aided Design). Very old, b/w only. But maybe it understands your hand scanner. I admit that's a lot of 'maybe's, but the only alternative I see is buying a SCSI scanner with GDPS driver...

Sorry

Und TTschï¿½
ps

5312. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8u8eqh$ku6$1@purple.gradwell.net>
Source record: 54905

Sean Barbieri <s.barbieri@atarinet.co.uk> wrote:
> I do not distrust Denesh and I can understand that he did the shareware

Thank you.

> thing in good faith but it is not a good advertisement for him
> personally - which is a shame as all correspondance with him has proved
> otherwise.

Yes.. point taken. I too have learnt my lesson and now do not do anything
by myself... as I had done with the sharware scheme. The Limited company
although owned by me is not run by me alone... I have nothing to do with
it's operations, which leaves me enough time to run the company.

> * Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *

:-) Now that email address is a good advert for Cyberstrider Limited. :-))

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

5313. Re: FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <8u8nk4$826$1@newsg3.svr.pol.co.uk>
Source record: 54906

What show is this? I am very interested in this machine. I would even sell
my left leg for a Falcon!!!!!

Tim

Simon Osborne wrote in message <8u7kfd$i75$1@neptunium.btinternet.com>...
>
>"Christopher Thorley" <chris_thorley@lineone.net> wrote in message
>news:8u7dj8$p2k$1@supernews.com...
>>
>> "Christopher Thorley" <chris_thorley@lineone.net> wrote in message
>> news:8u4i18$sm0$1@supernews.com...
>> > Hi all,
>> >
>> > reluctant sale but I have a severely under-used Falcon for sale.4MB,
TOS
>> > 4.02, 65MB Conner internal hard drive, SVGA adaptor for connection to a
>PC
>> > colour monitor plus scart cable if required.All original,not hacked or
>> > bashed.Only using it to what my STe can do (play Midi files)
>> >
>> > Can be seen working on Saturday at the show.
>> >
>> > £150
>> >
>> > Regards,
>> >
>> > Chris Thorley.
>>
>> Sorry to be replying to my own post but I'm having problems sending mails
>to
>> all the interested parties.I am using Outook Express 5 and when I reply
to
>a
>> mail and press send I keep getting an error message saying 'sender not
>> specifiedplease check news account settings'.Does anyone have a clue what
>> it's on about?
>> Alternatively,does anyone want to mail me their phone number?
>>
>> Chris Thorley
>
>
>Have you tried cutting and pasting email address'?
>

>Simon
>atariactive@btinternet.com
>
>

5314. memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <8u8qc2$5pn$1@newsg2.svr.pol.co.uk>
Source record: 54907

Is it possible to upgrade a Mega ST 1 to 4 meg using the chips of a 4 meg 30 pin simm?

if not how can I do it?? I don't really want to buy an upgrade board!.

Tim

5315. Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Krzysztof Maj <kmaj@cherry.ath.cx>
Message-ID: <3a07ee1c3bfc5b0@cherry.ath.cx>
Source record: 54908

Hi All,

Where can I find files with sound samples in AVR format?
Using search engines gave no effect.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@REMOVE.THIS.cherry.ath.cx

5316. Common rules... (was: Papyrus 8)

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a07eaf8d359e0@free.fr>
Source record: 54909

Hello,

in article <3A075718.22775D1B@greeleynet.com> (comp.sys.atari.st)
Ken Springer wrote on Mon 06-11-2000 18:12 (-0700):

> This discussion seems to point out the problems that exist in using the
> web in general.
>
> Let's take Netiquette, for example. Say I'm new to the net. How am I
> supposed to find out what the Netiquette is? No books come with
> computers anymore. Online (program online, not online here) help stinks
> at best. Netscape's is one of the worst examples IMO. The only way a
> new user learns is by doing, and when they screw up often they get
> yelled at.

Well, I don't know for sure about the "big 8" (or is it 9, Bruno ?) but
on the fr hierarchy there are a few newsgroups where one can find the
basic rules and advices about what should be done and what shouldn't.
These are fr.usenet.* newsgroups. Opening the NG file here, I can see
newsgroups that may be of the same use, for example:

gov.usenet.questions
gov.usenet.answers
gov.usenet.test
gov.usenet.software

.../...

> This also somewhat illustrates the problems with using an Atari on the
> net. The software and hardware just isn't keeping up. It's like trying
> to compete with a fleet of trucks made in 2000 with a fleet of trucks
> made in 1985. You can't.

It's not a matter of using an Atari or not. It's just a matter of
(config) softwares. It's well known that MicroSoft reinvent tu rules
ever and ever again on the usenet topic and that they (often) want to
impose them to the whole world. Why should they bother with RFCs ?

Do not misunderstand me, I'm not specialy against MicroSoft. But I often
read complaints from people using other agents on PCs.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

5317. Re: GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a08161f$0$175@news.zetnet.co.uk>
Source record: 54910

In article <8u73ggisk1@news.tpi.pl>, Grzegorz Pawlik
<at4ri@kki.net.pl> writes

>I have a question concerning a GoldenImage hand scanner. It works
>great with the Touch-Up graphic program supplied with the scanner.
>However, when I try to use "Scan" option in any other application,
>(eg. OCR or Chagall) I get "No GDPS Scanner driver installed"
>message. Why? Where can I find that GDPS driver and how to install it?

Sent to you last night. I have difficulties using it on the Hades.
It might work for you.

5318. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a081620$0$175@news.zetnet.co.uk>
Source record: 54911

On 7 Nov 2000 01:29:53 G, "**** ****" wrote:

|Thought so. For whatever reason, no one is even willing to contemplate what
|a new atari would have to be. Shame.

Its quite obvious what a new Atari would have to be - it would have
to be a faster, bigger compatible version of the old. How that is
done is irrelevant. If it is not compatible with the old then it is
not an Atari.

5319. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <xWVN5.1293$8F2.149230@nnrp4.clara.net>
Source record: 54912

tim anderson <t_anderson@talk21.com> wrote in message
news:8u8qc2$5pn$1@newsg2.svr.pol.co.uk...
> Is it possible to upgrade a Mega ST 1 to 4 meg using the chips of a 4 meg
30
> pin simm?
>
> if not how can I do it?? I don't really want to buy an upgrade board!.

If you don't know how to do such a job you
probably couldn't do it even with the right
information (note: this is nothing personal).
False economy. How much is an upgrade
board these days? Not very much at all
for something that is properly designed to
do the job instead of hacking around.

Shiuming Lai

5320. Re: Mixed text and HTML, was 'Windows 98 source code cracked'

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973612632-440973AEicMi@cwcom.net>
Source record: 54913

From: Bob King <robert.king@patent.gov.uk>
Date: Mon, 06 Nov 2000 13:56:55 +0000

>I have been flamed in this news group by Dave Parsons, Derrick Cracker

Pretty cheap :-(

>a. The original spoof (surely you did realize it was spoof?), was in the
>form
>of a Web page. I thought at the time that the readers of this NG would

TBH I gave up looking at the message when faced with all those tags -
obviously I should have saved the message with an html extender, and then
fired up CAB to read it.

>After all one does not want to offend the arbiters of Netiquette, does
>one?

Netiquette is a Very Good Thing. Think about it.

I'm actually surprised that you were mooting the idea of a Moderator for
this newsgroup a week or so back!

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5321. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973612636-441690AEicMi@cwcom.net>
Source record: 54914

From: Ken Springer <wordworks@greeleynet.com>
Date: Mon, 06 Nov 2000 18:12:56 -0700

>Let's take Netiquette, for example. Say I'm new to the net. How am I
>supposed to find out what the Netiquette is? No books come with

The best thing for a newbie would be to hang around for a little while in the newsgroup before making a posting and see what the others are doing. That, in part, is why I've those hobby-horses about over-quoting and other suchlike stuff. I simply don't want or have the time to scroll through the previous ten messages that someone's quoted, to see that they've stuck a "me too" on the end.

>Even in this newsgroup, I've seen replies that, if I were a new user, I
>would never ask another question again here based on the tone of the
>answers. I took a couple of people to task about that some time back,

I'm actually very concious of this too.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5322. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973612638-442175AEicMi@cwcom.net>
Source record: 54915

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Mon, 06 Nov 2000 18:40:40 +0100 (MET)

>AFAIK Photoline works under Magic but it needs a patch. Anyway it works
>under freeMiNT/N_AES.

I don't suppose that you have any details about this patch please Martin?
--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5323. Re: GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973612642-442750AEicMi@cwcom.net>
Source record: 54916

From: at4ri@kki.net.pl (Grzegorz Pawlik)
Date: 6 Nov 2000 20:15:12 GMT

>I have a question concerning a GoldenImage hand scanner. It works
>great with the Touch-Up graphic program supplied with the scanner.
>However, when I try to use "Scan" option in any other application,
>(eg. OCR or Chagall) I get "No GDPS Scanner driver installed"
>message. Why? Where can I find that GDPS driver and how to install it?

Check out Homa Systems House at http://www.magma.ca/~nima/

Nima's ScanX scanner driver is GDPS-compatible, and works very well
indeed - all I do is run it and close its window - it sits in the
background and is automatically called from the "Scan" menu item in
supporting applications. It works very well indeed from within such
programs as Alexander Clauss' OCR. Not sure how this works with non-MagiC
systems, I'd expect it to be similar.

The downside is that there isn't such a driver AFAIK for your scanner,
Nima's is for flatbed scanners which connect via the SCSI system.
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5324. Re: GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973612646-443419AEicMi@cwcom.net>
Source record: 54917

From: Steve Stupple <Steve@atari.org>
Date: Tue, 7 Nov 2000 01:14:42 +0000

>In article <8u73ggisk1@news.tpi.pl>, Grzegorz Pawlik
><at4ri@kki.net.pl> writes
>>Hi!
>>
>>I have a question concerning a GoldenImage hand scanner. It works

>Some software was designed to work with specific scanners. Calamus, for
>example, has scanner input for a couple of scanners but not Golden
>Image's!

Calamus (and the other programs that Grzegorz mentioned) use the GDPS
system for accessing scanners. It's similar to the Twain system on PCs -
a protocol rather than a specific driver or scanner.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5325. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8u9e09$9ik$1@draco.stochastik.rwth-aachen.de>
Source record: 54918

In article <8u8qc2$5pn$1@newsg2.svr.pol.co.uk>,
tim anderson <t_anderson@talk21.com> wrote:
>Is it possible to upgrade a Mega ST 1 to 4 meg using the chips of a 4 meg 30
>pin simm?

No. You need either four 30-pin 1MB modules, or (the preferred solution) one
4MB 72-pin PS/2-style SIMM.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5326. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <rYWN5.35062$G95.9828107@typhoon.southeast.rr.com>
Source record: 54919

JI Logan wrote in message <3a081620$0$175@news.zetnet.co.uk>...

>Its quite obvious what a new Atari would have to be - it would have
>to be a faster, bigger compatible version of the old. How that is
>done is irrelevant. If it is not compatible with the old then it is
>not an Atari.

Agreed. Just thought you might have some opinions on how that compatibility
should be preserved.

John

5327. Re: Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Dash Ripprock <dash@goodoleusa.com>
Message-ID: <3a084033@news.telinco.net>
Source record: 54920

Joe Grand <jgrand@mindspring.com> wrote in message
news:3A060509.62E048BB@mindspring.com...
> Hi (again)-
>
> I'm looking to get rid of a spare Atari SM124 monochrome monitor for the
> ST. It works fine - has some stickers on it that could be removed.
>
> As for trade, I'm looking for just about anything :) Atari ST
> games/accessories, 2600, 5200, 7800, Intellivision, Coleco, Odyssey,
> etc. If you have a trade list, feel free to send it to me!
>
> If interested, send me some e-mail. Pictures available on request.
>
> Thanks!
>
> Joe
> jgrand@mindspring.com
>
>
what part of this great big global internet world is it in ? as if we
couldn't guess!

5328. Re: Message to all pc/Mac newsreaders users

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A08421D.CA92CBD7@cfc.dnd.ca>
Source record: 54921

> Hi Martin,
> As you know I am the author of the above, the posting was done as you surmise
> on a PC, probably Modzilla and Outlook. Truncated lines are merely because I
> give them hard returns at the end of each line, when it seems a reasonable length.
> I am doing the same here with QED. How does this turn out?
> Bob King.

awesome
;-)
ken

5329. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a08447a1cd9d00@online.be>
Source record: 54922

on Tue 07-11-2000 09:34 Derryck Croker wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>Date: Mon, 06 Nov 2000 18:40:40 +0100 (MET)
>
>>AFAIK Photoline works under Magic but it needs a patch. Anyway it works
>>under freeMiNT/N_AES.
>
>I don't suppose that you have any details about this patch please Martin?

Sorry, I don't know. I'll see if I can find something more about it.
Anyway what's the problem with Photoline and magiC?

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5330. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <973620746-116443AEicMi@gmx.net>
Source record: 54923

From: "Iggy Drougge" <optimus@canit.se>
Date: 02 Nov 00 02:09:20 +0100

Hi Iggy,

>>Note that the above mentioned stacks are placed in order of being
>>released.
>
>Is that so? I thought Wensuite predated iConnect, and STiNG as well.
Yes it is.
The very first version of IConnect saw the light early 1996, STiNG arrived
six months later. Wensuite first measly attempts were a year later...
A couple of years ago Peter Rottengatter explained here why he developed
STiNG, one of the main reasons was to have PPP access under TOS, since
IConnect and MinTNet are both OS dependant. Another reason was that he
wanted to link his computers in a network, which wasn't possible before
under TOS.

>>STIK couldn't handle PAP, and was limited to the SLIP protocol which at
>>that time was being replaced by a lot of ISP for PAP.
>
>So why not implement PAP but keep the API common?
I've no idea, but I can think of a couple of reasons: in 1995 MiNT wasn't
very well known let alone popular in Germany. The programmer probably
wasn't even aware that MinTNet existed (language barrier) and decided to
write a custom API, the one used for IConnect is 99% derivated from Unix, I
wouldn't call that something coming out of the blue...

>IConnect is just like the original STiK, a stack dedicated to one
>particular hardware layer and protocol.
IConnect can handle SLIP and PAP (PPP). As being dedicated to one hardware
layer... what in heavens name is wrong with that? not everyone needs/wants
his computer to be part of a network. Since MagiC can't handle networks
ATM it's perfectly logical that IConnect doesn't address these either.
According to the author it's not that difficult to implement support for
other layers so who knows...

>>You'll probably isagree but there's not a lot out there that can standup
>>to ASH Emailer,Teli, Chatter and Fiffi.
>
>Never mind that. You've just mentioned all the clients available for
>IConnect.
But I do mind, since the lack of clients *always* is the big argument
against using IConnect. IMO it's not the quantity which is important but
the quality of the clients.

>Your perspective is rather limited. Certainly there are slick clients,
>but a limited choice, and lacking compatibility.
Compatibility with what?
As for the limited choice... how many mailers, newsreaders, ftp apps..etc
do you use? If a mailer does all one wants, why would he need to use ten
others as well? as for looking slick... that's pure personal taste and not
really relevant. The ASH clients take advantage of nearly all the modern
GUI protocols developed over the years, if you call that slick....

>So why don't the superb ASH programs run with STiK, STiNG or MiNTnet?
Because they are designed to take full advantage if IConnect, you'll probably
argue that this is a lame excuse...
Let me return the question... how many MiNTNet clients run with STIK, STiNG
or even IConnect... and why?
Compatibility is not really an item when you're talking stacks, nearly all
clients run only on the stack they were written for. You'll probably argue
that the IConect API isn't open source... MiNTNet API is open, so why are so
few STiNG clients running on it?

>That argument is rather thin on the ground. ASH software is very slick,
>granted, but also forms a system entirely of its own. You don't have much
>of a choice. Id you want to run the emailer, you'll have to buy their
>stack, their OS and the rest of the TCP/IP software as well.
AFAIK IConnect up to version 1.7 works with N.AES also. The latest version
of Emailer runs happily under MinT/N.AES 2.0.
IConnect is not for sale, it's free, you can download it from the ASH
website...
Most of the ASH applications run happily with TOS and MiNT, granted.. they
may perform or look a little better with MagiC, but over all MagiC is not
really required i.e CAB, Jinnee, Texel, Phenix, Emailer, Artworx, Papillon,
Signum...etc

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5331. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <973620752-117767AEicMi@gmx.net>
Source record: 54924

From: "Simon Osborne" <atariactive@crap.btinternet.com>
Date: Wed, 1 Nov 2000 13:40:00 -0000

Hi Simon,

>there WILL be a new Amiga machine, Eyetech are developing it and, unlike
>Centek or Milan, actually finish things.
Unlike all the vapourware announced for the Amiga platform, there are actually two Atari clones developed, produced and still for sale. The Hades060 and Milan 040, order one of these today and next week UPS will deliver the box... And I wouldn't dream of feeding all the people that are happily using a Centek expansion card either...

>Thats lame coming from an Atarian. Just think about Milan, Centek, Roldolf
>Czuba. Vapourware at it's best.
Strange isn't it that a great deal of the people here are actually *using* that vapourware, if you want to talk vapourware, talk Eyetech. And please do it in the advocacy group.

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5332. Re: Titan/Core Designs

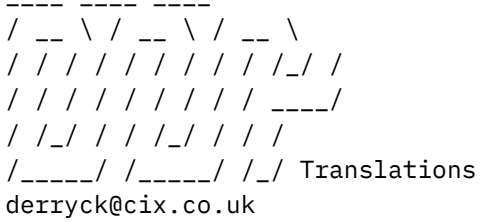
Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <973620756-118429AEicMi@gmx.net>
Source record: 54925

From: {DB}@cyberstrider.net
Date: Thu, 2 Nov 2000 18:56:09 +0000 (UTC)

Hi Denesh,

>> Isnt this considered as Spam, and isnt it against the rules.
>
>No it isn't against the rules and it isn't spam. The details are in my sig
>file. I am not promoting the services by pushing them on to you and going
>on about them in my postings. I am keeping to the subject in the thread.
Strange reasoning.... especially considering your posting(s) have nothing
to do with the thread... If you have a financial matter to settle with
Titan then this is certainly *not* the place.
The reason why Titan now has a new URL is not really our concern, for all I
know they could have switched because they weren't pleased with the service
and support of Cyberstrider limited....

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5333. Re: Now for something... "exciting and new".

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <973620760-119244AEicMi@gmx.net>
Source record: 54926

From: "Charles Doty" <cdoty@netzero.net>
Date: Wed, 1 Nov 2000 12:11:34 -0700

Hi Charles,

>>Intel en Motorola kept cranking out ever more powerfull processors
>>meaning that under software emulation one could reach higher speeds
then
>>with the Janus... and that ment the end of the Janus card.
>
>It looks likes they're still available..
>http://www.vhf.de/hardware/janus/janus.html

Yes, a number of dealers in Germany still have some in stock, with the
"end" I ment that development of the card was stopped. I remember seeing
a prototype with a 68030/25 processor at the october 1985 messe, but
that never made it...
The Janus with 68020/40 can be bought for 898DM (400$) from various
German dealers, second hand Janus cards can be found starting from 100$

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5334. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <973620762-119851AEicMi@gmx.net>
Source record: 54927

From: rking@zetnet.co.uk (Bob King)
Date: 05 Nov 2000 20:12:21 GMT

Hi Robert,

>if Homa has given up, that means the end of the only decent graphics
>proceesor. Photoline for the atari line. It's only a matter of time now
What are you going on about? development of Photoline for Atari was put
on ice back in 1997...
Photoline, the Mustek Paragon and HP scanner drivers were developed by
ComputerInsel (the guys that brought us the NOVA card). Homa is/was the
American distributor.

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5335. Re: Mixed text and HTML, was 'Windows 98 source code cracked'

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A08494E.7EAFE78B@cfc.dnd.ca>
Source record: 54928

Bob King wrote:
> Hi all,
> I have been flamed in this news group by Dave Parsons, Derrick Cracker
> and 'xlator@cix.compulink.co.uk and supported, either directly, or

peter west btw i believe

-snip-
> a. The original spoof (surely you did realize it was spoof?), was in the
> form of a Web page. I thought at the time that the readers of this NG would
> appreciate the joke at MS's expense, but how to communicate the joke? I have in the
> past, merely communicated the URL's of interesting Web pages, but in this case there
> was no URL, I received the HTML as a windows attachment. I could have used
> HTML2TXT.TTP but chose
> instead to send the source code, with a clear warning in the text.

if or when MyMail can do newsgroups, that problem would be easily solved

> c. Since my assumptions of the degrees of sense of humour and lateral
> thinking of readers
> of this NG, were severely at fault, I shall refrain from any further
-snip-
ons from tyros who cannot be bothered to read past
> messages, and wild
> speculations of NEW REBORN ATARIs.
> After all one does not want to offend the arbiters of Netiquette, does
> one?
> Bob King.

well, what HAS happenned to your sense of humour and lateral
thinking, hmmmm? :-)
actually I found the wild speculations on reborn ataris rather amusing.
and enjoyable.
but I honestly don't mind you posting whatever you want in here,
or at least along the lineso of what you have posted to date.
but,
if you wish to see c.s.a.s. sink into the nihilistic depths of
despair...

re: arbiters of netiquette, read this
http://sunsite.dk/RFC/rfc/rfc1855.html
section 3.13
nothing in there about posting html to a text newsgroup, bit it is
difficult
to read.
ken

5336. Re: Message to all pc/Mac newsreaders u

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a084ca4$0$179@news.zetnet.co.uk>
Source record: 54929

On 7 Nov 2000 12:55:41 -, Ken Macdonald wrote:
>> Hi Martin,
>> As you know I am the author of the above, the posting was done as you surmise
>> on a PC, probably Modzilla and Outlook. Truncated lines are merely because I
>> give them hard returns at the end of each line, when it seems a reasonable length.
>> I am doing the same here with QED. How does this turn out?
>> Bob King.
>
>awesome
>;-)
>ken
>.
Hi Ken,

You're too kind ;)

Bob King.

5337. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a084e59$0$179@news.zetnet.co.uk>
Source record: 54930

On 7 Nov 2000 16:37:26 +, Dennis Vermeire wrote:
>From: rking@zetnet.co.uk (Bob King)
>Date: 05 Nov 2000 20:12:21 GMT
>
>Hi Robert,
>
>>if Homa has given up, that means the end of the only decent graphics
>>proceesor. Photoline for the atari line. It's only a matter of time now
>What are you going on about? development of Photoline for Atari was put
>on ice back in 1997...
>Photoline, the Mustek Paragon and HP scanner drivers were developed by
>ComputerInsel (the guys that brought us the NOVA card). Homa is/was the
>American distributor.
>
>Cheers from Belgium
>Dennis
>--
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> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Hi Dennis,

yes I know that, but as Milan promised in golden days past to include an updated version of Photoline in their MilanII package, I assumed there was ongoing development. I read somewhere that PhotoLine was programmed by the team that gave us Studio and incorporated large chunks of the same code. I could never see the resemblence.

How are the camels?

Bob King

5338. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8u9lajmri1@snipp.uninett.no>
Source record: 54931

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>So why not implement PAP but keep the API common?
> I've no idea, but I can think of a couple of reasons: in 1995 MiNT wasn't
> very well known let alone popular in Germany. The programmer probably

I would say that Germany was MiNT biggest "market" even back in 1995. But
MiNT was pretty small back then everywhere, the lack of a decent AES
effectively stopped it from being spread among "normal" users.

> wasn't even aware that MinTNet existed (language barrier) and decided to

MiNTnet was written by a German...

> write a custom API, the one used for IConnect is 99% derivated from Unix, I

The *socket library* that's released (and which most programmers naturally
use) is very close to standard sockets, that's true, but the actual
interface between the application (i.e. socket lib) is unknown to most
people except the author of IConnect.

> IConnect can handle SLIP and PAP (PPP). As being dedicated to one hardware

PPP is the actual point-to-point protocol, PAP is one of two
authentication methods used by PPP (CHAP being the other).

> layer... what in heavens name is wrong with that? not everyone needs/wants
> his computer to be part of a network. Since MagiC can't handle networks
> ATM it's perfectly logical that IConnect doesn't address these either.

MagiC can't handle networks?? Hmm, my TT with MagiC 6.01 is very happy in
my little LAN. Using STiNG ofcourse.

There's nothing in MagiC that prevented IConnect from being a
"real" stack, it was just a design decision.

>>So why don't the superb ASH programs run with STiK, STiNG or MiNTnet?
> Because they are designed to take full advantage if IConnect, you'll probably
> argue that this is a lame excuse...

It really is. If the programmers use the released socket-lib it's simply a
matter of recompiling to support MiNT-net. Unless they use other
MagiC-specific functionality ofcourse, which is a very valid reason
indeed. But there's nothing in IConnect itself which makes it's clients
superior in any way.

> Let me return the question... how many MiNTNet clients run with STIK, STiNG
> or even IConnect... and why?

CAB, aMail, aFTP and aICQ are the only ones I can remember right now (only STiK/STiNG though). There are probably a few more I haven't heard of too.

The problem with supporting IConnect (actually I believe aMail and aFTP does, sort of) is that the socket lib is only released as a PureC binary, and most people that write for MiNT/MiNTnet specifically tends to use Gcc.

> clients run only on the stack they were written for. You'll probably argue
> that the IConect API isn't open source... MiNTNet API is open, so why are so
> few STiNG clients running on it?

Because the authors wants their programs to be able to run on as many platforms as possible. Hardly an argument you can use about IConnect-clients ;-)

> AFAIK IConnect up to version 1.7 works with N.AES also. The latest version
> of Emailer runs happily under MinT/N.AES 2.0.

Really? Cool, another thing I have to check out. Except that I won't be able to get my PC, TT or Stacy on the net then. So it's not really an alternative even if I wanted to use it. Now if it worked with STiK or MiNTnet OTOH, and it turned out to be a lot better than the last time I tried it (which must be atleast two years ago) I might even buy it.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5339. Re: Windows 98 source code cracked!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8u9lf9dnk1@SOLAIR2.EUnet.yu>
Source record: 54932

On 5 Nov 2000 17:53:48 G, xlator@cix.compulink.co.uk wrote:

>>Some people publish article in text AND HTML are they to stop that as
>>well!!! I think not.
>
>I think YES, specially in news groups (and Cix Conferencing). It only
>wastes bandwidth. These are intended for pure text messages.

I agree. Isn't there some "official" recommendation (as much as anything is
official on the 'net) that newsgroups posts should be pure text messages,
except in groups specially designated for binaries, etc.

Besides, formatting a message as HTML usually does not increase its
information content at all. And sending the same text TWICE in the
same message (ASCII+HTML) is verging on absurdity.

5340. Re: FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <leZN5.35099$G95.9878067@typhoon.southeast.rr.com>
Source record: 54933

tim anderson wrote in message <8u8nk4$826$1@newsg3.svr.pol.co.uk>...
>What show is this? I am very interested in this machine. I would even sell
>my left leg for a Falcon!!!!!

Dude, get real. A falcon is worth a kidney at least, and maybe a lung.

John

5341. Re: I need an St Please!

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <Bk_N5.50$4p3.2796@news0.optus.net.au>
Source record: 54934

On 6 Nov 2000 17:59:29 -, "Jared Falvo" wrote:
>I could sell you mine. I believe it works completely (the floppy drive
>seems to load data disks), but haven't a monitor/mouse to fully test. I'm
>selling it for $5.50 US$ (figure out what that comes out to in UK pounds or
>whatever) and I can figure out shipping once I get your full address, if
>you decide you want it.
>
>Jared
>---------
>Tom Barnard <Tom.Barnard@btinternet.com> wrote in message
>news:8u715d$a6o$1@plutonium.btinternet.com...
>> I've been Atari Less for about 5 or 6 years now and after mucking about
>with
>> an emulator for a couple of hours I realised how much I miss the old
>> beastie. If anybody has a working atari st or ste that they are willing to
>> sell very cheaply get in touch.
>> Tom Barnard
>> (Isle of Wight, UK)

Be careful - unlike some of the later machines (MSTe, TT for example)
the ST comes with a fixed voltage power supply. A North American model
would not take kindly to 240 volts.

Also it would be missing a key from the key-board - no £-sign, not to
mention having funny ideas about the way dates should be displayed.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

5342. Re: I need an St Please!

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <Dk_N5.51$4p3.2811@news0.optus.net.au>
Source record: 54935

On 6 Nov 2000 17:59:29 -, "Jared Falvo" wrote:
>I could sell you mine. I believe it works completely (the floppy drive
>seems to load data disks), but haven't a monitor/mouse to fully test. I'm
>selling it for $5.50 US$ (figure out what that comes out to in UK pounds or
>whatever) and I can figure out shipping once I get your full address, if
>you decide you want it.
>
>Jared
>---------
>Tom Barnard <Tom.Barnard@btinternet.com> wrote in message
>news:8u715d$a6o$1@plutonium.btinternet.com...
>> I've been Atari Less for about 5 or 6 years now and after mucking about
>with
>> an emulator for a couple of hours I realised how much I miss the old
>> beastie. If anybody has a working atari st or ste that they are willing to
>> sell very cheaply get in touch.
>> Tom Barnard
>> (Isle of Wight, UK)

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the ST comes with a fixed voltage power supply. A North American model
would not take kindly to 240 volts.

Also it would be missing a key from the key-board - no £-sign, not to
mention having funny ideas about the way dates should be displayed.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

5343. [Want to Buy] Cubase audio clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <8u9s5c$gk3$2@front2.grolier.fr>
Source record: 54936

Well or something witch provides the same feature

cordialement,

5344. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <392.346T400T13434073optimus@canit.se>
Source record: 54937

william wong skrev:

>In article <321.341T1150T6674539optimus@canit.se>, "Iggy Drougge"
><optimus@canit.se> wrote:
>>mnr2 skrev:
>>
>>>I would like to know what games use the four player adapter apart from
>>>Gauntlet II?
>>
>>Dynablaster, aka Bomberman on the consoles.

>How about internet games??

Err, in what way?

--
En ligne avec Thor 2.6.

When all else fails, read the instructions.

5345. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <%0%N5.212$AL3.346@nntpserver.swip.net>
Source record: 54938

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote:
> From: {DB}@cyberstrider.net

> >No it isn't against the rules and it isn't spam. The details are in my
sig
> >file. I am not promoting the services by pushing them on to you and going
> >on about them in my postings. I am keeping to the subject in the thread.

> Strange reasoning.... especially considering your posting(s) have nothing
> to do with the thread... If you have a financial matter to settle with
> Titan then this is certainly *not* the place.
> The reason why Titan now has a new URL is not really our concern, for all
I
> know they could have switched because they weren't pleased with the
service
> and support of Cyberstrider limited....

Judging from the statement above, you don't seem to have read the whole thread - so I'd like to point out that the origin of this thread was a question about why Titan's website didn't exist - and Denesh replied that it was due to the fact that they hadn't paid for their site Hosting for over a year (which was somewhat overlooked because Denesh felt an obligation to the Atari market - any other company wouldn't have been that nicely treated...) - and that Titan told him that it was uncertain if he would ever get paid, but they still wanted to use his company as their Host. Apparently they weren't unpleased at all - only with the fact that they suddenly had to pay... Who has the strangest reasoning...? Would you go to work when you knew you wouldn't get paid for it - or would you search for a new job?
A company that doesn't pay it's bills - especially such small bills - wouldn't get any trust at all from me, since if they can't pay for things they need for their existense - how in heaven's name will they be able to keep promises about warranty and delivery to their customers - and how would they be able to develop and manufacture new hardware when they lack the small amount of money they owe to Denesh?
I wonder if they'll be trying to rip off their new Host too - or if the whole problem was that they took advantage of Denesh because they knew how he felt about Atari, and thought they could get away with it forever...?
Besides - if Denesh's sig is considered spam - then so is mine (and just about everyone else's), but noone has complained about it yet even though I've had it for a couple of years...

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com

swedish music of the web: www.swebmusic.com

5346. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <kd%N5.162$bL1.2011@news1-hme0>
Source record: 54939

Hi Denesh,

<{DB}@cyberstrider.net> wrote in message
news:8u8eqh$ku6$1@purple.gradwell.net...
> > * Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *
>
> :-) Now that email address is a good advert for Cyberstrider
Limited. :-))

:) There you go, shows I don't bear a grudge! ;-) Anyway when are you
going to go for the free calls thing! ;-))

Regards
Sean

5347. Re: FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a08835c$0$179@news.zetnet.co.uk>
Source record: 54940

On 7 Nov 2000 11:01:55 -, "tim anderson" wrote:
>What show is this? I am very interested in this machine. I would even sell
>my left leg for a Falcon!!!!!
>
>Tim

Don't do that Tim, you will need both legs to swim to the show at the moment, Stafford has been hit by severe flooding according to the BBC news today. If you can get there it is at Bingley Hall at Stafford next Saturday 10.00 am to 4 pm. On a showground, but I forget the exact name right now.

Cheers

Paul

5348. Re: [Want to Buy] Cubase audio clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011071742120.84-100000@TT030>
Source record: 54941

On 7 Nov 2000, chris wrote:

> Well or something witch provides the same feature

Line Audio Designs will sell you one.
Should be easy to find at some search engine.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5349. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011071746560.84-100000@TT030>
Source record: 54942

On Tue, 7 Nov 2000, Dennis Vermeire wrote:

> From: "Simon Osborne" <atariactive@crap.btinternet.com>
> Date: Wed, 1 Nov 2000 13:40:00 -0000
>
> Hi Simon,
>
> >there WILL be a new Amiga machine, Eyetech are developing it and, unlike
> >Centek or Milan, actually finish things.
> Unlike all the vapourware announced for the Amiga platform, there are
> actually two Atari clones developed, produced and still for sale. The
> Hades060 and Milan 040, order one of these today and next week UPS will
> deliver the box... And I wouldn't dream of feeding all the people that are
> happily using a Centek expansion card either...

Got my Hades060 yesterday, it arrived before the the other
parts to build it up. ;-P

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5350. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <RR%N5.440$kn2.641517@newsr1.u-net.net>
Source record: 54943

Hello.
"Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk> wrote in message
news:xWVN5.1293$8F2.149230@nnrp4.clara.net...
>
> tim anderson <t_anderson@talk21.com> wrote in message
> news:8u8qc2$5pn$1@newsg2.svr.pol.co.uk...

> > Is it possible to upgrade a Mega ST 1 to 4 meg using the chips of a 4
meg
> 30 pin simm?

no no no no.....!
> >
> > if not how can I do it?? I don't really want to buy an upgrade board!.

Why not, they work, well, mine do.

> If you don't know how to do such a job you probably couldn't do it even
with the right
> information (note: this is nothing personal).

>False economy.

>How much is an upgrade board these days?

>Not very much at all for something that is properly designed to
> do the job instead of hacking around.
>
> Shiuming Lai

Very Good Advice.

The 1 mb board usually has nowhere to place the extra chips whereas the 2 mb
sometimes has holes where you can fit the extra 16 dips to give 4mb. I have
two in stock and some upgrade kits.

Might trade you the board.

Barrie at Keychange.

www.atamusic.u-net.com

5351. Re: [Want to Buy] Cubase audio clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3a08e2a5_2@huge.aa.net>
Source record: 54944

>> Well or something witch provides the same feature
>>
>You could also try www.lineaudio.se and you won't have to search at all...
>;)
>
>Best regards,
>Claes

I should mention here that Line Audio also sells a little modification board you can put inside of an FDI (if you have one of those) that will accomplish the same thing. It "allows" your Falcon to run audio at 44.1 without needing to hook up an external clock or a DAT machine, etc. It's very inexpensive, and easy to install. When I had a few questions regarding installation, Roger (at Line Audio) was very prompt at returning helpful answers. I also have the FAD 2/8 by the same company. Did I mention that I think Roger at LINE AUDIO is doing a great job?? ;-)

Best regards,

Clayton Murray
Seattle, WA USA

5352. Re: Mixed text and HTML, was 'Windows 98 source code cracked'

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973703562-474892AEicMi@bun.com>
Source record: 54945

Hi Derryck

>>I have been flamed in this news group by Dave Parsons, Derrick Cracker

>Pretty cheap :-(

Not bad considering the number of brains cells he has. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5353. Re: Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:11:04 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u7ha6$8fn$1@neptunium.btinternet.com>
Source record: 54994

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10011061701220.84-100000@TT030...
> On Mon, 6 Nov 2000, Simon Osborne wrote:
>
> >
> > "Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
> > news:Pine.MNT.4.10.10011052024400.109-100000@TT030...
> > > If someone in the US has one of those Atari brand PC clones
> > > called "ABC" and wishes to unload it, please contact me.
> >
> > Lonny Pursell and PC in one sentance? That's unpossible
>
> lol
>
> Well my intention, if I was to find one was not to use it as
> a PC or as some oddball collectors item. I wish find one
> and remove the inards, where apon my hades060 would be placed.
> I think it would make a really cool hades060 case. :-)
>

It probably would look nice. Although the coolest thing I have seen is a
chap who put his PC into an Apple G4 case.

now THATS cool

Simon

5354. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 00:35:25 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <8u7iod$9e5$1@nnrp1.deja.com>
Source record: 54995

In article <3a06cdda$1@news.telinco.net>,
"Bentasout" <rsoul@free4all.co.uk> wrote:
>
> TWO YEARS !!!! STREWTH !!!! yes I had read it wrong, well in that is
>NO excuse, I suppose people will now realise and have nothing to do
with Denzil and any of his schemes or services and distrust him totally.
> Ben

This to be honest is not the reasson for me pointing out this. The main reason was - and I accept that Denesh doesn't seem to be in the same league as TD's here - that companies/people should be mindful that critisizing one company's output is fine as long as they have no track record in that department themselves! That doesn't mean late orders or things like that but when promising after personal email contact that the items/keys would be processed just to leave everything and forget it is not acceptable I'm afraid. This now means that most of the stuff I wanted to get registered cannot be done as the Authors have left the ST scene altogether.

I do not distrust Denesh and I can understand that he did the shareware thing in good faith but it is not a good advertisement for him personally - which is a shame as all correspondance with him has proved otherwise.

There are other Atari dealers who I could name, who have been far far worse - and promote themselves in here - in my experience so I tend to stick to the one's I know now - Lesson learn't I'm afraid.

Nuff said..

Regards
Sean

--
* Atari STe Veloce+4 (4MB ST-RAM 4MB TT RAM) 68020/68000 Processor *
* Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *

Sent via Deja.com http://www.deja.com/
Before you buy.

5355. Re: FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 01:05:20 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8u7kfd$i75$1@neptunium.btinternet.com>
Source record: 54896

"Christopher Thorley" <chris_thorley@lineone.net> wrote in message
news:8u7dj8$p2k$1@supernews.com...
>
> "Christopher Thorley" <chris_thorley@lineone.net> wrote in message
> news:8u4i18$sm0$1@supernews.com...
> > Hi all,
> >
> > reluctant sale but I have a severely under-used Falcon for sale.4MB, TOS
> > 4.02, 65MB Conner internal hard drive, SVGA adaptor for connection to a
PC
> > colour monitor plus scart cable if required.All original,not hacked or
> > bashed.Only using it to what my STe can do (play Midi files)
> >
> > Can be seen working on Saturday at the show.
> >
> > £150
> >
> > Regards,
> >
> > Chris Thorley.
>
> Sorry to be replying to my own post but I'm having problems sending mails
to
> all the interested parties.I am using Outook Express 5 and when I reply to
a
> mail and press send I keep getting an error message saying 'sender not
> specifiedplease check news account settings'.Does anyone have a clue what
> it's on about?
> Alternatively,does anyone want to mail me their phone number?
>
> Chris Thorley

Have you tried cutting and pasting email address'?

Simon
atariactive@btinternet.com

5356. Re: Lineout for Atari DIN - VGA cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 01:09:26 UTC
From: The Ox That Rocks <oxrock@reborn.com>
Message-ID: <3gle0tks78p89n63ihjuootj06j8fjm2j6@4ax.com>
Source record: 54897

Does anybody know how to build such a cable?

Peter

5357. Re: GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 01:14:42 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <XsBv6XACe1B6EwIf@steverosie.demon.co.uk>
Source record: 54898

In article <8u73ggisk1@news.tpi.pl>, Grzegorz Pawlik
<at4ri@kki.net.pl> writes
>Hi!
>
>I have a question concerning a GoldenImage hand scanner. It works
>great with the Touch-Up graphic program supplied with the scanner.
>However, when I try to use "Scan" option in any other application,
>(eg. OCR or Chagall) I get "No GDPS Scanner driver installed"
>message. Why? Where can I find that GDPS driver and how to install it?

Hi

Some software was designed to work with specific scanners. Calamus, for example, has scanner input for a couple of scanners but not Golden Image's!

There are generic OCR software titles around that work FROM the image file scanned. Golden Image's OCR software is pretty good and they do a VERY LARGE collection of software for scanners.

The software you may be using, may only be designed for that specific scanner.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5358. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 01:29:53 UTC
From: **** **** <***@***.com>
Message-ID: <lWIN5.32294$G95.9320320@typhoon.southeast.rr.com>
Source record: 54899

Thought so. For whatever reason, no one is even willing to contemplate what a new atari would have to be. Shame.

John

5359. Re: Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 01:41:50 UTC
From: wongck@letterbox.com
Message-ID: <8u7mkk$6tc@usenet.pa.dec.com>
Source record: 54900

In article <ama50ts0p9k8kpiub5hjl101taqj8d2asb@4ax.com>, Mindfield
<mindfield@badgers.home.com> wrote:
>stickler, it's not a partitioned part of the OS; it's the OS's kernel,
>which is the foundation upon which the OS was built.
>

Funny that on NT there is the ntvdm = NT virtual dos machine and Win9x there
is the 16-bit & 32-bit subsystem. A 16bit program (DOS or say a old Windows
3.1 program) can crash and still the rest of the OS are OK because the memory
space are partitioned. Each of them have separate of what you descripted
below: conventional & expanded/extended memory.

>
>There are three types of memory on the PC, as far as any DOS-based
>apps are concerned:
>

Only when programming in 16bit or old version of VC++ we need to keep these in
mind. The latest development software treat memory as single continuous space
much like the Motorola 68000 does. It could be the Windows MM is working like
hell making it easy for developer but who cares, I can malloc 1GB of space if
I want and have no problem now.

>Xenix sucked, and came out long after the first version of Windows,
>which came out in 1983.
>

Haha... I still remember that Othello (reversi) game which they have on the
first windows. That's probably the only app that worked well.

>
>Novell Netware ran fairly well under DOS, but of course it still
>didn't hold a candle to a full-fledged Unix system for stability and
>speed.

Novell was a NOS.

>Which brings us right back to the issue of support. Besides, by the
>time OS/2 Warp came out, Windows 95 was released, and people, already
>familiar with earlier versions of Windows, opted to go with the new
>Windows 95 for compatibility reasons.

What matters most is the data for application. The application just need to be
data compatible. So the application can always be upgraded along with more
powerful system/hardware. Unfortunately, in the Atari world, people still want
to play for example Dungeon Master or GODS or populous. Games are the hardest
software to be backward compatible because of non-well behave codes.

>release a new system, and at the time of the Falcon's release, it was
>quite a powerful machine.
>

There should have leap to 040 and then PowerPC, like what Apple did.

>with the exception of a fast processor. However, with the likes of
>Hades, Milan, et al., there ARE more powerful Falcon-compatibles out
>there.

I think the Atari flag have already abandon by Atari Corp. This makes ppl
loose faith in it. So compatibles will be fighting an uphill battle...

>
>Yes, but who's going to do the porting? Where will they get the
>licenses from? Or will everyone stick with basic GPL'ed apps?

If there's money to be made, I think people will port them. But then again
home users don't really need big database, ERP or CRM etc which is the revenue
generator of most software companies. OTOH, if the hardware was as capable to
say the PIII systems nowadays, I guess games company will be porting their
games because there is a market segment, but unfortunately, the economics
today makes it not as profitable as say for the Mac or Wintel.

ciao

5360. Re: Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 01:52:29 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011070248580.97-100000@online.no>
Source record: 54901

On Tue, 7 Nov 2000, Simon Osborne wrote:

>
> "Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10011061701220.84-100000@TT030...
> > On Mon, 6 Nov 2000, Simon Osborne wrote:
> >
> > >
> > > "Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
> > > news:Pine.MNT.4.10.10011052024400.109-100000@TT030...
> > > > If someone in the US has one of those Atari brand PC clones
> > > > called "ABC" and wishes to unload it, please contact me.
> > >
> > > Lonny Pursell and PC in one sentance? That's unpossible
> >
> > lol
> >
> > Well my intention, if I was to find one was not to use it as
> > a PC or as some oddball collectors item. I wish find one
> > and remove the inards, where apon my hades060 would be placed.
> > I think it would make a really cool hades060 case. :-)

I've seen the case, and I acutally like it :-) Way cooler than the boring
case I have my Hades in :)

> >
>
> It probably would look nice. Although the coolest thing I have seen is a
> chap who put his PC into an Apple G4 case.
>
> now THATS cool

Sorry .. why is that cool?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

5361. Re: Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 01:54:14 UTC
From: wongck@letterbox.com
Message-ID: <8u7nbr$6tc@usenet.pa.dec.com>
Source record: 54902

In article <tj3d0tsdlkvnbaa6f2fl82a1endn0i3p1l@4ax.com>, Mindfield
<mindfield@badgers.home.com> wrote:

>Windows Scripting Host doesn't run DOS batch files, though. It's a
>hybrid batch language that's a good deal more powerful.
>

Yeah. And all VB programmers can now write simple virus using it. <grin>

>
>And if they don't you can force your will upon them by hardwiring your
>IRQs. I've had to do that on occasion...
>

5362. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 05:22:37 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011070619520.187-100000@online.no>
Source record: 54903

On Tue, 7 Nov 2000, **** **** wrote:

> Thought so. For whatever reason, no one is even willing to contemplate what
> a new atari would have to be. Shame.

Was just about the send the same comments .. a real shame! Whats up,
dudes? You don't WANT any progress to happen with our platform??

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

5363. Re: ST release dates

Newsgroup: comp.sys.atari.st
Date: 2000-11-07 07:38:42 UTC
From: possiblespam@fyyff.com
Message-ID: <8u8bi2$1j9e$1@nntp1.ba.best.com>
Source record: 54904

Curt Vendel <curt@atari-history.com> wrote:
:>Angus,
:>
:> Many Atari user groups and publications started to see the 520ST's
:>showing up around May of 1985, however the first official batches of
:>production ST's all show 9/85 underneath. The first batch of ST's did
:>not have TOS in 192K ROM's but on diskettes, also while Atari spec'd out the
:>initial 520ST's with RF modulator, the first run of ST's did not have any,
:>the motherboard had a spot marked out for an RF modulator and you could
:>easily add one in yourself, the case did not have the opening for the RF
:>plug or the channel switch, the later 520ST's would come with RF modulators.

the first 192K ROM release had a build date of
5/29/85, IIRC, and there were a lot of EPROMs
floating around with this date on them. i think i
still have a set somewhere

i think that the 16K floppy boot ROMs were dated
in feb. -- a time-to-market thing. if you have a
video camera, you can catch the milliseconds-long
easter egg (some rather stupid text is drawn, then
quickly obscured by a dialog box -- it's about all
we had time or the courage for :-))

-landon dyer (landon@best.com)

5364. Re: Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a09b0e8@news.telinco.net>
Source record: 54796

Krzysztof Maj <kmaj@cherry.ath.cx> wrote in message
news:3a092df82491d10@cherry.ath.cx...
> On Wed 08-11-2000 00:09 (GMT) Kevin Dermott wrote:
>
> >what are these to be used for?
>
> I need some jingles for use with STarCall and POPwatch. I also wanted
> AICQ to give a try.
> All above programmes use sound files in AVR format.
>
> --
> Greetings from Okami Newsreader user
>
> Krzysztof Maj
> <kmaj@REMOVE.THIS.cherry.ath.cx

sorry I wasn't thinking so long since I have used the Atari's for sound,
like someone else says 5to5 claims to convert several formats
they appear to be a mono 8bit pcm file signed or not I'm not sure, The Suzy
B cd collection has a lot on and somewhere in the back of my mind one of the
boot up programs superboot I think did conversions maybe someone can shed
more light.
Kevin

5365. Re: Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a09b1c8@news.telinco.net>
Source record: 54797

Krzysztof Maj <kmaj@cherry.ath.cx> wrote in message
news:3a092df82491d10@cherry.ath.cx...
> On Wed 08-11-2000 00:09 (GMT) Kevin Dermott wrote:
>
> >what are these to be used for?
>
> I need some jingles for use with STarCall and POPwatch. I also wanted
> AICQ to give a try.
> All above programmes use sound files in AVR format.
>
> --
> Greetings from Okami Newsreader user
>
> Krzysztof Maj
> <kmaj@REMOVE.THIS.cherry.ath.cx

even better check out all this free(what a thank you to the Atari scene
from electronic cow) modern software
http://ds.dial.pipex.com/electronic_cow/cownet.shtml
convert , roll your own, edit and more

Kevin

5366. Re: GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: at4ri@kki.net.pl
Message-ID: <8uceacqqj1@news.tpi.pl>
Source record: 54798

On 7 Nov 2000 14:47:59 G, JI Logan wrote:
> In article <8u73ggisk1@news.tpi.pl>, Grzegorz Pawlik
> <at4ri@kki.net.pl> writes
>
> >I have a question concerning a GoldenImage hand scanner. It works
> >great with the Touch-Up graphic program supplied with the scanner.
> >However, when I try to use "Scan" option in any other application,
> >(eg. OCR or Chagall) I get "No GDPS Scanner driver installed"
> >message. Why? Where can I find that GDPS driver and how to install it?
>
> Sent to you last night. I have difficulties using it on the Hades.
> It might work for you.

It didn't work :(((
It seems to be for Epson page scanners connected via SCSI interface.

--
See you,
Grzegorz Pawlik [mailto:at4ri@kki.net.pl]

5367. Re: Maximum RAM for Milan SIMMs

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <lcjO5.5809$8F2.332318@nnrp4.clara.net>
Source record: 54799

Bob King <robert.king@patent.gov.uk> wrote in message
news:3A0959F6.39ADB25D@patent.gov.uk...
> Hi All,
>
> Looking to increase the memory in my Milan. The manual (German) says, I
> think that you are limited as to how large the SIMMs can be in the 4
> slots. Does any one know the maximum for each slot please.

Milan is supposed to have a limit of 512MB,
so with 4 slots...

Shiuming Lai

5368. Re: Mixed text and HTML, was 'Windows 9

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a09c37a$0$179@news.zetnet.co.uk>
Source record: 54800

On 7 Nov 2000 12:40:52 G, Derryck Croker wrote:
>From: Bob King <robert.king@patent.gov.uk>
>Date: Mon, 06 Nov 2000 13:56:55 +0000
>
>>I have been flamed in this news group by Dave Parsons, Derrick Cracker
>
>Pretty cheap :-(
>

Hi Derryck,

Looking at Steve Sweet's follow up, I now see that I misspelt your name twice.
That was careless of me and not deliberate. I do not wonder at your annoyance.

I apologise.

Bob King.

5369. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <506.347T700T13084829optimus@canit.se>
Source record: 54801

william wong skrev:

>In article <392.346T400T13434073optimus@canit.se>, "Iggy Drougge"
><optimus@canit.se> wrote:
>>>How about internet games??
>>Err, in what way?

>Dunno, but I guess the question was
>multi player games. Can the Atari

I thought the question was four-player games.

>do any internet games? I mean the modern
>networked games like age of empire or Star lancer,
>not Midi Maze.

How about the Doom and Quake ports?

--
En ligne avec Thor 2.6.

When all else fails, read the instructions.

5370. Re: Maximum RAM for Milan SIMMs

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a09c91d$0$175@news.zetnet.co.uk>
Source record: 54802

On 8 Nov 2000 18:23:09 -, "Shiuming Lai" wrote:
>
>Bob King <robert.king@patent.gov.uk> wrote in message
>news:3A0959F6.39ADB25D@patent.gov.uk...
>> Hi All,
>>
>> Looking to increase the memory in my Milan. The manual (German)
says, I
>> think that you are limited as to how large the SIMMs can be in the
4
>> slots. Does any one know the maximum for each slot please.
>
>Milan is supposed to have a limit of 512MB,
>so with 4 slots...
>
>Shiuming Lai
>
>
>.

Hi Shiuming,

Yes I can divide :)) Problem was, my german is non existant and there was I thought a hint in the manual that one slot had to have a special amount of RAM in it. I wondered if the loading was asymetrical. Turns out of course that it is 128 per slot. Thanks for your interest.

Bob King

5371. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011081636400.83-100000@TT030>
Source record: 54803

On Wed, 8 Nov 2000, Jo Even Skarstein wrote:

> In article <Pine.MNT.4.10.10011071746560.84-100000@TT030>,
> Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>
> > Got my Hades060 yesterday, it arrived before the the other
> > parts to build it up. ;-P
>
> So how much did you pay for the mb and RAM? I wouldn't mind converting
> my PC into a Hades060 if I could afford it...

Approx $1180 for the mb+060 with no ram, give or take a little
for exchange rate as I arrived at that value based on the CHF
amount I was given.

As far as ram goes you can judge that by the prices in your
own area I guess. I had it shipped to me with 128meg of EDO
ram pre-installed and more than likely paided a bit more than if I had
gotten the simms locally.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5372. Re: Maximum RAM for Milan SIMMs

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a09c9b7$0$175@news.zetnet.co.uk>
Source record: 54804

On 8 Nov 2000 20:31:32 +, "Martin \"Nightowl\" Byttebier" wrote:
>on Wed 08-11-2000 13:49 Bob King wrote:
>
>>
>>BTW This typed and sent on a PC and Netscape etc and not using hard
>>returns, just relying on soft returns. So how does it look in Atari
>>readers?
>
>It looks just fine. Thanks alot for your effort. I really appreciate
this.
>
>TTFN
>Martin
>-- > ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be ***********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.

Hi Martin,

looks as if I should not use hard returns on my PC messages. Every
little bit helps. Typed on qed with line length auto formatting of 70
letters.

Bob King.

5373. Re: Maximum RAM for Milan SIMMs

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a09ca01$0$175@news.zetnet.co.uk>
Source record: 54805

On 8 Nov 2000 19:44:57 +, Michael Schwingen wrote:
>In article <3A0959F6.39ADB25D@patent.gov.uk>,
>Bob King <robert.king@patent.gov.uk> wrote:
>>Hi All,
>>
>>Looking to increase the memory in my Milan. The manual (German)
says, I
>>think that you are limited as to how large the SIMMs can be in the 4
>>slots. Does any one know the maximum for each slot please.
>
>You can use any JEDEC-standard complying PS/2-style EDO SIMM between
4MB and
>128MB. The Milan does not use parity, and it does not require
correctly
>wired presence detection/ID pins.
>
>Note that there are lots of non-complying SIMMs out there,
especially above
>32MB, with 3.3V memory chips, partly defective chips etc..
>
>You need one SIMM with at least 16MB in one block in slot 0 (ie. a
16MB or
>larger SIMM with symmetric RAS/CAS mapping, bigger ones with
asymmetric
>mapping may work depending on mapping/size combination.)
>
>cu
>Michael
>-- >"Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)
>.

Hi Michael,

Just the info. I wanted. Now to find some. Thanks a lot.

Bob King.

5374. Re: GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a09d18a$0$179@news.zetnet.co.uk>
Source record: 54806

From: at4ri@kki.net.pl (Grzegorz Pawlik)
Date: 6 Nov 2000 20:15:12 GMT

>I have a question concerning a GoldenImage hand scanner. It works
>great with the Touch-Up graphic program supplied with the scanner.
>However, when I try to use "Scan" option in any other application,
>(eg. OCR or Chagall) I get "No GDPS Scanner driver installed"
>message. Why? Where can I find that GDPS driver and how to install it?

I think I must apologise to Grzegorz. I fired off a GDPS driver to
him but only realised afterwards that it was for an Epson.

5375. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a09d18b$0$179@news.zetnet.co.uk>
Source record: 54807

On 7 Nov 2000 17:27:51 G, "**** ****" wrote:
|JI Logan wrote in message <3a081620$0$175@news.zetnet.co.uk>...
|
|>Its quite obvious what a new Atari would have to be - it would have
|>to be a faster, bigger compatible version of the old. How that is
|>done is irrelevant. If it is not compatible with the old then it is
|>not an Atari.
|
|Agreed. Just thought you might have some opinions on how that compatibility
|should be preserved.

I personally don't care. It is the functionality that I would insist
on - not the case or the CPU or the colour etc.

5376. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a09d18b$1$179@news.zetnet.co.uk>
Source record: 54808

On 6 Nov 2000 20:03:44 -, Steve Sweet wrote:

| . . .
|Your not in the wrong dude, some peops do have probs with my line length but i have no control over| it, other that to ditch some very expensive, reliable software.
| . . . .

Are you sure there is othing to twiddle which controls line length?
Even Everest can do that (in a rather awkward way).

5377. Re: AMS 2000 Show, 11th November, Stafford

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a09d44e$0$180@news.zetnet.co.uk>
Source record: 54809

On 5 Nov 2000 14:24:53 -, "Simon Osborne" wrote:
>Hello,
>
>Just a reminder to everyone that the AMS 2000 show is being held on Saturday
>11th November, at Bingley Hall, Stafford. 10am till 4pm.
>snip>

>See you there!
>
>Simon Osborne
>Atari Active
>www.atariactive.co.uk

Unfortunately, no! Nevertheless, I wish all who attend every happiness.

Enviously,
Charles.

5378. Re: AMS 2000 Show, 11th November, Staff

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3a09d74f$0$174@news.zetnet.co.uk>
Source record: 54810

On 8 Nov 2000 22:31:42 G, Charles Stanley wrote:
>On 5 Nov 2000 14:24:53 -, "Simon Osborne" wrote:
>>Hello,
>>
>>Just a reminder to everyone that the AMS 2000 show is being held on Saturday
>>11th November, at Bingley Hall, Stafford. 10am till 4pm.
>Unfortunately, no! Nevertheless, I wish all who attend every happiness.

Hmmm, can anyone tell me what the roads are like around there - is it
passable?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5379. Re: Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8ucmlt$1h3uf$1@ID-59683.news.dfncis.de>
Source record: 54811

> > It probably would look nice. Although the coolest thing I have seen is a
> > chap who put his PC into an Apple G4 case.
> >
> > now THATS cool
>
> Sorry .. why is that cool?
>
> Regards,
>
> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

I have strange taste :)

Simon Osborne (Carbon)

5380. Re: AMS 2000 Show, 11th November, Staff

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8ucmo1$1huoc$1@ID-59683.news.dfncis.de>
Source record: 54812

"Chris Simon" <osian@zetnet.co.uk> wrote in message
news:3a09d74f$0$174@news.zetnet.co.uk...
> On 8 Nov 2000 22:31:42 G, Charles Stanley wrote:
> >On 5 Nov 2000 14:24:53 -, "Simon Osborne" wrote:
> >>Hello,
> >>
> >>Just a reminder to everyone that the AMS 2000 show is being held on
Saturday
> >>11th November, at Bingley Hall, Stafford. 10am till 4pm.
> >Unfortunately, no! Nevertheless, I wish all who attend every happiness.
>
> Hmmm, can anyone tell me what the roads are like around there - is it
> passable?

From what I have been told, the roads are fine from the M6 to the hall.

Simon

5381. Re: Mixed text and HTML, was 'Windows 98 source code cracked'

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8ucnvn$l5u$1@plutonium.compulink.co.uk>
Source record: 54813

In message <3A06B8A7.49B85366@patent.gov.uk>, robert.king@patent.gov.uk said:

>I have been flamed in this news group by Dave Parsons, Derrick Cracker
>and
>'xlator@cix.compulink.co.uk and supported, either directly, or
>indirectly,
>by way of noncommittal, by Steve Stupple, Steve Sweet and Marc Wilson
>for
>including a section of HTML coding in a message sent to this news group.

Hi Bob!

I would hardly call those messages flaming!

>a. The original spoof (surely you did realize it was spoof?), was in the
>form
>of a Web page. I thought at the time that the readers of this NG would
>appreciate
>the joke at MS's expense, but how to communicate the joke? I have in the
>past, merely
>communicated the URL's of interesting Web pages, but in this case there
>was no URL,
>I received the HTML as a windows attachment. I could have used
>HTML2TXT.TTP but chose
>instead to send the source code, with a clear warning in the text.

As you had it in an editor, you could have used a search for <*> and
replace it with nothing - that would have left the text intact and a
good deal easier to read.

>if they were,
>they would have the elementary knowledge to cut and paste the HTML,
>rename the saved
>file with an HTM extension and view in CAB. Apparently this course of
>action, was too
>much trouble.

Yes, it was! Wouldn't have added anything to the joke anyway!

>c. Since my assumptions of the degrees of sense of humour and lateral
>thinking of readers
>of this NG, were severely at fault, I shall refrain from any further
>attempts to lighten the
>mood of this NG, or indeed supply it with translations of German news
>mailings, or send out
>requested software, and let it be filled with tales of software houses
>abandoning the Atari

>market, questions from tyros who cannot be bothered to read past
>messages, and wild
>speculations of NEW REBORN ATARIs.

Don't do that - we merely suggested a way of improving your posted joke in a usenet group.

BTW, as you'll see from your quotes above, your lines seem to be a bit too long and break awkwardly in CixRead (and probably some other OLR readers). Not as bad as those from Steve & Co, where the line goes to the screen edge and then breaks with loss of one character - a topic we are discussing in the Cheshunt Computer Club conference. Just because he is using some horrendously high resolution on his huge monitor.... :-)

Regards, /Peter/

5382. Re: GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8ucnvo$l5v$1@plutonium.compulink.co.uk>
Source record: 54814

In message <8u73ggisk1@news.tpi.pl>, at4ri@kki.net.pl said:
>
>I have a question concerning a GoldenImage hand scanner. It works
>great with the Touch-Up graphic program supplied with the scanner.
>However, when I try to use "Scan" option in any other application,
>(eg. OCR or Chagall) I get "No GDPS Scanner driver installed"
>message. Why? Where can I find that GDPS driver and how to install it?

If you ever find out, please let me know. I am after one too.

Are you using the English version of Chagall that I translated?

Regards, /Peter/

5383. Re: Message to all pc/Mac newsreaders users

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8ucnvr$l60$1@plutonium.compulink.co.uk>
Source record: 54815

In message <3a0711ea$0$179@news.zetnet.co.uk>, rking@zetnet.co.uk said:

>As you know I am the author of the above, the posting was done as you surmise
>on a PC, probably Modzilla and Outlook. Truncated lines are merely because I
>give them hard returns at the end of each line, when it seems a reasonable length
>.
>I am doing the same here with QED. How does this turn out?

Hi Bob!

Like the above - a little too long at 82 chars which *just* fills my
640*480 screen in CixRead with just the point broken over to a new line.
(Don't know what the mailer will do with the quoted part; it had 5 lines
on arrival (should have been 4) but the quote chevron may muck this up.
Try using 72 or 75 chars/line, as I do in Everest.

Regards, /Peter/

5384. the milan handled in true jack form

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13616-3A0A167B-17@storefull-172.iap.bryant.webtv.net>
Source record: 54816

as a long time atari dealer i must say that the milan was handled by
real pro's who knew just how jack would have handled it.
they were true to form, promising right up to the release, and then
shutting up.
then let the rumors fly thus turning enthusiasts into peecee buyers,
and relagating the rest to the doldrums.
at least they could release the milan in english to north America, that
might create a little profit, plus lots of goodwill, and exposure.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5385. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973751968-78685AEicMi@cwcom.net>
Source record: 54817

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Tue, 7 Nov 2000 17:48:09 +0000

>Got my Hades060 yesterday, it arrived before the the other
>parts to build it up. ;-P

YES! :-)

Don't forget to keep us uptodate on progress, how about posting the ins and
outs on your website?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5386. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973751970-79141AEicMi@cwcom.net>
Source record: 54818

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Tue, 07 Nov 2000 18:25:16 +0100 (MET)

>>I don't suppose that you have any details about this patch please Martin?
>
>Sorry, I don't know. I'll see if I can find something more about it.
>Anyway what's the problem with Photoline and magiC?

This from the "unofficial Photoline hyp":

. Note:
Photoline does not work correctly with MagiC 6 and NVDI 5
combination, as the palettes become corrupted. There is a way
around this though, configure Photoline to run in single mode, (at
least this works with Thing, but not MagX Desk).

Other choices are: reinstall MagiC 5.11; boot without MagiC into
TOS; use a MiNT/NAES set up (where this problem does't exist); or
run in single mode and lose the ability to use this hyp whilst
working with Photoline :(

The last solution is to use a different VDI, the NOVA one works
fine, so it may be worth trying fVDI.

The unofficial Photoline hyp from http://www.iipmail.demon.co.uk , by Nick
Ripley.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5387. Re: Maximum RAM for Milan SIMMs

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8uc3b6$p5q$1@news0.skynet.be>
Source record: 54819

Hi,

> Looking to increase the memory in my Milan. The manual (German) says, I
> think that you are limited as to how large the SIMMs can be in the 4
> slots. Does any one know the maximum for each slot please.

128Mo for each slot, 512Mo maximum.

Regards
Zorro

5388. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973789978-282777AEicMi@bun.com>
Source record: 54820

Hi All

>This is a newsreader problem,
>>not the writer's problem. In Netscape, his text adjusts just fine to
>>whatever window size I create.

>Usenet articles are to have a line length between 72 and 75 columns. It is the
>poster's obligation to make sure it keeps within these limits.

And i have no control over the length of my lines.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5389. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973789980-283193AEicMi@bun.com>
Source record: 54821

Hi Claes

>> The reason why Titan now has a new URL is not really our concern, for all I
>> know they could have switched because they weren't pleased with the service
>> and support of Cyberstrider limited....

>Judging from the statement above, you don't seem to have read the whole
>thread - so I'd like to point out that the origin of this thread was a
>question about why Titan's website didn't exist - and Denesh replied that it
>was due to the fact that they hadn't paid for their site Hosting for over a
>year

We are missing something here, this is/was a financial transaction between 2 companies

Denesh had no business airing the personal buisness problems of other indivuduals/companies in a public forum. he didnt jump into a public base and shout about his cyberstrider cheque storage scheme when he was costing people money in postage and phone call costs..

How would you like it if your utility companies published details of your affairs in here for all to see. Perhaps Titan would like to sue for damages occasioned by negligent disclosure of priveledged information, worth about 5 years inside i believe or some ï¿½200000 in restitution if proved. I'm sure Mr. Titan would be glad of the information in this message base archive to support his case.

And Denesh again took the opportunity to provide details of a business he has 'some' financial interest at the moment.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5390. Re: I need an St Please!

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973789984-284193AEicMi@bun.com>
Source record: 54822

Hi David

>Also it would be missing a key from the key-board - no ï¿½-sign, not to
>mention having funny ideas about the way dates should be displayed.

What?, no 3 key????..
Date display can be changed with a CPX.
Power supply can be modified.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5391. Re: Clipboard program

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973789988-285129AEicMi@bun.com>
Source record: 54823

Hi Edward

>
>Some time ago I ran into a program that would allow multiple clipboards on
>the Atari. I passed it up, but now I would like to use it with Calamus
>2000. I cannot seem to find it and was wondering if anyone knew where it
>was or else could upload it to me. Thanks... ebaiz@skyenet.net

Was this the clipboard utility by a certain Miss K. Ellis.

Multi-Clip was it called. I'd have to hunt for it and by that time i found it you'd probably have 20 copies in your in-box. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5392. Re: FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973789986-284689AEicMi@bun.com>
Source record: 54824

Hi 4 *

>>What show is this? I am very interested in this machine. I would even sell
>>my left leg for a Falcon!!!!!

>Dude, get real. A falcon is worth a kidney at least, and maybe a lung.

I can get ï¿½35 for a kidney and ï¿½70 quid for a lung, a matching set of 2 lungs and a heart fetch ï¿½200.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5393. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973789982-283709AEicMi@bun.com>
Source record: 54825

Hi again

>>> Isnt this considered as Spam, and isnt it against the rules.

>>No it isn't against the rules and it isn't spam. The details are in my sig
>>file. I am not promoting the services by pushing them on to you and going
>>on about them in my postings. I am keeping to the subject in the thread.

And the subject in question is of your disclosing priveledged information in a deflamatory manner in support of the business in question.

You were rubbishing someone in the name of your business for personal gain or to occasion harm, distress, actual damage to property, enterprise or personal standing of the Company of Titan.

I bet his lawyers are gonna get on just great with yours.

And you of all people, Mr. business man of the century. Now what did granny tell me about stones and glass.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5394. Re: Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <8ub2e7$85c$1@pegasus.csx.cam.ac.uk>
Source record: 54858

Kevin Dermott wrote in message <3a0899bd$0$174@news.zetnet.co.uk>...
>
>what are these to be used for? I have not seen them listed in any sample
>converter I have PC or Atari
>
>Kevin
>www.kevindermott.co.uk
>

AVR is the Atari sound file format and as far as I know is only used the the SAM (System Audio Manager) software on the Falcon, SAM allows you to add sounds to functions like on boot-up, open/close file/folders/windows or deleteing files, like you can with Microsoft Windows (shudder).
SAM will also accecpt Windows WAV audio files as well as raw data (though it takes along time to process this, when I tried processing raw data I gave up waiting after 30 minutes).
SAM can also be used for basic recording functions so that you can record your own sounds using the Falcons DSP, IIRC it also allows you to save WAV as AVR and AVR as WAV files.

Stephen Moss

5395. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8ub7ag$75e$1@nnrp1.deja.com>
Source record: 54859

In article <Pine.MNT.4.10.10011071746560.84-100000@TT030>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:

> Got my Hades060 yesterday, it arrived before the the other
> parts to build it up. ;-P

So how much did you pay for the mb and RAM? I wouldn't mind converting
my PC into a Hades060 if I could afford it...

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

5396. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A092BF4.9BA963C7@patent.gov.uk>
Source record: 54860

"Edward S. Baiz Jr." wrote:
>
> On 6 Nov 2000 18:40:40 +, "Martin \"Nightowl\" Byttebier" wrote:
> >on Mon 06-11-2000 14:44 Edward S. Baiz Jr. wrote:
> >
> >>On 5 Nov 2000 20:23:00 +, Lonny Pursell wrote:
> >>>On 5 Nov 2000, Bob King wrote:
> >>
> >>You are correct there Lonny. I found the website where Photoline comes
> >>from. I hear sometime ago that the Atari version was getting an upgraded,
> >>but have not heard anything. I would love to use it under Magic as right
> >>now it does not work, but works fine under Geneva.
> >
> >AFAIK Photoline works under Magic but it needs a patch. Anyway it works
> >under freeMiNT/N_AES.
>
> Any idea as to if the patch exists and where I can get it? I have
> N.AES/Mint also and cannot get it to work. I have always thought that it
> was a configuration on my part that needed ajustment.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

Hi Edward,

Contrary to the above, I wrote none of it!!! As far as Photoline goes,
it runs fine on both a Falcon,(the TT
version, because of my FPU) and a Milan, the ST version. Some Falcon JPG
viewers need the Brainstorm DSP auto prog. but I don't think Photoline's
one. Could be wrong though :))

Bob King.

5397. Re: Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Krzysztof Maj <kmaj@cherry.ath.cx>
Message-ID: <3a092df82491d10@cherry.ath.cx>
Source record: 54861

On Wed 08-11-2000 00:09 (GMT) Kevin Dermott wrote:

>what are these to be used for?

I need some jingles for use with STarCall and POPwatch. I also wanted
AICQ to give a try.
All above programmes use sound files in AVR format.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@REMOVE.THIS.cherry.ath.cx

5398. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A093020.16B50E7D@patent.gov.uk>
Source record: 54862

"Edward S. Baiz Jr." wrote:
>
> On 6 Nov 2000 17:01:32 +, Bob King wrote:
>
> >Hi Edward,
>
> >had to use the 550C. As DA's my choice of DTP, I may have to get
> >Calamus. Any advice
> >on its colour printing requirements would be much appreciated. I see you
> >have 140Meg, I am
> >looking to getting that amount?
> >
> >..Bob King.
>
> Hello Bob,
>
> I actually had the same problem with Calamus when I first got it eventhough
> I had 140meg of Ram. It seems I had to adjust the caches and virtual memory
> inside Calamus before I got any color. Try printing simple color image
> files and see how that goes. If Layout prints in color than I would think
> you need more RAM.
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

Hi Edward,

I'm struggling with 14 Falcon and 20 Milan. On the Milan, Thing
or Ming, takes up a LOT of memory and Calamus will only run without
it in single task mode. Have tried making Thing unload when a program
is run, but so far get a fault message that desktop can't reload!!!
Will try your suggestions. The Calumus 2000 demo looks a wonderful
program.
I'm going to have to do some serious thinking, re which way to go.
Problem with color printing is, I was stupid and went and bought a high
end
HP 960C. Of course the only drivers are for a PC and Mac and none of

those
supplied for Layout eg 550C seem to work. It does work with Graftool
(wonderful
program!!!) and sometimes with Photoline, but generally I have the
feeling
that I have wasted nearly 200 quid and moreover it points up that the
peripheral
hardware coming up will be more and more inaccessable to atarians,
Hadians or
Milanians. In otherwords, we are a rapidly dying species :((

Bob King.

Bob King.

5399. Re: Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A093151.BE30284B@patent.gov.uk>
Source record: 54863

Krzysztof Maj wrote:
>
> Hi All,
>
> Where can I find files with sound samples in AVR format?
> Using search engines gave no effect.
>
> --
> Greetings from Okami Newsreader user
>
> Krzysztof Maj
> <kmaj@REMOVE.THIS.cherry.ath.cx

Hi Krzysztof,

probably no help at all, but if you just want a supply of AVR samples, I think
that the sound format conversion program 525 allows you to produce them from
other formats. Could be wrong though :))
I will check tonight and get back to you.

Bob King.

5400. Re: Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a092da2b4a630@free.fr>
Source record: 54864

Hello,

in article <3a0899bd$0$174@news.zetnet.co.uk> (comp.sys.atari.st)
Kevin Dermott wrote on Wed 08-11-2000 00:09 (GMT):

> what are these to be used for?

aICQ, aIRC, ...

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

5401. Wanted: English MidiMaze II instructions

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Tim Knauf <shad0w_x@hotmail.com>
Message-ID: <shad0w_x-FA39AE.00281709112000@news.free.net.nz>
Source record: 54865

Does anyone know where I can find english instructions for the fantastic MidiMaze 2? My German is okay (I guess), but the wonky text encoding in the german file I found made sure that I couldn't get anything like the full meaning. I've worked out some of it (keys especially were a bit of a revelation after a week of my friends and I trying to push our way through the doors with brute force) - but I suspect I'm misunderstanding a few of the more interesting features. Any clues on where to look?

5402. Wanted: Substation (download or buy)

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Tim Knauf <shad0w_x@hotmail.com>
Message-ID: <shad0w_x-AAAAE8.00311709112000@news.free.net.nz>
Source record: 54866

Is the game 'Substation' available anywhere to download? Or is it still being sold in some form, somewhere in the world? I've enjoyed the demo in the past, and wouldn't mind a deathmatch now that I have multiple STEs.

5403. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8ubd3r$23gf$1@purple.gradwell.net>
Source record: 54867

Sean Barbieri <seanbarbieri@ic24.net> wrote:
> :) There you go, shows I don't bear a grudge! ;-) Anyway when are you
> going to go for the free calls thing! ;-))

Free calls? You do want us to be around dontcha? I actually got asked
about this toward the end of last year, and I turned around and gave
loads of reasons as to why we would not go that route. I had even said
to many what would happen to those doing the free calls thing and the
general state of the market I correctly predicted in March last year...

Through all this Cyberstrider Limited has remained and only because of
our business model which is based on profit and traditional business
values in the main.

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

5404. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <UIbO5.5321$8F2.279269@nnrp4.clara.net>
Source record: 54868

tim anderson <t_anderson@talk21.com> wrote in message
news:8u8qc2$5pn$1@newsg2.svr.pol.co.uk...
> Is it possible to upgrade a Mega ST 1 to 4 meg using the chips of a 4 meg
30
> pin simm?
>
> if not how can I do it?? I don't really want to buy an upgrade board!.

Incidentally, furrther to my previous reply,
you can get "upgrade boards" which simply
accept 30-pin SIMMs, in case you didn't know.
The Marpet Xtra-RAM boards are still made
and sold by sales@system-solutions.co.uk

Shiuming Lai

5405. Re: Wanted: Substation (download or buy)

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Mark Phillips <markus@opo.ntlworld.com>
Message-ID: <zQcO5.58477$mv2.243883@news2-win.server.ntlworld.com>
Source record: 54869

> Is the game 'Substation' available anywhere to download? Or is it still
> being sold in some form, somewhere in the world? I've enjoyed the demo
> in the past, and wouldn't mind a deathmatch now that I have multiple
> STEs.

It's still being sold buy 16 32 systems in the uk. www.1632systems.co.uk

Regards
Mark

5406. Maximum RAM for Milan SIMMs

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A0959F6.39ADB25D@patent.gov.uk>
Source record: 54870

Hi All,

Looking to increase the memory in my Milan. The manual (German) says, I think that you are limited as to how large the SIMMs can be in the 4 slots. Does any one know the maximum for each slot please.

BTW This typed and sent on a PC and Netscape etc and not using hard returns, just relying on soft returns. So how does it look in Atari readers?

Bob King

5407. Re: Windows 98 source code cracked!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <512.347T2500T8765629optimus@canit.se>
Source record: 54871

Steve Stupple skrev:

>As far as I'm concerned HTML is acceptable in a newsgroup, although I'm
>not that keen on HTML ONLY! M$ Outlook/O express have HTML as it's
>default for newsgroups!

HTML is an absolute no-no in every non-WWW medium, be it mail, news or even IRC. Just because a Microsoft program has a real stupid default setting doesn't mean it's acceptable, but most often quite the opposite.

--
En ligne avec Thor 2.6.

Keine Grenze verlockt mehr zum Schmuggeln als die Altersgrenze.
--- Robert Musil

5408. Re: *WANTED*

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <369.347T50T8843631optimus@canit.se>
Source record: 54872

fmh skrev:

>I was thinking $250 US for the CPU, keyboard, DOS floppies,
>GEM floppies, instructions (photo copies I think, I'd have to check for
>sure), monitor which is in the box.

cough *cough* pricey *cough* *cough* expensive *cough* *cough*

>Plus shipping.

cough heavy *cough cough*

--
En ligne avec Thor 2.6.

Give your child mental blocks for Christmas.

5409. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <743.347T700T8884753optimus@canit.se>
Source record: 54873

Steve Sweet skrev:

>>Reverse-engineering is how we got the big PC market, and is perfectly legal.

>I think you'l find just about any agreement in the technology world having
>paragraphs specifically mentioning reverse-engineering as being /very
>illegal/.

Have I said anything about agreements? At least in the EU, reverse engineering
is quite legal, and I think even disassembly is.
Without reverse-engineering, Linux would be without a lot of drivers, and the
*BSDs wouldn't be able to run on all those proprietary workstations.
As long as you use "virgins" for the reverse-engineering process, you can't go
wrong.

--
En ligne avec Thor 2.6.

Fernsehen ist das einzige Schlafmittel, das mit den Augen genommen wird.
--- Vittorio de Sica

5410. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2061.347T2100T8975281optimus@canit.se>
Source record: 54874

Clockmeister skrev:

>**** **** <***@***.com> wrote in message ...
>>
>>Utter crap? They bought the name amiga. They are sticking it onto a
>>machine(software? who knows) that isn't an amiga clone. It isn't a nextgen
>>amiga. At best, it's another webTV, cause that's what they want it to be.
>As
>>far as a crossplatform os, do we really need another?

>You missed the whole point of AmigaDE I feel. The AmigaDE operating
>environment is different as it allows any programs that are written to work
>on it to run on any architecture (PPC/Intel/whatever) - without having to
>port a thing. Just the one executable coded is guaranteed to run on any
>system/OS, which is going to save developers a lot of development time (and
>money). The benefits for the consumer are that software prices will drop,
>they won't need to lose their existing software and using a common OS to all
>platforms makes file sharing/compatability so much easier.

Exactly, it's an operating environment and not an operating system. There will
be no AmigaOS, but in order to run "Amiga", you will have to run another OS.

>I don't see this as a bad thing.
>As for this not being an Amiga... I'd rather look forward then stick with
>old outdated unsupported technology like Amiga/Atari of today. I'm not alone
>here, just check the market share of those platforms...

Amiga Corp. could have updated and supported the existing AmigaOS, instead of
creating this new Java look-a-like. I haven't been an Amiga user these last
eight years because I wanted to run my programs on an anonymous portable
software layer, but because I like the AmigaOS.

>In any case, I'd rather look forward to face an uncertain future then be
>stuck in the distant past where there is no future.

They gave me the wrong future. IT is not only uncertain, but in a wholly
different direction. There is a gap between Amiga users and Amiga themselves,
and the fact is that we are only united though the name.

--
En ligne avec Thor 2.6.

If a listener nods his head when you're explaining your program, wake him up.

5411. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <719.347T2050T9006007optimus@canit.se>
Source record: 54875

Ken Springer skrev:

>Paul Williamson wrote:
>>
>> On 5 Nov 2000 11:47:14 -, Steve Sweet wrote:
>>
>> If you're going to be so outspokenly critical of everyone else, how about
>> you set your software to a decent line length so we can at least read
>> your comments ! (The above paragraph was re-formatted before quoting.)

>I think you owe Steve an apology, Paul. This is a newsreader problem,
>not the writer's problem. In Netscape, his text adjusts just fine to
>whatever window size I create.

Usenet articles are to have a line length between 72 and 75 columns. It is the
poster's obligation to make sure it keeps within these limits.

--
En ligne avec Thor 2.6.

Beware of programmers who carry screwdrivers.

5412. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3158.347T1800T9095273optimus@canit.se>
Source record: 54876

Ken Springer skrev:

>Martin \"Nightowl\" Byttebier wrote:
>>
>> No Paul surely doesn't owe an apology. As one post to a Atari newsgroup
>> one must take in account that not everyone use Nescape or Outlook express.

>This discussion seems to point out the problems that exist in using the
>web in general.

We're not on the web now. This is USENET.

>Let's take Netiquette, for example. Say I'm new to the net. How am I
>supposed to find out what the Netiquette is? No books come with
>computers anymore. Online (program online, not online here) help stinks
>at best. Netscape's is one of the worst examples IMO. The only way a
>new user learns is by doing, and when they screw up often they get
>yelled at.

Let's take law, for example. I'm not given a book of laws when I'm born, yet I
have an obligation to know the law.

>Even in this newsgroup, I've seen replies that, if I were a new user, I
>would never ask another question again here based on the tone of the
>answers. I took a couple of people to task about that some time back,
>and in turn was treated rather unmannerly. New people are always going
>to be asking the same questions over and over again, so if an
>experienced user needs to reply in a manner that the new user can
>understand, not the experienced user.

New people should read the FAQ. That's what it's here for.

>IMO, things on the web have advanced to the point where we shouldn't
>have to worry about line length, either because the software can handle
>it, or somehow mandatory rules are put into place to prevent the
>problem. But, keeping standards to a minimum was part of the goal of
>HTML, wasn't it? If so, that in itself leads to problems you will just

Keeping rendering standards to a minimum, yes. HTML itself is a very
standardised language, with its own standards body, the W3 consortium.

>have learn to deal with. Even Netscape and Internet Explorer treat a
>few tags differently, each supports it's own subset of tags, all causing
>problems for someone somewhere. If people wish to keep the web as free
>form as possible, then learn to live with these differences and stop
>complaining, or else agree to mandated standards where much of the free
>form abilities will be lost. I ought to be able to use HTML for

>posting, but too many people can't deal with it in this newsgroup, so I
>use the plain text editor. But there have been times when an answer
>could much more easily have been explained with a picture rather than
>text only.

You have no reason whatsoever to complain that you can't use HTML or pictures
in a newsgroup. You're simply barking up the wrong tree. Pictures and HTML are
the domain of the WWW.

>This also somewhat illustrates the problems with using an Atari on the
>net. The software and hardware just isn't keeping up. It's like trying
>to compete with a fleet of trucks made in 2000 with a fleet of trucks
>made in 1985. You can't.

Usenet news may be read on any truck from the 70s and forth, and all the bells
and whistles in the world won't help you if you're driving on the wrong side
of the road.

--
En ligne avec Thor 2.6.

Change is certain, progress is not.

5413. Re: TT Ram

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <365.347T550T9114115optimus@canit.se>
Source record: 54877

Steve Sweet skrev:

>>So all Atari expansions need parity? Does this go for the STE, too?

>My STE, and my MegaSTE worked with any memory i fed it providing it was fast
>enough.

I just moved some memory out of a Mac into mine, and it worked fine, too.
Parity is a nice idea, but we seem to manage without.

--
En ligne avec Thor 2.6.

Interchangeable parts won't.

5414. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1192.347T2150T9265951optimus@canit.se>
Source record: 54878

Mark Bedingfield skrev:

>No Iggy the ports are Analogue while the 9pin ports are Digital. They have
>about as much in common as Hard drives and floppy drives:-)

Entirely analogue? And they call that enhanced?

>Here is the correct wiring for the 4 player adaptor- made 1 yesterday:

>Printer port Joy3 Joy4
>1 6
>2 1
>3 2
>4 3
>5 4
>6 1
>7 2
>8 3
>9 4
>11 6
>24 8
>25 8

>and that is all there is to it:-)

I compared it an Amiga adaptor I found at technick.net, and alas, the Amiga adaptor has the directions wired to the same spots, but gains ground from different pins (18/19), and while the 2nd joystick's fire button is wired to the same pin, the first one is wired to pin 13 as opposed to pin 1 on the Atari adapter. What a shame.

--
En ligne avec Thor 2.6.

Only God can make a random selection.
(Even though the computer randomly chose this message)

5415. Re: Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <795.347T1050T9394287optimus@canit.se>
Source record: 54879

Simon Osborne skrev:

>"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
>>
>> Well my intention, if I was to find one was not to use it as
>> a PC or as some oddball collectors item. I wish find one
>> and remove the inards, where apon my hades060 would be placed.
>> I think it would make a really cool hades060 case. :-)

So that's why I have a suitcase full of Atari PC motherboards...

>It probably would look nice. Although the coolest thing I have seen is a
>chap who put his PC into an Apple G4 case.

>now THATS cool

Well, I somewhat object to such a desecration of a Mac.
However, I once saw images of a Falcon put into a Mac II case. Not
particularly pretty, but spacy.

--
En ligne avec Thor 2.6.

If a listener nods his head when you're explaining your program, wake him up.

5416. Re: Mixed text and HTML, was 'Windows 98 source code cracked'

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <707.347T2200T9366109optimus@canit.se>
Source record: 54880

Ken Macdonald skrev:

>re: arbiters of netiquette, read this
>http://sunsite.dk/RFC/rfc/rfc1855.html
>section 3.13
>nothing in there about posting html to a text newsgroup, bit it is
>difficult
>to read.

Just by looking at the number, I can see that this RFC was written long before the advent of HTML and the WWW, so of course the author couldn't have looked into any crystal ball to foresee such a disaster.

--
En ligne avec Thor 2.6.

Programming today is a race between software engineers striving to build bigger and better idiot-proof programs, and the universe trying to produce bigger and better idiots. So far, the universe is winning.
-- Rick Cook, Mission Manager, NASA Mars Pathfinder Project

5417. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <5415.347T2150T9505435optimus@canit.se>
Source record: 54881

Dennis Vermeire skrev:

>From: "Iggy Drougge" <optimus@canit.se>

>>>Note that the above mentioned stacks are placed in order of being
>>>released.
>>
>>Is that so? I thought Wensuite predated iConnect, and STiNG as well.

>Yes it is.
>The very first version of IConnect saw the light early 1996, STiNG arrived
>six months later. Wensuite first measly attempts were a year later...
>A couple of years ago Peter Rottengatter explained here why he developed
>STiNG, one of the main reasons was to have PPP access under TOS, since
>IConnect and MinTNet are both OS dependant. Another reason was that he
>wanted to link his computers in a network, which wasn't possible before
>under TOS.

I see. My memory must be blurred, and I can't seem to find my old ST Computer
mags.
Peter Rottengarter did a good job in that. After all STiNG is really quite
talented.

>>>STIK couldn't handle PAP, and was limited to the SLIP protocol which at
>>>that time was being replaced by a lot of ISP for PAP.
>>
>>So why not implement PAP but keep the API common?

>I've no idea, but I can think of a couple of reasons: in 1995 MiNT wasn't
>very well known let alone popular in Germany. The programmer probably
>wasn't even aware that MinTNet existed (language barrier) and decided to
>write a custom API, the one used for IConnect is 99% derivated from Unix, I
>wouldn't call that something coming out of the blue...

If derived from UNIX (good idea), shouldn't he have some knowledge of MiNT?

>>IConnect is just like the original STiK, a stack dedicated to one
>>particular hardware layer and protocol.

>IConnect can handle SLIP and PAP (PPP). As being dedicated to one hardware
>layer... what in heavens name is wrong with that? not everyone needs/wants
>his computer to be part of a network. Since MagiC can't handle networks
>ATM it's perfectly logical that IConnect doesn't address these either.
>According to the author it's not that difficult to implement support for
>other layers so who knows...

Not veryone may want to do one thing, but that is no reason to make a product unnecessarily limited. If MagiC doesn't handle networks, how does iConnect work? PPP and SLIP are also networks.

>>>You'll probably isagree but there's not a lot out there that can standup
>>>to ASH Emailer,Teli, Chatter and Fiffi.
>>
>>Never mind that. You've just mentioned all the clients available for
>>IConnect.

>But I do mind, since the lack of clients *always* is the big argument
>against using IConnect. IMO it's not the quantity which is important but
>the quality of the clients.

Not to mention availability and future security. Now you can't use ICQ, and no-one but ASH will help you.

>>Your perspective is rather limited. Certainly there are slick clients,
>>but a limited choice, and lacking compatibility.

>Compatibility with what?

With other stacks. Some clients use overlays for different stacks, while Mintnet can emulate the STiK layer.

>As for the limited choice... how many mailers, newsreaders, ftp apps..etc
>do you use? If a mailer does all one wants, why would he need to use ten
>others as well? as for looking slick... that's pure personal taste and not
>really relevant. The ASH clients take advantage of nearly all the modern
>GUI protocols developed over the years, if you call that slick....

Perhaps because this particular mailer does not suit my requirements? What if I like Teli and Fiffi, but like to use MyMail for mail and Newsie for news?

>>So why don't the superb ASH programs run with STiK, STiNG or MiNTnet?

>Because they are designed to take full advantage if IConnect, you'll probably
> argue that this is a lame excuse... Let me return the question... how many
>MiNTNet clients run with STIK, STiNG or even IConnect... and why?

MiNTNet specific clients are often of use mostly to MiNT systems. And MiNTNet was AFAIK the first stack, not counting KA9Q and other monstrosities.

>Compatibility is not really an item when you're talking stacks, nearly all
>clients run only on the stack they were written for. You'll probably argue
>that the IConect API isn't open source... MiNTNet API is open, so why are so
>few STiNG clients running on it?

MiNTNet has got GlueSTiK, so most STiK/STiNG clients will run on MiNTNet.

>>That argument is rather thin on the ground. ASH software is very slick,
>>granted, but also forms a system entirely of its own. You don't have much
>>of a choice. Id you want to run the emailer, you'll have to buy their
>>stack, their OS and the rest of the TCP/IP software as well.
>AFAIK IConnect up to version 1.7 works with N.AES also. The latest version
>of Emailer runs happily under MinT/N.AES 2.0.

And how does Emailer connect to the outside world? Through MiNTNet? Or will iConnect too run on MiNT?

>IConnect is not for sale, it's free, you can download it from the ASH
>website...

Great. Does it have programming documentation?

>Most of the ASH applications run happily with TOS and MiNT, granted.. they
>may perform or look a little better with MagiC, but over all MagiC is not
>really required i.e CAB, Jinnee, Texel, Phenix, Emailer, Artworx, Papillon,
>Signum...etc

But now we're talking InterNet clients.

--
En ligne avec Thor 2.6.

IRAQ, 10984 GHz, V
Getting TV from Iraq at all is kinda cool - you can get propaganda in English at 1900 BST, and see the guy with the moustache almost any time. When they show anime it's even cooler...
Geoff Cowie

5418. Falcon RAM availability

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <5L+4U8BG3WC6EwGJ@lovecraft.demon.co.uk>
Source record: 54882

It looks like I should have a Falcon, possibly one with less than the maximum memory. How expensive and hard to obtain is the extra RAM if this turns out to be the case?

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5419. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <86eO5.40375$G95.10494286@typhoon.southeast.rr.com>
Source record: 54883

Iggy Drougge wrote in message <2061.347T2100T8975281optimus@canit.se>...
>Exactly, it's an operating environment and not an operating system. There
will
>be no AmigaOS, but in order to run "Amiga", you will have to run another
OS.

>Amiga Corp. could have updated and supported the existing AmigaOS, instead
of
>creating this new Java look-a-like. I haven't been an Amiga user these last
>eight years because I wanted to run my programs on an anonymous portable
>software layer, but because I like the AmigaOS.

>They gave me the wrong future. IT is not only uncertain, but in a wholly
>different direction. There is a gap between Amiga users and Amiga
themselves,
>and the fact is that we are only united though the name.

Finally someone who understands. For me, the machine they are creating is
the Pseudamiga. Hopefully, someday someone will see the light, and create a
modern amiga clone for us... til then, this is NOT it.

John

5420. SH204 and STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: pjsmith@netins.net
Message-ID: <slrn90isk8.vj1.pjsmith@worf.netins.net>
Source record: 54884

I'm in the process of getting an SH204 hard drive and now have the
possibility of getting a loaded 520STE (4meg RAM, 16mhz CPU upgrade).
Before I do this, does anyone know of any problems with connecting an SH204
to an STE? I've heard that the SH204 does not work on them. Is this true
or am I just hearing things?

Thanks,

Phil

5421. Clipboard program

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <nDeO5.3371$2j.1898@newsfeed.slurp.net>
Source record: 54885

Hello all,

Some time ago I ran into a program that would allow multiple clipboards on the Atari. I passed it up, but now I would like to use it with Calamus 2000. I cannot seem to find it and was wondering if anyone knew where it was or else could upload it to me. Thanks... ebaiz@skyenet.net

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5422. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8uc0sprru1@nnrp1.deja.com>
Source record: 54886

In article <3A02855B.5C896DB9@physto.se>,
Jonas Klereborn <klere@physto.se> wrote:
> Mike wrote:
>
> > Doesn't sound like you have a Nemesis installed.
>
> Nope.
>
> > Does the existing clock
> > patch run it's own wire to the DMA clock in? That's the best way,
> > keeping the wire well routed around CMOS and RAM stuff.
>
> Ok. I might try that then...
>
> > Cut the DMA
> > trace a little after it dog legs around the beed, scrape a little clear
> > off and make your connection there.
>
> I'm a little confused of exactly _where_ you mean. Sorry.

Right at the clock in to the DMA (pin 110) near inductor L66.
I have an inductor inline with the clock wire, and resistor in
series (110 ohm) tied to ground (pin 14 of U20). This value
may be different for your machine, I have a Nemesis installed.
Best way is to have an adjustable pot near that range and test
(many times:) your DMA (SCSI) performance and reliability. If it's
not right, you will lose data on devices connected to the SCSI.
>
> > At that point is where the AB likes a resistor tied to ground.
>
> Ok. (then 33 ohm is probably to small)
>
> > Value varies between machines. I don't have
> > the instructions handy ATM, but will post the recommended value soon.
>
> Thanks! take your time. I will be away next week in france. (Some
> electronics integration meeting in my project at work.)
>
> > Do you have an FPU installed?
>
> Yes. That gets fed by the same clock I guess.

Sometimes the FPU causes problems. The trace for the fpu clock is hard to
find, but is somehow tied to the DMA clock.
That's why I run the new DMA line, just to keep trouble shooting to a

mininum.

Also look at http://www.rjelwell.demon.co.uk/index.html for more info and links.

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

5423. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011081818560.986-100000@online.no>
Source record: 54887

On Wed, 8 Nov 2000, Jo Even Skarstein wrote:

> In article <Pine.MNT.4.10.10011071746560.84-100000@TT030>,
> Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>
> > Got my Hades060 yesterday, it arrived before the the other
> > parts to build it up. ;-P
>
> So how much did you pay for the mb and RAM? I wouldn't mind converting
> my PC into a Hades060 if I could afford it...

Jo Even, that would surely truly rule! Yes, it would! :-)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

5424. Re: SH204 and STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <qAYghhAquZC6EwV0@steverosie.demon.co.uk>
Source record: 54888

In article <slrn90isk8.vj1.pjsmith@worf.netins.net>, PHIL SMITH
<pjsmith@netins.net> writes
>
>I'm in the process of getting an SH204 hard drive and now have the
>possibility of getting a loaded 520STE (4meg RAM, 16mhz CPU upgrade).
>Before I do this, does anyone know of any problems with connecting an SH204
>to an STE? I've heard that the SH204 does not work on them. Is this true
>or am I just hearing things?
>
>Thanks,
>
>Phil

Hi

There was a problem with a bugged DMA on EARLY STE's but I've never had
any problems.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5425. Re: Wanted: Substation (download or buy)

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <3gDnZvAEwZC6EwU9@steverosie.demon.co.uk>
Source record: 54889

In article <shad0w_x-AAAAE8.00311709112000@news.free.net.nz>, Tim Knauf
<shad0w_x@hotmail.com> writes
>Is the game 'Substation' available anywhere to download? Or is it still
>being sold in some form, somewhere in the world? I've enjoyed the demo
>in the past, and wouldn't mind a deathmatch now that I have multiple
>STEs.

Hi

I've got a copy for sale drop me a line for more info, or pay a visit
to:

www.the-asx.co.uk

steve@the-asx.co.uk

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5426. Re: Maximum RAM for Milan SIMMs

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8uc6v9rgp1@draco.stochastik.rwth-aachen.de>
Source record: 54890

In article <3A0959F6.39ADB25D@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
>Hi All,
>
>Looking to increase the memory in my Milan. The manual (German) says, I
>think that you are limited as to how large the SIMMs can be in the 4
>slots. Does any one know the maximum for each slot please.

You can use any JEDEC-standard complying PS/2-style EDO SIMM between 4MB and
128MB. The Milan does not use parity, and it does not require correctly
wired presence detection/ID pins.

Note that there are lots of non-complying SIMMs out there, especially above
32MB, with 3.3V memory chips, partly defective chips etc..

You need one SIMM with at least 16MB in one block in slot 0 (ie. a 16MB or
larger SIMM with symmetric RAS/CAS mapping, bigger ones with asymmetric
mapping may work depending on mapping/size combination.)

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5427. Re: Project of interest?

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10011081423400.13583-100000@shell2>
Source record: 54891

Well, now that's not very encouraging considering the responses I got. Oh
well, another project going down. Mario Becroft, by all means, I can give
you the src I have up until now if you want to work on it.

On Sat, 4 Nov 2000, Daniel L. Dreibelbis wrote:

> In article <Pine.GSO.4.05.10011040134320.7985-100000@shell2>, Katherine
> Ellis <kellis@fdn.com> wrote:
>
> > Well, the project is starting to shape well, many parts are finished,
> > database pretty much setup. I would "require" 2 things if it is not too
> > much asking:
> >
> > 1) Someone to make a few graphics for it (has to remain simple and fast
> > to
> > load, with a white background contrast (ebay, mp3.com feeling).
> > 2) I would love to receive an Atari Tshirt for the job. (red, or orange,
> > I
> > saw some for sale on online store for like 8 bucks).
>
> what size do you take? I know a store near me who sell official ones,
> but I think they're blue :)
>
> serious, I'll look into getting you one if that's what it'll take. in
> fact, maybe we can get you a complete wardrobe :)
>
>

/
MiNT Is Now TOS, let's move on, shall we? /
/

5428. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <5KhO5.40789$G95.10577880@typhoon.southeast.rr.com>
Source record: 54892

Clockmeister wrote in message ...

>Unless ofcourse you buy the new Amiga box that runs the AmigaDE natively,
>which is something they intend to develop and it will, supposedly, be the
>fastest AmigaDE implementation available (not suprisingly I guess) _and_ it
>will be backwards compatible to a large extent.
>I'm not holding my breath though ;-)

So their box that has nothing to do with amiga runs a crappy emulation-style
OS that has nothing to do with AmigaOS. How is this an amiga?

>Sure, I like the AmigaOS also but realistically, AmigaOS is a bit beyond a
>simple update - it will require a complete rewrite from the ground up if it
>is to support most of the modern features that people expect.
>Problem is, Amiga Corp would need a lot of time and effort (read money) to
>do this and given the small market, this wouldn't be possible financially.

In other words, they have some piece of shit tech, which couldn't make a
name for itself, so they bought it. They should let the name die in peace,
if they aren't willing or are incapable of ressurecting it. Besides, what
most people expect in an OS was already there. The last 3 windows didn't add
groud-breaking cant-live-without features. It was prettier icons. AmigaOS
wouldn't take much to update if they wanted to... hell, open-source parts of
it, as far as that goes.

>Question then is, how compatible would such an OS likely to be and is an
>integrated emulation that is capable of running 98% of software and faster
>than any classic Amiga today is capable of really that unacceptable?
>(Bearing in mind that this question is somewhat hypothetical given that we
>don't actually know how well or how fast such an emulation would work)

Capable of running 98% ?This is marketing hype. 40% would be good, 30% more
likely. Besides, java has shown most people with a clue that this "we'll
write it so it runs anywhere" just doesn't work. That is totally opposite of
what we want... the merging of all platforms into one. It's happening
without Pseudamiga's help, and that is what killed the amiga in the first
place. I don't want that. That's like killing off all but one species of
wildlife, cause it's easier to care for. Heh. Then, there is the Pseudamiga
version, where their DE assimilates all wildlife species like John
Carpenter's Thing. No thank you.

>>They gave me the wrong future. IT is not only uncertain, but in a wholly
>>different direction. There is a gap between Amiga users and Amiga
>themselves,
>>and the fact is that we are only united though the name.
>>

>
>I like what Amiga are planning to do, but I share your view on this in that
>it has little to do with the Amiga name and concepts that current users are
>loyal to.

You like what Pseudamiga is doing, you mean. That's ok I guess, at the very least I would have been indifferent to them, if they hadn't stolen the name, and I might even have been interested. But they dealt a very low blow to us.

John

5429. Re: Clipboard program

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a09abe83027cf0@online.be>
Source record: 54893

on Wed 08-11-2000 15:50 Edward S. Baiz Jr. wrote:

>Hello all,
>
>Some time ago I ran into a program that would allow multiple clipboards on
>the Atari. I passed it up, but now I would like to use it with Calamus
>2000. I cannot seem to find it and was wondering if anyone knew where it
>was or else could upload it to me. Thanks... ebaiz@skyenet.net
>

Try this:

ftp://chapelie.rma.ac.be/utilities/mc50.lzh (21.409 bytes)

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5430. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a09abe83027cf1@online.be>
Source record: 54894

on Wed 08-11-2000 01:17 Edward S. Baiz Jr. wrote:

>Any idea as to if the patch exists and where I can get it? I have
>N.AES/Mint also and cannot get it to work. I have always thought that it
>was a configuration on my part that needed ajustment.

I don't think there exist a patch. AFAIK, it's something that you has to
do yourself. I'll see if I can find more info.

Now about Photoline and N_AES. It's amazing it won't run on your set up. I
don't say that it works perfect. There is a small redraw problem but on my
Hades using freeMiNT 1.15.10b/N.AES 2.0.0 Photoline 2.30 (both versions
but usualy I use the ST version) do work.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5431. Re: Maximum RAM for Milan SIMMs

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a09abe83027cf2@online.be>
Source record: 54895

on Wed 08-11-2000 13:49 Bob King wrote:

>
>BTW This typed and sent on a PC and Netscape etc and not using hard
>returns, just relying on soft returns. So how does it look in Atari
>readers?

It looks just fine. Thanks alot for your effort. I really appreciate this.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5432. Re: Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:09:18 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <3a0899bd$0$174@news.zetnet.co.uk>
Source record: 54847

Krzysztof Maj <kmaj@cherry.ath.cx> wrote in message
news:3a07ee1c3bfc5b0@cherry.ath.cx...
> Hi All,
>
> Where can I find files with sound samples in AVR format?
> Using search engines gave no effect.
>
> --
> Greetings from Okami Newsreader user
>
> Krzysztof Maj
> <kmaj@REMOVE.THIS.cherry.ath.cx

what are these to be used for? I have not seen them listed in any sample converter I have PC or Atari

Kevin
www.kevindermott.co.uk

5433. Re: [Want to Buy] Cubase audio clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:31:32 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <L61O5.245$AL3.208@nntpserver.swip.net>
Source record: 54848

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote:
100000@TT030...
> On 7 Nov 2000, chris wrote:
>
> > Well or something witch provides the same feature
>
> Line Audio Designs will sell you one.
> Should be easy to find at some search engine.

You could also try www.lineaudio.se and you won't have to search at all...
;)

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

5434. Re: FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 00:49:03 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8ua7m1$rp7$1@supernews.com>
Source record: 54849

> > Sorry to be replying to my own post but I'm having problems sending
mails
> to
> > all the interested parties.I am using Outook Express 5 and when I reply
to
> a
> > mail and press send I keep getting an error message saying 'sender not
> > specifiedplease check news account settings'.Does anyone have a clue
what
> > it's on about?
> > Alternatively,does anyone want to mail me their phone number?
> >
> > Chris Thorley
>
>
> Have you tried cutting and pasting email address'?
>
> Simon
> atariactive@btinternet.com

Thanks Simon,
I tried that to no avail.I have eventually sorted
it (I think) but it involved going into the tools menu and deleting all the
account except my default one.Don't ask me why this worked as I could post
messages both here and at Atari.org but couldn't send mails.Strange or what.

Chris.

5435. Re: Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 01:17:11 UTC
From: ebaiz@skyenet.net
Message-ID: <rQ1O5.23$he.472@newsfeed.slurp.net>
Source record: 54850

>Well my intention, if I was to find one was not to use it as
>a PC or as some oddball collectors item. I wish find one
>and remove the inards, where apon my hades060 would be placed.
>I think it would make a really cool hades060 case. :-)

Lonny that sounds like a good idea. If you cannot find one I would just go
to a computer show and get the stuff you need to build your Hades 060 setup.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5436. Re: YardMan Vac

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 01:17:13 UTC
From: ebaiz@skyenet.net
Message-ID: <tQ1O5.24$he.472@newsfeed.slurp.net>
Source record: 54851

On 6 Nov 2000 23:30:22 G, James Haslam wrote:
>Hi Edward!
>
>On 6 Nov 2000 14:44:32 G, Edward S. Baiz Jr. wrote:
>
>>You are probably wondering what has to do with Atari. Well I bought one of
>>these to pick up the leaves in yard. The thing is that the symbol used by
>>Yard-Man is 3 blades of grass. When this symbol is upside down it looks
>>exactly like the Atari fuji symbol. Kind of a bonus for me.
>
>You should've entered the Fuji competition with a photo of it, on the Dead
>Hackers Society website - it probably would've won it! :))

Shoot, I'll bet it would have also. Too bad I did not Know about it.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5437. Re: Latest and Best Atari DTP software

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 01:17:14 UTC
From: ebaiz@skyenet.net
Message-ID: <uQ1O5.25$he.472@newsfeed.slurp.net>
Source record: 54852

On 6 Nov 2000 17:01:32 +, Bob King wrote:

>Hi Edward,

>had to use the 550C. As DA's my choice of DTP, I may have to get
>Calamus. Any advice
>on its colour printing requirements would be much appreciated. I see you
>have 140Meg, I am
>looking to getting that amount?
>
>..Bob King.

Hello Bob,

I actually had the same problem with Calamus when I first got it eventhough
I had 140meg of Ram. It seems I had to adjust the caches and virtual memory
inside Calamus before I got any color. Try printing simple color image
files and see how that goes. If Layout prints in color than I would think
you need more RAM.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5438. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 01:17:17 UTC
From: ebaiz@skyenet.net
Message-ID: <xQ1O5.26$he.472@newsfeed.slurp.net>
Source record: 54853

On 6 Nov 2000 18:40:40 +, "Martin \"Nightowl\" Byttebier" wrote:
>on Mon 06-11-2000 14:44 Edward S. Baiz Jr. wrote:
>
>>On 5 Nov 2000 20:23:00 +, Lonny Pursell wrote:
>>>On 5 Nov 2000, Bob King wrote:
>>
>>You are correct there Lonny. I found the website where Photoline comes
>>from. I hear sometime ago that the Atari version was getting an upgraded,
>>but have not heard anything. I would love to use it under Magic as right
>>now it does not work, but works fine under Geneva.
>
>AFAIK Photoline works under Magic but it needs a patch. Anyway it works
>under freeMiNT/N_AES.

Any idea as to if the patch exists and where I can get it? I have
N.AES/Mint also and cannot get it to work. I have always thought that it
was a configuration on my part that needed ajustment.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5439. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 01:17:19 UTC
From: ebaiz@skyenet.net
Message-ID: <zQ1O5.27$he.472@newsfeed.slurp.net>
Source record: 54854

On 7 Nov 2000 18:25:16 +, "Martin \"Nightowl\" Byttebier" wrote:
>on Tue 07-11-2000 09:34 Derryck Croker wrote:
>
>>From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
>>Date: Mon, 06 Nov 2000 18:40:40 +0100 (MET)
>>
>>>AFAIK Photoline works under Magic but it needs a patch. Anyway it works
>>>under freeMiNT/N_AES.
>>
>>I don't suppose that you have any details about this patch please Martin?
>
>Sorry, I don't know. I'll see if I can find something more about it.
>Anyway what's the problem with Photoline and magiC?

The problem for me is as follows: The program loads fine. However when I
try to load in an image the Hades crashes. I can load in a vector graphic
image, but nothing else.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5440. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 01:42:42 UTC
From: wongck@letterbox.com
Message-ID: <8uab26$ii4@usenet.pa.dec.com>
Source record: 54855

In article <392.346T400T13434073optimus@canit.se>, "Iggy Drougge" <optimus@canit.se>
wrote:
>>How about internet games??
>Err, in what way?

Dunno, but I guess the question was
multi player games. Can the Atari
do any internet games? I mean the modern
networked games like age of empire or Star lancer,
not Midi Maze.

5441. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 02:14:55 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B62E052A.5AD7%bengy@mac.com>
Source record: 54856

in article 8uab26$ii4@usenet.pa.dec.com, william wong at
wongck@letterbox.com wrote on 11/7/00 6:42 PM:

> Dunno, but I guess the question was
> multi player games. Can the Atari
> do any internet games? I mean the modern
> networked games like age of empire or Star lancer,
> not Midi Maze.

There are some fun GEM games that can be played via the internet, check the
following for some recent examples:

http://gem.win.co.nz/mario/software/

http://www.atari-computer.de/thothy/stune/stune_en.html

SubStation, the "doom clone" for the STe, can be networked via midi and I
believe (not sure) that Running was considering adding network support, but
this will never happen now.
Furthermore, there were games, "modern" ones as you put it, that were (are?)
being developed for the Milan (I/II) that had planned on being tightly
integrated with online play, but I am unaware of their current status.

Yours, with sympathy and all blessings,
Bengy
http://magicos.de

5442. Re: Just my 2cents....

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 03:29:30 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8uagul$q2d$1@perki.connect.com.au>
Source record: 54857

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:vtzN5.22741$GI4.19138@newsfeed.slurp.net...
> On 6 Nov 2000 10:26:07 +, "Mark Bedingfield" wrote:
> >You still cant beat the Atari for games, what I meant was NEW games. And
as
> >far as hardware goes, I only invest in good technology. Playstation is a
> >joke, Nintendo kick them in the can every time in hardware performance.
That
> >is what dictates what console I will buy. Not flashy Add's, thats why I
> >bought an Atari to start of with.
>
> Well the Atari is good for more than games, but I see your point. I have
> TONS of games for my ST/STe systems. I guess that is why there are so many
> ST emulators.

Still cant beat the real thing tho....

Mark

5443. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 18:46:48 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <nOgO5.37$2L6.6184@nsw.nnrp.telstra.net>
Source record: 54826

Iggy Drougge wrote in message <2061.347T2100T8975281optimus@canit.se>...
>Clockmeister skrev:
>
>>**** **** <***@***.com> wrote in message ...
>>>
>>>Utter crap? They bought the name amiga. They are sticking it onto a
>>>machine(software? who knows) that isn't an amiga clone. It isn't a
nextgen
>>>amiga. At best, it's another webTV, cause that's what they want it to be.
>>As
>>>far as a crossplatform os, do we really need another?
>
>>You missed the whole point of AmigaDE I feel. The AmigaDE operating
>>environment is different as it allows any programs that are written to
work
>>on it to run on any architecture (PPC/Intel/whatever) - without having to
>>port a thing. Just the one executable coded is guaranteed to run on any
>>system/OS, which is going to save developers a lot of development time
(and
>>money). The benefits for the consumer are that software prices will drop,
>>they won't need to lose their existing software and using a common OS to
all
>>platforms makes file sharing/compatability so much easier.
>
>Exactly, it's an operating environment and not an operating system. There
will
>be no AmigaOS, but in order to run "Amiga", you will have to run another
OS.
>

Unless ofcourse you buy the new Amiga box that runs the AmigaDE natively,
which is something they intend to develop and it will, supposedly, be the
fastest AmigaDE implementation available (not suprisingly I guess) _and_ it
will be backwards compatible to a large extent.
I'm not holding my breath though ;-)

>>I don't see this as a bad thing.
>>As for this not being an Amiga... I'd rather look forward then stick with
>>old outdated unsupported technology like Amiga/Atari of today. I'm not
alone
>>here, just check the market share of those platforms...
>
>Amiga Corp. could have updated and supported the existing AmigaOS, instead
of
>creating this new Java look-a-like. I haven't been an Amiga user these last

>eight years because I wanted to run my programs on an anonymous portable
>software layer, but because I like the AmigaOS.

Sure, I like the AmigaOS also but realistically, AmigaOS is a bit beyond a simple update - it will require a complete rewrite from the ground up if it is to support most of the modern features that people expect.
Problem is, Amiga Corp would need a lot of time and effort (read money) to do this and given the small market, this wouldn't be possible financially.

Question then is, how compatible would such an OS likely to be and is an integrated emulation that is capable of running 98% of software and faster than any classic Amiga today is capable of really that unacceptable?
(Bearing in mind that this question is somewhat hypothetical given that we don't actually know how well or how fast such an emulation would work)

>>In any case, I'd rather look forward to face an uncertain future then be
>>stuck in the distant past where there is no future.
>
>They gave me the wrong future. IT is not only uncertain, but in a wholly
>different direction. There is a gap between Amiga users and Amiga themselves,
>and the fact is that we are only united though the name.
>

I like what Amiga are planning to do, but I share your view on this in that it has little to do with the Amiga name and concepts that current users are loyal to.

Regards,

Clockmeister.

5444. Re: four player adapter & Link cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 23:15:21 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ucme8nfn1@perki.connect.com.au>
Source record: 54827

"Iggy Drougge" <optimus@canit.se> wrote in message
news:1192.347T2150T9265951optimus@canit.se...

> >No Iggy the ports are Analogue while the 9pin ports are Digital. They
have
> >about as much in common as Hard drives and floppy drives:-)
>
> Entirely analogue? And they call that enhanced?

They use a Digital Matrix system. But think on a Falcon or STE you can have
6 Joysticks plugged in:-)
> >Here is the correct wiring for the 4 player adaptor- made 1 yesterday:
>
> >Printer port Joy3 Joy4
> >1 6
> >2 1
> >3 2
> >4 3
> >5 4
> >6 1
> >7 2
> >8 3
> >9 4
> >11 6
> >24 8
> >25 8
>
> >and that is all there is to it:-)
>
> I compared it an Amiga adaptor I found at technick.net, and alas, the
Amiga
> adaptor has the directions wired to the same spots, but gains ground from
> different pins (18/19), and while the 2nd joystick's fire button is wired
to
> the same pin, the first one is wired to pin 13 as opposed to pin 1 on the
> Atari adapter. What a shame.
>
Try it, it may work. Depends on the software I guess....

5445. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-08 23:20:34 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ucmns$o2n$1@perki.connect.com.au>
Source record: 54828

"Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk> wrote in message
news:UIbO5.5321$8F2.279269@nnrp4.clara.net...
>
> tim anderson <t_anderson@talk21.com> wrote in message
> news:8u8qc2$5pn$1@newsg2.svr.pol.co.uk...
> > Is it possible to upgrade a Mega ST 1 to 4 meg using the chips of a 4
meg
> 30
> > pin simm?
> >
> > if not how can I do it?? I don't really want to buy an upgrade board!.
>
> Incidentally, furrther to my previous reply,
> you can get "upgrade boards" which simply
> accept 30-pin SIMMs, in case you didn't know.
> The Marpet Xtra-RAM boards are still made
> and sold by sales@system-solutions.co.uk

How much, Shiuming?

Mark

5446. Re: Nconvert v2.95

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973877468-000744AEicMi@bun.com>
Source record: 54696

Hi Pierre,

>Nconvert (graphics converter in freeware) v2.95 is avalaible for Atari !

Could you tell us something about it please?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5447. Re: Mixed text and HTML, was 'Windows 9

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973877472-001176AEicMi@bun.com>
Source record: 54697

Hi Bob

>At the risk of being accused of having no brain cells at all, might I humbley >suggest that Steve drops Everest and uses qed. If I, of so few brain cells >can do it, I am sure he can.

Youve just proved exactly how little you know about my software, it does not use an external editor, it has its own peculiar offering.

I do not know where you got the idea i use Everest, although i am very aware of how to set line length in Everest and QED.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5448. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <N19VrcIKbqC6EwDG@lovecraft.demon.co.uk>
Source record: 54746

Once upon a time <roxO5.6664$8F2.423675@nnrp4.clara.net>, Shiuming Lai
<lais@Spam.?> grabbed chalk and scrawled:

>You can't make that judgement without
>knowing the condition of the machine or
>what modifications have been done. Spend
>ï¿½150 on a duffer and you'll certainly end up
>paying more than ï¿½200 in the long run to get
>it up to spec.

That's quite true. It seems that having been in with a chance of both
Falcons offered, I haven't heard back from either seller. *sighs*

Richard, who sold some stuff to get the money to buy one of the Falcons,
and even had first refusal, but has since heard silence :(
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5449. Nconvert v2.95

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Pierre-e Gougelet <pierre.g@wanadoo.fr>
Message-ID: <3A0AA97F.43AD58CE@wanadoo.fr>
Source record: 54747

Hello,

Nconvert (graphics converter in freeware) v2.95 is avalaible for Atari !

You can download it on http://www.xnview.com or http://perso.wanadoo.fr/pierre.g/

Pierre.

5450. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3A0AAA4D.7CBE4A94@greeleynet.com>
Source record: 54748

Bob King wrote:
>
> That's the problem with web pages, it's all
> e-mail addresses or nothing, the human race could end up with no ears,
> just finger tips!!

<G> It's not the problem of web pages, it's a problem of what people
forget to put on them. Or maybe they don't want that phone number
there.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "Therefore all progress depends
upon the unreasonable man."
George Bernard Shaw

Cheap prices make for cheap goods; cheap goods
make for cheap men; and cheap men make for a cheap
country!" - President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5451. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A0ABB9F.7D3D3D83@patent.gov.uk>
Source record: 54749

Ken Springer wrote:

> Or maybe they don't want that phone number
> there.
>
> --
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> Ken Springer "Therefore all progress depends
> upon the unreasonable man."
> George Bernard Shaw
>
> Cheap prices make for cheap goods; cheap goods
> make for cheap men; and cheap men make for a cheap
> country!" - President William McKinley
>
> http://www.greeleynet.com/~wordwork/airpage.htm
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Hi Ken,

I think you're correct. It stops all those annoying interuptions from,
now what do they call themselves? Ah yes, potential customers!!!

Bob King
It

5452. Re: Mixed text and HTML, was 'Windows 9

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973780852-20459AEicMi@cwcom.net>
Source record: 54750

From: rking@zetnet.co.uk (Bob King)
Date: 08 Nov 2000 21:19:54 GMT

>I apologise.

Thank you :-)
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5453. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973780854-20875AEicMi@cwcom.net>
Source record: 54751

From: jlog@zetnet.co.uk (JI Logan)
Date: 08 Nov 2000 22:19:55 GMT

>Are you sure there is othing to twiddle which controls line length?

ASH's Emailer is a bit of a law unto itself - despite the presence of
a line length setting in on of the Options menu, line wrapping seems
to rely on the size of the edit window. I therefore resize that window
to suit the length of the text that I'm quoting.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5454. test

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <8uel4p$j39$1@neptunium.btinternet.com>
Source record: 54752

```
test
```

5455. Re: 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8uelg2sao1@news0.skynet.be>
Source record: 54753

Hi,

> Anybody knows the good 3D Modelling/Rendering software ?
> I mean not unix native but TOS/GEM compatible,
> working under TT 030.

The best is EBModel....

http://helijah.free.fr/

Regards
Zorro

5456. Re: NatFrame v0.90b

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8ueo3ktnl1@news0.skynet.be>
Source record: 54754

Hi,

> Just wanted to say that there is a new version of my winframe for
> Magic called NatFrame available from my homepage at: nature.atari.org
> Go to the download section.
> This version now supports textured windows in 16 and 256 colours as
> well as true colour modes.

Just a little question: do you have compiled it in 030 mode? it don't work
on MagicPC... :(

Regards
Zorro

5457. ma-ST-o-don't - new ATARI ST games

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Arek Staworzynski <nosty@alpha.net.pl>
Message-ID: <8ueobo$47$1@news.tpi.pl>
Source record: 54755
Cross-posted to: alt.atari.2600,comp.sys.atari.st,rec.games.video.atari

http://www.atarist.w.pl

--
nosty

5458. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <8ueo6dsdl1@news.asu.edu>
Source record: 54756

>>Its quite obvious what a new Atari would have to be - it would have
>>to be a faster, bigger compatible version of the old. How that is
>>done is irrelevant. If it is not compatible with the old then it is
>>not an Atari.
>
>Agreed. Just thought you might have some opinions on how that compatibility
>should be preserved.

You only have two choices: Build a new (Atari-unique) machine, or use an existing (non-Atari) machine. I thought we had pretty well established here that a hobby roll-your-own machine was realistically out of the question. So a new Atari will be a non-Atari computer (such as a PowerMac or AmigaOne, or even (ick) a peecee) with a 68K emulation layer to handle the old 68K binaries, some device drivers to handle the peripherals, and (hopefully eventually) a native TOS/GEM descendent like MiNT or Magic capable of running Atari apps recompiled for the new processor.
--

5459. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <3a0aeb96$0$179@news.zetnet.co.uk>
Source record: 54757

Sean Barbieri <seanbarbieri@ic24.net> wrote in message
news:kd%N5.162$bL1.2011@news1-hme0...
> Hi Denesh,
>
> <{DB}@cyberstrider.net> wrote in message
> news:8u8eqh$ku6$1@purple.gradwell.net...
> > > * Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *
> >
> > :-) Now that email address is a good advert for Cyberstrider
> Limited. :-))
>
> :) There you go, shows I don't bear a grudge! ;-)

and the meek will inherit the Earth. When you find a need to start using
PC's you will be welcomed like an old friend by the likes of Tiny and PC
World they will mess you around for the rest of your life.
Kevin

5460. phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <8ueqeh$1h3$1@newsg4.svr.pol.co.uk>
Source record: 54758

Hello there,

I recently bought one of the phenoix accelerators and was wondering
if anyone has installed a phenoix onto there falcons and if they had
any advice or pointers on installation, and if it works as well as
I've been told by the author it can :)

I must admit that i am pretty useless witha soldering iron so am
probably going to get an electrician in, unless anyone at the show
wants a go? :)

cheers

Paul Mac

paul_mc@atariste.freeserve.co.uk
------------/|\-----------------

5461. Re: GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <33PXcgA2zuC6EwFX@steverosie.demon.co.uk>
Source record: 54759

In article <973612646-443419AEicMi@cwcom.net>, Derryck Croker
<derryck@NOSPAMcix.co.uk> writes
>Calamus (and the other programs that Grzegorz mentioned) use the GDPS
>system for accessing scanners. It's similar to the Twain system on PCs -
>a protocol rather than a specific driver or scanner.

I've never heard of the protocol. But it's nice to know:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5462. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <meCO5.6866$8F2.454123@nnrp4.clara.net>
Source record: 54760

Paul Mac <paul_mc@atariste.freeserve.co.uk> wrote in message
news:8ueqeh$1h3$1@newsg4.svr.pol.co.uk...
> Hello there,
>
> I recently bought one of the phenoix accelerators and was wondering
> if anyone has installed a phenoix onto there falcons

I've never even heard of this one - do you
mean Phantom? Hope it's more stable than
the Nemesis.

> I must admit that i am pretty useless witha soldering iron

Then you should have put your name on the
CT60 accelerator list.

> so am
> probably going to get an electrician in,
> unless anyone at the show
> wants a go? :)

Oh dear, you don't value your Falcon,
do you?

Make it into a competition. See who
can install it properly the quickest.
£5.00 a go. Then at the end you'll have
enough money for a CT60, or to replace
your Falcon should it get wrecked in
the proceedings.

Shiuming Lai

5463. Re: Clipboard program

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <FiCO5.2839$2d1.3156@newsfeed.slurp.net>
Source record: 54761

On 8 Nov 2000 20:20:28 +, "Martin \"Nightowl\" Byttebier" wrote:
>on Wed 08-11-2000 15:50 Edward S. Baiz Jr. wrote:
>
>>Hello all,
>>
>>Some time ago I ran into a program that would allow multiple clipboards on
>>the Atari. I passed it up, but now I would like to use it with Calamus
>>2000. I cannot seem to find it and was wondering if anyone knew where it
>>was or else could upload it to me. Thanks... ebaiz@skyenet.net
>
>Try this:
>
>ftp://chapelie.rma.ac.be/utilities/mc50.lzh (21.409 bytes)

That was it Martin. Thanks.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5464. Re: 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <HiCO5.2840$2d1.3156@newsfeed.slurp.net>
Source record: 54762

On 9 Nov 2000 18:04:55 +, "Zorro" wrote:
>Hi,
>
>> Anybody knows the good 3D Modelling/Rendering software ?
>> I mean not unix native but TOS/GEM compatible,
>> working under TT 030.
>
>The best is EBModel....
>
>http://helijah.free.fr/

I agree. It works great on the Hades and is a super program.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5465. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a0afa3f$1@news.telinco.net>
Source record: 54763

> Thanks for the info. I don't remember seeing their telephone number on
> any of their web pages.

not that I'm a big fan of theirs but from this page there is a contacts link
with map fax and phone no
Kevin

http://www.system-solutions.co.uk/cafe/

5466. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a0af1181dd2f90@online.be>
Source record: 54764

on Wed 08-11-2000 22:19 JI Logan wrote:

>On 6 Nov 2000 20:03:44 -, Steve Sweet wrote:
>
>| . . .
>|Your not in the wrong dude, some peops do have probs with my line length but i have no control over| it, other that to ditch some very expensive, reliable software.
>| . . . .
>
>Are you sure there is othing to twiddle which controls line length?
>Even Everest can do that (in a rather awkward way).

Ofcourse he can do that. For me it looks like he does it on purpose.
Looking on his other postings I notice that they are all good. The long
lines started only with this tread.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5467. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a0af1181dd2f92@online.be>
Source record: 54765

on Wed 08-11-2000 01:17 Edward S. Baiz Jr. wrote:

>On 6 Nov 2000 18:40:40 +, "Martin \"Nightowl\" Byttebier" wrote:
>>on Mon 06-11-2000 14:44 Edward S. Baiz Jr. wrote:

>>AFAIK Photoline works under Magic but it needs a patch. Anyway it works
>>under freeMiNT/N_AES.
>
>Any idea as to if the patch exists and where I can get it? I have
>N.AES/Mint also and cannot get it to work. I have always thought that it
>was a configuration on my part that needed ajustment.

In the meanwhile I received some info. Mind you that info is valable for
MagiCMac so I don't know if it will help you. Anyway here's the info:

**********START FILE**********

Firstly this person must avoid to try the TT version of the program, it will
NEVER work ....

> I recall me vaguely you talked about a patch. Do you know more about it?

Yes, I don't remember if I had to patch the Photoline program but maybe it's
the hint:
He must find inside GEMSYS/MAGIC/UTILITY/PCI_MAC/FPUPATCH.TOS
and by dragging this program to the related application, if the application
is written in C, the patch will create a new program usable under MagiC ...
That's all !

**********END FILE**********

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5468. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <5rDO5.547$kn2.709543@newsr1.u-net.net>
Source record: 54766

Hello.

> > > Is it possible to upgrade a Mega ST 1 to 4 meg using the chips of a 4
> meg
> > 30
> > > pin simm?
> > >
> > > if not how can I do it?? I don't really want to buy an upgrade board!.
> >
> > Incidentally, furrther to my previous reply,
> > you can get "upgrade boards" which simply
> > accept 30-pin SIMMs, in case you didn't know.
> > The Marpet Xtra-RAM boards are still made
> > and sold by sales@system-solutions.co.uk
>
> How much, Shiuming?

Price quoted today £129 inc 4mb memory, mine are a little cheaper. I also have some of the Marpet standard upgrades.

Barrie at Keychange.

www.atamusic.u-net.com

5469. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <FN6XVpBUOwC6EwBi@lovecraft.demon.co.uk>
Source record: 54767

Once upon a time <N19VrcIKbqC6EwDG@lovecraft.demon.co.uk>, Richard
Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:

>Richard, who sold some stuff to get the money to buy one of the Falcons,
>and even had first refusal, but has since heard silence :(

Got one!

Richard, relieved.
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5470. FS: Atari STE, Jaguar

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <l9zfJDCzUwC6EwGm@lovecraft.demon.co.uk>
Source record: 54768

I now have a Falcon lined up, so I have for sale a couple of items...

First, an Atari STE. 4Mb RAM, RSVE 56K mod, 1.44 Floppy internal and external, switchable TOS 2.06. Powered by an external PC PSU, all cabled up properly but 'interesting' looking.

Assuming the Falcon all does what it should, this will also include an 80Mb HD in external case (powered from the same unit) and an ICD Link2, plus a fair bit of software. Unless Falcon's need different hardware, I will be keeping my Stereo Replay.

I'd like to get around ï¿½50 for it, but I appreciate it's a very kludged looking machine.

Also, Atari Jaguar with 5 games, 2 controllers, SCART. Say, ï¿½30 posted?

Swaps for Falcon items (I don't believe this has an internal HD, for example) are welcome.

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5471. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <8uf12d$tl8$1@newsg2.svr.pol.co.uk>
Source record: 54769

>> Hello there,
>>
>> I recently bought one of the phenoix accelerators and was wondering
>> if anyone has installed a phenoix onto there falcons
>
>I've never even heard of this one - do you
>mean Phantom? Hope it's more stable than
>the Nemesis.

Yups I meant the Phantom... sorry. The bloke who makes them seems
very confident over compatablility...

anyone interested see authors page at www.volny.cz/phanatic

>
>> I must admit that i am pretty useless witha soldering iron
>
>Then you should have put your name on the
>CT60 accelerator list.

I have, but it may be a while till i can get the cash for that
together. Although I think czuba thinks that everyone on the list
is a guarenteed sale.

>
>> so am
>> probably going to get an electrician in,
>> unless anyone at the show
>> wants a go? :)
>
>Oh dear, you don't value your Falcon,
>do you?

i value my falcon very dearly!

>
>Make it into a competition. See who
>can install it properly the quickest.
>�5.00 a go. Then at the end you'll have
>enough money for a CT60, or to replace
>your Falcon should it get wrecked in
>the proceedings.

What would the prize be?
Not sure if they will do it for sheer glory :)

I think I'd rather try myself

>
>Shiuming Lai

paul mac

5472. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <5ODO5.442$H83.5115@news1-hme0>
Source record: 54770

Hi Kevin,

Kevin Dermott <k@kevindermott.co.uk> wrote in message
news:3a0aeb96$0$179@news.zetnet.co.uk...
> and the meek will inherit the Earth.
No I don't think so....It's just I don't pay them (cyberstrider)
anything so I'm not going to be a baby and say I'm not going to use
them...If I was paying something this would have been different.

> PC's you will be welcomed like an old friend by the likes of Tiny
and PC
> World they will mess you around for the rest of your life.

Erm, I don't think so Kevin - Don't jump to the wrong conclusion
here......but I know what you're saying about PC world and Tiny - I've
heard some bad stories too.

Regards
Sean

5473. Re: AMS 2000 Show, 11th November, Staff

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <8uf1gt$tl8$2@newsg2.svr.pol.co.uk>
Source record: 54771

hi,

according to the organisers site (www.sharward.co.uk) the show site
is fine.

The only thing it says is use jct 14 if you are travelling from the M6
dont use the jct 13 or travel through stafford as they claim these
routes are flooded.

paul mac

5474. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011092142170.603-100000@online.no>
Source record: 54772

On 9 Nov 2000, Jo Even Skarstein wrote:

> Lonny Pursell <fatal@syntax.error> wrote:
>
> >> So how much did you pay for the mb and RAM? I wouldn't mind converting
> >> my PC into a Hades060 if I could afford it...
>
> > Approx $1180 for the mb+060 with no ram, give or take a little
>
> Oops... That's just about twice as much as I can afford.

Sell the bike, Jo Even!

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

5475. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8uf2cm$1i9m$1@purple.gradwell.net>
Source record: 54773

Steve Sweet <stevesweet@bun.com> wrote:
> And the subject in question is of your disclosing priveledged information in a deflamatory manner in support of the business in question.
> You were rubbishing someone in the name of your business for personal gain or to occasion harm, distress, actual damage to property, enterprise or personal standing of the Company of Titan.
> I bet his lawyers are gonna get on just great with yours.

1) I suggest you read the thread from start to finish. Someone asked a question about Titan designs. I pointed them to their official web site. Someone then posed a question about web hosting being expensive and I informed them that it was not expensive. Rather than people thinking our web hosting prices are expensive I duly informed people what the price was.

2) Titan are fully aware of what has happened to their web site. In fact they were informed of this time and again in advance of what would happen if they did not respond or pay. We had emailed them, fxed them and even sent letters to them.

3) You really think they can afford lawyers on something they can not win?

4) Read some trade mags. The tell me what you think of them.

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

5476. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973800368-360813AEicMi@bun.com>
Source record: 54774

Hi Ji

>
>Are you sure there is othing to twiddle which controls line length?
>Even Everest can do that (in a rather awkward way).

Everest is a text editor, were talking about mailers arent we??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5477. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973800372-361709AEicMi@bun.com>
Source record: 54775

Hi Shiuming

>
>...some kebab and pizza joints around the corner, too.

Shiumings buying Wimpys guys, mines 2 half pounders.

>> the chance to see how others are using their Ataris.
>
>You can also sometimes take an excursion from Atari and join the ballroom >dancing next door.

You can also do autopsies on the old barstards as they croak.

>> You also get the chance to meet Steve, Peter West and erm, myself.

>Hmm, another meaning for DSP: the Derryck, Steve and Peter club.

Derryck is the guitarist, i'm on vocals and Peter drums on a lot. 8~)

>> How could anyone resist?
>
>It's a jolly good and friendly club, I totally recommend it.

I cant wait for the next meet..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5478. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973800370-361292AEicMi@bun.com>
Source record: 54776

Hi Martin

>As one post to a Atari newsgroup one must take in account that not everyone >use Nescape or Outlook express.

Actually i think i'l get my news on my WAP phone in future, can everyone keep their line length to 20 characters please. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5479. Re: I need an St Please!

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <nCEO5.616$B74.3525@news0.optus.net.au>
Source record: 54777

On 8 Nov 2000 18:57:04 -, Steve Sweet wrote:
>Hi David
>
>>Also it would be missing a key from the key-board - no £-sign, not to
>>mention having funny ideas about the way dates should be displayed.
>
>What?, no 3 key????..
>Date display can be changed with a CPX.
>Power supply can be modified.

Steve,

On North American Ataris, the left shift is wider and the key found between it and the Z-key on European keyboards is missing. In comparison with the UK keyboard, with which Australian Ataris were supplied, various symbols are moved around and the pound sign and the underline? on the key to the left of Backspace are omitted.

The Abacus Book "Atari ST Internals" has a diagram of the American keyboard.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

5480. Re: Maximum RAM for Milan SIMMs

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8uf6f7$f4k$1@plutonium.compulink.co.uk>
Source record: 54778

In message <3A0959F6.39ADB25D@patent.gov.uk>, robert.king@patent.gov.uk said:

>BTW This typed and sent on a PC and Netscape etc and not using hard
>returns, just relying on soft returns. So how does it look in Atari
>readers?

Fine! :-)

Regards, /Peter/

5481. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a0b203b$0$180@news.zetnet.co.uk>
Source record: 54779

On 9 Nov 2000 11:50:08 +, Bob King wrote:

|I e-mailed the webmaster at system-solutions, asking them if they were
|the agent for Milan, had a SCSI card and were going to Stafford on
|Saturday. Nothing - the mail hasn't been opened, let alone answered.
|Does anyone know anything about SS.

Still up and running but very busy (I am told).

5482. Re: Falcon RAM availability

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a0b203c$0$180@news.zetnet.co.uk>
Source record: 54780

On 9 Nov 2000 13:01:24 -, "Shiuming Lai" wrote:

|Depends what you do. I still find it amazing
|Atari ever even considered let alone actually
|released a 1MB version.

They worked on the same principle that IBM did when they launched
their computers with 128K or 256K RAM. Who would need any more than
that?

5483. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a0b203d$0$180@news.zetnet.co.uk>
Source record: 54781

On 9 Nov 2000 18:32:32 -, Steve Sweet wrote:

|>Are you sure there is othing to twiddle which controls line length?
|>Even Everest can do that (in a rather awkward way).
|
|Everest is a text editor, were talking about mailers arent we??.

NEWSie uses an external text editor such as Everest to prepare the
text. I have the text length set to 68 characters (although I notice
that the "correct" length for a posting was said to be 70 - 75 or
some such.

5484. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a0b2359$0$173@news.zetnet.co.uk>
Source record: 54782

On 9 Nov 2000 22:07:57 G, JI Logan wrote:
>On 9 Nov 2000 18:32:32 -, Steve Sweet wrote:
>
>|>Are you sure there is othing to twiddle which controls line length?
>|>Even Everest can do that (in a rather awkward way).
>|
>|Everest is a text editor, were talking about mailers arent we??.
>
>NEWSie uses an external text editor such as Everest to prepare the
>text. I have the text length set to 68 characters (although I notice
>that the "correct" length for a posting was said to be 70 - 75 or
>some such.
>.

5485. WTB: Original ST Games

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Alex Holland <a1_NOCRAP_exh@hotmail.com>
Message-ID: <8ufa30lou1@nnrp1.deja.com>
Source record: 54783

Hi,

I am after some Atari ST games, they must be originals with box and manual.

I am only after games by Thalion. I have most of them, but threw the boxes out several years ago to make room!

Any considered.

--
Cheers

Alex Holland
Webmaster of the Thalion Webshrine
http://thalion.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

5486. Re: Seeking BBS games

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: bobclark@korrnet.org
Message-ID: <8uf9m4$7vu$1@penn.dii.utk.edu>
Source record: 54784

Thanks for the help ... Umich has only a Story Door, but the
Crawly crypt has lots of stuff.

It's a crying shame we don't have an organised software archive like
the aminet (for amiga users) with all this stuff in one place! Would
make things SO much easier.

5487. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <Q_FO5.2756$%m2.6452@news2-hme0>
Source record: 54785

JI Logan <jlog@zetnet.co.uk> wrote in message
news:3a0b203d$0$180@news.zetnet.co.uk...
> On 9 Nov 2000 18:32:32 -, Steve Sweet wrote:
>
> |>Are you sure there is othing to twiddle which controls line
length?
> |>Even Everest can do that (in a rather awkward way).
> NEWSie uses an external text editor such as Everest to prepare the
> text. I have the text length set to 68 characters (although I notice
> that the "correct" length for a posting was said to be 70 - 75 or
> some such.

AFAIK Steve is using "ASH Emailer" and this uses it's own editor to write mails. The line length though is set by Emailer itself rather than a user setting (Maybe wrong here - but it seems to override the setting which I think is just for reading incoming mail). ASH Emailer is 100% Atari so he can't really be critisized for not being Atari "aware" here, although Emailer does seem to transgress the RFC for line lengths - but only very slightly. Newsie requires a fix so that it/you can reformat incoming messages, as I personally know it's a real pain to get long one lined text when using it.

Try using Eudora on the PC to send your Atari friends using Newsie/CIXread messages then you *are* in big trouble!

Regards
Sean

5488. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a0b2d2a$0$179@news.zetnet.co.uk>
Source record: 54786

Hi Steve

On 9 Nov 2000
20:59:32 -, Steve
Sweet wrote:

>Actually i think
>i'l get my news
>on my WAP phone
>in future, can
>everyone keep
>their line length
>to 20 characters
>please. 8~)

We can, can you ?

Cheers

Paul

5489. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a0b2d2a$1$179@news.zetnet.co.uk>
Source record: 54787

Hi Derryck

On 9 Nov 2000 09:55:04 G, Derryck Croker wrote:

>ASH's Emailer is a bit of a law unto itself - despite the presence of
>a line length setting in on of the Options menu, line wrapping seems
>to rely on the size of the edit window. I therefore resize that window
>to suit the length of the text that I'm quoting.

Can you show Steve how to do this on clubnight ? I'd come and watch,
but as you know, it is a long drive for me :-))

(I hope the club's still thriving, any of you going to the show ?)

Cheers

Paul

5490. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011091801340.91-100000@TT030>
Source record: 54788

On Thu, 9 Nov 2000, Odd Skancke wrote:

> On 9 Nov 2000, Jo Even Skarstein wrote:
>
> > Lonny Pursell <fatal@syntax.error> wrote:
> >
> > >> So how much did you pay for the mb and RAM? I wouldn't mind converting
> > >> my PC into a Hades060 if I could afford it...
> >
> > > Approx $1180 for the mb+060 with no ram, give or take a little
> >
> > Oops... That's just about twice as much as I can afford.
>
> Sell the bike, Jo Even!

I seen a friend sell a bike, you are asking alot!
Jo should keep the bike and stop eating like you did. lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5491. Re: 5.25 Floppy Drives on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <0ikm0tcs7rg79jvrrf9buiiv143u8a76u0@4ax.com>
Source record: 54789

On Sun, 5 Nov 2000 21:04:00 +0100, Peter_Schneider@su2.maus.de (Peter Schneider) wrote:

>Hi Bob,
>
>BR>If you can't find one of the (very rare) 5 1/4 inch floppy drives that
>BR>were manufactured for the Atari PC (but also usable on the ST), you
>BR>may want to look into finding the documentation on making an adapter
>BR>cable to use an original 8-bit Atari floppy drive on the ST.
>I don't think it's as difficult as you described it. A drive correctly
>jumpered and a correct cable should be all you need.
>
>I had a TEAC 5.25 drive hooked to my 1040 ST and can't use it any
>more, for the TT doesn't support it although the TT's internal drive
>and the (external) 5.25 drive are high density devices.
>
>Und TTschï¿½
>ps

Ah... yes,,! That will work great as a replacement for an ST floppy drive.

The idea behind Darek's 8-bit floppy drive cable was to use an existing 810 or 1050 8-bit floppy drive as a temporary ST drive, just to transfer files in the 8-bit disk format over to the ST.

I guess I should have asked the original poster what exactly it was he wanted to do with the 5 1/4 inch drive.

Your idea would be perfect if he wanted to read IBM formatted floppies, mine would be for reading 8-bit Atari formatted disks.

BobR

5492. Re: the milan handled in true jack form

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <26994-3A0B6C14-28@storefull-177.iap.bryant.webtv.net>
Source record: 54790

in 1984 jack fired my dealer rep, and left my area with almost 3 million
people without a rep, a number to call, or even anyone that i could
order from.
thats not bussiness sence

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5493. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ug0gl$h2b$1@user2.teleport.com>
Source record: 54791
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5494. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8ug0ja$h7t$1@user2.teleport.com>
Source record: 54792
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5495. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973877444-995817AEicMi@bun.com>
Source record: 54793

Hi Paul

>I must admit that i am pretty useless witha soldering iron so am probably >going to get an electrician in, unless anyone at the show wants a go? :)

You do not want an "electrician" fitting this sort of thing, its a totally different skill to Electronics, which is what is needed here.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5496. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973877452-997261AEicMi@bun.com>
Source record: 54794

Hi Shiuming

>
>Oh dear, you don't value your Falcon, do you?

S'wot i just told him... Eek!, the thought of it

Hows that PSU going dude??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5497. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973877458-998424AEicMi@bun.com>
Source record: 54795

Hi Martin

>Are you sure there is othing to twiddle which controls line length? Even >Everest can do that (in a rather awkward way).

>Ofcourse he can do that.

No he cannot, but if you know how please tell me.

>For me it looks like he does it on purpose.

You dont me very well do you.
As ive said elswhere, if peops werent using ancient or crap software there wouldnt be a problem on their system.

>Looking on his other postings I notice that they are all good. The long lines >started only with this tread.

I really cannot explain that and if it where deliberate what would it achieve.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5498. 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Tomasz Jaskowiec <jaskowiect@pharmag.com.pl>
Message-ID: <8udmt0fbu2@news.tpi.pl>
Source record: 54833

Hi there!

Anybody knows the good 3D Modelling/Rendering software ?
I mean not unix native but TOS/GEM compatible,
working under TT 030.

5499. Re: 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3A0A7726.7ED1ECA1@sun1000.pwr.wroc.pl>
Source record: 54834

> Anybody knows the good 3D Modelling/Rendering software ?
> I mean not unix native but TOS/GEM compatible,
> working under TT 030.

For example NEON.

P.S.
Sprobuj tez na pl.comp.sys.atari :))

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

5500. Re: PacifiGUI where ???

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Richard Davey <rich@fatal-design.co.uk>
Message-ID: <UZuO5.24129$K64.146652@monolith.news.easynet.net>
Source record: 54835

"Carl Ratcliffe" <c.ratcliffe@t-online.de> wrote in message
news:8u1nvi$rh5$03$1@news.t-online.com...
> Still looking for PacifiGUI if anyone can help ???

I don't know why, it's not very good :-)
But you can get it from ftp.fatal-design.com/pub/pacifist/utils

PaCifiST Dragon is MUCH better, get it from LGD at http://www.atarist.com

Cheers,

Rich
http://www.atarist.com

5501. NatFrame v0.90b

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: d98gilda@dtek.chalmers.se
Message-ID: <8ue0k7$9u4$1@nyheter.chalmers.se>
Source record: 54836

Hi!

Just wanted to say that there is a new version of my winframe for
Magic called NatFrame available from my homepage at: nature.atari.org
Go to the download section.

This version now supports textured windows in 16 and 256 colours as
well as true colour modes.

/InSTream

5502. Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A0A8F70.FA345E81@patent.gov.uk>
Source record: 54837

Hi All,

I e-mailed the webmaster at system-solutions, asking them if they were the agent for Milan, had a SCSI card and were going to Stafford on Saturday. Nothing - the mail hasn't been opened, let alone answered. Does anyone know anything about SS.

Seems a funny way to conduct a business.

Bob King..

5503. Re: 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Tomasz Jaskowiec <jaskowiect@pharmag.com.pl>
Message-ID: <8ue4a3$8s$1@news.tpi.pl>
Source record: 54838

>> Anybody knows the good 3D Modelling/Rendering software ?
>> I mean not unix native but TOS/GEM compatible,
>> working under TT 030.
>For example NEON.
thanks I will "Goggle" it now ;-)

>* http://kawecki.atari.org

Cool site! You should think about english translations of it.

5504. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <rXwO5.6655$8F2.422198@nnrp4.clara.net>
Source record: 54839

Bob King <robert.king@patent.gov.uk> wrote in message
news:3A0A8F70.FA345E81@patent.gov.uk...
> Hi All,
>
> I e-mailed the webmaster at system-solutions, asking them if they were
> the agent for Milan, had a SCSI card and were going to Stafford on
> Saturday. Nothing - the mail hasn't been opened, let alone answered.
> Does anyone know anything about SS.
>
> Seems a funny way to conduct a business.

If you want an instant answer try the
telephone. As an end user you don't realise
the volume of email businesses must deal with
(maybe you do, I don't know) so maybe it is
just a busy time. You didn't say how long
you have waited for a reply.

You can't just put a SCSI card in a Milan.
The driver software must be matched to
your motherboard serial number. It must
be pre-ordered.

Shiuming Lai

5505. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <qoxO5.6662$8F2.423860@nnrp4.clara.net>
Source record: 54840

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:973413436-204468AEicMi@cwcom.net...

> Well, let me see..
>
> This will only interest Atari/clone owners within reach of Cheshunt in
> Hertfordshire. If that's you then the most excellent Cheshunt Computer
Club is
> just the place for you.
>
> We meet monthly, your first visit is FREE, there's tea, coffee and
biscuits and

...some kebab and pizza joints around
the corner, too.

> the chance to see how others are using their Ataris.

You can also sometimes take an excursion
from Atari and join the ballroom dancing
next door.

> You also get the chance to
> meet Steve, Peter West and erm, myself.

Hmm, another meaning for DSP:
the Derryck, Steve and Peter club.

> How could anyone resist?

It's a jolly good and friendly club, I totally
recommend it.

Shiuming Lai

5506. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <roxO5.6663$8F2.424025@nnrp4.clara.net>
Source record: 54841

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:955440892-79457AEicMi@cwcom.net...
> From: "Mark Bedingfield" <mark@baypc.com.au>
> Date: Fri, 3 Nov 2000 12:14:17 +1100
>
> >> I was able to repair a broken IC leg by milling down through the
plastic
>
> >Ouch, I bet that took a while...
>
> ...when you're desperate! :-)

Lucky it wasn't a ceramic package eh...

Shiuming Lai

5507. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <roxO5.6664$8F2.423675@nnrp4.clara.net>
Source record: 54842

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:955440890-79013AEicMi@cwcom.net...
> From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
> Date: Thu, 2 Nov 2000 09:23:25 +0000
>
> >>What would you consider to be a sensible price as a matter of interest?
> >
> >It had been £150, I'd have snapped it up. I simply can't justify £200
> >for such a machine, but £150 is tolerable - I really rather want a

You can't make that judgement without
knowing the condition of the machine or
what modifications have been done. Spend
£150 on a duffer and you'll certainly end up
paying more than £200 in the long run to get
it up to spec.

```
> Interesting, because I think that you'd be expected to pay double for such
a
> machine. Don't expect the usual rules about obselete machines to apply to
> Falcon pricing :-( or :-), depending on whether you're buying or
selling...

No, Falcons are very special :-)

Shiuming Lai
```

5508. Re: Falcon RAM availability

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <soxO5.6665$8F2.423879@nnrp4.clara.net>
Source record: 54843

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote in message
news:5L+4U8BG3WC6EwGJ@lovecraft.demon.co.uk...
> It looks like I should have a Falcon, possibly one with less than the
> maximum memory.

Depends what you do. I still find it amazing
Atari ever even considered let alone actually
released a 1MB version. 4MB boards are
easy to come across because so many people
found this too restrictive.

> How expensive and hard to obtain is the extra RAM if
> this turns out to be the case?

You can easily get a PS/2 SIMM
adaptor, and you get what you pay
for. Avoid the ones which take
30-pin SIMMs at all costs. Some are
unstable, and none of them work
properly with accelerators.

Shiuming Lai

5509. Re: the milan handled in true jack form

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <toxO5.6666$8F2.424028@nnrp4.clara.net>
Source record: 54844

Lance Ringquist <Video61@webtv.net> wrote in message
news:13616-3A0A167B-17@storefull-172.iap.bryant.webtv.net...
> as a long time atari dealer i must say that the milan was handled by
> real pro's who knew just how jack would have handled it.
> they were true to form, promising right up to the release, and then
> shutting up.

Jack Tramiel was the one with business
skill. It was his son, Sam, who messed it
up when he took over.

Shiuming Lai

5510. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A0AA54C.D96E5FF5@patent.gov.uk>
Source record: 54845

Shiuming Lai wrote:
>
> Bob King <robert.king@patent.gov.uk> wrote in message
> news:3A0A8F70.FA345E81@patent.gov.uk...
> > Hi All,
> >
> > I e-mailed the webmaster at system-solutions, asking them if they were
> > the agent for Milan, had a SCSI card and were going to Stafford on
> > Saturday. Nothing - the mail hasn't been opened, let alone answered.
> > Does anyone know anything about SS.
> >
> > Seems a funny way to conduct a business.
>
> If you want an instant answer try the
> telephone. As an end user you don't realise
> the volume of email businesses must deal with
> (maybe you do, I don't know) so maybe it is
> just a busy time. You didn't say how long
> you have waited for a reply.
>
> You can't just put a SCSI card in a Milan.
> The driver software must be matched to
> your motherboard serial number. It must
> be pre-ordered.
>
> Shiuming Lai

Hi Shiuming,

Thanks for the info. I don't remember seeing their telephone number on
any of their web pages. That's the problem with web pages, it's all
e-mail addresses or nothing, the human race could end up with no ears,
just finger tips!!

From what you say, it's too late anyway. I assume the matching bit is
because of changes in motherboard revisions.

If the CT60 comes off, I will probably drop the Milan altogether, so
perhaps it's fortunate I could be saving money.

Bob King.

5511. Re: Mixed text and HTML, was 'Windows 9

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 00:26:04 UTC
From: rking@zetnet.co.uk
Message-ID: <3a09ef1c$0$174@news.zetnet.co.uk>
Source record: 54829

On 8 Nov 2000 23:35:19 G, xlator@cix.compulink.co.uk wrote:
>In message <3A06B8A7.49B85366@patent.gov.uk>, robert.king@patent.gov.uk
said:
>
>>I have been flamed in this news group by Dave Parsons, Derrick Cracker
>>and
>>'xlator@cix.compulink.co.uk and supported, either directly, or
>>indirectly, >>by way of noncommittal, by Steve Stupple, Steve Sweet
and Marc Wilson
>>for >>including a section of HTML coding in a message sent to this
news group.
>
>Hi Bob!

>
>BTW, as you'll see from your quotes above, your lines seem to be a bit
>too long and break awkwardly in CixRead (and probably some other OLR
>readers). Not as bad as those from Steve & Co, where the line goes to
>the screen edge and then breaks with loss of one character - a topic we
>are discussing in the Cheshunt Computer Club conference. Just because
he >is using some horrendously high resolution on his huge monitor.... :-
)
>
>Regards, /Peter/
>
>
>.

Hi Peter,

the fold overs are as a result of my hard returns when writing in my
PC/Netscape editor. I have established that the editor does not require
hard returns and this should stop. I have also set my auto line format
to 73 for qed.

At the risk of being accused of having no brain cells at all, might I
humbley suggest that Steve drops Everest and uses qed. If I, of so few
brain cells can do it, I am sure he can.

Bob King

5512. Re: Wanted: Substation (download or buy)

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 02:33:05 UTC
From: fmh@netzero.net
Message-ID: <8ud2d2$q6g$1@nnrp1.deja.com>
Source record: 54830

In article <shad0w_x-AAAAE8.00311709112000@news.free.net.nz>,
Tim Knauf <shad0w_x@hotmail.com> wrote:
> Is the game 'Substation' available anywhere to download? Or is it
still
> being sold in some form, somewhere in the world? I've enjoyed the demo
> in the past, and wouldn't mind a deathmatch now that I have multiple
> STEs.
>
If it matters UDS still has the demo on their Web Site.

I have a boxed copy of Substation available for sale. If interested
please E-mail.

Sent via Deja.com http://www.deja.com/
Before you buy.

5513. Re: Seeking BBS games ...

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 04:17:21 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8ud8gduqa1@nnrp1.deja.com>
Source record: 54831

Bob,

2 sites to try...
Crawly Crypt Atari Software Archive: http://www.spythis.com/cca/dir.html
or good old UMich: http://www.umich.edu/~archive/atari/

I crashed my hard drive... so I MIGHT have lost the Transcendence
source files. Did you have any luck finding them?

Rob Mahlert

In article <8u7d6vkjq1@penn.dii.utk.edu>,
bobclark@korrnet.org wrote:
> I am looking for downloads of external door programs or games for my
> BBS. So far all I've come across is a Story door and an old version
of
> Space Empire Elite. Does anyone know where I can find any others
> (or failing that, does anybody have any that they can send?)
>
> Incidentally, I am running Transcendence BBS if that helps any.
>
>

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

5514. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 07:38:07 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8udk8v$lq5$1@snipp.uninett.no>
Source record: 54832

```
Lonny Pursell <fatal@syntax.error> wrote:

>> So how much did you pay for the mb and RAM? I wouldn't mind converting
>> my PC into a Hades060 if I could afford it...

> Approx $1180 for the mb+060 with no ram, give or take a little

Oops... That's just about twice as much as I can afford.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

5515. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 16:13:35 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <LDzO5.37$%Z6.10927@nsw.nnrp.telstra.net>
Source record: 54698

```
**** **** <***@***.com> wrote in message
<5KhO5.40789$G95.10577880@typhoon.southeast.rr.com>...
>Clockmeister wrote in message ...
>
>>Unless ofcourse you buy the new Amiga box that runs the AmigaDE natively,
>>which is something they intend to develop and it will, supposedly, be the
>>fastest AmigaDE implementation available (not suprisingly I guess) _and_
it
>>will be backwards compatible to a large extent.
>>I'm not holding my breath though ;-)
>
>
>So their box that has nothing to do with amiga runs a crappy
emulation-style
>OS that has nothing to do with AmigaOS. How is this an amiga?

Beyond the name, not an Amiga at all except for having been designed by
longtime Amigans. They use this arguement a lot in their correspondence, but
it's an emotive response to a question they have no real answer for.

>
>>Sure, I like the AmigaOS also but realistically, AmigaOS is a bit beyond a
>>simple update - it will require a complete rewrite from the ground up if
it
>>is to support most of the modern features that people expect.
>>Problem is, Amiga Corp would need a lot of time and effort (read money) to
>>do this and given the small market, this wouldn't be possible financially.
>
>
>In other words, they have some piece of shit tech, which couldn't make a
>name for itself, so they bought it. They should let the name die in peace,
>if they aren't willing or are incapable of ressurecting it. Besides, what
>most people expect in an OS was already there. The last 3 windows didn't
add
>groud-breaking cant-live-without features. It was prettier icons. AmigaOS
>wouldn't take much to update if they wanted to... hell, open-source parts
of
>it, as far as that goes.

3.5 added pretty icons, internet access and some other usefull features
including PPC support... didn't sell too well though I heard. Open sourcing
the classic AmigaOS is the one thing that would benefit the whole classic
Amiga using community, and could possibly increase the developer/user
numbers.
But it isn't going to happen anytime soon :-(
```

>>Question then is, how compatible would such an OS likely to be and is an
>>integrated emulation that is capable of running 98% of software and faster
>>than any classic Amiga today is capable of really that unacceptable?
>>(Bearing in mind that this question is somewhat hypothetical given that we
>>don't actually know how well or how fast such an emulation would work)
>
>
>Capable of running 98% ?This is marketing hype. 40% would be good, 30% more
>likely. Besides, java has shown most people with a clue that this "we'll
>write it so it runs anywhere" just doesn't work.

As I understand it, the AmigaDE will use a virtual processor not a
multiplatform language. Java is a mess IMO, not helped by the attempted
bastardization by certain megacorp.

That is totally opposite of
>what we want... the merging of all platforms into one. It's happening
>without Pseudamiga's help, and that is what killed the amiga in the first
>place. I don't want that. That's like killing off all but one species of
>wildlife, cause it's easier to care for. Heh. Then, there is the Pseudamiga
>version, where their DE assimilates all wildlife species like John
>Carpenter's Thing. No thank you.

Having the option is a good thing IMO, because compatibility alone isn't
going to carry MS any longer, they are going to have to deliver quality
products. (I know, I know... as if)

>>>They gave me the wrong future. IT is not only uncertain, but in a wholly
>>>different direction. There is a gap between Amiga users and Amiga
>>themselves,
>>>and the fact is that we are only united though the name.
>>>
>>
>>I like what Amiga are planning to do, but I share your view on this in
that
>>it has little to do with the Amiga name and concepts that current users
are
>>loyal to.
>
>
>You like what Pseudamiga is doing, you mean. That's ok I guess, at the very
>least I would have been indifferent to them, if they hadn't stolen the
name,
>and I might even have been interested. But they dealt a very low blow to
us.
>

The one thing that pissed me off was the use of Jay Miner's good name in the
initial propaganda for the AmigaOne... I found that cheap stunt rather
offensive.

Despite that, I still think their project is interesting, but aspects of
their conduct regarding the current Amiga userbase (which includes myself

incidentally, I still use my 2000HD, superhacked A1000 and hacked A500 on a regular basis) is disappointing to say the least.

I think we can at least agree on some of these points ;-)

Regards,

Clockmeister.

5516. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 17:59:13 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011091756470.91-100000@TT030>
Source record: 54699

On Wed, 8 Nov 2000, Derryck Croker wrote:

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Tue, 7 Nov 2000 17:48:09 +0000
>
> >Got my Hades060 yesterday, it arrived before the the other
> >parts to build it up. ;-P
>
> YES! :-)
>
> Don't forget to keep us uptodate on progress, how about posting the ins and
> outs on your website?

Well I intend to keep notes and such, maybe make a hyp or something
on the hades someday. As for progress, this is day #3 and my case,
floppy, and HD have not arrived yet. lol

I had hoped to get it up and running before my birthday which is today.
;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5517. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-09 23:12:56 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A0B2F77.9554D7AC@ihug.co.nz>
Source record: 54700

Hi there,

Marc Wilson wrote:
>
> Mario Becroft wrote:
> >
> > revolutionary new way of transferring data without wires. This invention
> > could revolutionise the computer industry! Why haven't we heard about this
> > before?
>
> ermmmm..... ever heard of microwave broadcasting or amateur radio?

OK so we've got mini-microwave transmitters passing data from one bus
to another on the motherboard huh?

Gee, why didn't they think of this years ago!

Probably because its sillier than Monty Python! (but almost as
entertaining to read about!!)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5518. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973960488-152960AEicMi@bun.com>
Source record: 54646

Hi Derryck

>Ofcourse he can do that. For me it looks like he does it on purpose.

>Steve uses Emailer, which can only use its internal editor. Knowing Steve as >I do, I sincerely doubt any deliberate action on his part! :-)

Thank you for your faith and observation, you are of course correct. What purpose would it serve??.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5519. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973960492-153733AEicMi@bun.com>
Source record: 54647

Hi Ji

>|>Are you sure there is othing to twiddle which controls line length? Even >Everest can do that (in a rather awkward way).
>|
>|Everest is a text editor, were talking about mailers arent we??.
>
>NEWSie uses an external text editor such as Everest to prepare the text. I >have the text length set to 68 characters (although I notice that the >"correct" length for a posting was said to be 70 - 75 or some such.

Why are you lot twatting on about text editors for, i dont use one, i'm using a mailer!!

Incidentaly, as ive said before, its the responsibility of the receiving software to format to local conditions.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5520. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973960494-154315AEicMi@bun.com>
Source record: 54648

Hi Clockmeister

> I think we can at least agree on some of these points ;-)

Can we agree that an amiga discussion should happen in an Amiga base!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5521. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973960500-155341AEicMi@bun.com>
Source record: 54649

Hi again Denesh

>4) Read some trade mags. The tell me what you think of them.

I read some that said that cyberstrider was a scam, just held onto cheques amd delivered nowt.

Glass houses, stones, etc..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5522. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973960498-154775AEicMi@bun.com>
Source record: 54650

Hi Thomas

>The Mega STE serial port can be used at speeds of up to 38.4K.

The MegaSTE's Modem 2 port can be used up to 230400 baud, Modem 1 will go to 115200.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5523. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973960504-156027AEicMi@bun.com>
Source record: 54651

Hi Ji.

>>Does anyone know anything about SS.

>Still up and running but very busy (I am told).

Very busy, and recently attacked in his shop but survived..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5524. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973960508-156815AEicMi@bun.com>
Source record: 54652

Hi Derryck

>>> How could anyone resist?
>>
>>It's a jolly good and friendly club, I totally recommend it.
>
>Thanks Shiuming! :-)
>
>Next meeting is on the 22nd November folks!
>--

What was the address again, i'm coming..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5525. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973960510-157271AEicMi@bun.com>
Source record: 54653

Hi again Denesh

>
>1) I suggest you read the thread from start to finish.

I read the bit where you disclosed priveledged information.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5526. Re: 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Tomasz Jaskowiec <jaskowiect@pharmag.com.pl>
Message-ID: <8uge55$gr7$1@news.tpi.pl>
Source record: 54707

```
>The best is EBModel....
>
>http://helijah.free.fr/

yeah it is cool!

but there is just the DEMO_VERSION ....
```

5527. Re: WTB: Original ST Games

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <qA896KAvd8C6EwkF@steverosie.demon.co.uk>
Source record: 54708

In article <8ufa30lou1@nnrp1.deja.com>, Alex Holland
<a1_NOCRAP_exh@hotmail.com> writes
>Hi,
>
>I am after some Atari ST games, they must be originals with box and
>manual.
>
>I am only after games by Thalion. I have most of them, but threw the
>boxes out several years ago to make room!
>
>Any considered.

Hiya

Could you be more specific please, like titles?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5528. 30 ukp for an STE - buy it!

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <8ughnl$l21$1@news7.svr.pol.co.uk>
Source record: 54709

FOR SALE - IT'S A BARGAIN!

For sale: Atari STE 520 computer. Fully working order with stand and mouse. Great music computer as has built-in MIDI ports. Can be hooked up at quite low cost to a hard drive, a second disk drive, a printer and a modem. Vast software availability out there on the net and elsewhere.

A great low-cost and easy-to-use computer which would really benefit someone who wants to get into computer sequencing but hasn't a load of cash. It's yours for just 30 UK pounds. Buyer collects - sw London/Surrey area.

Also: Atari monchrome monitor, not working (small, inexpensive repair needed), free to a good home or can bundle with STE 520.

Give me a shout at sonik@wearelondon.fsnet.co.uk soon!

Cheers :)
Al

5529. Re: NatFrame v0.90b

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: d98gilda@dtek.chalmers.se
Message-ID: <8ugj86gbi1@nyheter.chalmers.se>
Source record: 54710

In article <8ueo3ktnl1@news0.skynet.be>,
"Zorro" <zorro270@yahoo.fr> writes:

> Just a little question: do you have compiled it in 030 mode? it don't work
> on MagicPC... :(
>

Yes I have, but shouldn't MagicPC emulate a 030 too?

Regards,

Torbji¿½rn

5530. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <8ugjg9mhl1@news7.svr.pol.co.uk>
Source record: 54711

Hi,
Like I said I would rather not buy an upgrade board. It's a bit expensive
for just 4 mb of ram.

Mark what it the ole solder and simm hack as this sounds more like what I
wanted to do?

Any information most appreciated.

Tim

Mark Bedingfield wrote in message <8ufij0$a92$1@perki.connect.com.au>...
>
>"Barrie at Keychange" <barrie@atamusic.u-net.com> wrote in message
>news:5rDO5.547$kn2.709543@newsr1.u-net.net...
>> Hello.
>>
>> > > > Is it possible to upgrade a Mega ST 1 to 4 meg using the chips of a
>4
>> > meg
>> > > > 30
>> > > > pin simm?
>> > > >
>> > > > if not how can I do it?? I don't really want to buy an upgrade
>board!.
>> > >
>> > > Incidentally, furrther to my previous reply,
>> > > you can get "upgrade boards" which simply
>> > > accept 30-pin SIMMs, in case you didn't know.
>> > > The Marpet Xtra-RAM boards are still made
>> > > and sold by sales@system-solutions.co.uk
>> >
>> > How much, Shiuming?
>>
>> Price quoted today £129 inc 4mb memory, mine are a little cheaper. I also
>> have some of the Marpet standard upgrades.
>
>Marpet upgrades are excellent, but I do the ole' solder and simm hack. I
was
>just Curious.
>
>Mark
>
>

5531. Re: Atari STE, Jaguar

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <opQO5.1962$zJ6.315501@news3.cableinet.net>
Source record: 54712

what jag games you got?

www.josh.org.uk

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:l9zfJDCzUwC6EwGm@lovecraft.demon.co.uk...
> I now have a Falcon lined up, so I have for sale a couple of items...
>
> First, an Atari STE. 4Mb RAM, RSVE 56K mod, 1.44 Floppy internal and
> external, switchable TOS 2.06. Powered by an external PC PSU, all cabled
> up properly but 'interesting' looking.
>
> Assuming the Falcon all does what it should, this will also include an
> 80Mb HD in external case (powered from the same unit) and an ICD Link2,
> plus a fair bit of software. Unless Falcon's need different hardware, I
> will be keeping my Stereo Replay.
>
> I'd like to get around £50 for it, but I appreciate it's a very kludged
> looking machine.
>
> Also, Atari Jaguar with 5 games, 2 controllers, SCART. Say, £30 posted?
>
> Swaps for Falcon items (I don't believe this has an internal HD, for
> example) are welcome.
>
> Richard
> --
> 2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
> 1975 Vauxhall FE Ventora /,`.-'`' -.
;-;;,
> USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (
`'::.
> E-Mail: Richard<at>lovecraft.demon.co.uk '----"(_/--'
`-'_)Morticia

** Outgoing mail is certified Virus Free. **
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.209 / Virus Database: 99 - Release Date: 02/11/00

5532. Re: 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8ugti1$4kf$1@news1.skynet.be>
Source record: 54713

Hi,

> yeah it is cool!
>
> but there is just the DEMO_VERSION ....

Of course, it's only a demo version but 20? for the best POV interface (even the PC hasn't a such software), this is really cheap.

Regards
Zorro

5533. Re: NatFrame v0.90b

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8ugtp3$4n7$1@news1.skynet.be>
Source record: 54714

Hi,

> Yes I have, but shouldn't MagicPC emulate a 030 too?

No, MagicPC emulate only a 68000 (and without FPU)

I'm very sad because your winframe works very good on my falcon.

Regards,
Zorro

5534. Re: Falcon Internet problem

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: bonfieldd@my-deja.com
Message-ID: <8ugvi8$uo6$1@nnrp1.deja.com>
Source record: 54715

In article <8tt18n$4ol$1@nnrp1.deja.com>,
atarigalen@my-deja.com wrote:
> In article <8trnpo$u80$1@nnrp1.deja.com>,
> bonfieldd@my-deja.com wrote:
> > Hi. Has enyone experienced problems running internet s/w on the 4Meg
> Falcon?
> > I've tried Wensuite, Cab & Draconis with similar results - them
> crashing,
> > coming up with 'Error 69' with Magic. This happens constantly...
>
> Hmm, some sort of configuration error, to be sure. First of all, pick
> your interface software. Are you going to use IConnect, STing, or
> STiK2?
>

Hi. Thanks for responding. As I understand it - correct me if I'm wrong -
all three packages use different interface s/w ie Wensuites is built in,
Draconis has its own accessory although Cab has a selection (I have
Iconnect). They ALL crash so it wouldn't appear that the i/f software is to
blame. One possibility is HSMODEM6 which all three need. Is there an
alternative available? This bus error (-#69 under Magic) seems to be common
with lots of other s/w too, Fcopypro springs to mind. When I set the bus
configuration to STE using FalcSX this allows Fcopypro to run and I've found
that the browsers crash less frequently as well, though they all still crash
far too often. And none of this explains why Wensuite refuses to load certain
sites!!! I'm desperate to get this resolved as it's rapidly becoming too much
hassle to be worth the bother...

Denis
> Galen
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5535. Re: 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Tomasz Jaskowiec <jaskowiect@pharmag.com.pl>
Message-ID: <8uh1rh$25u$2@news.tpi.pl>
Source record: 54716

>>
>> but there is just the DEMO_VERSION ....
>
>Of course, it's only a demo version but 20? for the best POV interface
(even
>the PC hasn't a such software), this is really cheap.

?!!!

Have you seen MORAY for Windows ?!

5536. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <oVTO5.3602$%O1.4715@newsfeed.slurp.net>
Source record: 54717

On 10 Nov 2000 04:15:30 , Thomas J. Andrews wrote:
>I'm currently using a Mega STE and an AT&T Dataport 14.4 modem with
>HSModem7, STinG 1.22, Newsie 0.94, and CAB 2.7. The Mega STE serial port
>can be used at speeds of up to 38.4K.
>Can anyone help me with setting this modem? I imagine compression should be
>turned off, but that particular S-register is one of the places where the
>downloaded manual disagrees with the modem - if that S-register indeed
>still performs that function. Every modem I've had faster than 300 baud has
>had to have a bit of tweaking before I could get it to work properly with
>the Atari I was using at the time, and I imagine this one will be no
>exception.

Have you tried using it as it is? If so, just what happens??? That will let
us know where we are with it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5537. Re: KCS Omega Ver 4 on TAMW

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <sVTO5.3603$%O1.4715@newsfeed.slurp.net>
Source record: 54718

On 10 Nov 2000 04:58:09 , Tim Conrardy wrote:
>Hello All:
>
>
> Just got KCS Omega ver 4.0 Midi sequencer released as Shareware from
>Dr T (Emile Tobenfeld) This was a version that was on an ST Format
>Cover disc a while back, which is now on the ST Format site in .ST
>extension. But then I asked the Dr if he would make an Official release
>and he said YES. So it is on my site on the DOWNLOAD PAGE and the OMEGA
>II KCS page. see sig.
>This version is still very powerful, especially in OPEN mode where you
>can have 128 sequences ready to play from the qwerty keyboard. But if
>you want the FULL version with more MPE modules (Like the Mixer and
>Song Editor)and the much-talked -about PVG and Master Editor modules,
>then you need to contact the doctor for the Upgrade.The manual is also
>included with the upgrade as well.

I have use Tiger and KCS on my ST/STe along with my MT-32 midi module. They worked out great. However they do not run on my Hades 060. I still use them when I run my STe and they still perform well. I also have TigerCub which also performs well on my STe, but not on my Hades. I am hoping someday I will get them to run on my Hades, but for now I use Sweet-16. Dr. T's software is fun and easy to use. Too bad he is not supporting the Atari computer anymore.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5538. Re: 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8uh3d3$u6p$1@news0.skynet.be>
Source record: 54719

Hi,

> Have you seen MORAY for Windows ?!

I used it a few days and I can say that it isn't powerful as EBModel...

Test it, you will see.

Regards
Zorro

5539. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973865892-553160AEicMi@cwcom.net>
Source record: 54720

From: "Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk>
Date: Thu, 9 Nov 2000 12:52:13 -0000

>> How could anyone resist?
>
>It's a jolly good and friendly club, I totally
>recommend it.

Thanks Shiuming! :-)

Next meeting is on the 22nd November folks!
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5540. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973865894-553640AEicMi@cwcom.net>
Source record: 54721

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Thu, 9 Nov 2000 17:59:13 +0000

>> Don't forget to keep us uptodate on progress, how about posting the ins and
>> outs on your website?
>
>Well I intend to keep notes and such, maybe make a hyp or something

That's quite a bit of work, consider a diary sort of thing?

>on the hades someday. As for progress, this is day #3 and my case,
>floppy, and HD have not arrived yet. lol

Good Grief! It's a fine thing when stuff from overseas arrives first...

>I had hoped to get it up and running before my birthday which is today.
>;-)

That would have made a very nice present for you! :-)

Belated happy birthday! :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5541. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973865896-554112AEicMi@cwcom.net>
Source record: 54722

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Thu, 09 Nov 2000 18:37:50 +0100 (MET)

>>Are you sure there is othing to twiddle which controls line length?
>>Even Everest can do that (in a rather awkward way).
>
>Ofcourse he can do that. For me it looks like he does it on purpose.

Steve uses Emailer, which can only use its internal editor. Knowing
Steve as I do, I sincerely doubt any deliberate action on his part! :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5542. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973865900-554608AEicMi@cwcom.net>
Source record: 54723

From: paul.williamson@zetnet.co.uk (Paul Williamson)
Date: 09 Nov 2000 23:03:06 GMT

>>ASH's Emailer is a bit of a law unto itself - despite the presence of
>>a line length setting in on of the Options menu, line wrapping seems
>>to rely on the size of the edit window. I therefore resize that window

>Can you show Steve how to do this on clubnight ? I'd come and watch,

:-)
>
>but as you know, it is a long drive for me :-))

But well worth it! :-)

>(I hope the club's still thriving, any of you going to the show ?)

Still thriving - getting bigger if anything! :-)

Not going to the show this year though. I'd like to support whatever
Atari presence there is but I just don't fancy the drive up the M1!
--
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5543. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973865902-555060AEicMi@cwcom.net>
Source record: 54724

From: taj16@dreamscape.com (Thomas J. Andrews)
Date: Fri, 10 Nov 2000 04:15:30 -0000

>Can anyone help me with setting this modem? I imagine compression should be
>turned off, but that particular S-register is one of the places where the

Since you don't know what your brother's PC had been doing to that modem
behind his back, I'd suggest resetting it to factory default with at&f

You should find that does the trick. Then you might have to do a few tweaks to
get it to report connect speed rather than the DTE rate etc, once happy save
it back to user profile 0.

No need to turn compression off.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5544. Re: Original ST Games

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <mYUO5.7741$8F2.584891@nnrp4.clara.net>
Source record: 54725

Alex Holland <a1_NOCRAP_exh@hotmail.com> wrote in message
news:8ufa30lou1@nnrp1.deja.com...
> Hi,
>
> I am after some Atari ST games, they must be originals with box and
> manual.
>
> I am only after games by Thalion. I have most of them, but threw the
> boxes out several years ago to make room!

Not on your nelly! My Thalion games
are staying right here.

Shiuming Lai

P.S. Great web site, well done. Really brings
back the good old memories.

5545. Re: KCS Omega Ver 4 on TAMW

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Tim Conrardy <timconrardy@my-deja.com>
Message-ID: <8uhcoeamn1@nnrp1.deja.com>
Source record: 54726

> > Just got KCS Omega ver 4.0 Midi sequencer released as Shareware from
> >Dr T (Emile Tobenfeld)

> I have use Tiger and KCS on my ST/STe along with my MT-32 midi
module. They
> worked out great. However they do not run on my Hades 060.

I use KCS on my TT030. It won't work in any other rezes beside ST Hi
ans ST med. It does not support the higher rezes. Try that.

I still use them
> when I run my STe and they still perform well. I also have TigerCub
which
> also performs well on my STe, but not on my Hades. I am hoping
someday I
> will get them to run on my Hades, but for now I use Sweet-16. Dr. T's
> software is fun and easy to use.

It can get quite deep as well. Still figuring out it's finer points
like control sequences.

Too bad he is not supporting the Atari
> computer anymore.

He is not programming for Atari, but at least he is making available
his KCS package and with a lot of cohearsing (from me) he finally
released KCS and TigerCub to have on my site. He also has an
interesting program called MidiAxe which is an extension of Fingers.
Uses the Mouse as an interactive part of the performance. I might get
that someday.

Tim

--

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

5546. The Quest for Cubase Studio Module

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Dylan O'Brien <dsobrien@earthlink.net>
Message-ID: <UTMMOjuLMEyYfOwe9JWBersZhKE+@4ax.com>
Source record: 54727

Hi to all,

I have been searching for the Studio module and Cuetrax module for a while. It would make life much easier on my Cubase system. No one sells it anymore and I doubt that it has been release into the public domain. Does anyone have a clue where I could get this, or are willing to sell/trade their copy?

Dylan O'Brien -USA
dsobrien@earthlink.net
Falcon -Nemesis/14meg/Cubase Audio

5547. Re: WTB: Original ST Games

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: fmh@netzero.net
Message-ID: <8uhl53$ia1$1@nnrp1.deja.com>
Source record: 54728

I have some boxed games and a couple still sealed. Let me get a list
together and I'll post it here in a day or two.

In article <8ufa30lou1@nnrp1.deja.com>,
Alex Holland <a1_NOCRAP_exh@hotmail.com> wrote:
> Hi,
>
> I am after some Atari ST games, they must be originals with box and
> manual.
>
> I am only after games by Thalion. I have most of them, but threw the
> boxes out several years ago to make room!
>
> Any considered.
>
> --
> Cheers
>
> Alex Holland
> Webmaster of the Thalion Webshrine
> http://thalion.atari.org
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5548. AMS 2000 is happening!

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8uhkbh$1u5hk$1@ID-59683.news.dfncis.de>
Source record: 54729

Due to a number of queries regarding the show going ahead, Sharward have sent out the following mail:

We've had a number of enquiries checking the event will go ahead and it's definitely on!
Happily Bingley Hall, at the Stafford County Showground is on a hill and the free car parking areas are all fine when we spoke to them today.
Most traders pay in advance for their stand so they'll be there so please come along and make the event as successful as usual.

There is some local flooding in Stafford so if you're traveling by car via the M6 use junction 14 do NOT use junction 13 or avoid the centre of Stafford if at all possible.

We look forward to seeing you all Saturday.

5549. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a0c54d2213db00@online.be>
Source record: 54730

on Thu 09-11-2000 21:41 Steve Sweet wrote:

>Hi Martin
>
>>Ofcourse he can do that.
>
>No he cannot, but if you know how please tell me.

Ask ASH-mailer users how they do it. They all can so why not you?

>>For me it looks like he does it on purpose.
>
>You dont me very well do you.

No I don't. I might be wrong though but I've the impression you do this to
provoke.

>As ive said elswhere, if peops werent using ancient or crap software there wouldnt be a
problem on their system.
>

Hold on. If people would take in account that not everyone uses the latest
stuff the Internet word would look much better. If I wish I can write long
lines, I can write in html and so on but I don't.

>>Looking on his other postings I notice that they are all good. The long lines >started
only with this tread.
>
>I really cannot explain that and if it where deliberate what would it achieve.

Anger just like now when I notice that you can't even quote the mails like
it should be. I suggest you start reading the docs and start asking around
how to setup properly your mailer.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5550. Re: TAF Flea Market Thursday, November 16th

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8uhkmi$2107l$1@ID-59683.news.dfncis.de>
Source record: 54731

"Daniel L. Dreibelbis" <dreibel@idirect.com> wrote in message
news:dreibel-508810.21192809112000@bigmomma.idirect.com...
> once again, it's time for the famous Toronto Atari Federation Flea
> market!
>

Good luck with the sale!

Simon Osborne
Atari Active

5551. Re: SH204 and STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8uhpancjn1@newsg4.svr.pol.co.uk>
Source record: 54732

I think the ATARI drives work fine, it was the third party ones (like mine)
that had trouble.

Steve Stupple <Steve@atari.org> wrote in message
news:qAYghhAquZC6EwV0@steverosie.demon.co.uk...
> In article <slrn90isk8.vj1.pjsmith@worf.netins.net>, PHIL SMITH
> <pjsmith@netins.net> writes
> >
> >I'm in the process of getting an SH204 hard drive and now have the
> >possibility of getting a loaded 520STE (4meg RAM, 16mhz CPU upgrade).
> >Before I do this, does anyone know of any problems with connecting an
SH204
> >to an STE? I've heard that the SH204 does not work on them. Is this
true
> >or am I just hearing things?
> >
> >Thanks,
> >
> >Phil
>
> Hi
>
> There was a problem with a bugged DMA on EARLY STE's but I've never had
> any problems.
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5552. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <4KuoUoFDzGD6EwOS@lovecraft.demon.co.uk>
Source record: 54733

Once upon a time <roxO5.6664$8F2.423675@nnrp4.clara.net>, Shiuming Lai
<lais@Spam.?> grabbed chalk and scrawled:
>You can't make that judgement without
>knowing the condition of the machine or
>what modifications have been done. Spend
>ï¿½150 on a duffer and you'll certainly end up
>paying more than ï¿½200 in the long run to get
>it up to spec.

As it happens, a price for this system has been agreed, it's mine as
soon as I know where to send the payment! So I look forward to joining
the ranks of Falcon users, and finally using all those music utilities
that don't work on my STE because of the monitor requirements.

Once I have it, I'll be posting my opinion of Atari's last TOS-based
machine :)

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5553. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a0c7262$0$173@news.zetnet.co.uk>
Source record: 54734

On 9 Nov 2000 22:26:35 G, Bob King wrote:

| . . . .
|Any way, just to say I like your use of vertical bars instead of >
|signs, looks a lot neeter. Trouble is there is a mixture now of >> etc.
|Is there any way to keep all the indents vertical bars?

It is neater. I set this in Message Options under Preferences in
NEWSie. I don't know any way of forcing other people's > to |.

5554. Re: GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8uhspp$pb0$1@plutonium.compulink.co.uk>
Source record: 54735

In message <200011072132.a2590@su2.maus.de>, Peter_Schneider@su2.maus.de said:

>I'm afraid there will be no GDPS driver for that scanner.

Pity! I have a similar one.

>Maybe there are two 'solutions' (two further possibilities for you): If
>the supplied program is able to run as an accessory (try it by
>renaming and rebooting), you might access it whilst running OCR or
>Chagall.

Or he can do what I do - save the scan as an IMG with the software
supplied with the scanner and then load it into OCR or Chagall etc.
I think it works with TOUCHUP directly as well.

Regards, /Peter/

5555. Re: Mixed text and HTML, was 'Windows 9

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8uhspopav1@plutonium.compulink.co.uk>
Source record: 54736

In message <3a09ef1c$0$174@news.zetnet.co.uk>, rking@zetnet.co.uk said:

>the fold overs are as a result of my hard returns when writing in my
>PC/Netscape editor. I have established that the editor does not require
>hard returns and this should stop. I have also set my auto line format
>to 73 for qed.

Well, as you saw in my previous message, they were still too long.

>At the risk of being accused of having no brain cells at all, might I
>humbley suggest that Steve drops Everest and uses qed. If I, of so few
>brain cells can do it, I am sure he can.

I don't think he is using Everest bu ASHs Emailer. I am using Everest
and have no problems setting linebreaks :-)

Regards, /Peter/

5556. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8uhspq$pb1$1@plutonium.compulink.co.uk>
Source record: 54737

In message <3A0A8F70.FA345E81@patent.gov.uk>, robert.king@patent.gov.uk said:

>I e-mailed the webmaster at system-solutions, asking them if they were
>the agent for Milan, had a SCSI card and were going to Stafford on
>Saturday. Nothing - the mail hasn't been opened, let alone answered.
>Does anyone know anything about SS.

They will *not* be there, Karl told me some time ago.

BTW, I will if it's not flooded out on the way - look for an elderly
gent with a ponytail and Atari T-shirt. :-)

Regards, /Peter/

5557. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a0c74d83a42522@online.be>
Source record: 54738
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**data-base**
ftp://chapelie.rma.ac.be/atari/data-base/adres309.lzh (85.159 bytes)
(address database, German language)

ftp://chapelie.rma.ac.be/atari/data-base/alex_211.lzh (83.564 bytes)
(Literature database. German language)

ftp://chapelie.rma.ac.be/atari/data-base/kiosk311.lzh (82.955 bytes)
(Artikel database. German language)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/dyjv_200.lzh (333.407 bytes)
(Views, save and prints IMG, PCX, LBM, PIn, PIn, PS (with ghostscript),
PRT (HP-deskjet files)... pictures. German language)

ftp://chapelie.rma.ac.be/atari/graph-tools/vw68000.zip (569.356 bytes)
(Nview is a multi-format viewer,
Nconvert is a multi-format converter. 68000 version)

ftp://chapelie.rma.ac.be/atari/graph-tools/vw68020.zip (546.199 bytes)
(Nview is a multi-format viewer,
Nconvert is a multi-format converter. 68020 version)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/cabovl/offsh020.zip (8.730 bytes)
(is a small cab.ovl with which one can view graphics
and html-pages offline via the URL. German language)

**midi**
ftp://chapelie.rma.ac.be/atari/midi/ims.zip (219.116 bytes)
(Intuitive Midi System 4.7)
```

programming

ftp://chapelie.rma.ac.be/atari/programming/ldg201.zip (221.183 bytes)
(GEM Dynamical Libraries/Librairie Dynamique Gem.
Allows to use shared libraries)

ftp://chapelie.rma.ac.be/atari/programming/ldg_info_200.zip (65.548 bytes)
(gives info about the used LDG modules, French only
Ce programme vous donnera toutes les infos sur les modules
LDG (description, numero de version, etc...).

sound-utils
ftp://chapelie.rma.ac.be/atari/sound-utils/tetrax.zip (39.269 bytes)
(MOD player for Falcon030, Mega-STe, Milan, Hades)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/music/abcm2ps.lzh (139.202 bytes)
(abcm2ps is a package which converts music tunes from ABC format to PostScript)

ftp://chapelie.rma.ac.be/atari/utilities/music/abctab2ps.lzh (129.439 bytes)
(Extension of abc2ps)

ftp://chapelie.rma.ac.be/atari/utilities/music/lute_tab.lzh (265.609 bytes)
(Tab is a typesetter for lute tablature, for renaissance and baroque
lutes and theorboes, in French and Italian notation.)

ftp://chapelie.rma.ac.be/atari/utilities/disktools/root.lzh (25.611 bytes)
(to restore destroyed rootsectors of the harddisk)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5558. Re: Original ST Games

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Alex Holland <a1_NOCRAP_exh@hotmail.com>
Message-ID: <8uhupcqms1@nnrp1.deja.com>
Source record: 54739

> > I am after some Atari ST games, they must be originals with box and
> > manual.
>
> Not on your nelly! My Thalion games
> are staying right here.

Ah, so you dont have any? ;^>

> P.S. Great web site, well done. Really brings
> back the good old memories.

--
Cheers

Alex Holland
Webmaster of the Thalion Webshrine
http://thalion.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

5559. Re: WTB: Original ST Games

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Alex Holland <a1_NOCRAP_exh@hotmail.com>
Message-ID: <8uhut0qoe1@nnrp1.deja.com>
Source record: 54740

> I have some boxed games and a couple still sealed. Let me get a list
> together and I'll post it here in a day or two.

You Star! I'll look forward to hearing from you.

Please offer them to me first eh? *Wink*

--
Cheers

Alex Holland
Webmaster of the Thalion Webshrine
http://thalion.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

5560. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a0c7f05$0$174@news.zetnet.co.uk>
Source record: 54741

Hi Jo Even,

On 10 Nov 2000 07:10:53 , Jo Even Skarstein wrote:
>Odd Skancke <oskancke@online.no> wrote:
>
>>> > Approx $1180 for the mb+060 with no ram, give or take a little
>>>
>>> Oops... That's just about twice as much as I can afford.
>
>> Sell the bike, Jo Even!
>
>I'd rather sell my a**... Besides, even though a Hades060 is pretty
>impressive, I doubt that it attracts girls ;-)

I can confirm that it is, and that it doesn't :-(((

However, neither did my GS 850 - maybe I need more than a bike and a computer if I'm going to attract the girls at my age !!

Cheers

Paul

5561. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011101804060.82-100000@TT030>
Source record: 54742

On Fri, 10 Nov 2000, Derryck Croker wrote:

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Thu, 9 Nov 2000 17:59:13 +0000
>
> >Well I intend to keep notes and such, maybe make a hyp or something
>
> That's quite a bit of work, consider a diary sort of thing?

Since the docs are very limited, and in german I figured tips
on building one from scratch would be a good starting point.
I think also documenting all the cables/connectors would be
good too, some of them are custom made for the hades and
something you cannot get at some PC shop. At least 2 of them
for sure would have to be built by hand if one ever had to
replace them.

> >on the hades someday. As for progress, this is day #3 and my case,
> >floppy, and HD have not arrived yet. lol
>
> Good Grief! It's a fine thing when stuff from overseas arrives first...

That suprised me too. Now it's Friday and my stuff is still not
here so it's going to be a long weekend. ;-P

> >I had hoped to get it up and running before my birthday which is today.
> >;-)
>
> That would have made a very nice present for you! :-)
>
> Belated happy birthday! :-)

Thanks.

It still is somewhat a nice thing anyway, since about 1997 or
1998 at an Atari show when I saw a Hades060 actually running
I had wanted one. Even though it's not running atm, I am
very happy regardless.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5562. ? 'bout ram board(s) falcon 030

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a0c822f$0$20340$726baab@news.execpc.com>
Source record: 54743

Hello,

Is there any significant difference between the ram board sold by
wizztronics and the one sold by wbsystemtechnik in Germany?
(14 meg ram)

Would this slow down the operation speed of some programs?
(I have read about this happening to one person before)

If you put the simms in yourself, is there soldering involved?

thanks

ken

5563. Re: Nconvert v2.95

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: joe <joe@joesplace.com>
Message-ID: <3a0c8391$1@news.telinco.net>
Source record: 54744

Steve Sweet <stevesweet@bun.com> wrote in message
news:973877468-000744AEicMi@bun.com...
> Hi Pierre,
>
> >Nconvert (graphics converter in freeware) v2.95 is avalaible for Atari !
>
> Could you tell us something about it please?.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

It is an image converting tool that handles 200 or so formats, free and
there is a version for almost every platform. For the PC and a lot of other
platforms/ operating systems there is also a viewer/ converter / modifier
that works in over a dozen languages

5564. Re: 5.25 Floppy Drives on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011102013.a5136@su2.maus.de>
Source record: 54745

Hi Bob,

BR>Your idea would be perfect if he wanted to read IBM formatted
BR>floppies, mine would be for reading 8-bit Atari formatted disks.
I agree.

Und TTschï¿½
ps

5565. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 01:28:10 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ufij0$a92$1@perki.connect.com.au>
Source record: 54701

"Barrie at Keychange" <barrie@atamusic.u-net.com> wrote in message
news:5rDO5.547$kn2.709543@newsr1.u-net.net...
> Hello.
>
> > > > Is it possible to upgrade a Mega ST 1 to 4 meg using the chips of a
4
> > meg
> > > 30
> > > > pin simm?
> > > >
> > > > if not how can I do it?? I don't really want to buy an upgrade
board!.
> > >
> > > Incidentally, furrther to my previous reply,
> > > you can get "upgrade boards" which simply
> > > accept 30-pin SIMMs, in case you didn't know.
> > > The Marpet Xtra-RAM boards are still made
> > > and sold by sales@system-solutions.co.uk
> >
> > How much, Shiuming?
>
> Price quoted today £129 inc 4mb memory, mine are a little cheaper. I also
> have some of the Marpet standard upgrades.

Marpet upgrades are excellent, but I do the ole' solder and simm hack. I was
just Curious.

Mark

5566. Re: Atari STE, Jaguar

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 01:39:32 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ufj8baul1@perki.connect.com.au>
Source record: 54702

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:l9zfJDCzUwC6EwGm@lovecraft.demon.co.uk...
> I now have a Falcon lined up, so I have for sale a couple of items...
>
> First, an Atari STE. 4Mb RAM, RSVE 56K mod, 1.44 Floppy internal and
> external, switchable TOS 2.06. Powered by an external PC PSU, all cabled
> up properly but 'interesting' looking.
>
> Assuming the Falcon all does what it should, this will also include an
> 80Mb HD in external case (powered from the same unit) and an ICD Link2,
> plus a fair bit of software. Unless Falcon's need different hardware, I
> will be keeping my Stereo Replay.
>
> I'd like to get around £50 for it, but I appreciate it's a very kludged
> looking machine.
>
> Also, Atari Jaguar with 5 games, 2 controllers, SCART. Say, £30 posted?
>
> Swaps for Falcon items (I don't believe this has an internal HD, for
> example) are welcome.

I have an 850MB ide (2.5') drive that I would be happy to swap for a Jag.
Let me know what you need in particular. My Falcon bits collection is pretty
big now:-)

Mark

5567. TAF Flea Market Thursday, November 16th

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 02:19:28 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-508810.21192809112000@bigmomma.idirect.com>
Source record: 54703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.8-bit,alt.atari

once again, it's time for the famous Toronto Atari Federation Flea market!

yes, on Thursday, November 16th from 7-10 PM, come in and see what there is to offer in all things Atari! Looking for hardware, software, or a rare item? Chances are you'll find it here! Need to sell something? You can do the same here as well, we supply the tables! Sell your old stuff, find yourself a treasure! And do so while rubbing elbows and talking with fellow Atari users!

Ken Macdonald will be there to demonstrate and sell the latest in Mario Becroft's products for utilizing modern hardware on your classic Atari, from mouse and SVGA adaptors to the new multi-outlet MIDI device to the QWERTY-X keyboard/mouse adaptor. We hear he may even demo some software on his tricked-out Falcon.

Dan Dreibelbis will be there as well - he's got his photos back from his New York City vacation, and he'll be showing them off with some interesting commentary on what went down.

Please note: as always, TAF does not support piracy or selling stolen goods. Anyone attempting to sell stolen software and hardware at a TAF Flea Market will be dealt with within the full extent of the law!

So come in and be prepared to sell, buy and browse, and have a grand old time at the Flea Market! See you there!

The TAF meeting will be held in the Silver Room underneath the library in North York Centre at 5120 Yonge Street - parking facilities available within the Centre. Those who wish to take public transit can take the York/University/Spadina line to North York Centre Station.

More Info:

Ken Macdonald , president - anarkist@idirect.com
Dan Dreibelbis, VP - dreibel@idirect.com

5568. Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 04:15:30 UTC
From: taj16@dreamscape.com
Message-ID: <t0mtj28c54cf34@corp.supernews.com>
Source record: 54704

I'm currently using a Mega STE and an AT&T Dataport 14.4 modem with HSModem7, STinG 1.22, Newsie 0.94, and CAB 2.7. The Mega STE serial port can be used at speeds of up to 38.4K.

My brother gave me a Hayes Accura 336 V.34+FAX modem after picking up an almost-free-after-rebate 56K modem. Unfortunately, he never had a manual for the Hayes, just used the factory settings on his PC. I tried looking for a manual on the web, and found one for the Accura 288. However, a little investigation turned up enough inconsistancies between the default settings in that manual and those of this modem, so as to make it nearly useless.

Can anyone help me with setting this modem? I imagine compression should be turned off, but that particular S-register is one of the places where the downloaded manual disagrees with the modem - if that S-register indeed still performs that function. Every modem I've had faster than 300 baud has had to have a bit of tweaking before I could get it to work properly with the Atari I was using at the time, and I imagine this one will be no exception.

--

TJ

Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5569. KCS Omega Ver 4 on TAMW

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 04:58:09 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8ufv8v$6m1$1@nnrp1.deja.com>
Source record: 54705

Hello All:

Just got KCS Omega ver 4.0 Midi sequencer released as Shareware from Dr T (Emile Tobenfeld) This was a version that was on an ST Format Cover disc a while back, which is now on the ST Format site in .ST extension. But then I asked the Dr if he would make an Official release and he said YES. So it is on my site on the DOWNLOAD PAGE and the OMEGA II KCS page. see sig.

This version comes with TIGER and QUICKSCORE (released from Tiger Cub). There are also some MPE programs on my site you can use with KCS and that is TUNESMITH and COPYIST. So anything you do in TYunesmith is copied over in realtime to a KCS sequence track. Pretty cool stuff.

This version is still very powerful, especially in OPEN mode where you can have 128 sequences ready to play from the qwerty keyboard. But if you want the FULL version with more MPE modules (Like the Mixer and Song Editor)and the much-talked -about PVG and Master Editor modules, then you need to contact the doctor for the Upgrade.The manual is also included with the upgrade as well.

I would appreciate any comments on these applications or if anyone here is a KCS user.

Tim Conrardy

--

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

5570. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 07:10:53 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ug71taqi1@snipp.uninett.no>
Source record: 54706

Odd Skancke <oskancke@online.no> wrote:

>> > Approx $1180 for the mb+060 with no ram, give or take a little
>>
>> Oops... That's just about twice as much as I can afford.

> Sell the bike, Jo Even!

I'd rather sell my a**... Besides, even though a Hades060 is pretty
impressive, I doubt that it attracts girls ;-)

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5571. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 23:44:03 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <sb0P5.498$Sl4.983@nntpserver.swip.net>
Source record: 54655

"Steve Sweet" <stevesweet@bun.com> wrote:
> Hi Claes
>
> >> The reason why Titan now has a new URL is not really our concern, for
all I
> >> know they could have switched because they weren't pleased with the
service
> >> and support of Cyberstrider limited....
>
> >Judging from the statement above, you don't seem to have read the whole
> >thread - so I'd like to point out that the origin of this thread was a
> >question about why Titan's website didn't exist - and Denesh replied that
it
> >was due to the fact that they hadn't paid for their site Hosting for over
a
> >year
>
> We are missing something here, this is/was a financial transaction between
2 companies

Not if you read the whole thread. If you do, you'll see that it was based on a couple of questions that Denesh happened to reply to. Sort out the real issues and stop complaining about when people tell the truth here.

> Denesh had no business airing the personal buisness problems of other
indivuduals/companies in a public forum. he didnt jump into a public base
and shout about his cyberstrider cheque storage scheme when he was costing
people money in postage and phone call costs..

So you're saying that if someone has been ripped off by a company and tried to get it sorted out for over a year without success, they shouldn't tell people about it, to prevent others from being ripped off?
If Denesh has done wrong in the past, he's been critizised for it in this forum when it happened - and that's probably been justified then, but now you're saying that criticism against Titan shouldn't be aired? Where's the logic in that?

> How would you like it if your utility companies published details of your
affairs in here for all to see. Perhaps Titan would like to sue for damages
occasioned by negligent disclosure of priveledged information, worth about 5
years inside i believe or some ï¿½200000 in restitution if proved. I'm sure
Mr. Titan would be glad of the information in this message base archive to
support his case.

Get real! Priviliged information? No way! It's been a simple statement of the facts why their site was closed down, which is absolutely no secret. The

damage has been made by Titan themselves by not paying what they owe and not meeting the criticism that's arised. When they can't pay for the essentials (a website) - which any private person would afford - they obviously can't be trusted when doing business with them. How would they afford to keep warranty commitments to their customers if they can't afford paying for their website? How would they afford to develop hardware they claim to develop?
If I'd been ripped off by a company - either personally or professionally - I'd also tell people when they asked me. Mind you that Denesh has tried contacting them for a very long time about the payment, without replies until the site really was shut down - and they haven't paid for over a year! This means they ignore any problems - what confidence do you get then if you plan on buying something? Will you also be ignored when you send something for warranty repairs? This is a very important issue!
I find it a bit strange that noone from Titan has met the criticism... If both them and Denesh would have given their views on the matter, it might have been a little easier to understand - but maybe they don't dare since they know they've done wrong? I also find it strange if an Atari focused company don't read this newsgroup, as it's the largest Atari group around and monitoring it must be interesting for everyone doing business with Atari products - does this reflect their actual interest in Atari stuff? Maybe it's time to look for others who hold the Atari flag up a little higher instead of defending a company that rips off their supplier?

> And Denesh again took the opportunity to provide details of a business he has 'some' financial interest at the moment.

Provide details? Why not? It's of common interest when a company rips off customers or suppliers!!! Besides, they've taken advantage of Denesh's dedication to Atari and told him to ignore the payment issue... VERY strange company indeed! I wonder who should be suing who...?

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

5572. Re: SH204 and STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-10 23:58:43 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <tb0P5.499$Sl4.983@nntpserver.swip.net>
Source record: 54654

> > >I'm in the process of getting an SH204 hard drive and now have the
> > >possibility of getting a loaded 520STE (4meg RAM, 16mhz CPU upgrade).
> > >Before I do this, does anyone know of any problems with connecting an
> SH204
> > >to an STE? I've heard that the SH204 does not work on them. Is this
> true
> > >or am I just hearing things?

> > There was a problem with a bugged DMA on EARLY STE's but I've never had
> > any problems.

> I think the ATARI drives work fine, it was the third party ones (like
mine)
> that had trouble.

Nope! The faulty DMA chip was actually the model that should have been used only for the ST and not for the STe. It was mounted in a large number of STe's by mistake - and it messes up the FAT of _all_ HD's :(Mostly, you won't notice it immediately - but try to save a lot of files on the HD and defragment it after making some deletions, so it has to work a lot with the FAT, and you'll see if the files are messed up after the operation, so you'll have to re-partition the drive (and exchange the faulty DMA-chip)... Many STe's were ok though - but I don't think there's any certain way to tell which ones are. You have to open the case and check out which DMA chip is mounted in yours.

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

5573. Re: 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <G3s3HG.5L@gem.win.co.nz>
Source record: 54658

Tomasz Jaskowiec (jaskowiect@pharmag.com.pl) wrote:
: Hi there!

: Anybody knows the good 3D Modelling/Rendering software ?
: I mean not unix native but TOS/GEM compatible,
: working under TT 030.

POV-Ray is a good raytracer. There are GEM versions around.

There is a GEM modeller that supports POV-Ray called EB-MODEL (or
something similar) from France. Last time I used it, it was quite buggy,
but that was a while ago. It looked like it had potential.

A good integrated GEM modeller and raytracer from what I hear is Inshape 2
(not version 1). I have never been able to find a copy of Inshape 2
anywhere. I would love to see it.

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
Atari hardware products - 68HC08 support site

5574. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8ujth9$847$1@SOLAIR2.EUnet.yu>
Source record: 54659

On 9 Nov 2000 18:37:50 +, "Martin \"Nightowl\" Byttebier" wrote:

>>Are you sure there is othing to twiddle which controls line length?
>>Even Everest can do that (in a rather awkward way).
>
>Ofcourse he can do that. For me it looks like he does it on purpose.
>Looking on his other postings I notice that they are all good. The long
>lines started only with this tread.

Looking at some of Steeve's previous messages, I noticed that the increase
of line length in his postings coincided with his upgrade to a new
version of ASH Emailer.

5575. Re: Mice on Mouseburster

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t0r2ad4sj76b30@corp.supernews.com>
Source record: 54660

On 28 Oct 2000 16:20:38 , Mario Becroft wrote:
>Lyndon Amsdon (bindon@madasafish.com) wrote:
>I have never bothered keeping a list of mice that do not work since only
>one or two have ever been reported. However I could start one now if you
>wish to give me the model number of your mouse.

Well the mouse was a Logitech Pilot Mouse (lower end of the logitech
mice). The mouse seems to be rather odd as it uses some pins on the
ps2 port that, according to the ps2 specs should be disconnected. The
adpator isn't generic either, it seems to be made especilly for that
model of mouse.

>BTW, Jo Even Skarstein's comments on how PS/2 to serial "adapters" work
>are correct. It has nothing to do with speed or anything like that.

Hmm, I know. I didn't say they were wrong, in fact I commented on how
right he was.

5576. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: horst wunderbra <horst@wunderbra.com>
Message-ID: <3a0d97ce@news.telinco.net>
Source record: 54661

Claes Holmerup <newsgroups@holmerup.com> wrote in message
news:%0%N5.212$AL3.346@nntpserver.swip.net...
> "Dennis Vermeire" <dennis.vermeire@gmx.net> wrote:
> > From: {DB}@cyberstrider.net
>
> > >No it isn't against the rules and it isn't spam. The details are in my
> sig
> > >file. I am not promoting the services by pushing them on to you and
going
> > >on about them in my postings. I am keeping to the subject in the
thread.

to place an advertize for money in the sig files is bad, it can only show to
shed the lights on what the (tin pots) company must be.
however not others aer doing this

horst

5577. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973965788-213523AEicMi@bun.com>
Source record: 54662

Hi martin

>>>For me it looks like he does it on purpose.

>You dont me very well do you.

>No I don't. I might be wrong though but I've the impression you do this to >provoke.

You should mention this to your therapist..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5578. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973965792-214165AEicMi@bun.com>
Source record: 54663

Hi Martin

>Anger just like now when I notice that you can't even quote the mails like it >should be. I suggest you start reading the docs and start asking around how >to setup properly your mailer.

Which bit of "there are no settings" dont you understand.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5579. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973965794-214740AEicMi@bun.com>
Source record: 54664

Hi again Martin

>
>>As ive said elswhere, if peops werent using ancient or crap
>software there wouldnt be a problem on their system.
>
>Hold on. If people would take in account that not everyone uses the
>latest stuff the Internet word would look much better.

I'm reading this one on my WAP phone and as youre using more than 20
characters i cant read it all. So would you mind thinking of
"everyone" as you preach.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5580. Converter MIDI -> MOD

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Clement.Benrabah@wanadoo.fr
Message-ID: <8uk56h$dr9$1@wanadoo.fr>
Source record: 54665

Hi,

You can find on my Atari dedicated page a program called GEM Mid2Mod
that converts MIDI files to MOD files.

My page is in french but an english documentation is available online.

http://perso.wanado.fr/ckb/atari.html

Clement

5581. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973965800-215944AEicMi@bun.com>
Source record: 54666

Hi Henk

>
>Go horse riding! Now that's something substantial between your legs,
>and young girls just love horses. :-)

And also love having something substantial between their legs.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5582. Re: Nconvert v2.95

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973965804-216739AEicMi@bun.com>
Source record: 54667

Hi Joe

>>>Nconvert (graphics converter in freeware) v2.95 is avalaible for
>Atari !

>> Could you tell us something about it please?.

>It is an image converting tool that handles 200 or so formats, free
>and there is a version for almost every platform.

Thanks for getting back to me, i'l pick it up sometime for a look-
see.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5583. Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <iNgP5.2122$dr2.3596@newsfeed.slurp.net>
Source record: 54668

Is it possible to burn Magic/MiNT in to a Falcon's ROM? What's the size limit and how would one achieve that?

5584. adding ram to mega st 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: "m. smith" <pamsfolks@sympatico.ca>
Message-ID: <3A0DCB29.6C1E5D90@sympatico.ca>
Source record: 54669

Any way to add ram from an old 1040 st to a mega 2?

5585. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8ukdvi$1au3$1@purple.gradwell.net>
Source record: 54670

Steve Sweet <stevesweet@bun.com> wrote:
>>4) Read some trade mags. The tell me what you think of them.
> I read some that said that cyberstrider was a scam, just held onto cheques amd delivered nowt.

Prove it! Show me these trade mags. If you can't, then you are treading on very thin ice where defamation is concerned. I know for a fact that you can not prove this... (Denesh Bhabuta T/A CyberSTrider or even Cyberstrider Limited, the latter which does not have anything to do with Atari or cheques or this thread.)

Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

5586. Re: FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8ukdvt$im2$1@supernews.com>
Source record: 54671

Thanks to all interested parties.I sold the Falcon to a very happy new owner who looks like he's going to get involved in the demo-coding scene.So we all benefit.

Chris Thorley.

5587. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8uke2a$1au3$2@purple.gradwell.net>
Source record: 54672

Steve Sweet <stevesweet@bun.com> wrote:
>>1) I suggest you read the thread from start to finish.
> I read the bit where you disclosed priveledged information.

And I suggest onc again to read the thread from start to finish. And will
also reiterate as in the othr posting, you are treading on very thin ice
where defamation is concerned.

Check your facts.

Regards
Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

5588. Re: FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <xF3aHaNm2bD6Ew$y@lovecraft.demon.co.uk>
Source record: 54673

Once upon a time <8ukdvt$im2$1@supernews.com>, Christopher Thorley
<chris_thorley@lineone.net> grabbed chalk and scrawled:
>Thanks to all interested parties.I sold the Falcon to a very happy new owner
>who looks like he's going to get involved in the demo-coding scene.So we all
>benefit.

Yeay!

I look forward to viewing the demos on /my/ new Falcon, which I should
have on Friday ;) (not the one Chris has sold).

Richard, happy indeed :)
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5589. Falcon Co-pro questions

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <xF$aHkNG5bD6Ewft@lovecraft.demon.co.uk>
Source record: 54674

'Allo.

I've confirmed and arranged my new Falcon system, and one of the goodies with it is a co-processor which hasn't been fitted. The seller says he didn't bother, since he'd heard from someone who broke their PCB trying to install it.

What are the benefits for me, if any, using a Falcon for music (MIDI, mainly, but some sampled stuff). Is it worth the risk?

Is there a real risk, or was the PCB-cracker just careless?

Does it affect anything else - like the graphics performance?

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5590. Re: Falcon Co-pro questions

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <KljP5.17$Bi3.393@newsfeed.slurp.net>
Source record: 54675

If you mean the FPU then it's very easy to install and I can't see why the PCB would break. Some demos require an FPU and it greatly speeds up Raytracing and other 3D apps. I can't see it affecting music in any way.

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message news:xF$aHkNG5bD6Ewft@lovecraft.demon.co.uk...
> 'Allo.
>
> I've confirmed and arranged my new Falcon system, and one of the goodies
> with it is a co-processor which hasn't been fitted. The seller says he
> didn't bother, since he'd heard from someone who broke their PCB trying
> to install it.
>
> What are the benefits for me, if any, using a Falcon for music (MIDI,
> mainly, but some sampled stuff). Is it worth the risk?
>
> Is there a real risk, or was the PCB-cracker just careless?
>
> Does it affect anything else - like the graphics performance?
>
> Richard
> --
> 2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
> 1975 Vauxhall FE Ventora /,`.-'`' -.
;-;;,
> USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (
`'::.
> E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--'
`-'_)Morticia

5591. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: **** **** <***@***.com>
Message-ID: <Q3kP5.22452$I8.3329635@typhoon.southeast.rr.com>
Source record: 54676

Steve Sweet wrote in message <973960494-154315AEicMi@bun.com>...

>Can we agree that an amiga discussion should happen in an Amiga base!!.

You're welcome to not read the subthread, dude. Though, a more enlightened person might see some parallels between the amiga platform, and the atari. Just be glad that someone isn't screwing up the atari as bad as they are the amiga right now.

John

5592. STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a0dd2ef$0$180@news.zetnet.co.uk>
Source record: 54677

Is there a later version of this? I've used it to archive some large folders and now it crashes the system totally when I try to unpack them.

I have found STZIP a bit dodgy in the past so I now use LZHSHELL 3.1 as I've found that to be completely stable on my system and I was hoping to transfer the .zip files to .lzh instead.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

5593. Re: Lineout for Atari DIN - VGA cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Dr John The Night Tripper <quinbus_flestrin@privacyx.com>
Message-ID: <Z7IP5.10807$SI1.88863@news6-win.server.ntlworld.com>
Source record: 54678

Go here
http://www.concealedcollege.freeserve.co.uk/Concol/Atari/ST%20to%20SVGA.jpg

"The Ox That Rocks" <oxrock@reborn.com> wrote in message
news:3gle0tks78p89n63ihjuootj06j8fjm2j6@4ax.com...
> Does anybody know how to build such a cable?
>
> Peter

5594. FT: Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <3A0DF83E.3D294D3A@mindspring.com>
Source record: 54679

Ah. Good question!

I am in Boston, MA. The monitor is still available for trade for those who are itnerested!

Joe

Dash Ripprock wrote:

> Joe Grand <jgrand@mindspring.com> wrote in message
> news:3A060509.62E048BB@mindspring.com...
> > Hi (again)-
> >
> > I'm looking to get rid of a spare Atari SM124 monochrome monitor for the
> > ST. It works fine - has some stickers on it that could be removed.
> >
> > As for trade, I'm looking for just about anything :) Atari ST
> > games/accessories, 2600, 5200, 7800, Intellivision, Coleco, Odyssey,
> > etc. If you have a trade list, feel free to send it to me!
> >
> > If interested, send me some e-mail. Pictures available on request.
> >
> > Thanks!
> >
> > Joe
> > jgrand@mindspring.com
> >
> >
> what part of this great big global internet world is it in ? as if we
> couldn't guess!

5595. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974185422-121745AEicMi@cwcom.net>
Source record: 54680

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Fri, 10 Nov 2000 18:12:43 +0000

>> That's quite a bit of work, consider a diary sort of thing?
>
>Since the docs are very limited, and in german I figured tips
>on building one from scratch would be a good starting point.

That sounds ideal :-)

>I think also documenting all the cables/connectors would be
>good too, some of them are custom made for the hades and

I assume that all this stuff came with the kit, leaving you with sourcing
a case, PSU and a hard drive? I could only see complete Hades for sale on
their web site.

>> Good Grief! It's a fine thing when stuff from overseas arrives first...
>
>That suprised me too. Now it's Friday and my stuff is still not
>here so it's going to be a long weekend. ;-P

You'll have plenty of time to reread those docs ;-)

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5596. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 00:45:58 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3A0C96C6.4A34EA49@cable.A2000.nl>
Source record: 54656

Paul Williamson wrote:
>
> Hi Jo Even,
>
> On 10 Nov 2000 07:10:53 , Jo Even Skarstein wrote:
> >Odd Skancke <oskancke@online.no> wrote:
> >
> >>> > Approx $1180 for the mb+060 with no ram, give or take a little
> >>>
> >>> Oops... That's just about twice as much as I can afford.
> >
> >> Sell the bike, Jo Even!
> >
> >I'd rather sell my a**... Besides, even though a Hades060 is pretty
> >impressive, I doubt that it attracts girls ;-)
>
> I can confirm that it is, and that it doesn't :-(((
>
> However, neither did my GS 850 - maybe I need more than a bike and a
> computer if I'm going to attract the girls at my age !!
>

Go horse riding! Now that's something substantial between your legs,
and young girls just love horses. :-)

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

5597. Re: ? 'bout ram board(s) falcon 030

Newsgroup: comp.sys.atari.st
Date: 2000-11-11 05:55:14 UTC
From: rsmac@t-online.de
Message-ID: <1ejx5vd.1tpxeqr1qu31pyN%rsmac@t-online.de>
Source record: 54657

Ken Kosut <kjcat@execpc.com> wrote:

> Is there any significant difference between the ram board sold by
> wizztronics and the one sold by wbsystemtechnik in Germany?
> (14 meg ram)

No. Plug & Play. Both.

> Would this slow down the operation speed of some programs?
> (I have read about this happening to one person before)

No, why should that do?
Longer time need the falcon ram test if you use it.
More ram needs more time to test.
(Only on cold reset)

> If you put the simms in yourself, is there soldering involved?

No. Completey solder less handling.
With carefull fitting any card would be work finde.

Use one of them in any of my falcons.

More about Falcon ram expansion -> DOITF030

Regards, Robert
--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

5598. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: dash ripprock <roach@free4u.co.uk>
Message-ID: <3a0e9dad@news.telinco.net>
Source record: 54596

<{DB}@cyberstrider.net> wrote in message
news:8uls4uvri1@purple.gradwell.net...
> td.roach <roach@free4u.co.uk> wrote:
> > so why is it contained above
>
> I suggest you go and rad RFCs and go back to the history of Usenet/email
etc.
> Know the diffrenc between a sig file and a posting. If you did have a clue
> then you could very easily get your news rader to strip out th sig file
> in my posting. It is a sig file using standard separators "-- " and all
> good newsreaders can strip out anything below this.
>
> I am not going to remove my sig for a few people.. those people can get
> their newsreaders to do the very simple and standard config job -
something
> which has been in good newsreaders since year dot.
>
> So get real!
>
> > I have been watching this discussion with interest amazment, and finaly
> > disgust, it appears to me that it is just an advertising stunt and the
more
> > mails sent on the subject the more advertising can be done, I am of the
> > opinion that it is a self generated thread in an attempt to sell
internet
> > services, most of which can be had for free elswhere.
>
> I then suggest you read the thread and get to understand English. How can
> you realistically say that I am using this to advertise my company's
services?
>
> If at the end of the day you do not wish to know about somthing that may
> affect you in your dealings with someone, then fair enough.
>
> It has now become very clear to me how very narrow minded some Atari users
> are in this newsgroup... and the more I think about it, the more I feel
glad
> I got out of serving the Atari industry at an early stage.
>
> I gracefully bow out of this thread and this newsgroup, but do request
some
> of you in here to think reality.

well this seems to have caught him

1 why should people strip all sig files just to avoid one bad one

2 Microsoft who provide a lot of the worlds newsreading programs do not follow the "--" convention

3 I am glad we will not have to suffer any more of this particular blatant commercialism and get back to hints an tips instead of sour grape ramblings about loosing a few Sheckels from a previous customer.

5599. Re: 30 ukp for an STE - buy it!

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <8um6t8qnh1@news8.svr.pol.co.uk>
Source record: 54597

Tell you what, I'll give ya a fiver for it!!!

Al Ferrier <sonik@wearelondon.fsnet.co.uk> wrote in message
news:8ughnl$l21$1@news7.svr.pol.co.uk...
> FOR SALE - IT'S A BARGAIN!
>
> For sale: Atari STE 520 computer. Fully working order with stand and
mouse.
> Great music computer as has built-in MIDI ports. Can be hooked up at
quite
> low cost to a hard drive, a second disk drive, a printer and a modem.
Vast
> software availability out there on the net and elsewhere.
>
> A great low-cost and easy-to-use computer which would really benefit
someone
> who wants to get into computer sequencing but hasn't a load of cash. It's
> yours for just 30 UK pounds. Buyer collects - sw London/Surrey area.
>
> Also: Atari monchrome monitor, not working (small, inexpensive repair
needed),
> free to a good home or can bundle with STE 520.
>
> Give me a shout at sonik@wearelondon.fsnet.co.uk soon!
>
> Cheers :)
> Al
>
>

5600. Re: Falcon Co-pro questions

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <iexP5.9590$8F2.964107@nnrp4.clara.net>
Source record: 54598

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:xF$aHkNG5bD6Ewft@lovecraft.demon.co.uk...
> 'Allo.
>
> I've confirmed and arranged my new Falcon system, and one of the goodies
> with it is a co-processor which hasn't been fitted. The seller says he
> didn't bother, since he'd heard from someone who broke their PCB trying
> to install it.

That's unbelievable.

> What are the benefits for me, if any, using a Falcon for music (MIDI,
> mainly, but some sampled stuff). Is it worth the risk?

SoundPool's audio software will benefit,
and the forthcoming DSP software synth,
ACE, from New Beat, *requires* FPU
(and absolutely stonkingly good it is,
too, I can report). No MIDI sequencer
will benefit.

> Is there a real risk, or was the PCB-cracker just careless?

Very.

> Does it affect anything else - like the graphics performance?

No. It will only accelerate programs
designed to use it.

Shiuming Lai

5601. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <iexP5.9591$8F2.963959@nnrp4.clara.net>
Source record: 54599

"Paul Mac" <paul_mc@atariste.freeserve.co.uk> wrote in message
news:8uf12d$tl8$1@newsg2.svr.pol.co.uk...
> Yups I meant the Phantom... sorry. The bloke who makes them seems
> very confident over compatablility...

Well it doesn't appear to do any more than
overclock, rather than replace the CPU,
so I would imagine so.

> >Oh dear, you don't value your Falcon,
> >do you?
>
> i value my falcon very dearly!

Good!

Shiuming Lai

5602. Re: the milan handled in true jack form

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <jexP5.9592$8F2.964326@nnrp4.clara.net>
Source record: 54600

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:26994-3A0B6C14-28@storefull-177.iap.bryant.webtv.net...
> in 1984 jack fired my dealer rep, and left my area with almost 3 million
> people without a rep, a number to call, or even anyone that i could
> order from.
> thats not bussiness sence

What was the reason? In any case you
are talking of one incident and my point
was that Jack had more sense than Sam.
I didn't say he was infallible.

Shiuming Lai

5603. Re: Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <3a0ea93a.0@energise.enta.net>
Source record: 54601

```
On 8 Nov 2000 11:13:37 G, "Pascal Ricard" wrote:
>Hello,
>
> in article <3a0899bd$0$174@news.zetnet.co.uk> (comp.sys.atari.st)
> Kevin Dermott wrote on Wed 08-11-2000 00:09 (GMT):
>
>> what are these to be used for?
>
>aICQ, aIRC, ...
>

I use .WAV files, they are played by GEMJing for aICQ.

Regards,

Peter

-------------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
-------------------------------------------------------------------------
-------------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
-------------------------------------------------------------------------
```

5604. Re: 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <3a0ea93c.0@energise.enta.net>
Source record: 54602

On 11 Nov 2000 16:28:18 , Mario Becroft wrote:

>POV-Ray is a good raytracer. There are GEM versions around.
>
>There is a GEM modeller that supports POV-Ray called EB-MODEL (or
>something similar) from France. Last time I used it, it was quite buggy,
>but that was a while ago. It looked like it had potential.
>
>A good integrated GEM modeller and raytracer from what I hear is Inshape 2
>(not version 1). I have never been able to find a copy of Inshape 2
>anywhere. I would love to see it.
>

I've been looking for something like this for years. I once heard
rumours of a good 3D modeller, I think it was Inshape but I was
never able to find it.

Anyway, I spent a little while downloading and trying EB Model.
It looks great and has loads of things to configure but so far
I have not been able to get it to generate a POV script or
to start POV with the correct script path. The application is
in English, which is curious given its French origin but the
html help is in French and its been so long since I studied
French.

I gather that the demo has restrictions but it is definately
worth a look to anyone interested in raytracing, I just dabble
occasionally.

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5605. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <jnxP5.14274$T7.1453591@nnrp3.clara.net>
Source record: 54603

"Bob King" <robert.king@patent.gov.uk> wrote in message
news:3A0AA54C.D96E5FF5@patent.gov.uk...
> Thanks for the info. I don't remember seeing their telephone number on
> any of their web pages.

Hmm. In the bright blue navigation bar
at the top, you should see, "Contact"
which links to a lot of useful information.

> That's the problem with web pages, it's all
> e-mail addresses or nothing, the human race could end up with no ears,
> just finger tips!!

Some companies do that on purpose
so they don't have to get all the time
wasters, but it's often unhelpful. At the
moment I'm trying to find an address
for FedEx so I can give them grief
over a delivery that was a week late
due to being mis-directed several times.

> From what you say, it's too late anyway. I assume the matching bit is
> because of changes in motherboard revisions.

I don't think so. More likely to be
an anti-piracy measure.

Shiuming Lai

5606. Re: Pro 24 III Available

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Simon Osborne <atariactive@xoasis.com>
Message-ID: <8um7t7$29v08$1@ID-59683.news.dfncis.de>
Source record: 54604

Oops, should have said:

Email me at carbon@atari.org if you want one :)

Simon

5607. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8um837$1qp$1@news1.xs4all.nl>
Source record: 54605

many people use 72 colums. Reason? Punched cards had 80 colums and
the last 8 colums were universally used for numbering. (ever dropped
500 of those cards?)

Met vriendelijke groet,
Ronald van der Kamp

On 9 Nov 2000 22:07:57 G, JI Logan wrote:
[...]
>NEWSie uses an external text editor such as Everest to prepare the
>text. I have the text length set to 68 characters (although I notice
>that the "correct" length for a posting was said to be 70 - 75 or
>some such.
>.

5608. Re: Falcon RAM availability

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <wLxP5.14308$T7.1456831@nnrp3.clara.net>
Source record: 54606

"JI Logan" <jlog@zetnet.co.uk> wrote in message
news:3a0b203c$0$180@news.zetnet.co.uk...
> On 9 Nov 2000 13:01:24 -, "Shiuming Lai" wrote:
>
> |Depends what you do. I still find it amazing
> |Atari ever even considered let alone actually
> |released a 1MB version.
>
> They worked on the same principle that IBM did when they launched
> their computers with 128K or 256K RAM. Who would need any more than
> that?

I see where you're coming from, but at
the time of the original IBM PC, that
was really a huge amount of RAM
(certainly compared to the 8-bit home
micros of the era) and suitably-matched
to the architecture and software.

At least the Falcon had the ability to
use a far higher capacity. 1MB for
an advanced (at the time) sound and
graphics machine with multi-tasking
potential is seriously inadequate. I would
guess it had more to do with price
than anything, but then I'm sure anyone
with any sense would have seen how
useless 1MB would be. That was
tight for an ST (as far as serious use
is concerned), never mind Falcon.

Shiuming Lai

5609. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <WSsFDQA+3qD6EwKk@my-ste.demon.co.uk>
Source record: 54607

In article <3a0dd2ef$0$180@news.zetnet.co.uk>, Trevor Spencer
<tcjspencer@zetnet.co.uk> writes
>Is there a later version of this? I've used it to archive some large
>folders and now it crashes the system totally when I try to unpack them.

IIRC I had a similar problem if a folder had 300m or more, files.
Sometimes the system locked, when packing/unpacking the folders, and
sometimes it crashed when opening the archive.

Try using the ZIP.TTP version to extract the files. I used that and
quite often that would work where STZIP failed.

>I have found STZIP a bit dodgy in the past so I now use LZHSHELL 3.1 as
>I've found that to be completely stable on my system and I was hoping to
>transfer the .zip files to .lzh instead.

Quick tip if you're using Magic and LZHSHELL. If you change the strings
"MiNT" to "MagX" in the .APP it will become "LFN-aware". The reason for
this is it searches for the MiNT cookie and, once patched, will work as
if it was running under MiNT.

In the version I have, v3.10 with a file size of 169829 bytes, the
offsets that require altering are:

127774 (0x1f31e)
156850 (0x264b2)

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
6.3 |http://www.distributed.net/

5610. Re: Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a0eada2961a61@free.fr>
Source record: 54608

Hello,

in article <3a0ea93a.0@energise.enta.net> (comp.sys.atari.st)
Peter Slegg wrote on Sun 12-11-2000 14:29 (GMT):

> >> what are these to be used for?
> >
> >aICQ, aIRC, ...
> >
>
> I use .WAV files, they are played by GEMJing for aICQ.

Correct. But aIRC also have the ability to play AVR files without the
need of an external player on machines with DMA capabilities.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5611. WTB Memory upgrade for ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Ian <info@techsoftware.freeserve.co.uk>
Message-ID: <974042726.28941.0.nnrp-04.9e98e6ee@news.demon.co.uk>
Source record: 54609

Looking for a RAM upgrade board for my ST, anything considered,
ian@techsoftware.freeserve.co.uk

Thanks

5612. WTB(UK) reflex card

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: wee_niall@hotmail.com
Message-ID: <8umeggvtd1@nnrp1.deja.com>
Source record: 54610

i don't suppose anybody has one of these bad boys kicking about? I want one!!!

Cheers
Niall

Sent via Deja.com http://www.deja.com/
Before you buy.

5613. Re: 30 ukp for an STE - buy it!

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <OCRJxTCJmrD6Ew5j@steverosie.demon.co.uk>
Source record: 54611

In article <8um6t8qnh1@news8.svr.pol.co.uk>, timothy <tanderson@tander
son22.freeserve.co.uk> writes
>Tell you what, I'll give ya a fiver for it!!!

I think it's worth quite a bit more than a fiver+postage, don't you!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5614. Re: adding ram to mega st 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: "m. smith" <pamsfolks@sympatico.ca>
Message-ID: <3A0EE8CC.AD15E25D@sympatico.ca>
Source record: 54612

The 1040st has 16 pins, theMega2 has 18 pins?

"m. smith" wrote:

> Any way to add ram from an old 1040 st to a mega 2?

5615. Atari software for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Simon Osborne <atariactive@xoasis.com>
Message-ID: <8umi00$29dbb$1@ID-59683.news.dfncis.de>
Source record: 54613

£2 each:

```
Badlands Pete
Backgammon
9 Lives
First Basic
Chronicals of Omega
Cyber Paint
```

£5.00 each:

```
Discovery Extra Pack (9 Lives, Final Fight, Sim City,
Escape from Robot Monsters, Ani ST, 1st Word)
```

Also, copies of Steinberg Pro 24 III with free delivery (UK only) £5.00 each

```
Postage is 40p per item for UK

email: atariactive@xoasis.com

Simon Osborne
```

5616. Re: Mega st 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8umi7g$mk5$1@snipp.uninett.no>
Source record: 54614

timothy <tanderson@tanderson22.freeserve.co.uk> wrote:

> It doesn't seem to difficlut a few hours at most!!!

Brave words ;-) I have a 1040 with a 4Mb PS/2-SIMM soldered in here, it doesn't work... I don't know why yet, I got tired of it and just put it in a bag and stowed it away in the back of a cupboard.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5617. Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a0ecc31$0$180@news.zetnet.co.uk>
Source record: 54615

Hi All,

I've been tinkering with my Auto files on my Milan and it's messed up again. What happens now is that MINTNP stops the loading with the message:

Initializing core memory
**********bytes of ST RAM
**********bytes of FAST RAM found.

Can any MINT experts out there help please. This is being sent on my Falcon and except for being slower and not such high end graphics, its much more stable and lets be honest idiot proof :))

Thanks in advance.

Bob King.

5618. Lzh-Shell (was: STZIP 2.6)

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a0ec2f21a077c0@free.fr>
Source record: 54616

Hello,

in article <WSsFDQA+3qD6EwKk@my-ste.demon.co.uk> (comp.sys.atari.st)
David Bolt wrote on Sun 12-11-2000 14:49 (GMT):

> Quick tip if you're using Magic and LZHSHELL. If you change the strings
> "MiNT" to "MagX" in the .APP it will become "LFN-aware". The reason for
> this is it searches for the MiNT cookie and, once patched, will work as
> if it was running under MiNT.

Great tip !!! Thanx a lot.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5619. Re: Mega st 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a0ed3cd$0$174@news.zetnet.co.uk>
Source record: 54617

On 12 Nov 2000 00:40:26 , "timothy" wrote:

|I asked about upgrading a /mega ST 1to 4 mb without using an upgrade board.
|I know the prices of bards ar not quite what they used to be but at £129 t
|is a little bit pricey as I can buy almost 256mb for my PC.
| . . . .
|I'm not afraid to use a soldering iron. and for your information I am a
|fully qualified computer technition / electronics engineer and so comments
|like:-
|
|If you don't know how to do such a job you
|probably couldn't do it even with the right
|information . . . . .
|
|as quoted by Shiuming Lai are not particulary welcome as all I asked was a
|simple question!!!
|
|Is this what the Atari comunity has come to?????

The reasonable assumption is that most people posting here are not fully qualified computer technicians and most replies will reflect this. Perhaps if you had stated your qualifications you would have got a different reply.

5620. VISION 4.0 is here !

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Jean LUSETTI <jlusetti@libertysurf.fr>
Message-ID: <8umk43$1lr6$1@news6.isdnet.net>
Source record: 54618

Hi !

Here it is !
VISION 4.0 is available on VISION's web site :
http://www.multimania.com/jlusetti !
Have a look at its new features at
http://www.multimania.com/jlusetti/vhistoe.htm
And download it !

NOTE :
For the persons that helped me some times ago for translation, please
contact me ! You will receive a registration key for a little specific help
on the version 4.0 !

See you, Jean
Site WEB : http://vision.atari.org , http://www.multimania.com/jlusetti
E-Mail : jlusetti@multimania.com

5621. Re: Falcon Co-pro questions

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Nw7FK9AWTtD6Ew7D@lovecraft.demon.co.uk>
Source record: 54619

Once upon a time <iexP5.9590$8F2.964107@nnrp4.clara.net>, Shiuming Lai
<lais@Spam.?> grabbed chalk and scrawled:

>That's unbelievable.

Well, I thought so too. The FPU is still in an bag, so hopefully it will
be fine and ready to be dropped in ;)

>SoundPool's audio software will benefit,
>and the forthcoming DSP software synth,
>ACE, from New Beat, *requires* FPU
>(and absolutely stonkingly good it is,
>too, I can report).

That sounds like a good enough reason for me. I'm hoping I can use the
Falcon as a sampler :)

>No MIDI sequencer
>will benefit.

Figures.

>No. It will only accelerate programs
>designed to use it.

Sounds like it will be worth fitting, anyway :)

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5622. Undeletable files/folders

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8umkej$pm1$1@plutonium.compulink.co.uk>
Source record: 54620

Some time ago there was discussion here (or in an atari conference on Cix) about a problem in deleting files/folders from a drive.

I have just had a similar problem, whoses solution may be of use to others: I had coppied a folder www.scooter-pcb.de from my CAB folder, which is on a partition with LFN enabled, to another partition that was DOS 8+3 only. This showed up as WWW-SCOO..DE in the copy, and while the folder could be opened normally by double-clicking on it, and the files in it were OK, when I tried to obtain Info about its length, and later to delete it, this was refused with an error message that the 'File can not be read (TOS -33)', meaning 'File not found'.

The problem was the two dots, which aren't allowed on 8+3 file systems. Only after I used VFATCONF to activate long file names on the partition temporarily could I access the folder info; renaming it to one dot and switching off LFN again allowed the info to be accessed and deleted under 8+3 as well.

So if you have problems deleting a file or folder that has an unusual name, enable LFNs temporarily for the partition.

Regards, /Peter/

5623. Re: Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A0EDAD1.94DC79C@qnet.com>
Source record: 54621

dash ripprock wrote:

> Joe Grand <jgrand@mindspring.com> wrote in message
> news:3A0DF83E.3D294D3A@mindspring.com...
> > Ah. Good question!
> >
> > I am in Boston, MA. The monitor is still available for trade for those who
> are
> > itnerested!
>
> I've looked in my world atlas but can't find a country called MA
> dash

Thats because you didnt look in the abbrevations of states.
Don

5624. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a0edacc6864af1@online.be>
Source record: 54622

on Sun 12-11-2000 14:05 Ronald van der Kamp wrote:

>many people use 72 colums. Reason? Punched cards had 80 colums and
>the last 8 colums were universally used for numbering. (ever dropped
>500 of those cards?)

Also not too long lines reads much better then very long lines. That's
for instance the reason why magazines uses a two or more columns
lay-out.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5625. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011121907480.383-100000@online.no>
Source record: 54623

On 12 Nov 2000, Robert King wrote:

> Hi All,
>
> I've been tinkering with my Auto files on my Milan and it's messed up
> again. What happens now is that MINTNP stops the loading with the
> message:
>
> Initializing core memory
> **********bytes of ST RAM
> **********bytes of FAST RAM found.

If you have ramfs.xdd in your /mint or /multitos folder, try to remove it. At least I know that kernel 1.15.10b has ramdisk built in, and might conflict with the xdd one. Other than that, just try to remove xfs or xdd's until you find out which cause the prob.

>
>
> Can any MINT experts out there help please. This is being sent on my
> Falcon and except for being slower and not such high end graphics, its
> much more stable and lets be honest idiot proof :))

Well, the Milan should be just as stable ;-) I know that my Hades060 is at least, if not more stable than my TT. But it took a while before I got to that point :)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

5626. Re: 30 ukp for an STE - buy it!

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <8ummuj$5g$1@newsg3.svr.pol.co.uk>
Source record: 54624

Not if it is unboxed, no manuals, software or accesories.

I's all well and good saying what can be plugged in, but not much use if it doesn't come with the parts.

tim

Steve Stupple <Steve@atari.org> wrote in message news:OCRJxTCJmrD6Ew5j@steverosie.demon.co.uk...
> In article <8um6t8qnh1@news8.svr.pol.co.uk>, timothy <tanderson@tander
> son22.freeserve.co.uk> writes
> >Tell you what, I'll give ya a fiver for it!!!
>
> I think it's worth quite a bit more than a fiver+postage, don't you!
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5627. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8umnkfrla1@plutonium.compulink.co.uk>
Source record: 54625

In message <3a0dd2ef$0$180@news.zetnet.co.uk>, tcjspencer@zetnet.co.uk said:

>I have found STZIP a bit dodgy in the past so I now use LZHSHELL 3.1 as
>I've found that to be completely stable on my system and I was hoping to
>transfer the .zip files to .lzh instead.

I've used STZIP 2.6 without problems on my Falcon, but usually use
ZIPJR within the 2-in-1 shell, which also has access to other compress
algorithms such as LZH, ZOO, ARC, UNARJ etc. Never had a stability
problem, running MagiC, NVDI, Nemesis.

Regards, /Peter/

5628. Req: Building an ATARIst monitor- to SVGA monitor adapter

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: The Ox That Rocks <oxrock@reborn.com>
Message-ID: <989p0t4tphngfc1ro4fsooiqo23v79p6ft@4ax.com>
Source record: 54626

It is possible to connect an Atari to a standard SVGA monitor by
building a cable with an Atari monitor DIN in one end and a SVGA plug
and phono cable in the other. I once bought such a cable.
But what is the pin-lineout?
I have tried to download drawings from Atari FTP servers, but they
only count for Falcon - SVGA!

Cheers Feddersen

5629. UK STFM price

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <974059414.886.0.nnrp-08.d4e49a43@news.demon.co.uk>
Source record: 54627

Hello.

I bought a working STFM with 1 MB RAM recently for £1.

What is the going rate for one of these. Is this a bargain?

The ST is a really great machine!

Alex Taylor.

5630. NVDI compatible with Winston ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: downthehatch@zetnet.co.uk
Message-ID: <3a0efd8a.6042889@news.zetnet.co.uk>
Source record: 54628

Just tried WinSton 0.4 emulator but couldnt get it to work with NVD?

So is it compatible or have I got wrong settings somewhere?

Thanks

Norm

Norm

(Please do not reply by email)

5631. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8un2m7$p07$1@nnrp2.phx.gblx.net>
Source record: 54629

Ronald van der Kamp <atarist@xs4all.nl> writes:
: many people use 72 colums. Reason? Punched cards had 80 colums and
: the last 8 colums were universally used for numbering. (ever dropped
: 500 of those cards?)

123456789012345678901234567890123456789012345678901234567890123456789012345

Yes, I have dropped that many cards, and more, doing program copy
maintenance for a bank.

My copy of Zen and the Art of Internet, printed, is in hiding at
the moment, but that is where I got the number of 65, which
allows several layers of quoting before it no longer fits on an
80 character screen.

Not everybody gets quoted only four times. If you want what you
wrote to be read, allow for several levels of quoting.

--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

5632. Re: UK STFM price

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A0F0E94.C27D83DC@qnet.com>
Source record: 54630

Alex Taylor wrote:

> Hello.
>
> I bought a working STFM with 1 MB RAM recently for ï¿½1.
>
> What is the going rate for one of these. Is this a bargain?
>
> The ST is a really great machine!
>
> Alex Taylor.

Alex,

That is a great price for the STFM. In the US the going price is about $10. If you purchase it on ebay then the price would be around $40-60 USD.

Don

5633. New compo -LBC

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B6345E6B.5DD5%bengy@mac.com>
Source record: 54631

```
... little big competition
... The Atari Three In One.
... dedication. skill. creativity.
... http://www.magicos.de/lbc.html

sponsored by: st-computer +++ Paskud +++ AtariFan +++ Therapy Seriouz
Software +++ DurSoft +++ Patrick Eickhoff +++ Triple a Mag +++ Woller GmbH
+++ Didier Mequignon +++ RGF Software +++ Application Systems Heidelberg
+++ Mario Becroft +++ More to come!

1 .: introduction

Following the enormous success of last years MagiC Game Contest, MagiC
Online and the place2be are proud to present their next generation
competition, that will once again unite the existing community and breathe
new life into the Atari platform.
This year the organizers are able to provide not just one contest, but
three. Besides two coding contests, the "Little Big Competition" also
features a special graphics contest in cooperation with the Atari Icon
Library.

Dedication, Skill and Creativity. The Atari 3 In One.

2 .: big ports, little helpers and a new look

We have decided to split this years contest into three categories.

.. big ports

The aim of this contest is to create the best possible software port
to the Atari platform. There is an abundant amount of quality software
packages available, complete with sources, waiting to be ported to our
platform. Why not take the challenge to create the best possible Atari
version?

- see rules for the exact requirements of the port

.. little helpers

The aim of this contest is to create a (relatively) small and useful tool
or
utility; a program which simplifies everyday use and/or increases overall
productivity. Interested entrants may examine features from other
platforms, deciding to merge the best features of these systems with the
elegance of the Atari environment. More Creative participants may choose to
implement their own innovations; innovations that will dramatically increase
the ease of use and/or efficiency of certain tasks. Will you be the one who
revolutionizes the Atari platform?
```

- see rules for the exact requirements of the tool/utility

.. a new look

Every user is not a skilled programmer; but every user is equally important
to the survival of our platform. This contest celebrates this fact by encouraging the use of artistic and aesthetic skill: to create a modern new look for the "Atari Desktop 2001". For a long time, the Atari desktop has been a eclectic mixture of Icon Sets, background pictures, and winframes which were mainly adapted from other platforms. Our aim is to create a new coherent and original looking desktop. So here's the plan:

- icon set
Originally, the Milan II had planned on introducing Glow Icons to the Atari
platform, but now it's up to us. The first part of the Atari Desktop 2001 competition is to create the best looking set of glow icons. If you are not familiar with this style, you are encouraged to view the sample images of some Amiga conversions on the compo-pages. (Courtesy of Joachim Fornallaz)

- background pictures
Create the best looking background picture for use in our favorite Atari desktops.

- winframes
N.AES 2 and MagiC 6 both introduced the possibility to change the appearance of the window elements by using winframes. So the aim is to create the best looking winframe.

- see rules for the new look contest for the exact requirements

Any individual who wants to take part can contribute to one of the subcontests mentioned above. You don't have to create an icon set, background picture(s) and winframe(s). At the end of the contest the Atari Community will separately vote for the best icon set, picture and winframe. After that we will compile a package out of the best contributions (and possibly fill in some Amiga glow icons, which otherwise might be missing) into the "Atari Desktop 2001" package. All icon sets will be added to the Atari Icon Library.

3 .: little big sponsors

Our contest wouldn't be possible without the kind help of our sponsors. Here is the place to say thank you and introduce:

st-computer (http://www.st-computer.net/)
st-computer is the largest Atari computer magazine in circulation. With a full-color layout, professional staff, and a generous spirit; st-computer is truly a winner.

Paskud - Grzegorz Pancher (http://www.rsi.pl/paskud/)
Grzegorz Pancher is a popular musician who has utilized the powerful elegance of the ST in a Studio-setup to produce some very popular polish CD's. He shares his passion for Atari computers with others by producing

and selling several products, (including an IDE interface for the ST and Falcon RAM cards) and servicing Atari computers. "Paskud" has generously sponsored (5) of his ST IDE interfaces (for HDD and CD-ROM).

AtariFan (http://atari-fan.idz.pl/)
AtariFan is the premiere Polish magazine that has already established a proud name for itself, even in its infancy. They are kindly sponsoring a free subscription of AtariFan for the year 2001 with a free CD.

Therapy Seriouz Software (http://www.therapy-seriouz.de/)
Therapy Seriouz Software are the developers of Smurf, the graphic manipulation program that blows away its counterparts in both functions and speed. They are kindly sponsoring one full copy of Smurf.

DurSoft (http://dursoft.atari-computer.de/)
DurSoft Developments has made it possible for all Atari computers to take advantage and utilize Digital Cameras. By packing features into PhotoTip, DurSoft has provided all of us with the definition of quality software. DurSoft is supporting us with one full copy of PhotoTip
By packing features into PhotoTip, DurSoft has provided all of us with the definition of quality software. DurSoft is supporting us with the one full copy of PhotoTip.

Patrick Eickhoff (http://funmedia.atari-computer.de/)
Patrick Eickhoff is the developer of the great multimedia tool FunMedia. It has been in development for some years now and proves that you do not have to stray away from the Atari platform to have access to innovative multimedia tools. Patrick is kindly sponsoring one full copy of FunMedia (on CD)

Triple A Mag (http://www.triple-a-mag.de/)
Triple A Mag, the once Atari-only magazine, has recently expanded its horizons and now covers the Amiga, Atari, and Acorn platforms. Their attention to detail and support is outstanding, and so are their contributions to this competition. Triple A is supporting us with 100 DM in prize money and 3 full subscriptions.

rgf Software (http://www.rgfsoft.com/)
Richard Gordon Faika is one of the most active Shareware authors for the Atari platform. Tools like Arthur or the outstanding editor Luna are in daily use by many Atarians. Richard sponsors two "Moon"-Packages which include Arthur 2000 (+ all libraries), the latest Luna version and the latest release of the Luna Text Compiler. Worth 174 DM!

woller systems (http://www.woller.com/)
woller systems is a well respected Atari dealer as well as the initiator of many new products for our platform. Some of their products are: N.AES, GEM-TV Milan, Milanblaster. Like last year woller is generously sponsoring 3 copies of N.AES.

Application Systems Heidelberg (http://www.application-systems.de/)
Information pending

Mario Becroft (http://gem.win.co.nz/mario/) Mario is the well known hardware (and software) developer that continues to release must-have products at affordable prices. Whether it's connecting a PC keyboard to your ST or adding some extra Midi ports, Mario has just what you need. Mario kindly supports us this year with one Atari and Amiga serial mouse interface.

Didier Mequignon (http://perso.wanadoo.fr/didierm/)
Didier is an extremely gifted programmer who constantly pushes our platform to the edge, as is evident with his many essential programs. AniPlayer, his main project, has introduced many users to the joys of multimedia movies and digital sound. Didier is showing his support with (3) registrations to Aniplayer.

We have not yet decided which prizes will be given to what contest. But we will keep you informed. If you would like to support us by sponsoring our contest then feel free to contact us!

4 .: registration and support

If you want to take part in one or more of the contests, then please register by filling out the form on the compo-pages. This is needed to decide whether to skip one of the contests or not. You have no obligations after registering, it is just for information purposes. It also helps to verify that no one works on the same port.

It is also possible to register for the contest as a team of people (to be able to finish bigger projects). Just enter the names of all team members separated by a comma into the registration form. Although you won't receive any help from us when it comes to deciding which team member gets what prize.;-)

Any individual can contribute with several productions to all three contests. It is possible to work for one or more teams and on one-man productions. Whatever, just be productive.;-)

If you register you also have the option to receive free newsletters from us, which keep you informed about the latest contest news (new sponsors etc.).

This year we are also able to offer a free translation service to all our contestants (kindly provided by TransAction and DDP). This way we can assure that the user interface (probably even the manual) of all contributions is available in all major languages.

If you need beta-testers (with a certain system configuration), feel free to contact us and we will see what we can do.

5 .: rules

.. contributions

big ports and little helpers
- All programs must state that they were "Produced for the "Little Big Competition" both in the readme's and Info Box!
- Programs may be shareware but may not be crippled in any way.

- Programs have to work under both MagiC and N.AES (2).
TOS support is optional.
- using extended MagiC objects is allowed as N.AES 2 supports them.
- Programs can make full use of system extensions which are freely
available. We even encourage you to make your contributions support
modern features like BubbleGEM, OLGA etc.
- Programs may make full use of NVDI 5's extended VDI calls
- Programs which need network/internet support of some kind may use every
TCP/IP stack available for the Atari (STiK/STinG or MiNT/MagiCNet
preferred).
- Porting a software may also include reprogramming a software (big ports)
- A port should either feature a GEM-interface or shell (exception:
e.g. games running in fullscreen mode - VDI output still required of
course). Contact us if you are unsure. (big ports)
- system requirements can be set freely (minimum processor, RAM,
resolution etc.). Note: People who can't use your software
won't be able to rate it. On the other hand people who see software
pushing their 060 to the limit might be very happy and give high rates
to your software.
- Adding hardware specific parts (e.g. direct screen access) is
only allowed as an optional feature to speed things up on original Atari
hardware.

new look
- the icon set needs at least 12 entries
- icon sets must offer 2, 16 and 256 colour versions of their icons
- 16 and 256 colour versions have to glow
- other animated features are optional
- NVDI 5 palette has to be used
- icons have to be your original artwork (no conversions from other
platforms!)

- background pictures can have any of the following standard sizes:
640*480, 800*608, 1024*768
(supporting several resolutions is welcomed)
- NVDI 5 palette has to be used for 16/256 colour pictures
- colour depth can range between 1-16 Bit
(supporting several colour depths is welcomed)
- pictures have to be your original artwork
(scanning is allowed)

- you have to create the winframe(s) for both MagiC and N.AES (2)
- see the example archive which contains a MagiC and N.AES winframe
- winframes must support all colour depths
- NVDI 5 palette has to be used
- winframes have to be your original artwork
(no conversions from other platforms!)
- Instead of making a standard MagiC winframe you can also make an
enhanced NatFrame winframe as NatFrame is free.

.. voting

An exact description and rules for the voting procedure will be included to the vote forms.

6 .: deadline

Deadline for all contributions is May 12th 2001. No contributions will be accepted after this date.

Contributions shouldn't be released before the deadline, otherwise we'll have to disqualify this entry.

Absolutely no contributions that are publicly released prior to the May 12th deadline will be accepted. This includes public "alpha" and "beta" releases. The aim of this competition is to spark the creation of /new/ software and "themes" for our platform, therefor, no existing programs, icons, winframes, or Background images may be updated and entered into this competition. Failure to comply with this rule will ultimately result in disqualification. Entries may not be released prior to the deadline to ensure equality and fairness to everyone involved. All entries will have the same timeframe to be tested and voted upon. Furthermore, until the official closing of the competition and judging, ALL programs/sets will ONLY be available in a single archive. Individual downloads will be made available after this time. All contributions will be available for download on May 13th from the compo-pages.

7 .: the team behind this years contest

This years contest has dramatically grown in size and we are glad that some loyal Atarians offered us their support and help. So here is the place to introduce:

Bengy Collins (http://magicos.de/)
Co-Organizer Bengy Collins runs one of the largest English portal sites, Magicos.de. Bengy also has a monthly column in the German ST-Computer magazine. Co-Organizer of last years MGC 99.

Jan Daldrup (http://place2be.de/)
Jan Daldrup runs the largest International portal site, place2be.de. Jan works for the German st-computer magazine. Co-Organizer of last years MGC 99.

Joakim Hï¿½gberg (http://gokmase.atari.org/)
Co-Organizer of the "...new look" subcontest, Joakim is the Father of the "Atari Icon Library" and continues to prove beneficial to the Atari community by his continued work on essential utilities. Him and Dan Ackerman are currently working on aICQ.

Rafal Kawecki (http://kawecki.atari.org/)
Rafal is the webmaster of a popular Polish news page and will represent our contest in Poland. He translated the contest pages, kindly provided us with sponsors and manages the contact with Polish authors.

st-computer - Thomas Raukamp (http://www.st-computer.net/)
Thomas Raukamp, current editor in chief of the largest paper based Atari magazine left, gives us the opportunity to constantly inform all readers of

st-computer about the contest. Thus we are able to reach a far bigger number of Atarians including those without Internet access. st-computer is also generously sponsoring the contest.

TransAction (http://transaction.free.fr/)
DDP (http://www.cix.co.uk/~derryck/index.htm)
TransAction and DDP are crews of people who support the Atari Community by providing high quality translations of recent software releases. This year they also kindly help all contestants of the coding competition by freely offering their translation service to them.

Joachim Fornallaz (http://omnis.ch/jf/)
Joachim Fornallaz, the respected author of essential utilities and Milan webmaster, has kindly volunteered to create a custom GEMSetup Installation routine. The custom GSU will ship with the final LBC archive and will allow for easy and uniform installation.

Take care,
Bengy

5634. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8un3em$ec6$1@news7.svr.pol.co.uk>
Source record: 54632

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:3A075718.22775D1B@greeleynet.com...

> Let's take Netiquette, for example. Say I'm new to the net. How am I
> supposed to find out what the Netiquette is?

Subscribe to news.announce.newusers for a month. Used to be standard
practice/advice when signing up to an ISP. Should still be, IMHO.
Possibly still is in some cases, but people are too busy going "ooh,
wow!" and goggling at the pretty pictures to be bothered getting a clue.

> IMO, things on the web have advanced to the point where we shouldn't
> have to worry about line length, either because the software can
handle
> it, or somehow mandatory rules are put into place to prevent the
> problem.

This is Usenet, not the web. Another thing that newbies need to learn
early, IMHO. Everyone's so busy making gee whiz statements about how
easy the net is for newbies these days that basic info gets completely
lost. And there *are* mandatory rules in place, and no I don't know the
numbers of the relevant RFCs and their revisions off hand. I'm sure they
were mentioned the last time this discussion erupted here so could be
located via Deja.

> But, keeping standards to a minimum was part of the goal of
> HTML, wasn't it? If so, that in itself leads to problems you will
just
> have learn to deal with. Even Netscape and Internet Explorer treat a
> few tags differently, each supports it's own subset of tags, all
causing
> problems for someone somewhere. If people wish to keep the web as
free
> form as possible, then learn to live with these differences and stop
> complaining, or else agree to mandated standards where much of the
free
> form abilities will be lost.

HTML has perfectly good standards in place (W3C) - anything else is
browser-specific crap. But this has nothing to do with Usenet which is a
plain text medium.

> I ought to be able to use HTML for
> posting, but too many people can't deal with it in this newsgroup, so
I
> use the plain text editor. But there have been times when an answer

> could much more easily have been explained with a picture rather than
> text only.

Sorry, this is just a complete misunderstanding of the situation. Usenet is a text medium, with the exception of specific binaries groups. Posting binaries in most groups (which constitutes abuse as each NG has a charter which usually forbids this) will get you a warning if someone complains to your ISP, or your Usenet access removed for repeat offences. HTML is for the web, not Usenet: HTML in news/mail is a Netscape invention from the days when they thought they could take over the net. Microsoft adopted it because they are similarly cavalier WRT standards and agreements. As they have repeatedly shown, M$ are more concerned with window dressing (apologies for the pun) than getting their software right under the hood - the same goes for their attitude to standards on the net. HTML is not compliant with Usenet standards, any more than using over-long line lengths.

> This also somewhat illustrates the problems with using an Atari on the
> net. The software and hardware just isn't keeping up. It's like
trying
> to compete with a fleet of trucks made in 2000 with a fleet of trucks
> made in 1985. You can't.

In this case there is nothing to keep up with: unwrapped lines and HTML are not compliant with Usenet standards. This hasn't changed, because it doesn't need to: Usenet works perfectly well. The problem is that the most common newsreader available (OE) comes with stupid default settings so newbies get it wrong. It is possible to configure it to get it right.

ASH Emailer has had the line length problem since it first came out. My understanding was that this was fixed with version 2 or thereabouts, but I have never used it so I can't vouch for that statement. It's either a configuration problem or (if it can't be configured) a basic problem with it being broken, in which case a workaround is obviously available as most users seem to be able to control it. Other Atari newsreaders are not broken in this respect (Okami least of all) - Emailer may be. The problem is Emailer, not the other programs.

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

5635. Re: UK STFM price

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <3oEnrKAe5xD6Ew8N@steverosie.demon.co.uk>
Source record: 54633

In article <974059414.886.0.nnrp-08.d4e49a43@news.demon.co.uk>, Alex
Taylor <alex.taylor@zeem.demon.co.uk> writes
>Hello.
>
>I bought a working STFM with 1 MB RAM recently for ï¿½1.
>
>What is the going rate for one of these. Is this a bargain?
>
>The ST is a really great machine!
>
>Alex Taylor.
>
>

It sure is, I'll give you a tenner no questions (as long as it has a
rodent):)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5636. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a0f2086$0$180@news.zetnet.co.uk>
Source record: 54634

On 12 Nov 2000 19:13:53 , Odd Skancke wrote:
>On 12 Nov 2000, Robert King wrote:
>
>> Hi All,
>>
>> I've been tinkering with my Auto files on my Milan and it's messed up
>> again. What happens now is that MINTNP stops the loading with the
>> message:
>>
>> Initializing core memory
>> **********bytes of ST RAM
>> **********bytes of FAST RAM found.
>
> If you have ramfs.xdd in your /mint or /multitos folder, try to remove
>it. At least I know that kernel 1.15.10b has ramdisk built in, and might
>conflict with the xdd one. Other than that, just try to remove xfs or
>xdd's until you find out which cause the prob.
>
>>
>>
>> Can any MINT experts out there help please. This is being sent on my
>> Falcon and except for being slower and not such high end graphics, its
>> much more stable and lets be honest idiot proof :))
>
> Well, the Milan should be just as stable ;-) I know that my Hades060 is
>at least, if not more stable than my TT. But it took a while before I got
>to that point :)
>
>
>Regards,
>
> Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
>
>
>.

Hi 'Odd Shanke'.

Will try just that. One other, minor but annoying point about the Milan
is its use of a PC keyboard. Nice touch but the pound sign has
disapeared and the " has shifted to the @ position. No end of keyboard
layout changing seems to change it. Just something I have to live with I
guess.

Bob king

5637. Re: the milan handled in true jack form

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <4575-3A0F5D7D-28@storefull-174.iap.bryant.webtv.net>
Source record: 54635

i am sorry, i goofed, it was the spring of 1985 that he fired all dealer reps that i am aware of in the u.s.a.
the reason, all dealers were supposed to educate themselves, and the public about atari products, even if you could not order them, they would get upset when you called them, and asked where can i order this stuff now that there is no rep to pass this informmation along.
finally they wised up, and started to send out mailers to us promising software, and hardware by certain dates.
with no advertising, and no corporate help, dealers were left blowing in the wind, many of my customers just would not believe that they still were in business, it was like trying to show a customer a picture of a blended in chameleon, and saying there it is.
on top of that, many software titles, and hardware just did not show up on time, or ever at all. then the rumors would fly, and atari did nothing to quell the rumors, just like milan.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5638. FA:ATARI Hardware

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A0F8B7D.E530DD1B@qnet.com>
Source record: 54636

I have Atari ST hardware listed on EBay. Here is a link to all my
auction listings.

Check it out:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=dons@qnet.com&include=0&since=-1&sort=2&rows=25

All items have NO RESERVE. This includes the Atari Jaguar CATBOX(ICD).

Don

5639. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a10296c26cdc00@online.be>
Source record: 54637

on Sun 12-11-2000 19:13 Odd Skancke wrote:

>On 12 Nov 2000, Robert King wrote:
>
>> Hi All,
>>
>> I've been tinkering with my Auto files on my Milan and it's messed up
>> again. What happens now is that MINTNP stops the loading with the
>> message:
>>
>> Initializing core memory
>> **********bytes of ST RAM
>> **********bytes of FAST RAM found.
>
>If you have ramfs.xdd in your /mint or /multitos folder, try to remove
>it. At least I know that kernel 1.15.10b has ramdisk built in, and might
>conflict with the xdd one. Other than that, just try to remove xfs or
>xdd's until you find out which cause the prob.

As he speaks about mintnp.prg I don't think he's using kernel 1.15.10b.
AFAIK from this kernel on renaming the kernel doesn't effect the behaviour
of the kernel anymore.
He must makes sure that mintnp.prg loads as last prog.

>>
>>
>> Can any MINT experts out there help please. This is being sent on my
>> Falcon and except for being slower and not such high end graphics, its
>> much more stable and lets be honest idiot proof :))
>
>Well, the Milan should be just as stable ;-) I know that my Hades060 is
>at least, if not more stable than my TT. But it took a while before I got
>to that point :)

But this has IMHO not to with MiNT. It's more a Hades problem. The Hades
is a damned fast machine but a pig to set up properly. Sometimes
adding a new auto prog is enough to make the Hades instable. The loading
order of the auto prg is very important on the Hades.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **

But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5640. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011122037.a7049@su2.maus.de>
Source record: 54638

As far as I remember the Falcon's ROM was a special chip that was to replaced by Atari if an update was desired. TOS 4.04 should be the recent one.

5641. Re: Falcon Co-pro questions

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974138242-512837AEicMi@bun.com>
Source record: 54639

Hi Richard

>What are the benefits for me, if any, using a Falcon for music (MIDI,
>mainly, but some sampled stuff). Is it worth the risk?

There is no risk!!, unless you use a kango to fit it!!.
>
>Is there a real risk, or was the PCB-cracker just careless?

He was a total pillock with Doc martins...

>Does it affect anything else - like the graphics performance?

Some software will use a FPU, but there isnt much, some rendering sofware
will give multiple orgasms with an FPU, fractals will fly, some maths
software may use it.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5642. Re: FS:Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8ulntl$276ok$1@ID-59683.news.dfncis.de>
Source record: 54688

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:xF3aHaNm2bD6Ew$y@lovecraft.demon.co.uk...
> Once upon a time <8ukdvt$im2$1@supernews.com>, Christopher Thorley
> <chris_thorley@lineone.net> grabbed chalk and scrawled:
> >Thanks to all interested parties.I sold the Falcon to a very happy new
owner
> >who looks like he's going to get involved in the demo-coding scene.So we
all
> >benefit.
>
> Yeay!
>
> I look forward to viewing the demos on /my/ new Falcon, which I should
> have on Friday ;) (not the one Chris has sold).
>
> Richard, happy indeed :)

I still need to get a falcon, but I'm a broke student

Simon

5643. Pro 24 III Available

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Simon Osborne <atariactive@crap.btinternet.com>
Message-ID: <8ulorn$27ij0$1@ID-59683.news.dfncis.de>
Source record: 54689

I have a few copies of Steinberg Pro 24 III available.

Includes ring-binded manual, disk and dongle. A couple of boxes are a little rough though.

£5 each including UK postage. Please email me for posting to other countries.

Strictly limited stock, sorry

Simon Osborne
Atari Active

5644. Re: Mega st 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ulq63$i49$2@snipp.uninett.no>
Source record: 54690

timothy <tanderson@tanderson22.freeserve.co.uk> wrote:

> I also asked if there was a solution using 4mb simm's

> Mark has hinted that this is the case. I would like more information about
> this please.

You can find some information on how to do this on
http://atari.nvg.org/stacyram/ (PS/2 SIMMs only).

This is Stacy-specific, but except from the physical layout of the mobo it
works exactly the same on every ST.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5645. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8uls4uvri1@purple.gradwell.net>
Source record: 54691

td.roach <roach@free4u.co.uk> wrote:
> so why is it contained above

I suggest you go and rad RFCs and go back to the history of Usenet/email etc.
Know the diffrenc between a sig file and a posting. If you did have a clue
then you could very easily get your news rader to strip out th sig file
in my posting. It is a sig file using standard separators "-- " and all
good newsreaders can strip out anything below this.

I am not going to remove my sig for a few people.. those people can get
their newsreaders to do the very simple and standard config job - something
which has been in good newsreaders since year dot.

So get real!

> I have been watching this discussion with interest amazment, and finaly
> disgust, it appears to me that it is just an advertising stunt and the more
> mails sent on the subject the more advertising can be done, I am of the
> opinion that it is a self generated thread in an attempt to sell internet
> services, most of which can be had for free elswhere.

I then suggest you read the thread and get to understand English. How can
you realistically say that I am using this to advertise my company's services?

If at the end of the day you do not wish to know about somthing that may
affect you in your dealings with someone, then fair enough.

It has now become very clear to me how very narrow minded some Atari users
are in this newsgroup... and the more I think about it, the more I feel glad
I got out of serving the Atari industry at an early stage.

I gracefully bow out of this thread and this newsgroup, but do request some
of you in here to think reality.

Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

5646. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: {DB}@cyberstrider.net
Message-ID: <8ulsabvri2@purple.gradwell.net>
Source record: 54692

horst wunderbra <horst@wunderbra.com> wrote:
> mr denish could you wash your dirty cloths elswhere, we do not need all
> these postings and arguings

I suggest you get to rad properly - and would appreciate you spelling my
nam correctly. It is downright rude to ignor how to pronounce and spell
people's names and shows laziness on your part.

> I sell refrigerators but not on here

And I am not selling anything on here. Look at my reply to another person
on here and see how easy it is for you to not se my sig if you do not
want to.

As mentioned, I am bowing out of this thread and this newsgroup, in disgust
of the attitude of some Atarians in here.

Denesh
--
Denesh Bhabuta Cyberstrider Limited
www.cyberstrider.net ; www.bargaindomains.co.uk ; www.10quid.co.uk
10Quid: ï¿½10 + VAT per 2 Years: co.uk domain, Web Hosting, Mail Forwarding
10Quid: ï¿½10 + VAT per 8 Months: com domain, Web Hosting, Mail Forwarding

5647. Re: Mega st 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <8ulvqbhbg1@news6.svr.pol.co.uk>
Source record: 54693

Thankyou very much for the info.

It doesn't seem to difficlut a few hours at most!!!

and if that sves me £129 on an upgrade board then all the better.

I not to worried about breaking the machine as it is intended as an
experiment anyway as I have two of these machines, an STe and a STfm.

The next experiment may be to build the IDE controller for my STe which
allready has high density internal and external disc drives (the machine is
in a PC tower case so both drives are internal) all that is missing is the
hard disc!!!

Wish me look!

and thankyou again.

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:8ulq63$i49$2@snipp.uninett.no...
> timothy <tanderson@tanderson22.freeserve.co.uk> wrote:
>
> > I also asked if there was a solution using 4mb simm's
>
> > Mark has hinted that this is the case. I would like more information
about
> > this please.
>
> You can find some information on how to do this on
> http://atari.nvg.org/stacyram/ (PS/2 SIMMs only).
>
> This is Stacy-specific, but except from the physical layout of the mobo it
> works exactly the same on every ST.
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

5648. Re: Falcon Co-pro questions

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <PBP5R0AxOoD6EwJX@steverosie.demon.co.uk>
Source record: 54694

In article <xF$aHkNG5bD6Ewft@lovecraft.demon.co.uk>, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> writes
>Is there a real risk, or was the PCB-cracker just careless?

I would say excessive force! Maybe they put it in the wrong way and used
excessive force as it didn't fit!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5649. Re: Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:00:00 UTC
From: dash ripprock <dash@goodoleusa.com>
Message-ID: <3a0e9ab4@news.telinco.net>
Source record: 54695

Joe Grand <jgrand@mindspring.com> wrote in message
news:3A0DF83E.3D294D3A@mindspring.com...
> Ah. Good question!
>
> I am in Boston, MA. The monitor is still available for trade for those who
are
> itnerested!

I've looked in my world atlas but can't find a country called MA
dash

5650. Mega st 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 00:40:26 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <8ukosn$en1$1@newsg2.svr.pol.co.uk>
Source record: 54681

I asked about upgrading a /mega ST 1to 4 mb without using an upgrade board.
I know the prices of bards ar not quite what they used to be but at ?129 t
is a little bit pricey as I can buy almost 256mb for my PC.

I also asked if there was a solution using 4mb simm's

Mark has hinted that this is the case. I would like more information about
this please.

I'm not afraid to use a soldering iron. and for your information I am a
fully qualified computer technition / electronics engineer and so comments
like:-

If you don't know how to do such a job you
probably couldn't do it even with the right
information (note: this is nothing personal).
False economy. How much is an upgrade
board these days? Not very much at all
for something that is properly designed to
do the job instead of hacking around

as quoted by Shiuming Lai are not particulary welcome as all I asked was a
simple question!!!

Is this what the Atari comunity has come to?????

Tim

5651. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 01:45:21 UTC
From: horst wunderbra <horst@wunderbra.com>
Message-ID: <3a0df637@news.telinco.net>
Source record: 54682

mr denish could you wash your dirty cloths elswhere, we do not need all these postings and arguings

I sell refrigerators but not on here

horst

5652. Re: Mega st 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 01:50:18 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <TGFOwKAadfD6Ewa4@steverosie.demon.co.uk>
Source record: 54684

In article <8ukosn$en1$1@newsg2.svr.pol.co.uk>, timothy <tanderson@tande
rson22.freeserve.co.uk> writes
>I asked about upgrading a /mega ST 1to 4 mb without using an upgrade board.
>I know the prices of bards ar not quite what they used to be but at ï¿½129 t
>is a little bit pricey as I can buy almost 256mb for my PC.
>
>I also asked if there was a solution using 4mb simm's

Upgrading ST/F/M/FM's aren't as straight forward, and I haven't heard of
anyone upgrading to 2 or 4 meg without an upgrade board and these tend
to be more expensive than buying a secondhand upgraded machine.

There are Mega ST2 & 4's so I presume they have places for the extra
memory on the motherboard!

The STE's however are a different kettle of fish, they are dead easy. I
have heard, and tried it myself, and used 4 meg simm's instead of 1 meg
ones! they work but you can only access 1 meg from each simm.

>
>Mark has hinted that this is the case. I would like more information about
>this please.
>
>I'm not afraid to use a soldering iron. and for your information I am a
>fully qualified computer technition / electronics engineer and so comments
>like:-
>
>If you don't know how to do such a job you
>probably couldn't do it even with the right
>information (note: this is nothing personal).
>False economy. How much is an upgrade
>board these days? Not very much at all
>for something that is properly designed to
>do the job instead of hacking around
>
>as quoted by Shiuming Lai are not particulary welcome as all I asked was a
>simple question!!!
>
>Is this what the Atari comunity has come to?????

Not in the least, maybe it was mean't to be a little humour or not, I
can't comment. 99% of the Atari community are unusually helpful:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *

Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5653. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 01:52:37 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <W2aPMVAIffD6EwZq@steverosie.demon.co.uk>
Source record: 54685

In article <3a0dd2ef$0$180@news.zetnet.co.uk>, Trevor Spencer
<tcjspencer@zetnet.co.uk> writes
>Is there a later version of this? I've used it to archive some large
>folders and now it crashes the system totally when I try to unpack them.
>
>I have found STZIP a bit dodgy in the past so I now use LZHSHELL 3.1 as
>I've found that to be completely stable on my system and I was hoping to
>transfer the .zip files to .lzh instead.

Hi

What size are the files? I've used STzip 2.6 for ages and have no
problems at all.

Have you tried converting them to executable self extracting zip files,
maybe it'll work for you.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5654. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 02:05:04 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8ukubu$14gc$1@news.comnet.co.nz>
Source record: 54683

"**** ****" <***@***.com> wrote ...
> Steve Sweet wrote ...
> >Can we agree that an amiga discussion should happen in an Amiga
base!!.
>
> You're welcome to not read the subthread, dude. Though, a more
enlightened
> person might see some parallels between the amiga platform, and the
atari.
> Just be glad that someone isn't screwing up the atari as bad as they
are the
> amiga right now.

"someone isn't screwing up the atari as bad as they are the amiga right
now"

How?

Is it simply the "we're spending $$$ to buy Amiga", six months later
"we're losing millions, let's sell Amiga" cycle they're in? (Re: Atari
to ?? to Commodore to Escom to ?? to Amiga Inc to ???)

Or is it more a poor/bad management?

(From an Atari enthusiast wondering why this Amiga discussion is in an
Atari newsgroup)

(Followups set to Atari, Amiga advocacy newsgroups)

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any
consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

5655. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 02:15:48 UTC
From: "td.roach" <roach@free4u.co.uk>
Message-ID: <8ukugrpoj1@news5.svr.pol.co.uk>
Source record: 54686

Cyberstrider Limited, the latter which does not have anything to do with
> Atari or cheques or this thread.)
>
> Denesh
> --
> Denesh Bhabuta Cyberstrider Limited

so why is it contained above
I have been watching this discussion with interest amazment, and finaly disgust, it appears to me that it is just an advertising stunt and the more mails sent on the subject the more advertising can be done, I am of the opinion that it is a self generated thread in an attempt to sell internet services, most of which can be had for free elswhere.

5656. Music Studio

Newsgroup: comp.sys.atari.st
Date: 2000-11-12 07:08:28 UTC
From: jblenkle@lanset.com
Message-ID: <3a0e4061.22273427@news.lanset.com>
Source record: 54687

Anyone know where I can get the old Music Studio program for the ST?

5657. Re: Undeletable files/folders

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A0FA5EF.9C2A35F2@siemens.at>
Source record: 54548

xlator@cix.compulink.co.uk wrote:
> The problem was the two dots, which aren't allowed on 8+3 file systems.
> Only after I used VFATCONF to activate long file names on the partition
> temporarily could I access the folder info; renaming it to one dot and
> switching off LFN again allowed the info to be accessed and deleted
> under 8+3 as well.
>
> So if you have problems deleting a file or folder that has an unusual
> name, enable LFNs temporarily for the partition.

Sounds very interesting but I suspect this is only possible with MagiC,
isn't it ?

Gerhard

5658. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <KCWIBWAUD7D6EwZI@steverosie.demon.co.uk>
Source record: 54549

In article <8unhqado1@perki.connect.com.au>, Mark Bedingfield
<mark@baypc.com.au> writes
>I was wondering if anybody had a copy of the MegaSTE disk's that atari
>provided (Language etc). I didnt get any with either of my old Mega4's.
>Thanks
>
>Mark

Hiya

YOu haven't missed much, it just contains the usual acc's etc.

I do have one somewhere, I'll dig it up later:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5659. Re: NatFrame v0.90b

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: d98gilda@dtek.chalmers.se
Message-ID: <8uoka4$8v0$1@nyheter.chalmers.se>
Source record: 54550

In article <8ugtp3$4n7$1@news1.skynet.be>,
"Zorro" <zorro270@yahoo.fr> writes:
> Hi,
>
>> Yes I have, but shouldn't MagicPC emulate a 030 too?
>
> No, MagicPC emulate only a 68000 (and without FPU)
>
> I'm very sad because your winframe works very good on my falcon.

Oh, then maybe I should compile it for 68000 too. There are some assembly
routines in the program as well, but they're not so hard to fix by hand.

Regards,
Torbjï¿½rn

5660. Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <tLSP5.1636$Bi3.5159@newsfeed.slurp.net>
Source record: 54551

Hello all,

I talked with the authors of Photoline about an upgrade for the Atari version of Photoline. Of course I got the familar answer. "The Atari market is too small, blah, blah, blah". They also said that a C++ compiler is needed. I suggest Pure C, but they informed that it is only a regular C compiler and not a C++ compiler.

I then came back and ask them for a possible patch that would allow me to run Photoline under Magic. Here is what was said to me:

"Pure C is very old and does only plain C, no C++. For such a big program like PhotoLine 32 is, we need C++.
PhotoLine has no problem on MagiC. It runs without problems on MagicPC and MagicMac. I think there is a problem with Magic for Hades. Try to contact Axel Gehringer ag_comtech@t-online.de I think he tested for PhotoLine on Magic with Hades.
--Gerhard Huber [Computerinsel GmbH]
support@pl32.com - http://www.pl32.com"

This kind of reminded me of the olden days when I was writting letters to Roberta Williams of Sierra Online why no version of King's Quest for the 130XE. If anyone has any ideas or comments, give Gerhard an email.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5661. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8uov3esoc1@nnrp1.deja.com>
Source record: 54552

TJ,

They guy you got this MegaE from... sounds like He's a winner.. Hard
Drive problems.. no language disk.. anything else???

<G>

(Hi Joe!!!)

Rob

In article <t0uostlk03j151@corp.supernews.com>,
taj16@dreamscape.com (Thomas J. Andrews) wrote:
> On 13 Nov 2000 13:04:07 , "Mark Bedingfield" wrote:
> >I was wondering if anybody had a copy of the MegaSTE disk's that
atari
> >provided (Language etc). I didnt get any with either of my old
Mega4's.
> >Thanks
> >
> >Mark
> >
>
> I could use one of them, too. The guy I got my Mega STE from couldn't
find
> the disk before he shipped it to me.
>
> --
>
> TJ
>
> Keeper of the Flame
> &
> Atari Computer Enthusiast of Syracuse
>

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

5662. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8up0bl$tp5$1@nnrp1.deja.com>
Source record: 54553

That is the same thing I was told over a year ago.

Mike

In article <tLSP5.1636$Bi3.5159@newsfeed.slurp.net>,
ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
> Hello all,
>
> I talked with the authors of Photoline about an upgrade for the Atari
> version of Photoline. Of course I got the familar answer. "The Atari market
> is too small, blah, blah, blah". They also said that a C++ compiler is
> needed. I suggest Pure C, but they informed that it is only a regular C
> compiler and not a C++ compiler.
>
> I then came back and ask them for a possible patch that would allow me to
> run Photoline under Magic. Here is what was said to me:
>
> "Pure C is very old and does only plain C, no C++. For such a big program
> like PhotoLine 32 is, we need C++.
> PhotoLine has no problem on MagiC. It runs without problems on MagicPC
> and MagicMac. I think there is a problem with Magic for Hades. Try to
> contact Axel Gehringer ag_comtech@t-online.de I think he tested for
> PhotoLine on Magic with Hades.
> --Gerhard Huber [Computerinsel GmbH]
> support@pl32.com - http://www.pl32.com"
>
> This kind of reminded me of the olden days when I was writting letters to
> Roberta Williams of Sierra Online why no version of King's Quest for the
> 130XE. If anyone has any ideas or comments, give Gerhard an email.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5663. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: fmh@netzero.net
Message-ID: <8up2dvvgv1@nnrp1.deja.com>
Source record: 54554

In article <3a0f2086$0$180@news.zetnet.co.uk>,
rking@zetnet.co.uk (Robert King) wrote:
> On 12 Nov 2000 19:13:53 , Odd Skancke wrote:
> >On 12 Nov 2000, Robert King wrote:
> >
> >> Hi All,
> >>
> >> I've been tinkering with my Auto files on my Milan and it's messed up
> >> again. What happens now is that MINTNP stops the loading with the
> >> message:
> >>
> >> Initializing core memory
> >> **********bytes of ST RAM
> >> **********bytes of FAST RAM found.
> >
> > If you have ramfs.xdd in your /mint or /multitos folder, try to remove
> >it. At least I know that kernel 1.15.10b has ramdisk built in, and might
> >conflict with the xdd one. Other than that, just try to remove xfs or
> >xdd's until you find out which cause the prob.
> >
> >>
> >>
> >> Can any MINT experts out there help please. This is being sent on my
> >> Falcon and except for being slower and not such high end graphics, its
> >> much more stable and lets be honest idiot proof :))
> >
> > Well, the Milan should be just as stable ;-) I know that my Hades060 is
> >at least, if not more stable than my TT. But it took a while before I got
> >to that point :)
> >
> >
> >Regards,
> >
> > Odd Skancke - ozk@atari.org - http://assemsoft.atari.org
> >
> >
> >.
>
> Hi 'Odd Shanke'.
>
> Will try just that. One other, minor but annoying point about the Milan
> is its use of a PC keyboard. Nice touch but the pound sign has
> disapeared and the " has shifted to the @ position. No end of keyboard
> layout changing seems to change it. Just something I have to live with I

> guess.
>
> Bob king
>
Hi,

My Milan keyboard changed when I changed my TOS to English instead of the default German. I have a German keyboard which obviously now does not match the English layout. Other than that none of my keys changed on there own.

Sent via Deja.com http://www.deja.com/
Before you buy.

5664. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <HWTP5.26$HG2.59597@newsr1.u-net.net>
Source record: 54555

Hello.

"Steve Stupple" <Steve@atari.org> wrote in message
news:KCWIBWAUD7D6EwZI@steverosie.demon.co.uk...
> In article <8unhqado1@perki.connect.com.au>, Mark Bedingfield
> <mark@baypc.com.au> writes
> >I was wondering if anybody had a copy of the MegaSTE disk's that atari
> >provided (Language etc). I didnt get any with either of my old Mega4's.
> YOu haven't missed much, it just contains the usual acc's etc.
>
> I do have one somewhere, I'll dig it up later:)

The disk should contain the xcontrol.acc and amongst others the general.cpx
which allows you to run the mega ste, (mega ste only, not mega st) at
16mhz, cache on / off, otherwise it stays at 8mhz, cache off..

All mine do.

Not a lot of people seem to be aware of this, run cubase at 16mhz with NVDI
2.5 and see the difference.

I notice most people who want something still forget to say which continent
they are on......

I'm in the UK.

Barrie at Keychange.

www.atamusic.u-net.com

5665. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8up2ru$5p1$1@draco.stochastik.rwth-aachen.de>
Source record: 54556

In article <3a0f2086$0$180@news.zetnet.co.uk>,
Robert King <rking@zetnet.co.uk> wrote:
>
>Will try just that. One other, minor but annoying point about the Milan
>is its use of a PC keyboard. Nice touch but the pound sign has
>disapeared and the " has shifted to the @ position. No end of keyboard
>layout changing seems to change it. Just something I have to live with I
>guess.

You mean the keyboard tables do not match the symbols printed on a standard
(UK I assume) PC keyboard? That would be a bug.

If you send me a description with the wrong keys, I should be able to fix
that in the next TOS release.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5666. Re: Converter MIDI -> MOD

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: "M.Dankowski (A.P.M&P)" <marketing@profit.pl>
Message-ID: <8up3pmqfi1@news.tpi.pl>
Source record: 54557

U�ytkownik "Mark Bedingfield" <mark@baypc.com.au> napisa� w wiadomo�ci news:8unhfd$8o$1@perki.connect.com.au..

> I am having trouble getting to your URL, IP cannot be determined errors?

Must to be:
perso.wanadoo.fr

5667. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Clement.Benrabah@wanadoo.fr
Message-ID: <8up43o$r1a$1@wanadoo.fr>
Source record: 54558

On 12 Nov 2000 22:58:14 , Robert King wrote:

>
>Will try just that. One other, minor but annoying point about the Milan
>is its use of a PC keyboard. Nice touch but the pound sign has
>disapeared and the " has shifted to the @ position. No end of keyboard
>layout changing seems to change it. Just something I have to live with I
>guess.
>
>
>Bob king
>.

Hi,

There is a quick way to resolve this problem: hold the Alt key
and type the ASCII code of the character you want to get.

By example, Alt + 64 will put the @.

Clement

5668. Re: Converter MIDI -> MOD

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Clement.Benrabah@wanadoo.fr
Message-ID: <8up4goroo1@wanadoo.fr>
Source record: 54559
Body handling: HTML body converted to readable text

On 13 Nov 2000 12:58:15 , "Mark Bedingfield" wrote:
>I am having trouble getting to your URL, IP cannot be determined errors?
>
>Mark
>
>"Clement Benrabah" wrote in message
>news:8uk56h$dr9$1@wanadoo.fr...
>> Hi,
>>
>> You can find on my Atari dedicated page a program called GEM Mid2Mod
>> that converts MIDI files to MOD files.
>>
>> My page is in french but an english documentation is available online.
>>
>> http://perso.wanado.fr/ckb/atari.html
>>
>> Clement

Sorry,

The right URL is http://perso.wanadoo.fr/ckb/atari.html

And the page can be besser viewed under Wensuite and Adamas now.
(I didn't detect a missing
under CAB)

Clement

5669. Re: I GIVE UP!!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <tEUP5.15123$T7.1627802@nnrp3.clara.net>
Source record: 54560

"Marc Wilson" <badsector@uklinux.net> wrote in message
news:3A047BAC.F1F28687@uklinux.net...
> Mario Becroft wrote:
> > This has to be the funniest thing that I have ever read from someone who
> > claims to have the knowledge to design a computer. Do you mean to say
that
> > you have designed systems in which the data and address busses do not
> > connect to multiple components? If so, you must have invented a
> > revolutionary new way of transferring data without wires. This invention
> > could revolutionise the computer industry! Why haven't we heard about
this
> > before?
>
> ermmmm..... ever heard of microwave broadcasting or amateur radio?

Not in the context of sub-system interconnection
on a computer motherboard.

Shiuming Lai

5670. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3A1018E6.7C5EE599@ndh.net>
Source record: 54561

Hi,

some times ago, I asked for updating Atari-PhotoLine too, and Gerhard
Huber told, that there have to be a minimum of 500 people that want
PhotoLine Atari, before theyï¿½re doing anything on it.
Perhaps we should count through.;-)

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

5671. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8up79aqlo1@news0.skynet.be>
Source record: 54562

Hi,

> They also said that a C++ compiler is needed. I suggest
> Pure C, but they informed that it is only a regular C
> compiler and not a C++ compiler.

GCC is a complete C / C++ / Java / Chill / Fortran / ObjectiveC IDE....

And it's available since many years on Atari (Mint/Magic/TOS)...

Regards
Zorro

5672. Re: NatFrame v0.90b

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8up7ehpot1@news1.skynet.be>
Source record: 54563

Hi,

> Oh, then maybe I should compile it for 68000 too. There are some assembly
> routines in the program as well, but they're not so hard to fix by hand.

Great!!! Thanks very much :)

Zorro

5673. [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <8up7va$fn9$2@front7.grolier.fr>
Source record: 54564

Who wants to sell me one ?

5674. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8up8adofq1@SOLAIR2.EUnet.yu>
Source record: 54565

On 11 Nov 2000 23:14:55 , Trevor Spencer wrote:
>Is there a later version of this? I've used it to archive some large
>folders and now it crashes the system totally when I try to unpack them.

IIRC STZip 2.6 has a bug so that the root folder of an archive can not
contain more than a limited number of files (a quite low limit; about
128 or so, I think). However, there can be more files in subfolders.

I think STZip also has another nasty bug which appears when one
tries to rename files in an archive, or something like that.

Maybe you can try to use InfoZip's Unzip 5.4 to unpack those archives?
Thee's a chance that it would work. Also, Unzip's counterpart Zip 2.3
has an option for repairing corrupted archives- that may help to
save something out of those archives.

5675. Re: Mega st 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <y3WP5.15161$T7.1637051@nnrp3.clara.net>
Source record: 54566

"Steve Stupple" <Steve@atari.org> wrote in message
news:TGFOwKAadfD6Ewa4@steverosie.demon.co.uk...
> In article <8ukosn$en1$1@newsg2.svr.pol.co.uk>, timothy <tanderson@tande
> rson22.freeserve.co.uk> writes
> >I asked about upgrading a /mega ST 1to 4 mb without using an upgrade
board.
> >I know the prices of bards ar not quite what they used to be but at £129
t
> >is a little bit pricey as I can buy almost 256mb for my PC.

So why don't you go and buy xMB for your PC?
That's a completely stupid comparison. It's like
saying you can buy 5 PC keyboards for the price
of an Atari one. Of course you can. Does it solve
your problem?

> >I also asked if there was a solution using 4mb simm's
>
> Upgrading ST/F/M/FM's aren't as straight forward, and I haven't heard of
> anyone upgrading to 2 or 4 meg without an upgrade board and these tend
> to be more expensive than buying a secondhand upgraded machine.

Correct.

> >I'm not afraid to use a soldering iron. and for your information I am a
> >fully qualified computer technition / electronics engineer and so
comments
> >like:-
> >
> >If you don't know how to do such a job you
> >probably couldn't do it even with the right
> >information (note: this is nothing personal).
> >False economy. How much is an upgrade
> >board these days? Not very much at all
> >for something that is properly designed to
> >do the job instead of hacking around
> >
> >as quoted by Shiuming Lai are not particulary welcome as all I asked was
a
> >simple question!!!

So you got a simple answer! If you're a fully
qualified engineer of any sort then you should
know how to specify properly. Your query
was explicitly whether you could use the CHIPS

from your SIMMs, rather than using the SIMMs
themselves, so what else does that suggest except
that you're yet another time-wasting cheapskate
ST user who is so desperate that he wants to go
to the length of removing the chips from these SIMMs,
probably got for close to nothing from a car boot sale
or salvaged from scrap, and hack them onto the ST
motherboard?

> >Is this what the Atari comunity has come to?????

> Not in the least, maybe it was mean't to be a little humour or not, I
> can't comment. 99% of the Atari community are unusually helpful:)

It wasn't humour, sarcasm nor a comment, it was
sincere advice, not least because I see so many people
cause themselves grief by doing things in a seriously
compromising fashion for the sake of a few pennies.
If you don't like that it's your loss.

Shiuming Lai

5676. Re: I need an St Please!

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <y6WP5.15163$T7.1637657@nnrp3.clara.net>
Source record: 54567

"David Leaver" <leaver@alphalink.com.au> wrote in message
news:Dk_N5.51$4p3.2811@news0.optus.net.au...
> Be careful - unlike some of the later machines (MSTe, TT for example)
> the ST comes with a fixed voltage power supply. A North American model
> would not take kindly to 240 volts.

Atari then went back to fixed voltage supplies for
the Falcon.

Shiuming Lai

5677. Re: Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <I7WP5.15165$T7.1637896@nnrp3.clara.net>
Source record: 54568

"Krzysztof Maj" <kmaj@cherry.ath.cx> wrote in message
news:3a092df82491d10@cherry.ath.cx...
> On Wed 08-11-2000 00:09 (GMT) Kevin Dermott wrote:
>
> >what are these to be used for?
>
> I need some jingles for use with STarCall and POPwatch. I also wanted
> AICQ to give a try.
> All above programmes use sound files in AVR format.

You can convert to/from AVR with 525.

Shiuming Lai

5678. The Joys Of KCS

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8upgov$d1q$1@nnrp1.deja.com>
Source record: 54569

Hello All:

I posted this on Atari-Midi Egrp, but perhaps you would like to see an example of what we talk about on Atari-Midi .

About the program: KCS Omega ver 4 is now available on my site,(see sig) so any of you can try this program and the file I am talking about. I guess you will need a midi sound module however.(hopefully GM compatable)

The link goes to a folder that contains the KCS ALL file as well as a Midi file that demonstrates it. Please have a listen to the midi file.

Go here for the link:

http://www.egroups.com/files/atari-midi/Midi+Files/TIMIDI/MM-KCS/

Just put this together. I have not really worked in open mode that much, and wanted to try it. So I recorded a lot of small 2 bar sequences using Music Mouse on one of my other ST's going into my falcon running KCS.. Then I would take go into EDIT, select the first track,then select TIGER from the MPE menu, then change midi channels and select a patch from the program list (GM list of instruments....this is NOT available in the KCS ver 4 version of Tiger but only in ver 5. However Tiger Cub has this))and then from the menu select TRACK TO SEQUENCE command. This converted the track to a sequence that can be viewed in OPEN MODE. Once I had a lot of sequences put together including some drum tracks (patterens)I played them from the OPEN PLAY mode.Then recorded my results right into Cubase on my TT030 and converted it to midi file, which is the Mid that is in the same folder.

It was such a joy to be able to pick , start, and stop sequences right from the Computer keyboard all at your command. I do not know of ANY sequencer on any platform that does this. What a lot of fun as well as intuitive and interactive. There are probably more tricks to this as well.

To check this file out on the KCS ver 4 (shareware) edition, just load the program. Then from FILE, select OPEN and bring in the MMOUSE.ALL file. The file loads into the TRACK MODE. What you see are 40+ tracks all filled up. These are the indevidual patterns on each track. Don't play it from here as it will be a mess.(However you could by using the solo command) However select EDIT at the bottom of the screen, and the Edit menu and event screen is presented. Then

select OPEN MODE. Then the dialog changes. Then Select OPEN PLAY, and then the Open Play screen comes up. Hit 0 on the 10 keypad part of the computer keybrd TWICE (00) and you will hear a drum patern sound. Then start selecting patterens on the qwerty keyboard. You can start a sequence by hitting it once,. then to stop it, hit the same key and it finishes to the end of the bar and stops. (Neat heh?)Start another sequence. All the sequences are in the same key. Each is mapped to a different midi channel and GM sound. A lot of FUN HEH???!!

Try creating your own from scratch...this is a different way to compose then just linearly as in a track style sequencer.

I would like any comments.

Tim Conrardy

--

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

5679. Re: Atari software for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Simon Osborne <atariactive@xoasis.com>
Message-ID: <8uphk7$2d9kj$1@ID-59683.news.dfncis.de>
Source record: 54570

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:7pUY8GCqL0D6Ewtd@lovecraft.demon.co.uk...
> Once upon a time <8umi00$29dbb$1@ID-59683.news.dfncis.de>, Simon Osborne
> <atariactive@xoasis.com> grabbed chalk and scrawled:
>
> >Also, copies of Steinberg Pro 24 III with free delivery (UK only) £5.00
each
>
> Does it work on Falcons? If so, count me in (remember those HDs?
> *grins*)
>

yes yes yes yes :)))

Simon

5680. Games to PacifiST

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Henrik <kanku@algonet.se>
Message-ID: <8upo7uefu1@cubacola.tninet.se>
Source record: 54571

Just found PacifiST emulator for my PC, and thought I would get nostalgic...but I couldnt get any of my favourite games from Little Green Desktop! Apparently, some problem with the port number being too high.

Im looking for Panza Kick Boxing and Mega-lo-Maniac, and yes, I do own the originals...for my ST which is not working anymore. Does anyone know where I can find these?

Thanks

Henrik

5681. wordpad on st

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Message-ID: <8upr8koiv1@bagan.srce.hr>
Source record: 54572

I need a program that can read MS Word files on Atari 1040 ST. (Like Wordpad)

Can anyone give me an adress or something?
Thanks.

DK

5682. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8upt1h$o1m$1@nnrp1.deja.com>
Source record: 54573

In article <8up7va$fn9$2@front7.grolier.fr>,
cvillard@club-internet.fr (chris) wrote:
> Who wants to sell me one ?
>
http://www.volny.cz/phanatic/phantom_e.html

He does.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5683. Re: Req: Building an ATARIst monitor- to SVGA monitor adapter

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8upuk3pfl1@nnrp1.deja.com>
Source record: 54574

In article <989p0t4tphngfc1ro4fsooiqo23v79p6ft@4ax.com>,
The Ox That Rocks <oxrock@reborn.com> wrote:
> It is possible to connect an Atari to a standard SVGA monitor by
> building a cable with an Atari monitor DIN in one end and a SVGA plug
> and phono cable in the other. I once bought such a cable.

Try http://www.digiweb.com/kiffer/ATW/ST-VGA.html .

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5684. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <DA_P5.10919$8F2.1221541@nnrp4.clara.net>
Source record: 54575

"Iggy Drougge" <optimus@canit.se> wrote in message
news:744.343T150T2234207optimus@canit.se...
> Steve Sweet skrev:

> >Because they would then have been accused of steling intelectual
material.
>
> Bollocks.

Where do you Swedes learn to use
English so well?!

Shiuming Lai

5685. Re: Converter MIDI -> MOD

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200011132056.a5729@wun.maus.de>
Source record: 54576

Hallo Clement!

CB>http://perso.wanado.fr/ckb/atari.html
^
o missing

http://perso.wanadoo.fr/ckb/atari.html

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

5686. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974221562-138209AEicMi@bun.com>
Source record: 54577

Hi Dash

A new user, welcome, a pair of fresh eyes would be very welcome.

>> I gracefully bow out of this thread and this newsgroup, but do request
>> some of you in here to think reality.

>well this seems to have caught him

Wos it summat i said, was begining to sound like my shrink "Think reality
Mr. Sweet, thats what a shrinks bill should look like"...

>1 why should people strip all sig files just to avoid one bad one

So i'm not the only one thunking that thought.

>2 Microsoft who provide a lot of the worlds newsreading programs do not
>follow the "--" convention

Micosoft follow no conventions except their own...

>3 I am glad we will not have to suffer any more of this particular
>blatant commercialism and get back to hints an tips instead of sour
>grape ramblings about loosing a few Sheckels from a previous customer.

I thought i was the only person to see this thread as a blatant advert
for Siber cervixes sorry services. <names changed to protect identity>

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5687. Re: Atari software for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 01:24:58 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <7pUY8GCqL0D6Ewtd@lovecraft.demon.co.uk>
Source record: 54640

Once upon a time <8umi00$29dbb$1@ID-59683.news.dfncis.de>, Simon Osborne
<atariactive@xoasis.com> grabbed chalk and scrawled:

>Also, copies of Steinberg Pro 24 III with free delivery (UK only) ï¿½5.00 each

Does it work on Falcons? If so, count me in (remember those HDs?
grins)

Richard
--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5688. Re: FS: Atari STE, Jaguar

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 01:38:41 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <uZGdQeChY0D6EwMP@lovecraft.demon.co.uk>
Source record: 54642

Once upon a time <l9zfJDCzUwC6EwGm@lovecraft.demon.co.uk>, Richard
Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:
>I now have a Falcon lined up, so I have for sale a couple of items...

Both of these machines are now spoken for - they actually were minutes
after posting, but I waited for everything to be confirmed!

Richard

--
2000 Peugeot 306 Cabriolet, 1975 Rover 3500S P6 |\ _,,,---,,_
1975 Vauxhall FE Ventora /,`.-'`' -. ;-;;,
USA - 1982 Cadillac Eldorado 4.1HTi |,4-))-,_. ,\ (`'::.
E-Mail: Richard<at>lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5689. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 01:44:38 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8unglp$sk8$1@perki.connect.com.au>
Source record: 54641

"tim anderson" <t_anderson@talk21.com> wrote in message
news:8ugjg9mhl1@news7.svr.pol.co.uk...
> Hi,
> Like I said I would rather not buy an upgrade board. It's a bit expensive
> for just 4 mb of ram.
>
> Mark what it the ole solder and simm hack as this sounds more like what I
> wanted to do?

I would recomend if you haven't had any electronics experience, don't. I do this stuff for a living but it is very difficult to do it this way. The Marpet Board's are fantastic and would alway's prefer to do it that way. Particully on a MegaSTx. The marpet boards are pretty tricky if you have no knowledge of such things as it is. There are over a hundred solderjoints (depending on the exact varity of simm), using the solder method. The best places to get Doc's from is Vess's home page or if you are clever enough atari.nvg.org. The last site has the doc's for a Stacy 4mb upgrade but the same principal's apply....

Good Luck
Mark

5690. Re: Converter MIDI -> MOD

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 01:58:15 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8unhfd$8o$1@perki.connect.com.au>
Source record: 54643

I am having trouble getting to your URL, IP cannot be determined errors?

Mark

"Clement Benrabah" <Clement.Benrabah@wanadoo.fr> wrote in message
news:8uk56h$dr9$1@wanadoo.fr...
> Hi,
>
> You can find on my Atari dedicated page a program called GEM Mid2Mod
> that converts MIDI files to MOD files.
>
> My page is in french but an english documentation is available online.
>
> http://perso.wanado.fr/ckb/atari.html
>
> Clement

5691. Re: FS: Atari STE, Jaguar

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 02:01:57 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8unhm3$c9$1@perki.connect.com.au>
Source record: 54644

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:uZGdQeChY0D6EwMP@lovecraft.demon.co.uk...
> Once upon a time <l9zfJDCzUwC6EwGm@lovecraft.demon.co.uk>, Richard
> Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:
> >I now have a Falcon lined up, so I have for sale a couple of items...
>
> Both of these machines are now spoken for - they actually were minutes
> after posting, but I waited for everything to be confirmed!

Doh, again living in Australia come's back to bite me. Frown.

Mark

5692. MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 02:04:07 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8unhqado1@perki.connect.com.au>
Source record: 54645

I was wondering if anybody had a copy of the MegaSTE disk's that atari
provided (Language etc). I didnt get any with either of my old Mega4's.
Thanks

Mark

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

5693. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 02:16:19 UTC
From: swampfox1@earthlink.net
Message-ID: <T9IP5.12577$U4.660089@newsread1.prod.itd.earthlink.net>
Source record: 54546

On 12 Nov 2000 14:49:34 , David Bolt wrote:
>In article <3a0dd2ef$0$180@news.zetnet.co.uk>, Trevor Spencer
><tcjspencer@zetnet.co.uk> writes
>>Is there a later version of this? I've used it to archive some large
>>folders and now it crashes the system totally when I try to unpack them.

***Snip

>In the version I have, v3.10 with a file size of 169829 bytes, the
>offsets that require altering are:
>
>127774 (0x1f31e)
>156850 (0x264b2)
>
>
>
>Regards,
> David Bolt
>
David,
Is That STZIP 3.10? If so, do have an address to get it from?
John G.
P.S. Steve Sweet, how's my snip? (:->)~

5694. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 03:44:29 UTC
From: taj16@dreamscape.com
Message-ID: <t0uostlk03j151@corp.supernews.com>
Source record: 54547

On 13 Nov 2000 13:04:07 , "Mark Bedingfield" wrote:
>I was wondering if anybody had a copy of the MegaSTE disk's that atari
>provided (Language etc). I didnt get any with either of my old Mega4's.
>Thanks
>
>Mark
>

I could use one of them, too. The guy I got my Mega STE from couldn't find
the disk before he shipped it to me.

--

TJ

Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5695. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 22:47:14 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8upqkvpbd1@perki.connect.com.au>
Source record: 54578

"Barrie at Keychange" <barrie@atamusic.u-net.com> wrote in message
news:HWTP5.26$HG2.59597@newsr1.u-net.net...
> Hello.
>
> "Steve Stupple" <Steve@atari.org> wrote in message
> news:KCWIBWAUD7D6EwZI@steverosie.demon.co.uk...
> > In article <8unhqado1@perki.connect.com.au>, Mark Bedingfield
> > <mark@baypc.com.au> writes
> > >I was wondering if anybody had a copy of the MegaSTE disk's that atari
> > >provided (Language etc). I didnt get any with either of my old Mega4's.
> > YOu haven't missed much, it just contains the usual acc's etc.
> >
> > I do have one somewhere, I'll dig it up later:)
>
> The disk should contain the xcontrol.acc and amongst others the
general.cpx
> which allows you to run the mega ste, (mega ste only, not mega st) at
> 16mhz, cache on / off, otherwise it stays at 8mhz, cache off..
>
> All mine do.
>
> Not a lot of people seem to be aware of this, run cubase at 16mhz with
NVDI
> 2.5 and see the difference.
>
> I notice most people who want something still forget to say which
continent
> they are on......

I'm on that bloody big island between the Pacific and the Indian (never seen the indian), called Australia.:-) I have downloaded most of the stuff of the disk's but there are a few files that seem to be specific to the MegaSTE on the original disks. I always run NVDI 2.5 and 16Mhz + Cache. It is as they said in STFormat when it came out, a rich Kids game machine....

Mark

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au

****

5696. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 22:47:46 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8upqm3pdi1@perki.connect.com.au>
Source record: 54579

Thanks steve

Mark

"Steve Stupple" <Steve@atari.org> wrote in message
news:KCWIBWAUD7D6EwZI@steverosie.demon.co.uk...
> In article <8unhqado1@perki.connect.com.au>, Mark Bedingfield
> <mark@baypc.com.au> writes
> >I was wondering if anybody had a copy of the MegaSTE disk's that atari
> >provided (Language etc). I didnt get any with either of my old Mega4's.
> >Thanks
> >
> >Mark
>
> Hiya
>
> YOu haven't missed much, it just contains the usual acc's etc.
>
> I do have one somewhere, I'll dig it up later:)
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5697. Re: Mega st 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 22:59:26 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8uprc0$q5v$1@perki.connect.com.au>
Source record: 54580

"timothy" <tanderson@tanderson22.freeserve.co.uk> wrote in message
news:8ukosn$en1$1@newsg2.svr.pol.co.uk...
> I asked about upgrading a /mega ST 1to 4 mb without using an upgrade
board.
> I know the prices of bards ar not quite what they used to be but at ?129 t
> is a little bit pricey as I can buy almost 256mb for my PC.
>
> I also asked if there was a solution using 4mb simm's
>
> Mark has hinted that this is the case. I would like more information about
> this please.
>
> I'm not afraid to use a soldering iron. and for your information I am a
> fully qualified computer technition / electronics engineer and so comments
> like:-
>
> If you don't know how to do such a job you
> probably couldn't do it even with the right
> information (note: this is nothing personal).
> False economy. How much is an upgrade
> board these days? Not very much at all
> for something that is properly designed to
> do the job instead of hacking around
>
> as quoted by Shiuming Lai are not particulary welcome as all I asked was a
> simple question!!!

I try not to patronise people, but you never know what can happen if you don't know the senders technical limit's. Stuff like this I usually keep to comp.sys.atari.st.tech to avoid these sort of problems. Hate to see you get zapped by a PSU. I havent been fryed this Month:-) As I mentioned in your last post try atari.nvg.org. The main drama is you need to take another another address line from the MMU to get 2 or 4 MB. If you have any question's let me know directly by e-mail.

Mark...

5698. Re: Converter MIDI -> MOD

Newsgroup: comp.sys.atari.st
Date: 2000-11-13 23:00:43 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8upre8$qb2$1@perki.connect.com.au>
Source record: 54581
Body handling: HTML body converted to readable text

Great stuff.

"Clement Benrabah" wrote in message
news:8up4goroo1@wanadoo.fr...
> On 13 Nov 2000 12:58:15 , "Mark Bedingfield" wrote:
> >I am having trouble getting to your URL, IP cannot be determined errors?
> >
> >Mark
> >
> >"Clement Benrabah" wrote in message
> >news:8uk56h$dr9$1@wanadoo.fr...
> >> Hi,
> >>
> >> You can find on my Atari dedicated page a program called GEM Mid2Mod
> >> that converts MIDI files to MOD files.
> >>
> >> My page is in french but an english documentation is available online.
> >>
> >> http://perso.wanado.fr/ckb/atari.html
> >>
> >> Clement
>
> Sorry,
>
> The right URL is http://perso.wanadoo.fr/ckb/atari.html
>
> And the page can be besser viewed under Wensuite and Adamas now.
> (I didn't detect a missing
under CAB)
>
>
> Clement
>
>

5699. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8uras5qes1@nnrp1.deja.com>
Source record: 54496

In article <8ur082$h13$1@news1.skynet.be>,
"Zorro" <zorro270@yahoo.fr> wrote:

> I have overclocked my Videl/DSP at 60Mhz (with cooling fan) and It's
very
> stable...

60MHz DSP? What kind of DSP RAM does your Falcon have? Mine won't work
at all at 55MHz, most likely because of slow RAM chips.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

5700. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Sacha Hnatiuk <shnatiuk@my-deja.com>
Message-ID: <8urdb8see1@nnrp1.deja.com>
Source record: 54497

All the Rom are used for The TOS. There are only a few KB available.
I made some patched Tos Rom for some person under Centek (no logo on
boot, boot on scsi first). But it's a little change. To put mint and/or
magic, you must intercept the decoding address to change to your
personnal rom (or flash like with CENTurbo II).

With the CENTurbo II, I put a lot patch for TOS and some feature (Fast-
ram, setup, new tsr manager,new bombs interceptor). There is no enough
free ram on the flash to put something so heavy like mint. For Magic
it's possible to put load immediatly the magic.ram instead of boot
under tos and force magic to reboot after patched it.

Sent via Deja.com http://www.deja.com/
Before you buy.

5701. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <_PaQ5.1141$HP4.3700@newsfeed.slurp.net>
Source record: 54498

>some times ago, I asked for updating Atari-PhotoLine too, and Gerhard
>Huber told, that there have to be a minimum of 500 people that want
>PhotoLine Atari, before they re doing anything on it.
>Perhaps we should count through.;-)
>Ciao

Not a bad idea. Maybe we can get to 500 and see if they will give us an
upgrade.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5702. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <0QaQ5.1142$HP4.3700@newsfeed.slurp.net>
Source record: 54499

On 13 Nov 2000 18:09:56 , "Zorro" wrote:
>Hi,
>
>> They also said that a C++ compiler is needed. I suggest
>> Pure C, but they informed that it is only a regular C
>> compiler and not a C++ compiler.
>
>GCC is a complete C / C++ / Java / Chill / Fortran / ObjectiveC IDE....
>
>And it's available since many years on Atari (Mint/Magic/TOS)...

Really. Maybe I will d/l it and have a look. I just just may forward to
this to the authors....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5703. Re: ram question

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <2QaQ5.1143$HP4.3700@newsfeed.slurp.net>
Source record: 54500

On 14 Nov 2000 03:13:07 , "m. smith" wrote:
>If one is to use simm for upgrade, you require a board for the chips,
>and what kind of chips are then used? Thanks.

My hades takes regular 72-pin Simms, but the STe takes the regular smaller
Simm chips I believe (32 or 36 pin - can't remember the number).

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5704. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8urgjt$rm4$1@news0.skynet.be>
Source record: 54501

Hi,

> 60MHz DSP? What kind of DSP RAM does your Falcon have? Mine won't work
> at all at 55MHz, most likely because of slow RAM chips.

What kind of DSP ram? I don't know perhaps that the fact of having a bus accelerator is significant... (I have a CT2b).

I have some little problem of DSP interuption (aniplayer and other DSP softwares "freeze" sometimes my system), I should perhaps give my DSP to 55mhz or less but for the videl at 60 mhz, it's very stable (with a big cooling fan).

Regards
Zorro

5705. Files >720k from NT to STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Holger Janz <Holger.Janz@sap.com>
Message-ID: <8urhen$6ig$1@news1.wdf.sap-ag.de>
Source record: 54502

```
Hello,

i have got the following problem:
- i own an ATARI STE with a 720k floppy
- i have got some MSA files >720k on Windows NT
- i want use the MSA files with my STE
- NT do not like special formats (e.g. 820k)

How can i get the MSA files >720k to my STE?

Thankful for every help
Holger
```

5706. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <LLbQ5.2178$HP4.4018@newsfeed.slurp.net>
Source record: 54503

> For Magic
> it's possible to put load immediatly the magic.ram instead of boot
> under tos and force magic to reboot after patched it.

Yes, that's what I'm thinking of. Thanks.

>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

5707. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8urju0$213$1@nnrp1.deja.com>
Source record: 54504

In article <8urgjt$rm4$1@news0.skynet.be>,
"Zorro" <zorro270@yahoo.fr> wrote:

> > 60MHz DSP? What kind of DSP RAM does your Falcon have? Mine won't
work
> > at all at 55MHz, most likely because of slow RAM chips.
>
> What kind of DSP ram? I don't know perhaps that the fact of having a

The DSP has it's own "high speed" RAM, I can't remember how fast it is
but on my Falcon I calculated that it could handle at most 55MHz. 55
doesn't work here, but 50 does. Perhaps you have had more luck and have
either faster or better quality RAM chips.

bus
> accelerator is significant... (I have a CT2b).
>
> I have some little problem of DSP interuption (aniplayer and other DSP
> softwares "freeze" sometimes my system), I should perhaps give my DSP
to
> 55mhz or less but for the videl at 60 mhz, it's very stable (with a
big

The DSP problem is caused by the CT2 design, and not by your 60Mz DSP
clock. All CT2-Falcons have this problem.

As for the 44.1KHz clock I would like to know what oscillator I need to
build my own. Does anybody know how the external clock is divided to
get the sample rate?

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

5708. Re: Falcon Internet problem

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: bonfieldd@my-deja.com
Message-ID: <8urqnp$8e7$1@nnrp1.deja.com>
Source record: 54505

Hi.

In article <8uq0uo$rc9$1@nnrp1.deja.com>,
atarigalen@my-deja.com wrote:
> In article <8ugvi8$uo6$1@nnrp1.deja.com>,
> bonfieldd@my-deja.com wrote:
> > blame. One possibility is HSMODEM6 which all three need. Is there
an
> > alternative available?
> May I suggest you try HSMODEM7?
>
Tried that, no difference :(

> Generally, these things have to be done step by step. One idea I'm
> having is that if you are running Magic and the browser at once, there
> may not be a whole lot of memory left. Under CAB, what are your
caches
> set for?
>
I've tried running the browsers both under TOS & Magic with similar
results. There's about 1Meg left after starting the CAB which rapidly
decreases after a few sites have been visited. It almost always bombs
well before memory becomes an issue though. Also, I've tried using it
with OUTSIDE, the virtual memory prog - same results.
HSMODEM caches are for 8k at the moment - up from the 4k recommended.
Still no difference though.

> I'd suggest you try to get things running without Magic to start. If
> you succeed, you'll know there is nothing physically wrong.
>
> Galen
>

I'm coming to the conclusion that it must be a h/w fault. I've even
resorted to installing N.AES & multitos and trying CAB under that to
see if it made a difference. I'm enclountering a different set of
problems here though. All the browsers almost slow to a halt once the
connection has been established.
I did discover why Wensuite wouldn't load certain pages though. When
you load both the primary & secondary IP addresses (both valid) in the
PPP settings it won't work. Use just one of them and problem solved.
A small victory..

Denis

Sent via Deja.com http://www.deja.com/
Before you buy.

5709. Re: ram question

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t12unbt0hnshab@corp.supernews.com>
Source record: 54506

On 14 Nov 2000 13:09:18 , Edward S. Baiz Jr. wrote:
>On 14 Nov 2000 03:13:07 , "m. smith" wrote:
>>If one is to use simm for upgrade, you require a board for the chips,
>>and what kind of chips are then used? Thanks.
>
>My hades takes regular 72-pin Simms, but the STe takes the regular smaller
>Simm chips I believe (32 or 36 pin - can't remember the number).

30 pin simms with or without parity for the STE, 1mb max in each slot,
total of 4mb possible, without hacking about.

5710. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <9efQ5.16023$T7.1801133@nnrp3.clara.net>
Source record: 54507

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:ttzN5.22740$GI4.19138@newsfeed.slurp.net...
> You are correct there Lonny. I found the website where Photoline comes
> from. I hear sometime ago that the Atari version was getting an upgraded,
> but have not heard anything. I would love to use it under Magic as right
> now it does not work, but works fine under Geneva.

Works on my Falcon under MagiC. Must be
something to do with the Hades version.

Shiuming Lai

5711. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a118062b684e0@online.be>
Source record: 54508

on Tue 14-11-2000 08:55 JI Logan wrote:

>On 12 Nov 2000 22:58:14 , Robert King wrote:
>
>| . . . .
>|Will try just that. One other, minor but annoying point about the Milan
>|is its use of a PC keyboard. Nice touch but the pound sign has
>|disapeared and the " has shifted to the @ position. No end of keyboard
>|layout changing seems to change it. Just something I have to live with I
>|guess.
>
>Have you tried XYTASTEUR? It swops key positions on a PC keyboard
>when used with the Hades.

I just wonder if you ever have managed to get that thing working on your
Hades? It never worked on my Hades. I use clocky instead. A very good
utility if you ask me.

ftp://chapelie.rma.ac.be/atari/utilities/clocky300.zip

or for the latest version: http://joy.sophics.cz/

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5712. Re: wordpad on st

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a118062b684e1@online.be>
Source record: 54509

on Tue 14-11-2000 11:02 JI Logan wrote:

>On 13 Nov 2000 22:51:00 , damir kaknjo wrote:
>
>|I need a program that can read MS Word files on Atari 1040 ST. (Like Wordpad)
>
>The Papyrus 8 demo will but I don't know if it runs on a 1040.

No I can't be used. Papyrus needs at least 2 MB RAM.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5713. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <RIfQ5.16031$T7.1802633@nnrp3.clara.net>
Source record: 54510

"Peter Schneider" <Peter_Schneider@su2.maus.de> wrote in message
news:200011122037.a7049@su2.maus.de...
> As far as I remember the Falcon's ROM was a special chip that was to
> replaced by Atari if an update was desired. TOS 4.04 should be the
> recent one.

Just a common PLCC chip. Some had
EPROMS.

Shiuming Lai

5714. FS:monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Gordon Campbell <telsa.lynn@telsa1.freeserve.co.uk>
Message-ID: <8us0lg$s62$1@news5.svr.pol.co.uk>
Source record: 54511
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

For sale: Atari sm124 mono hi res monitor
good working order

offers please, uk only

Gordy

--
telsa.lynn@telsa1.freeserve.co.uk
telsa1@ic24.net
http://www.telsa1.freeserve.co.uk
ICQ# 37182286

5715. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <SLfQ5.16056$T7.1807918@nnrp3.clara.net>
Source record: 54512

"Steve Sweet" <stevesweet@bun.com> wrote in message
news:973877452-997261AEicMi@bun.com...
> Hi Shiuming
>
> >
> >Oh dear, you don't value your Falcon, do you?
>
> S'wot i just told him... Eek!, the thought of it
>
> Hows that PSU going dude??.

It's working like a dream, and now I've
added another 8 heat-sinks. 1 on each
of the 2 CT2 Lattice chips (get quite
hot), 1 on the graphics chip, 1 on the
sound chip, 1 on the DSP and 1 on each
of 3 DSP SRAMs.

More metal than you can shake a stick at.

Shiuming Lai

5716. Happy Birthday 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <TLfQ5.16057$T7.1808007@nnrp3.clara.net>
Source record: 54513

My Mega STE TOS 2.06 ROM date 14/11/1991

5717. Re: Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <3a119913$0$173@news.zetnet.co.uk>
Source record: 54514

```
Don <dons@qnet.com> wrote in message news:3A0EDAD1.94DC79C@qnet.com...
>
>
> dash ripprock wrote:
>
> > Joe Grand <jgrand@mindspring.com> wrote in message
> > news:3A0DF83E.3D294D3A@mindspring.com...
> > > Ah. Good question!
> > >
> > > I am in Boston, MA. The monitor is still available for trade for those
who
> > are
> > > itnerested!
> >
> > I've looked in my world atlas but can't find a country called MA
> > dash
>
> Thats because you didnt look in the abbrevations of states.
> Don
>
>

there are states in lots of countries, in what country should he look?
Kevin
```

5718. need mouse for Atari 1040st

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: garthrr@aol.com
Message-ID: <20001114151307.05583.00000173@ng-me1.aol.com>
Source record: 54515

I need a mouse in good working order for an Atarti 1040 ST.
Please email garthrr@aol,com
Thanks

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

5719. Re: Files >720k from NT to STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <974234819.8359.0.nnrp-10.d4e49a43@news.demon.co.uk>
Source record: 54516

Holger Janz <Holger.Janz@sap.com> wrote in message
news:8urhen$6ig$1@news1.wdf.sap-ag.de...
> Hello,
>
> i have got the following problem:
> - i own an ATARI STE with a 720k floppy
> - i have got some MSA files >720k on Windows NT
> - i want use the MSA files with my STE
> - NT do not like special formats (e.g. 820k)
>
> How can i get the MSA files >720k to my STE?
>
> Thankful for every help
> Holger
>

I had this problem getting MSA files to my STFM. I ended up using a 486 box networked to the NT box to transfer files over and use MAKEDISK under pure DOS (Win 98SE shut down to DOS Mode after copying files to hard disk). It wouldn't run under 98SE DOS box either. And I only got any luck using real DSDD floppies. HD floppies with tape over the holes wouldn't work for me, even in a real 720K drive on the PC.

This probably won't help you, but this is what happened to me when I tried it :P

Alex Taylor.

5720. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011141609090.80-100000@TT030>
Source record: 54517

On Sat, 11 Nov 2000, Derryck Croker wrote:

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Fri, 10 Nov 2000 18:12:43 +0000
>
> I assume that all this stuff came with the kit, leaving you with sourcing
> a case, PSU and a hard drive? I could only see complete Hades for sale on
> their web site.

Correct. It came with the cables needed to assemble it, but all
the major parts I am getting locally. Medusa sold me the board as there
is no dealer anywhere near me.

> >> Good Grief! It's a fine thing when stuff from overseas arrives first...
> >
> >That suprised me too. Now it's Friday and my stuff is still not
> >here so it's going to be a long weekend. ;-P
>
> You'll have plenty of time to reread those docs ;-)

Well it's next week now, and the HD, floppy, sound card, and keyboard
arrived.... however the case+PSU was backordered and won't
arrive until the 16th. I've been leaving the house often
so I don't have to sit there and stare at a computer I cannot
assemble. lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5721. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011141617400.80-100000@TT030>
Source record: 54518

On Tue, 14 Nov 2000, Edward S. Baiz Jr. wrote:

> Not a bad idea. Maybe we can get to 500 and see if they will give us an
> upgrade.

Who will keep track of this list? My only concern is it must
run on the Hades06 if they update it. I'd buy it if they
offered that.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5722. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a11af45$0$179@news.zetnet.co.uk>
Source record: 54519

On 12 Nov 2000 01:52:37 , Steve Stupple wrote:

>>I have found STZIP a bit dodgy in the past so I now use LZHSHELL 3.1 as
>>I've found that to be completely stable on my system and I was hoping to
>>transfer the .zip files to .lzh instead.

>What size are the files? I've used STzip 2.6 for ages and have no
>problems at all.

It's generally OK on the smaller files, say 300Kb but start getting
anywhere near 1Mb it will pack them (although on the odd occasion it's
crashed doing that) but unpacking - no.

>Have you tried converting them to executable self extracting zip files,
>maybe it'll work for you.

No I hadn't but it's a goood point. As you can appreciate my main
concern at the moment is how to get these zipped files unzipped!

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

5723. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a11af4d$0$179@news.zetnet.co.uk>
Source record: 54520

On 12 Nov 2000 14:49:34 , David Bolt wrote:

>>Is there a later version of this? I've used it to archive some large
>>folders and now it crashes the system totally when I try to unpack them.
>
>IIRC I had a similar problem if a folder had 300m or more, files.
>Sometimes the system locked, when packing/unpacking the folders, and
>sometimes it crashed when opening the archive.

That's what I mean, it's unreliable for me.

>Try using the ZIP.TTP version to extract the files. I used that and
>quite often that would work where STZIP failed.

Right - will do

>>I have found STZIP a bit dodgy in the past so I now use LZHSHELL 3.1 as

>Quick tip if you're using Magic and LZHSHELL. If you change the strings
>"MiNT" to "MagX" in the .APP it will become "LFN-aware". The reason for
>this is it searches for the MiNT cookie and, once patched, will work as
>if it was running under MiNT.

Thick mode now, what's MiNT got to do with it? I don't use LFN as I got
some very weird things appearing to happen but actually weren't or er..
something like that!

>In the version I have, v3.10 with a file size of 169829 bytes, the
>offsets that require altering are:
>
>127774 (0x1f31e)
>156850 (0x264b2)

Now I'm really lost! :-))

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

5724. Re: Req: Building an ATARIst monitor- to SVGA monitor adapter

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8usciscua1@supernews.com>
Source record: 54521

<atarigalen@my-deja.com> wrote in message
news:8upuk3pfl1@nnrp1.deja.com...
> In article <989p0t4tphngfc1ro4fsooiqo23v79p6ft@4ax.com>,
> The Ox That Rocks <oxrock@reborn.com> wrote:
> > It is possible to connect an Atari to a standard SVGA monitor by
> > building a cable with an Atari monitor DIN in one end and a SVGA plug
> > and phono cable in the other. I once bought such a cable.
>
> Try http://www.digiweb.com/kiffer/ATW/ST-VGA.html .
>
> Galen

Chris Crosskey at ASP sells an adaptor for £15.This neat little unit plugs
into the ST monitor port and into an SVGA monitor cable. I have just bought
one at the show in Stafford (UK) and it works fine.

Chris Thorley.

5725. Re: Happy Birthday 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t13en7pevsrsbd@corp.supernews.com>
Source record: 54522

On 14 Nov 2000 18:44:22 , "Shiuming Lai" wrote:
>My Mega STE TOS 2.06 ROM date 14/11/1991

It's my STE TOS 2.06 birthday as well! Yippee!
Should I give it the bumps? :)

How do you remember these things??!!

5726. Re: Files >720k from NT to STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: g4ugm@my-deja.com
Message-ID: <8ush3e$t4e$1@nnrp1.deja.com>
Source record: 54523

Try PARALINK from http://www.pil.net/~silvae/st_util.htm
Probably won't work with WIN NT, so you will need to get to a 95/98
machine or possible use VM Ware (www.vmware.com) to boot DOS under NT.

In article <974234819.8359.0.nnrp-10.d4e49a43@news.demon.co.uk>,
"Alex Taylor" <alex.taylor@zeem.demon.co.uk> wrote:
> Holger Janz <Holger.Janz@sap.com> wrote in message
> news:8urhen$6ig$1@news1.wdf.sap-ag.de...
> > Hello,
> >
> > i have got the following problem:
> > - i own an ATARI STE with a 720k floppy
> > - i have got some MSA files >720k on Windows NT
> > - i want use the MSA files with my STE
> > - NT do not like special formats (e.g. 820k)
> >
> > How can i get the MSA files >720k to my STE?
> >
> > Thankful for every help
> > Holger
> >
>
> I had this problem getting MSA files to my STFM. I ended up using a
486 box
> networked to the NT box to transfer files over and use MAKEDISK under
pure
> DOS (Win 98SE shut down to DOS Mode after copying files to hard
disk). It
> wouldn't run under 98SE DOS box either. And I only got any luck using
real
> DSDD floppies. HD floppies with tape over the holes wouldn't work for
me,
> even in a real 720K drive on the PC.
>
> This probably won't help you, but this is what happened to me when I
tried
> it :P
>
> Alex Taylor.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5727. Re: Undeletable files/folders

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8usga9$5j7$1@plutonium.compulink.co.uk>
Source record: 54524

In message <3A0FA5EF.9C2A35F2@siemens.at>, gerhard.janka@siemens.at said:

>> So if you have problems deleting a file or folder that has an unusual
>> name, enable LFNs temporarily for the partition.
>
>Sounds very interesting but I suspect this is only possible with MagiC,
>isn't it ?

Mainly, but MiNT as well I believe - in fact any file system that
permits LFNs. But I don't know if there is a utility similar to VFATCONF
for them...

Regards, /Peter/

5728. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8usgab$5j8$1@plutonium.compulink.co.uk>
Source record: 54525

On 12 Nov 2000 14:49:34 , David Bolt wrote:

>***Snip

>In the version I have, v3.10 with a file size of 169829 bytes, the
>offsets that require altering are:
>
>127774 (0x1f31e)
>156850 (0x264b2)

Hi David!

I tried the same trick with ZIPJR at offset $7166. It *almost* worked -
I got lower case long filenames in 2-in-1 but when I did a zip some
files reported an internal file error, though they seemed to compress
OK. When I decompressed them again and compared them with the original,
out of 49 files in Bengy's web-page one was missing altogether and 3
others were incomplete (all GIFs). I did this twice, with identical
results. When MagX was changed back to MinT, all was OK. Pity...

Regards, /Peter/

5729. Re: Undeletable files/folders

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011142016.a8302@su2.maus.de>
Source record: 54526

Hallo Peter!

X>So if you have problems deleting a file or folder that has an unusual
X>name, enable LFNs temporarily for the partition.
I solve that problem by saving all folders an files (beside the . and
.. 'files', of course) to a different partition, then zeroing the
original partition (by e.g. DISKUS) and finally recopying all that
saved stuff...

Und TTschï¿½
ps

5730. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974275934-92060AEicMi@cwcom.net>
Source record: 54527

From: Steve Sweet <stevesweet@bun.com>
Date: Fri, 10 Nov 2000 18:59:46 -0000

>>Next meeting is on the 22nd November folks!
>>--
>
>What was the address again, i'm coming..

The Wolsey Hall, Windmill Lane, Cheshunt, Herts 1900-2200 GMT

Not far from J25 on the M25

Map etc on my website...

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5731. Re: AMS 2000 is happening!

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974275936-92516AEicMi@cwcom.net>
Source record: 54528

From: "Simon Osborne" <atariactive@crap.btinternet.com>
Date: Fri, 10 Nov 2000 20:02:45 -0000

>We look forward to seeing you all Saturday.

Care to give us a review of the proceedings please?
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5732. Re: GDPS Scanner driver question

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974275938-92932AEicMi@cwcom.net>
Source record: 54529

From: xlator@cix.compulink.co.uk
Date: 10 Nov 2000 22:28:09 GMT

>I think it works with TOUCHUP directly as well.

Yep, Touchup allows direct scanning into a window with some hand
scanners, as does their (Migraph) OCR program.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5733. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974275942-93408AEicMi@cwcom.net>
Source record: 54530

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: 11 Nov 2000 16:52:57 GMT

>On 9 Nov 2000 18:37:50 +, "Martin \"Nightowl\" Byttebier" wrote:
>
>>>Are you sure there is othing to twiddle which controls line length?

>>Looking on his other postings I notice that they are all good. The long
>>lines started only with this tread.
>
>Looking at some of Steeve's previous messages, I noticed that the
>increase
>of line length in his postings coincided with his upgrade to a new
>version of ASH Emailer.

I believe that Steve uses the same version as I, but I hear no-one
complaining about over-long lines. I'm wondering if the "Ignore return"
setting has any bearing on his problem, it certainly doesn't help when
quoting messages IME.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5734. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974275944-93885AEicMi@cwcom.net>
Source record: 54531

From: tcjspencer@zetnet.co.uk (Trevor Spencer)
Date: 11 Nov 2000 23:14:55 GMT

>Is there a later version of this? I've used it to archive some large
>folders and now it crashes the system totally when I try to unpack them.

No, but if you don't mind using TTPs then you can get updated versions
from Phillip Donzï¿½'s web site which might at least help unpack those
files, assuming that the damage hasn't been done already.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5735. Re: 3D Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974275946-94300AEicMi@cwcom.net>
Source record: 54532

From: peter.slegg@scubadivers.co.uk (Peter Slegg)
Date: 12 Nov 2000 14:29:16 GMT

>html help is in French and its been so long since I studied
>French.

http://www.systransoft.com if I've remembered right!

Register for My Systran to remove the size limit for translations. You might have to upload the html file to your web site for translation, I couldn't get the file upload or the pasted text options to work on my Falcon.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5736. Re: Files >720k from NT to STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: "Andrew M. Lindley" <andlin@ntlworld.com>
Message-ID: <3A11BE2C.9D6CE21B@ntlworld.com>
Source record: 54533

Holger Janz wrote:

> How can i get the MSA files >720k [from NT] to my STE?

Use lha, zoo, zip or whichever file compressor you can get for both
platforms. Or a null modem cable between the two machines.

AML

5737. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8uqtdc$h66$1@nnrp1.deja.com>
Source record: 54589

In article <WVPTD4BaZIE6EwT9@lovecraft.demon.co.uk>,
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:

> intrigued by the idea of clock-doubling the FPU. Is there any reason
why
> I can't do this with a standard Falcon to get a 32MHz FPU?

No. You can clock it as fast as the FPU can handle. Take a look at
http://atari.nvg.org/ (see in the hardware section) for details.

And while you're at it you should speed up the DSP to 50MHz as well.
It's very easy to do, 100% stable and reliable and there are no
compatibility problems that I'm aware of. I have had mine clocked at
50MHz for more than five years now without any problems at all.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

5738. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a10fdfb$0$173@news.zetnet.co.uk>
Source record: 54590

On 12 Nov 2000 22:58:14 , Robert King wrote:

| . . . .
|Will try just that. One other, minor but annoying point about the Milan
|is its use of a PC keyboard. Nice touch but the pound sign has
|disapeared and the " has shifted to the @ position. No end of keyboard
|layout changing seems to change it. Just something I have to live with I
|guess.

Have you tried XYTASTEUR? It swops key positions on a PC keyboard
when used with the Hades.

5739. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8ur082$h13$1@news1.skynet.be>
Source record: 54591

Hi,

> And while you're at it you should speed up the DSP to 50MHz as well.
> It's very easy to do, 100% stable and reliable and there are no
> compatibility problems that I'm aware of. I have had mine clocked at
> 50MHz for more than five years now without any problems at all.

I have overclocked my Videl/DSP at 60Mhz (with cooling fan) and It's very
stable...

Zorro

5740. Re: wordpad on st

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a111bc9$0$173@news.zetnet.co.uk>
Source record: 54592

On 13 Nov 2000 22:51:00 , damir kaknjo wrote:

|I need a program that can read MS Word files on Atari 1040 ST. (Like Wordpad)

The Papyrus 8 demo will but I don't know if it runs on a 1040.

5741. Re: Sound samples in AVR format

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <8ur9sq$pu4$1@nnrp1.deja.com>
Source record: 54593

In article <3a0eada2961a61@free.fr>,
"Pascal Ricard" <paricard@free.fr> wrote:

> > I use .WAV files, they are played by GEMJing for aICQ.
>
> Correct. But aIRC also have the ability to play AVR files without the
> need of an external player on machines with DMA capabilities.

The same applies to aICQ, you can either use falcon compatible xbios sound routines (should work with newer MagiC versions too) or direct DMA-sound. As previously mentioned you can use external players to use other sample modes than avr-samples. Either use gemjing directly (only recommended for ppl using single-tos) or send the sample path to av-server. Then av-server can decide what sample player should be used, and the advantage of using the av-server is that the sample playing will not block any other processes.

/Joakim

--
WWW: http://gokmase.at

Sent via Deja.com http://www.deja.com/
Before you buy.

5742. Re: ram question

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8urak6qbv1@nnrp1.deja.com>
Source record: 54594

In article <3A10D6B4.58085927@sympatico.ca>,
pamsfolks@sympatico.ca wrote:
> If one is to use simm for upgrade, you require a board for the chips,
> and what kind of chips are then used? Thanks.
>
>

Eh?....If you've an STe then SIMM's should go straight in, if you have one of the rare ones that takes SIP's (or a Stacey) then I have some 1Mb SIP's somewhere.....If you have a Falcon or a TT then they used plug-in boards for memory and some of these use SIMM's. Some of the boards use 72-pin and some use 30-pin....If you have an STFM then you need a board that plugs into the video shifter and the MMU via ribbon cables, and it hosts the SIMM's...

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

5743. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8urao0qdu1@nnrp1.deja.com>
Source record: 54595

In article <200011122037.a7049@su2.maus.de>,
Peter_Schneider@su2.maus.de (Peter Schneider) wrote:
> As far as I remember the Falcon's ROM was a special chip that was to
> replaced by Atari if an update was desired. TOS 4.04 should be the
> recent one.
>
It's a standard 16-bit EPROM, takes 1Mb, (512k x 16bit)....I have heard
of people hacking their TOS ROM's but it's an expert job.... I would
have thought it possible to get a MiNT or Linux kernal in there but it
might be a hassle....

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

5744. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:24:58 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <WVPTD4BaZIE6EwT9@lovecraft.demon.co.uk>
Source record: 54582

Once upon a time <8upt1h$o1m$1@nnrp1.deja.com>, atarigalen@my-deja.com
grabbed chalk and scrawled:
>In article <8up7va$fn9$2@front7.grolier.fr>,
> cvillard@club-internet.fr (chris) wrote:
>> Who wants to sell me one ?
>>
>http://www.volny.cz/phanatic/phantom_e.html

I went to look at this site, and whilst the idea of most of those mod
frightens me (soldering all those wires in my Falcon? No thanks!), I'm
intrigued by the idea of clock-doubling the FPU. Is there any reason why
I can't do this with a standard Falcon to get a 32MHz FPU?

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5745. Re: Falcon Internet problem

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:28:16 UTC
From: atarigalen@my-deja.com
Message-ID: <8uq0uo$rc9$1@nnrp1.deja.com>
Source record: 54583

In article <8ugvi8$uo6$1@nnrp1.deja.com>,
bonfieldd@my-deja.com wrote:
> blame. One possibility is HSMODEM6 which all three need. Is there an
> alternative available?
May I suggest you try HSMODEM7?

> I'm desperate to get this resolved as it's rapidly becoming too much
> hassle to be worth the bother...
Generally, these things have to be done step by step. One idea I'm having is that if you are running Magic and the browser at once, there may not be a whole lot of memory left. Under CAB, what are your caches set for?

I'd suggest you try to get things running without Magic to start. If you succeed, you'll know there is nothing physically wrong.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5746. Atari STE may still be for sale...

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:30:18 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <uVPdDECaeIE6Ew0o@lovecraft.demon.co.uk>
Source record: 54584

Haven't heard back from the original buyer, so:

Possibly still available:
Atari STE, 4Mb, HD internal and external floppy, RSVE, switchable TOS 2.06, joystick extension lead, mouse, joystick, Replay Stereo, various programs, 80Mb HD with ICD Link2 and cable, monitor switch box.

All powered from external PC PSU, ideal for re-caseing or just convenient to power all at once (including the monitor!).

Offer was standing at ï¿½70. If you collect from the Scottish Borders, I will also include a slightly unreliable Philips/Commodore 1084 monitor at a lead which you could use to make a SCART lead (I've been using a CM8833 Mk II with the STE, but I want to keep that monitor for my 800XL).

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5747. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 00:34:12 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <CQlgTWAEiIE6Eww0@my-ste.demon.co.uk>
Source record: 54585

In article <T9IP5.12577$U4.660089@newsread1.prod.itd.earthlink.net>,
John Garone <swampfox1@earthlink.net> writes
>On 12 Nov 2000 14:49:34 , David Bolt wrote:
>>In article <3a0dd2ef$0$180@news.zetnet.co.uk>, Trevor Spencer
>><tcjspencer@zetnet.co.uk> writes
>>>Is there a later version of this? I've used it to archive some large
>>>folders and now it crashes the system totally when I try to unpack them.
>
>***Snip
>
>>In the version I have, v3.10 with a file size of 169829 bytes, the
>>offsets that require altering are:
>>
>>127774 (0x1f31e)
>>156850 (0x264b2)
>>
>>
>>
>>Regards,
>> David Bolt
>>
>David,
> Is That STZIP 3.10? If so, do have an address to get it from?
> John G.
>P.S. Steve Sweet, how's my snip? (:->)~

No, it's LZHSHELL 3.10. AFAIK STZIP didn't get beyond v2.6

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
6.3 |http://www.distributed.net/

5748. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 01:19:54 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8uq3nm$4rm$1@perki.connect.com.au>
Source record: 54586

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:WVPTD4BaZIE6EwT9@lovecraft.demon.co.uk...
> Once upon a time <8upt1h$o1m$1@nnrp1.deja.com>, atarigalen@my-deja.com
> grabbed chalk and scrawled:
> >In article <8up7va$fn9$2@front7.grolier.fr>,
> > cvillard@club-internet.fr (chris) wrote:
> >> Who wants to sell me one ?
> >>
> >http://www.volny.cz/phanatic/phantom_e.html
>
> I went to look at this site, and whilst the idea of most of those mod
> frightens me (soldering all those wires in my Falcon? No thanks!), I'm
> intrigued by the idea of clock-doubling the FPU. Is there any reason why
> I can't do this with a standard Falcon to get a 32MHz FPU?

If your FPU is rated at 25 or higher no trouble, if it is 16 be cautious.
Have a look at www.atari.nvg.org for further details

Mark

5749. Re: Atari STE may still be for sale...

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 01:32:55 UTC
From: Mark Phillips <markus@opo.ntlworld.com>
Message-ID: <oC0Q5.10303$f12.185411@news2-win.server.ntlworld.com>
Source record: 54587

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:uVPdDECaeIE6Ew0o@lovecraft.demon.co.uk...
> Haven't heard back from the original buyer, so:
>
> Possibly still available:
> Atari STE, 4Mb, HD internal and external floppy, RSVE, switchable TOS
> 2.06, joystick extension lead, mouse, joystick, Replay Stereo, various
> programs, 80Mb HD with ICD Link2 and cable, monitor switch box.
>
> All powered from external PC PSU, ideal for re-caseing or just
> convenient to power all at once (including the monitor!).

<CUT>

Hopefully not still available ;-)
Sorrry Richard I've been a bit slow today. You should get the cheque on
Wednesday.

Thanks

Mark

5750. ram question

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 03:13:07 UTC
From: "m. smith" <pamsfolks@sympatico.ca>
Message-ID: <3A10D6B4.58085927@sympatico.ca>
Source record: 54588

If one is to use simm for upgrade, you require a board for the chips,
and what kind of chips are then used? Thanks.

5751. Re: Happy Birthday 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 23:40:27 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3A11CD6B.5CCE4067@cable.A2000.nl>
Source record: 54535

Mark Bedingfield wrote:
>
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:t13en7pevsrsbd@corp.supernews.com...
> > On 14 Nov 2000 18:44:22 , "Shiuming Lai" wrote:
> > >My Mega STE TOS 2.06 ROM date 14/11/1991
> >
> > It's my STE TOS 2.06 birthday as well! Yippee!
> > Should I give it the bumps? :)
> >
> > How do you remember these things??!!
>
> And to think I forgot my MegaSTE's Birthday:-(For shame.
>
> Mark

No I understand why so many people have 2 or more ataris.
They're hoping they will give birth.

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

5752. Re: Happy Birthday 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 23:42:14 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8usi81$5gu$1@perki.connect.com.au>
Source record: 54534

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t13en7pevsrsbd@corp.supernews.com...
> On 14 Nov 2000 18:44:22 , "Shiuming Lai" wrote:
> >My Mega STE TOS 2.06 ROM date 14/11/1991
>
> It's my STE TOS 2.06 birthday as well! Yippee!
> Should I give it the bumps? :)
>
> How do you remember these things??!!

And to think I forgot my MegaSTE's Birthday:-(For shame.

Mark

5753. Re: Undeletable files/folders

Newsgroup: comp.sys.atari.st
Date: 2000-11-14 23:56:04 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10011150052170.228-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 54538

Hello!

> >Sounds very interesting but I suspect this is only possible with MagiC,
> >isn't it ?
>
> Mainly, but MiNT as well I believe - in fact any file system that
> permits LFNs. But I don't know if there is a utility similar to VFATCONF
> for them...

There is. Also the MagiC VFATCONF should work under MiNT too.

Btw. it doesn't matter under MiNT if you have the VFAT extension enabled
or not. The long file names are always internally handled (especially for
the delete operation). If disabled you just don't see the long names and
can't create long names.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5754. Re: PowerPC 1040ST (revisited)

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974396850-957370AEicMi@bun.com>
Source record: 54396

Hi Delboy

>>
>>What was the address again, i'm coming..
>
>The Wolsey Hall, Windmill Lane, Cheshunt, Herts 1900-2200 GMT

GOt it!!.

>Not far from J25 on the M25

A-Z open on that page now..

>Map etc on my website...

And my desk..

Put out another cup, i'm on my way as we speak..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5755. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974396844-956135AEicMi@bun.com>
Source record: 54397

Hi Thomas

>>The MegaSTE's Modem 2 port can be used up to 230400 baud, Modem 1 will
>go to 115200.

>I have the Hayes Accura 336 configured to the factory defaults and
>connected to the Modem 1 port. It works fine - as long as I don't try
>to set the port speed higher than 19200. I'm trying to use STinG 1.22
>and HSModem7, and the only place I can find to change the port speed is
>from within the SERIAL.CPX. If I try to set that to 38400 and use the
>STing Dialer, I see the RD and SD lights flash, then the command ATZ
>appears on the screen. Then it just sits there, I think waiting for the
>OK response, which it probably already got, but missed.

I find when i get a new modem that it needs training, set your port speed
to whatever the modem needs, use a terminal, type ATZ, then AT&W to
store, Some modems requires their DPS to cop a sniff at what its dealing
with.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5756. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974396860-959162AEicMi@bun.com>
Source record: 54398

Hi Zorro

>
>What do you mean? you speak about my falcon? :-))

We went of to a sub-discusson about a Falcon PSU that i modified to give
some more whellie...

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5757. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974396854-958098AEicMi@bun.com>
Source record: 54399

Hi John

>P.S. Steve Sweet, how's my snip? (:->)~

Well if she's pregnant it probably didnt work..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5758. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974396856-958559AEicMi@bun.com>
Source record: 54400

Hi Trevor

>As you can appreciate my main
>concern at the moment is how to get these zipped files unzipped!

Zip 2 TOS convert them.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5759. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011152016.a10189@su2.maus.de>
Source record: 54401

Hi Shiuming Lai,

SL>Just a common PLCC chip. Some had EPROMS.
just for precision: I meant the square chip that needed special
equipment to get it out.

Und TTschï¿½
ps

5760. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011152018.a10190@su2.maus.de>
Source record: 54402

Hi Thomas,

TJA>It works fine - as long as I don't try to set the port speed higher
TJA>than 19200. I'm trying to use STinG 1.22 and HSModem7,
did you adjust HSMODEM7 by SETTER?

Und TTschï¿½
ps

5761. Re: Backward III

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <4DrQ5.1049$ue.103428@newsread1.prod.itd.earthlink.net>
Source record: 54448

On 3 Nov 2000 00:51:06 G, atarigalen@my-deja.com wrote:
>
>> >A bit off topic, but...
>> >....Backward III was made freeware a while back. Could someone post
>the
>> >code?
>> >
>> Hi Galen,
>> Not being a programmer, would the code be in with the package of
>> BackwardIII files? Type of file?
>> John G.
>>
>Nope. Look under "register". It's probably around 16 ASCII
>characters, and will just look like "Gh85HId43DGbvc". (But that's not
>it :-))
>
>Galen
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

Hi Galen,
I'm curious as to why you wanted that code for BackwardIII and
was James's INF file what you were looking for?
Regarding the F16 simulator program, I've since found that if the
"All Sound Off" is selected (on the first screen that it is selectable)
then the computer does'nt lock up almost all the other features! Turning
the sound back on after taking off is OK then! There's still a lock-up
though if Esc, Help, or * is hit!!!
(running on a 'vanilla' Falcon MKI, 14 meg, TOS 4.04)
John G.

5762. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8utije$n79$1@nnrp1.deja.com>
Source record: 54449

In article <8ut3hj$c3d$1@nnrp1.deja.com>,
Mike <magicmac@my-deja.com> wrote:

> > build my own. Does anybody know how the external clock is divided to
> > get the sample rate?
>
> Is my mind failing, or didn't you explain to me over a year ago how

I don't know about yours, but mine is ;-)

> to arrive at that number? :) 44.1 * 512 = 22.5792 Mhz

Ahhh, 512, that's it :-)

> www.brookdale.com has them in stock. I checked last year and they
wanted
> about $25.00 each, said they were special:) Search on their site for

$25??? Well, perhaps when/if I'm getting desperate. Perhaps it's
possible to find something like this (or atleast something that can be
divided to 22.5792MHz) on some old soundcard, atleast they're cheaper...

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

5763. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8utinf$n88$1@nnrp1.deja.com>
Source record: 54450

In article <rives-FA256B.22555814112000@news.gte.net>,
Tardo <rives@gte.net> wrote:

> If it will help I think I have a text file with all the pin outs for
the
> external DSP port. All I have to do is find it.

That would definitely be helpful :-)

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

5764. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8utj44nkk1@nnrp1.deja.com>
Source record: 54451

In article <8ut8e1fhk1@nnrp1.deja.com>,
atarigalen@my-deja.com wrote:

> If they say don't remove, don't remove. Some of these jumpers are for
> testing only, although your post hints that the jumper is for auto
> configure terminator power. If this is the case, the only reason
you'd
> want to remove it is if the drive didn't work properly with it on.

Usually, but not on the Mega STE. The internal SCSI interface can
actually be damaged if the drive is terminated, so *don't* terminate
the drive. You can find more information here:
http://atari.nvg.org/scsihost/

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

5765. Robot simulations?

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Callum Lerwick <lerwick@tcfreenet.org>
Message-ID: <3A124ECC.360987A5@tcfreenet.org>
Source record: 54452

Alright, ages ago I played with a battle robot simulator on the Atari ST. You'd place digital components like AND gates and such on a grid, then 'solder' them together. They'd then battle on a grid, attempting to shoot eachother, and some kind of food or something was randomly placed on the playfield. I can't remember if that provided ammo or what... It was a standard GEM program.

Anyone remember what it was called, and where I can find a copy? I'd really like to play with it again, and see about implementing it as a web based thing. I remember the readme saying the author was considering a windows port, did that ever happen? I've never seen anything quite like it since...

Replies via email please!

5766. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A12612A.6F1AE032@patent.gov.uk>
Source record: 54453

Martin \"Nightowl\" Byttebier wrote:
>
> on Tue 14-11-2000 08:55 JI Logan wrote:
>
> >On 12 Nov 2000 22:58:14 , Robert King wrote:
> >
> >| . . . .
> >|Will try just that. One other, minor but annoying point about the Milan
> >|is its use of a PC keyboard. Nice touch but the pound sign has
> >|disapeared and the " has shifted to the @ position. No end of keyboard
> >|layout changing seems to change it. Just something I have to live with I
> >|guess.
> >
> >Have you tried XYTASTEUR? It swops key positions on a PC keyboard
> >when used with the Hades.
>
> I just wonder if you ever have managed to get that thing working on your
> Hades? It never worked on my Hades. I use clocky instead. A very good
> utility if you ask me.
>
> ftp://chapelie.rma.ac.be/atari/utilities/clocky300.zip
>
> or for the latest version: http://joy.sophics.cz/
>
> CU
> Martin
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be ***********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Hi Martin,

You are correct, Clocky is a good program. I have used it to correct the keyboard mapping. It also seems to have cured an instability problem with the PC keyboard, which happened with the keys in the top left hand edge, 1 in partic. Touching it would produce a non-stop string of 1's only stopped by hitting another key. Qed seemed particularly bad for this. I have now gone over to MagicMilan/Jinnee as there are just too many variables in the NAES/MINTNP set up to correct. All seems very stable, except that qed won't link back with Amail after I have typed a

mail and pressed save and quit, (I'm going over to MyMail) and DA's Layout wont run in Magic, it bombs out when I try to use its file selector.
Thanks for your help.

Bob King.

5767. Re: Happy Birthday 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: jf.lemaire@skynet.be
Message-ID: <8utop6$4ui$2@news0.skynet.be>
Source record: 54454

On 14 Nov 2000 22:21:27 , Lyndon Amsdon wrote:
>On 14 Nov 2000 18:44:22 , "Shiuming Lai" wrote:
>>My Mega STE TOS 2.06 ROM date 14/11/1991
>
>It's my STE TOS 2.06 birthday as well! Yippee!
>Should I give it the bumps? :)
>
>How do you remember these things??!!

You don't have to remember anything. Just take a look at your
"General" CPX.

J-F.

5768. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <I$+YOIAqGmE6EwTz@steverosie.demon.co.uk>
Source record: 54455

In article <t13u8fjuhsi0bb@corp.supernews.com>, Thomas J. Andrews
<taj16@dreamscape.com> writes
>Well, I can't seem to get the serial ports to go faster than 19200 bps.

Hiya

Well that makes 2 of us, I've not been able to work out what I'm doing
wrong!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5769. Interested in ST development

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: "Daniel G." <dang@elp.rr.com.NOSPAM>
Message-ID: <8FED36892daQngelprrcom@news-server>
Source record: 54456

Hello,

I am quite fascinated with (what's left of) the ST scene, and I am toying with the idea of writing some software, namely a midi sequencer/harddisk recorder. This is totally irrational in light of other software and systems out there, but I don't care. I like older technology and would like to avoid the present day stuff if possible.

However, I need to know a few things, maybe you all can help me. (Please do, if you can!)

1) I am looking at getting a Medusa Hades 060 since it has ISA ports, and I would like to continue using my Turtle Beach card, as it sounds very nice, and can be used for DSP processing. (I know I would have to write a driver for it, this is not a problem) The StarTrack looks pretty nice, but on the other hand it's very expensive. I have seen mentions of some bugs with this Hades computer; can someone please elaborate and let me know what I could encounter? I would like to use my SCSI harddrive with it, are there any problems in that department?

2) What development software exists, is there anything freeware that isn't a memory pig? (ie, trying to avoid GNU software) I would need a C compiler, preferably with an inline assembler. How hard are these to come by?

3) How much low-level and TOS programming documentation is out there on the net? I don't mind learning to code a completely new system, but doing it blind is something else altogether.

Is there anything else I should know? My experience is with freebsd/linux primarily, and I've grown quite sick of the whole environment, and would like something simpler and more direct for what I want to do. Multitasking OSes cannot cut it for midi timing, and I am craving a bit of nostalgia anyway (not that I've ever owned an atari before)

Thanks,
-dan

dang@elp.rr.com.NOSPAM

5770. Re: Undeletable files/folders

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A1283D2.FDFF0B2D@ooc.de>
Source record: 54457

Peter Schneider wrote:

> X>So if you have problems deleting a file or folder that has an unusual
> X>name, enable LFNs temporarily for the partition.
> I solve that problem by saving all folders an files (beside the . and
> .. 'files', of course) to a different partition, then zeroing the
> original partition (by e.g. DISKUS) and finally recopying all that
> saved stuff...

As long as it's a FAT32 partition you can simply delete the particular
file with the standard set of functions offered by DISKUS, like you can
do this for normal FAT partitions.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

5771. Re: Undeletable files/folders

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A128428.47915BE@ooc.de>
Source record: 54458

Uwe Seimet wrote:

> > X>So if you have problems deleting a file or folder that has an unusual
> > X>name, enable LFNs temporarily for the partition.
> > I solve that problem by saving all folders an files (beside the . and
> > .. 'files', of course) to a different partition, then zeroing the
> > original partition (by e.g. DISKUS) and finally recopying all that
> > saved stuff...
>
> As long as it's a FAT32 partition you can simply delete the particular
> file with the standard set of functions offered by DISKUS, like you can
> do this for normal FAT partitions.

Sorry, I meant VFAT, not FAT32. And BTW, you can also zero the partition
with HDDRUTIL.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

5772. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <wJvQ5.605$vn5.2662@newsfeed.slurp.net>
Source record: 54459

On 14 Nov 2000 16:19:38 , Lonny Pursell wrote:
>On Tue, 14 Nov 2000, Edward S. Baiz Jr. wrote:
>
>> Not a bad idea. Maybe we can get to 500 and see if they will give us an
>> upgrade.
>
>Who will keep track of this list? My only concern is it must
>run on the Hades06 if they update it. I'd buy it if they
>offered that.

We can find someone. I would do it if, the author are willing to give us an upgrade for getting to the magic number of 500.

Also Lonny Photoline does run on the Hades 060 under regular TOS and Geneva. I cannot get it to run under Magic and N.AES.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5773. Re: Files >720k from NT to STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <yJvQ5.606$vn5.2662@newsfeed.slurp.net>
Source record: 54460

On 14 Nov 2000 15:15:58 , "Holger Janz" wrote:
>Hello,
>
>i have got the following problem:
>- i own an ATARI STE with a 720k floppy
>- i have got some MSA files >720k on Windows NT
>- i want use the MSA files with my STE
>- NT do not like special formats (e.g. 820k)
>
>How can i get the MSA files >720k to my STE?

No hard drive on the STe??
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5774. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <BJvQ5.607$vn5.2662@newsfeed.slurp.net>
Source record: 54461

On 14 Nov 2000 18:10:09 , "Shiuming Lai" wrote:
>
>"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
>news:ttzN5.22740$GI4.19138@newsfeed.slurp.net...
>> You are correct there Lonny. I found the website where Photoline comes
>> from. I hear sometime ago that the Atari version was getting an upgraded,
>> but have not heard anything. I would love to use it under Magic as right
>> now it does not work, but works fine under Geneva.
>
>Works on my Falcon under MagiC. Must be
>something to do with the Hades version.

That is what I am suspecting right now. It may also have to do with the
Mach 64 graphics card...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5775. DSP problems (was: [WANTED] 44.1 KHz falcon clock)

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a1290b41384f51@free.fr>
Source record: 54462

Hello,

in article <8ut3hj$c3d$1@nnrp1.deja.com> (comp.sys.atari.st)
Mike wrote on Wed 15-11-2000 04:30 (GMT):

> In article <8urju0$213$1@nnrp1.deja.com>,
> Jo Even Skarstein <joska@online.no> wrote:
> > In article <8urgjt$rm4$1@news0.skynet.be>,
> > "Zorro" <zorro270@yahoo.fr> wrote:
>
> > >
> > > I have some little problem of DSP interuption (aniplayer and other DSP
> > > softwares "freeze" sometimes my system), I should perhaps give my DSP

> > The DSP problem is caused by the CT2 design, and not by your 60Mz DSP
> > clock. All CT2-Falcons have this problem.
>
> My Nemesis and Mighty Sonic have DSP problems with Aniplayer. The AB and
> Nemesis works fine....

I used to have the same problem with the DSP on my _stock_ Falcon and
MagiC. This occures with all softs using the DSP, either directly or by
the use of JPEGD.PRG. This happens only with the _first_ cold boot: I
mean not with ctrl-alt-shift-del, only when I power the Falcon up.

Then I discovered Magellan (Pub: http://magellan.2000.free.fr/), a very
nice but Falcon only program useful for radio ham. My attention was
attracted by these words in the readme file:

[begin of quote]

INSTALLATION :
ï¿½
.../...

- For MagiC users, put the program "DSPXBIOS.PRG" from
the AUTO folder of Magellan into the AUTO folder of
your hard disk.

.../...

DSPXBIOS is a program from Didier Mequignon which
replace DSP routines of MagiC which overwrite the
system one's with its own faster routines but less
reliable since there is no errors protocols handler.

DSPXBIOS fixes also a bug from MagiC which don't
initialise the FALCON DSP correctly at the first boot

and force the user to restart his machine.

[end of quote]

I put the patch (available on Didier's homepage) in the auto folder and
hurrah ! Aniplay now works like a dream with _my_ DSP :-)

Didier himself is very surprised by this behaviour.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5776. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8uue9i$aq3$1@draco.stochastik.rwth-aachen.de>
Source record: 54463

In article <3a10fdfb$0$173@news.zetnet.co.uk>,
JI Logan <jlog@zetnet.co.uk> wrote:
>
>Have you tried XYTASTEUR? It swops key positions on a PC keyboard
>when used with the Hades.

The Milan TOS comes with keyboard tables in ROM that match the used PC keyboards - you just have to set toe correct keyboard layout using MSETUP or some other NVRAM-setter.

If they do not match, it is best to correct that bug ... however, I need a bug report to do that.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5777. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A12C553.1A926D03@patent.gov.uk>
Source record: 54464

Michael Schwingen wrote:
>
> In article <3a10fdfb$0$173@news.zetnet.co.uk>,
> JI Logan <jlog@zetnet.co.uk> wrote:
> >
> >Have you tried XYTASTEUR? It swops key positions on a PC keyboard
> >when used with the Hades.
>
> The Milan TOS comes with keyboard tables in ROM that match the used PC
> keyboards - you just have to set toe correct keyboard layout using MSETUP or
> some other NVRAM-setter.
>
> If they do not match, it is best to correct that bug ... however, I need a
> bug report to do that.
>
> cu
> Michael
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)

Hi Michael,

You are obviously correct, the Milan came to me with correct mapping and I am not sure what I did to get the incorrect mapping, perhaps it was when I flashed in a new TOS using MSETUP and NVRAM. Anyway, for the present, I have got correct mapping using Clocky. In some ways it is a pity that the Milan could not use MegaST or TT keyboards and have the dual advantage of correct mapping and quality. This would need an additional socket and PROM chip I assume.

Thanks very much for the help. I am impressed with the MagicMilan/Jinee combo I am now using. It all seems much faster than the NAES/MINTNP setup I (again) messed up. Overall message is 'If it aint broke, dont touch it'

Bob King.

5778. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8uuk57igg1@nnrp1.deja.com>
Source record: 54465

In article <8utije$n79$1@nnrp1.deja.com>,
Jo Even Skarstein <joska@online.no> wrote:
> In article <8ut3hj$c3d$1@nnrp1.deja.com>,
> Mike <magicmac@my-deja.com> wrote:
>
> > > build my own. Does anybody know how the external clock is divided
to
> > > get the sample rate?
> >
> > Is my mind failing, or didn't you explain to me over a year ago how
>
> I don't know about yours, but mine is ;-)
>
> > to arrive at that number? :) 44.1 * 512 = 22.5792 Mhz
>
> Ahhh, 512, that's it :-)
>
> > www.brookdale.com has them in stock. I checked last year and they
> wanted
> > about $25.00 each, said they were special:) Search on their site for
>
> $25??? Well, perhaps when/if I'm getting desperate. Perhaps it's
> possible to find something like this (or atleast something that can be
> divided to 22.5792MHz) on some old soundcard, atleast they're
cheaper...

I have been looking off and on at every card that passes my way, at work
and thrift stores. Haven't seen anything that I could put a ripple
counter on. I picked up Cubase Audio for $75.00 off Ebay, so my problem
is solved. Just have to fight with my kid for use of the clock:)

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

5779. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <3a12da8f$0$179@news.zetnet.co.uk>
Source record: 54466

Steve Sweet <stevesweet@bun.com> wrote in message
news:973960504-156027AEicMi@bun.com...
> Hi Ji.
>
> >>Does anyone know anything about SS.
>
> >Still up and running but very busy (I am told).
>
> Very busy, and recently attacked in his shop but survived..

what did you wear on your head, stocking, ski mask, Disney mask ???

kevin

5780. Re: ? 'bout ram board(s) falcon 030

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A12EC30.FE7A6F7C@cfc.dnd.ca>
Source record: 54467

Ken Kosut wrote:
> Hello,
> Is there any significant difference between the ram board sold by
> wizztronics and the one sold by wbsystemtechnik in Germany?
> (14 meg ram)
> Would this slow down the operation speed of some programs?
> (I have read about this happening to one person before)
> If you put the simms in yourself, is there soldering involved?
> thanks
> ken

there is a difference.
the boards that use 4 - 4MB 30pin SIMMs to give 16MB ram are not
compatible
with a number of Falcon accelerators. Only the 72 pin 16MB SIMMs appear
to work.
This is only valid if you plan on accelrating your Falcon.
ken

5781. Re: AMS 2000 is happening!

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <8uuqrq$n9k$1@news7.svr.pol.co.uk>
Source record: 54468

On 14 Nov 2000 11:06:06 , Derryck Croker wrote:
>From: "Simon Osborne" <atariactive@crap.btinternet.com>
>Date: Fri, 10 Nov 2000 20:02:45 -0000
>
>>We look forward to seeing you all Saturday.
>
>Care to give us a review of the proceedings please?

Quite a good show. Despite lack of Atari dealers not being able to attend. ASP there as usual with the cracking Mouseburster interface - really useful device!

Atari Jaguar for 7UKP!!

Neil "Webbed feet" Chester.

5782. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a12f016$0$180@news.zetnet.co.uk>
Source record: 54469

On 13 Nov 2000 17:27:41 , Djordje Vukovic wrote:

>IIRC STZip 2.6 has a bug so that the root folder of an archive can not
>contain more than a limited number of files (a quite low limit; about
>128 or so, I think). However, there can be more files in subfolders.

That's the problem! The .zip files I'm trying to unpack have 400/500
files in one folder in each so that would explain the crashing.

>I think STZip also has another nasty bug which appears when one
>tries to rename files in an archive, or something like that.

Not tried to do that

>Maybe you can try to use InfoZip's Unzip 5.4 to unpack those archives?
>Thee's a chance that it would work. Also, Unzip's counterpart Zip 2.3
>has an option for repairing corrupted archives- that may help to
>save something out of those archives.

I don't have these, where can I get them from please?

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

5783. Re: wordpad on st

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a12f018$0$180@news.zetnet.co.uk>
Source record: 54470

On 14 Nov 2000 18:42:24 , "Martin \"Nightowl\" Byttebier" wrote:
>on Tue 14-11-2000 11:02 JI Logan wrote:

>>The Papyrus 8 demo will but I don't know if it runs on a 1040.
>
>No I can't be used. Papyrus needs at least 2 MB RAM.

Where can you get the demo from? I've just had some MS word files sent to
me and I was wondering how to read them.

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

5784. Re: Interested in ST development

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <TvCQ5.162$ac4.9691@newsread1.prod.itd.earthlink.net>
Source record: 54471

On 15 Nov 2000 12:19:28 , Daniel G. wrote:
>Hello,
>
>I am quite fascinated with (what's left of) the ST scene, and I am toying
>with the idea of writing some software, namely a midi sequencer/harddisk
>recorder. This is totally irrational in light of other software and systems
>out there, but I don't care. I like older technology and would like to
>avoid the present day stuff if possible.

Sorry about the large SNIP

>Thanks,
>-dan
>
>dang@elp.rr.com.NOSPAM
>.

Hi Dan,
Firstly, it's really great to see an interest in developing Atari
software and while I'm not a programmer (so I can't help you in that
area) and as an Atari owner since 1987, I'd surely like not to have to
buy a PeeCee! So, what's the chances of you working on a browser that's
JAVA compatible (Javascript) and which also has access to secure log-ins?
Either way, good luck to you!
John G.

5785. Re: Mega st 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <oRDQ5.14064$8F2.1523458@nnrp4.clara.net>
Source record: 54472

"Steve Stupple" <Steve@atari.org> wrote in message
news:TGFOwKAadfD6Ewa4@steverosie.demon.co.uk...
> In article <8ukosn$en1$1@newsg2.svr.pol.co.uk>, timothy <tanderson@tande
> rson22.freeserve.co.uk> writes
> >I asked about upgrading a /mega ST 1to 4 mb without using an upgrade
board.
> >I know the prices of bards ar not quite what they used to be but at ?129
t
> >is a little bit pricey as I can buy almost 256mb for my PC.

So why don't you go and buy xMB for your PC?
That's a completely stupid comparison. It's like
saying you can buy 5 PC keyboards for the price
of an Atari one. Of course you can. Does it solve
your problem?

> >I also asked if there was a solution using 4mb simm's
>
> Upgrading ST/F/M/FM's aren't as straight forward, and I haven't heard of
> anyone upgrading to 2 or 4 meg without an upgrade board and these tend
> to be more expensive than buying a secondhand upgraded machine.

Correct.

> >I'm not afraid to use a soldering iron. and for your information I am a
> >fully qualified computer technition / electronics engineer and so
comments
> >like:-
> >
> >If you don't know how to do such a job you
> >probably couldn't do it even with the right
> >information (note: this is nothing personal).
> >False economy. How much is an upgrade
> >board these days? Not very much at all
> >for something that is properly designed to
> >do the job instead of hacking around
> >
> >as quoted by Shiuming Lai are not particulary welcome as all I asked was
a
> >simple question!!!

So you got a simple answer! If you're a fully
qualified engineer of any sort then you should
know how to specify properly. Your query
was explicitly whether you could use the CHIPS

from your SIMMs, rather than using the SIMMs
themselves, so what else does that suggest except
that you're yet another time-wasting cheapskate
ST user who is so desperate that he wants to go
to the length of removing the chips from these SIMMs,
probably got for close to nothing from a car boot sale
or salvaged from scrap, and hack them onto the ST
motherboard?

> >Is this what the Atari comunity has come to?????

> Not in the least, maybe it was mean't to be a little humour or not, I
> can't comment. 99% of the Atari community are unusually helpful:)

It wasn't humour, sarcasm nor a comment, it was
sincere advice, not least because I see so many people
cause themselves grief by doing things in a seriously
compromising fashion for the sake of a few pennies.
If you don't like that it's your loss.

Shiuming Lai

5786. Re: Interested in ST development

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011151737230.91-100000@TT030>
Source record: 54473

On Wed, 15 Nov 2000, Daniel G. wrote:

> Hello,
>
> I am quite fascinated with (what's left of) the ST scene, and I am toying
> with the idea of writing some software, namely a midi sequencer/harddisk
> recorder. This is totally irrational in light of other software and systems
> out there, but I don't care. I like older technology and would like to
> avoid the present day stuff if possible.

There is already alot of music type apps, some very good ones.
Perhaps you'd consider coding something that platform lacks? :-)

> However, I need to know a few things, maybe you all can help me. (Please
> do, if you can!)
>
> 1) I am looking at getting a Medusa Hades 060 since it has ISA ports, and I
> would like to continue using my Turtle Beach card, as it sounds very nice,
> and can be used for DSP processing. (I know I would have to write a driver
> for it, this is not a problem) The StarTrack looks pretty nice, but on the
> other hand it's very expensive. I have seen mentions of some bugs with this
> Hades computer; can someone please elaborate and let me know what I could
> encounter? I would like to use my SCSI harddrive with it, are there any
> problems in that department?

From what I know about the Hades, the ISA slots for the most part
are not very useable. I think these slots support just enough of
the ISA spec to make an et4k video card work. The only other card
that I know of that works is a ROM card adapter, to allow a hades
to access ROM cartridges. It would be best to ask Medusa systems
about your specific card, and if it could be made to work.

> 2) What development software exists, is there anything freeware that isn't
> a memory pig? (ie, trying to avoid GNU software) I would need a C compiler,
> preferably with an inline assembler. How hard are these to come by?

I don't use "C" so I cannot help here. ;-)

> 3) How much low-level and TOS programming documentation is out there on the
> net? I don't mind learning to code a completely new system, but doing it
> blind is something else altogether.

There is lots of docs. In fact if that card you wish to use comes
in a PCI version, you can get PCI bios docs for the hades off the net.
The PCI slots have much more functionality.

_____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5787. Re: [Want to Buy] Cubase audio clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <MpEQ5.14096$8F2.1530233@nnrp4.clara.net>
Source record: 54474

"Clayton Murray" <claytone@aa.net> wrote in message
news:3a08e2a5_2@huge.aa.net...
> >> Well or something witch provides the same feature
> >>
> >You could also try www.lineaudio.se and you won't have to search at
all...
> >;)
> >
> >Best regards,
> >Claes
>
> I should mention here that Line Audio also sells a little
> modification board you can put inside of an FDI (if you have one
> of those) that will accomplish the same thing. It "allows" your
> Falcon to run audio at 44.1 without needing to hook up an
> external clock or a DAT machine, etc.

Clarification: If you have an FDI then you
already have both 44.1 and 48KHz clocks
for playback (that's half its purpose). The
FDI modification is a patch which allows
recording into the Jam/FAD at 44.1KHz
without the need for external clock coming in
on the S/PDIF (it detects the absence of this and
then forces the FDI to use its own 44.1KHz clock
as master).

> It's very inexpensive, and
> easy to install. When I had a few questions regarding
> installation, Roger (at Line Audio) was very prompt at returning
> helpful answers. I also have the FAD 2/8 by the same company. Did
> I mention that I think Roger at LINE AUDIO is doing a great job??
> ;-)

Yes, the Jam and FAD are superb products
(anyone even slightly interested in high fidelity
audio, buy one today and hear what you've
been missing) and Roger Jonsson is very
competent. No bull, just honest service and value.

Shiuming Lai

5788. Re: ? 'bout ram board(s) falcon 030

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <NpEQ5.14097$8F2.1530178@nnrp4.clara.net>
Source record: 54475

"Ken Macdonald" <macdonald@cfc.dnd.ca> wrote in message
news:3A12EC30.FE7A6F7C@cfc.dnd.ca...
> there is a difference.
> the boards that use 4 - 4MB 30pin SIMMs to give 16MB ram are not
> compatible
> with a number of Falcon accelerators.

Some are just not even stable in a
stock machine, FalconWING being
a notorious example. Avoid at all
costs.

> Only the 72 pin 16MB SIMMs appear
> to work.
> This is only valid if you plan on accelrating your Falcon.
> ken

The urge for which could come very soon.

Shiuming Lai

5789. Re: Happy Birthday 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <NpEQ5.14098$8F2.1530149@nnrp4.clara.net>
Source record: 54476

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t13en7pevsrsbd@corp.supernews.com...
> On 14 Nov 2000 18:44:22 , "Shiuming Lai" wrote:
> >My Mega STE TOS 2.06 ROM date 14/11/1991
>
> It's my STE TOS 2.06 birthday as well! Yippee!
> Should I give it the bumps? :)

You never know, it might re-seat some
loose chips :-)

> How do you remember these things??!!

Ah, I have a head for useless information.

Shiuming Lai

5790. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <OpEQ5.14099$8F2.1528957@nnrp4.clara.net>
Source record: 54477

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:WVPTD4BaZIE6EwT9@lovecraft.demon.co.uk...
> Once upon a time <8upt1h$o1m$1@nnrp1.deja.com>, atarigalen@my-deja.com
> grabbed chalk and scrawled:
> >In article <8up7va$fn9$2@front7.grolier.fr>,
> > cvillard@club-internet.fr (chris) wrote:
> >> Who wants to sell me one ?
> >>
> >http://www.volny.cz/phanatic/phantom_e.html
>
> I went to look at this site, and whilst the idea of most of those mod
> frightens me (soldering all those wires in my Falcon? No thanks!), I'm
> intrigued by the idea of clock-doubling the FPU. Is there any reason why
> I can't do this with a standard Falcon to get a 32MHz FPU?

There's little point doing this unless
the rest of the system is accelerated
to keep up.

Shiuming Lai

5791. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <PpEQ5.14100$8F2.1530232@nnrp4.clara.net>
Source record: 54478

<chrisc1966@my-deja.com> wrote in message
news:8urao0qdu1@nnrp1.deja.com...
> In article <200011122037.a7049@su2.maus.de>,
> Peter_Schneider@su2.maus.de (Peter Schneider) wrote:
> > As far as I remember the Falcon's ROM was a special chip that was to
> > replaced by Atari if an update was desired. TOS 4.04 should be the
> > recent one.
> >
> It's a standard 16-bit EPROM, takes 1Mb, (512k x 16bit)....I have heard

Not all of them used EPROMs. Mine doesn't.

Shiuming Lai

5792. Why does my PC crash more than my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: garthrr@aol.com
Message-ID: <20001115175329.01836.00000363@nso-cc.aol.com>
Source record: 54479

I have an old 1040 ST which I use for sequencing and the thing hardly ever crashes. There are a couple of situations that will cause it to do so but they are easy to avoid most of the time. Is the Atari platform a more stable one than windows?
BTW I know virtually nothing about computers in case you havent already surmised that.
Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

5793. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011151745520.91-100000@TT030>
Source record: 54480

On Wed, 15 Nov 2000, Edward S. Baiz Jr. wrote:

> On 14 Nov 2000 16:19:38 , Lonny Pursell wrote:
> >On Tue, 14 Nov 2000, Edward S. Baiz Jr. wrote:
> >
> Also Lonny Photoline does run on the Hades 060 under regular TOS and
> Geneva. I cannot get it to run under Magic and N.AES.

It runs here under naes on my TT. Soon as I get the Hades060
up and running I'll give the demo a test and see what results
I get here.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5794. Re: Help with Milan booting

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a13158f$0$173@news.zetnet.co.uk>
Source record: 54481

On 14 Nov 2000 18:39:38 , "Martin \"Nightowl\" Byttebier" wrote:

| . . . . .
|>Have you tried XYTASTEUR? It swops key positions on a PC keyboard
|>when used with the Hades.
|
|I just wonder if you ever have managed to get that thing working on your
|Hades? It never worked on my Hades. I use clocky instead. A very good
|utility if you ask me.

yYes. Not brilliantly but it works. I'll give clocky a go.

5795. Re: Robot simulations?

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a13158f$1$173@news.zetnet.co.uk>
Source record: 54482

On 15 Nov 2000 08:44:21 , Callum Lerwick wrote:

|Alright, ages ago I played with a battle robot simulator on the Atari
|ST. You'd place digital components like AND gates and such on a grid,
|then 'solder' them together. They'd then battle on a grid, attempting to
|shoot eachother, and some kind of food or something was randomly placed
|on the playfield. I can't remember if that provided ammo or what... It
|was a standard GEM program.
|
|Anyone remember what it was called, and where I can find a copy?

I'd forgotten about that one. I don't have it on the Hades. I'll try
and remember to look on the others.

5796. Re: wordpad on st

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a131590$0$173@news.zetnet.co.uk>
Source record: 54483

On 15 Nov 2000 20:20:40 , Trevor Spencer wrote:

|>No I can't be used. Papyrus needs at least 2 MB RAM.
|
|Where can you get the demo from? I've just had some MS word files sent to
|me and I was wondering how to read them.

www.rom-logicware.com

5797. Re: ? 'bout ram board(s) falcon 030

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <ENEQ5.2344$Sl4.9605@nntpserver.swip.net>
Source record: 54484

"Ken Macdonald" wrote:
> Ken Kosut wrote:

> > Is there any significant difference between the ram board sold by
> > wizztronics and the one sold by wbsystemtechnik in Germany?
> > (14 meg ram)
> > Would this slow down the operation speed of some programs?
> > (I have read about this happening to one person before)
> > If you put the simms in yourself, is there soldering involved?
>
> there is a difference.
> the boards that use 4 - 4MB 30pin SIMMs to give 16MB ram are not
> compatible
> with a number of Falcon accelerators. Only the 72 pin 16MB SIMMs appear
> to work.
> This is only valid if you plan on accelrating your Falcon.

Not really. Some of the 30-pin boards also have poor grounding and cause
strange behaviour of the graphics - so I'd keep as far away from those
things as I could...
Get a 72-pin RAM board to make sure you'll never run into trouble.

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

5798. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t166aar8qr2l93@corp.supernews.com>
Source record: 54485

On 15 Nov 2000 18:20:33 , Mike wrote:
>In article <8utije$n79$1@nnrp1.deja.com>,
> Jo Even Skarstein <joska@online.no> wrote:
>> In article <8ut3hj$c3d$1@nnrp1.deja.com>,
>> Mike <magicmac@my-deja.com> wrote:
>>
>> > > build my own. Does anybody know how the external clock is divided
>to
>> > > get the sample rate?
>> >
>> > Is my mind failing, or didn't you explain to me over a year ago how
>>
>> I don't know about yours, but mine is ;-)
>>
>> > to arrive at that number? :) 44.1 * 512 = 22.5792 Mhz
>>
>> Ahhh, 512, that's it :-)
>>
>> > www.brookdale.com has them in stock. I checked last year and they
>> wanted
>> > about $25.00 each, said they were special:) Search on their site for
>>
>> $25??? Well, perhaps when/if I'm getting desperate. Perhaps it's
>> possible to find something like this (or atleast something that can be
>> divided to 22.5792MHz) on some old soundcard, atleast they're
>cheaper...
>
>I have been looking off and on at every card that passes my way, at work
>and thrift stores. Haven't seen anything that I could put a ripple
>counter on. I picked up Cubase Audio for $75.00 off Ebay, so my problem
>is solved. Just have to fight with my kid for use of the clock:)

Have you looked on a CD player board. They've gotta have something
that is dividable.

5799. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Krzysztof Maj <kmaj@cherry.ath.cx>
Message-ID: <3a1319541d244c0@cherry.ath.cx>
Source record: 54486

On Wed 15-11-2000 02:46 (GMT) Thomas J. Andrews wrote:

>JP8 Jumped=Factory Default. "Don't remove"
>Drive will auto configure terminator power.
>
>Naturally, on the drive I have the jumper on JP8 has been removed.
>
>Does anybody know more about this? I don't see anything on the drive
>or the sheet about connecting some sort of SCSI terminator, so I
>assume the drive circuitry is supposed to be deciding if I need
>termination or not.

This jumper is for auto configuring *terminator power*.
It is not for *auto-terminating*!
You have to terminate SCSI chain as usual.

>Should I take one of the jumpers I remove to get the SCSI ID and
>put it on JP8?

Yes, you should.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@REMOVE.THIS.cherry.ath.cx

5800. Re: wordpad on st

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: "M.Dankowski (A.P.M&P)" <marketing@profit.pl>
Message-ID: <8uvcf6$k25$1@news.tpi.pl>
Source record: 54487

U&#65533;ytkownik "damir kaknjo" <dk33806@pinus.cc.fer.hr> napisa&#65533; w wiadomo&#65533;ci news:8upr8koiv1@bagan.srce.hr...
> I need a program that can read MS Word files on Atari 1040 ST. (Like Wordpad)

```
mswordview.ttp convert your M$ Word document (.doc) to ASCII file (.txt).
Marek
```

5801. FA:Atari ST Items

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A13762C.B5D01CA7@qnet.com>
Source record: 54488

I have Atari ST hardware listed on EBay. Here is a link to all my
auction listings.

One day left on 3 of the auctions.

SM147 Mono 14" monitor $10.50
SM124 Mono 12" monitor $5.50

Check it out:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=dons@qnet.com&include=0&since=-1&sort=2&rows=25

All items have NO RESERVE.

Don

5802. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974379056-50587AEicMi@gmx.net>
Source record: 54489

From: rking@zetnet.co.uk (Bob King)
Date: 07 Nov 2000 18:47:53 GMT

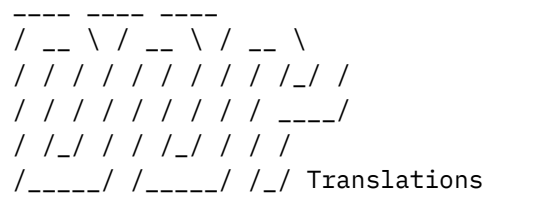
Hi Bob,

>but as Milan promised in golden days past to include an updated version of
>Photoline in their MilanII package, I assumed there was ongoing
>development.
Someone must have goofed when translating the Milan press release, the only
new program that was supposed to be included in the package was Tempus
Word Pro, the others were either going to be "light" versions or just the
original releases (Photoline 2.30).

>I read somewhere that PhotoLine was programmed by the team that gave us
>Studio and incorporated large chunks of the same code. I could never see
>the resemblence.
Cranach Studio was ahead of it's time, but suffered from a "weird" user-
interface and wasn't really usable for multitasking.
ComputerInsel probably implemented a lot of Cranachs code into Photoline.
For certain tasks I find Cranach still the better choice (vectorisation,
masking etc...)

>How are the camels?
Just fine, they are taking swimming lessons now just in case the floodings
get any worser...;-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5803. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974379060-51371AEicMi@gmx.net>
Source record: 54490

From: "Iggy Drougge" <optimus@canit.se>
Date: 08 Nov 00 15:50:43 +0100

Hi Iggy,

>Not to mention availability and future security. Now you can't use ICQ, and
>no-one but ASH will help you.
Rome wasn't build in a day, there's no ICQ client for IConnect yet, that's
true, but that doesn't mean it will never happen... Running an ICQ program
isn't really a problem, STiNG and IConnect can be loaded in memory together,
they don't conflict.

>>Compatibility with what?
>
>With other stacks. Some clients use overlays for different stacks, while
>Mintnet can emulate the STiK layer.
For IConnect there's IFusion on which a fairly big deal of the STiK/STiNG
clients work...

>Perhaps because this particular mailer does not suit my requirements? What
>if I like Teli and Fiffi, but like to use MyMail for mail and Newsie for
>news?
Just install IConnect and IFusion, and you'll be able to run all of the
above. Although it's beyond me why you would want to use Newsie...

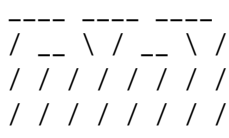
>MiNTNet specific clients are often of use mostly to MiNT systems. And
>MiNTNet was AFAIK the first stack, not counting KA9Q and other
>monstrosities.
IConnect takes advantage of the "threads" in MagiC, MiNT doesn't know
threads.... Why is it allright that MinTNet clients are specificly written
to be used on MINT, but IConnect clients which are written to take advantage
of MagiC are not acceptable?

>And how does Emailer connect to the outside world? Through MiNTNet? Or will
>iConnect too run on MiNT?
IConnect up to version 1.7 runs on MiNT, same thing for Emailer 2.3

>>IConnect is not for sale, it's free, you can download it from the ASH
>>website...
>
>Great. Does it have programming documentation?
No it hasn't, for 99% of the users these are useless anyway. If someone
wants to program an IConnect client he should get in touch with either ASH,
Sven Kopacz or Jï¿½rgen Koneczny... they will be delighted to oblige.

Cheers from Belgium
Dennis

--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5804. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974379064-52235AEicMi@gmx.net>
Source record: 54491

From: David Bolt <nospam@my-ste.demon.co.uk>
Date: Wed, 15 Nov 2000 00:50:44 +0000

Hi David,

>MiNT started with support for case-sensitive filenames and so if MiNT
>was present, it swaps into a case-sensitive mode. Since it doesn't check
>for Magic (MagX), which from at least v5.00 has the same GEMDOS, it
>stays in the standard 8+3 mode.
True, but this only applies to versions up to 3.10, from version 3.11
onwards it checks for MagiC LFN so the problem doesn't occur anymore. The
current version is 3.20, and there's a 3.20b3 released as beta...

As for STZIP 2.6, I found this to be a very unreliable packer, sometimes
pure at random intervals packed files contain CRC errors, a very good
alternative is Info-ZIP's based ZIP 2.30 and UNZIP 5.40, both are still
supported.

Download LHA 3.2x from: probably from the Belgian chapelie ftp server...
Download ZIP 2.3 from: http://philippdonze.atari-computer.de/

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5805. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974379070-53459AEicMi@gmx.net>
Source record: 54492

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Tue, 14 Nov 2000 13:09:14 GMT

Hi Edward,

>Not a bad idea. Maybe we can get to 500 and see if they will give us an
>upgrade.
Have you any idea how small the numbers of sold software currently are? I doubt very much you'll ever reach that number. Gerhard could just as well said 400, they've decided to stop supporting Photoline way back in 1997, Photoline is now available for the PC and quiet a succes.

Photoline 2.30 works just fine under MagiC and there's no such thing like a patch for it. In 1998 someone released an "enhancement" for Photoline with the blessings of Gerhard Huber, technically speaking this could be regarded as a patch....
The enhancement adds following stuff to Photoline 2.3:
-Pics can be scrolled by means of the cursor keys
-Drag&Drop is supported with desktops that support VA_START
-Various shortcuts added
-VA_SEND is supported
-New tool-window which can hold ones most used/favourite commands.
etc...

I've no idea where you can download this small program from, but anyone wanting a copy... just mail me ;-)

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

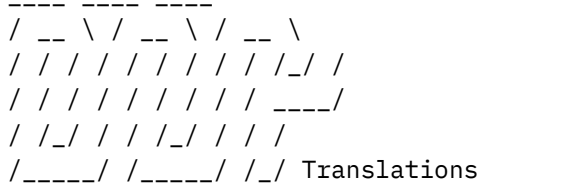
5806. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974379074-54211AEicMi@gmx.net>
Source record: 54493

From: "Claes Holmerup" <newsgroups@holmerup.com>
Date: Tue, 7 Nov 2000 22:50:51 +0100

Hi Claes,

>Besides - if Denesh's sig is considered spam - then so is mine (and just
>about everyone else's), but noone has complained about it yet even though
>I've had it for a couple of years...
I never made a remark about Denesh's sig...
In my book SPAM is the weekly drivel' that Ben Smith posts here, but that
ofcourse is food for another thread...

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5807. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974396838-955098AEicMi@bun.com>
Source record: 54494

Hi Steve

>Well that makes 2 of us, I've not been able to work out what I'm doing
>wrong!

My Modem 2 is running at 115200 ATM. will go to 203040.
Do you guys have HS-modem installed with the SCC module.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5808. Re: Happy Birthday 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974396840-955543AEicMi@bun.com>
Source record: 54495

Hi Shiuming

>My Mega STE TOS 2.06 ROM date 14/11/1991

Happy Birthday dudes.. Ive got a dilema, should i let my 2.06 amd 3.06
share a common birthday party or celebrate seperatly.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5809. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 00:50:44 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <XF91WUAk3dE6EwDr@my-ste.demon.co.uk>
Source record: 54536

In article <3a11af4d$0$179@news.zetnet.co.uk>, Trevor Spencer
<tcjspencer@zetnet.co.uk> writes
>On 12 Nov 2000 14:49:34 , David Bolt wrote:

>>Quick tip if you're using Magic and LZHSHELL. If you change the strings
>>"MiNT" to "MagX" in the .APP it will become "LFN-aware". The reason for
>>this is it searches for the MiNT cookie and, once patched, will work as
>>if it was running under MiNT.
>
>Thick mode now, what's MiNT got to do with it?

With your problem, absolutely nothing.

As for LZHSHELL being LFN aware, everything. MiNT started with support
for case-sensitive filenames and so if MiNT was present, it swaps into a
case-sensitive mode. Since it doesn't check for Magic (MagX), which from
at least v5.00 has the same GEMDOS, it stays in the standard 8+3 mode.

By changing MiNT to MagX, LZHSHELL looks for the Magic cookie, instead
of the MiNT one, and will allow case-sensitive filenames, including
LFNs, if it finds it.

> I don't use LFN as I got
>some very weird things appearing to happen but actually weren't or er..
>something like that!

I didn't have much of a problem with LFNs, except with some very old
programs or disc utilities. The only bad thing that happened was loosing
the LFNs. The first time it happened I had to rename around 200 files to
get the LFNs back. As luck would have it, or I managed to remember what
not to do, I didn't have to suffer the same thing twice.

>>In the version I have, v3.10 with a file size of 169829 bytes, the
>>offsets that require altering are:
>>
>>127774 (0x1f31e)
>>156850 (0x264b2)
>
>Now I'm really lost! :-))

They're just how many bytes from the start of the file you need to count
to find the "MiNT" strings. These are the two strings that need to be
changed.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
7.0 |http://www.distributed.net/

5810. Re: Happy Birthday 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 01:47:55 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8uspo6cel1@perki.connect.com.au>
Source record: 54537

"Henk Robbers" <H.Robbers@cable.A2000.nl> wrote in message
news:3A11CD6B.5CCE4067@cable.A2000.nl...
>
>
> Mark Bedingfield wrote:
> >
> > "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> > news:t13en7pevsrsbd@corp.supernews.com...
> > > On 14 Nov 2000 18:44:22 , "Shiuming Lai" wrote:
> > > >My Mega STE TOS 2.06 ROM date 14/11/1991
> > >
> > > It's my STE TOS 2.06 birthday as well! Yippee!
> > > Should I give it the bumps? :)
> > >
> > > How do you remember these things??!!
> > >
> > And to think I forgot my MegaSTE's Birthday:-(For shame.
> >
> > Mark
>
> No I understand why so many people have 2 or more ataris.
> They're hoping they will give birth.

GIving birth to a MegaSTE, OUCH. :-). Actually mine was originally TOS 2.05
so it is older still (1.44 tho).

Mark

5811. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 02:46:39 UTC
From: taj16@dreamscape.com
Message-ID: <t13u8fjuhsi0bb@corp.supernews.com>
Source record: 54539

On 13 Nov 2000 14:50:25 , Rob wrote:
>TJ,
>
> They guy you got this MegaE from... sounds like He's a winner.. Hard
>Drive problems.. no language disk.. anything else???
>
><G>
>
>(Hi Joe!!!)
>
>Rob
>
>
>
Well, I can't seem to get the serial ports to go faster than 19200 bps.

Yeah, took him an eternity to get the thing put together and there's still screws missing. He gave some excuse about being busy, then sick, then busy again, but I'm not buyin' it... <VBG>

I did another search and it seems I had the CPX's all along. I don't know what else was on the Language disk, but the CPX's were what I was most interested in.

BTW, I'm in the USA, to be specific, Central New York.

--

TJ

Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5812. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 02:46:43 UTC
From: taj16@dreamscape.com
Message-ID: <t13u8jp9lk5hbd@corp.supernews.com>
Source record: 54540

On 10 Nov 2000 18:47:36 , Steve Sweet wrote:
>Hi Thomas
>
>>The Mega STE serial port can be used at speeds of up to 38.4K.
>
>The MegaSTE's Modem 2 port can be used up to 230400 baud, Modem 1 will go to 115200.
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

I have the Hayes Accura 336 configured to the factory defaults and
connected to the Modem 1 port. It works fine - as long as I don't try
to set the port speed higher than 19200. I'm trying to use STinG 1.22 and
HSModem7, and the only place I can find to change the port speed is from
within the SERIAL.CPX. If I try to set that to 38400 and use the STing
Dialer, I see the RD and SD lights flash, then the command ATZ appears on
the screen. Then it just sits there, I think waiting for the OK response,
which it probably already got, but missed.

Any ideas? While I'm finding 19200 on the Mega STE to be noticeably faster
than my old Mega ST4 at 14400, I'm shamelessly greedy and want every bps I
can get.

--

TJ

Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5813. Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 02:46:48 UTC
From: taj16@dreamscape.com
Message-ID: <t13u8o20mkadbf@corp.supernews.com>
Source record: 54541

I wrote a few days ago about putting a hard drive into my Mega STE. Since then, I now have a Maxtor 540S drive to try out. All I have is the drive - and a plastic bubble-wrap envelope.

I went to CAB and the web and a Google search turned up a data sheet on the Maxtor 540S/SL drives. The information on that sheet, coupled with notations printed on the drive board itself, let me know that parity is disabled and I know which jumpers to remove to get SCSI unit 0.

The only problem I have is with a jumper labeled "JP8". The data sheet says the following: (quotation marks appear as they do on the sheet)

JP8 Jumped=Factory Default. "Don't remove"
Drive will auto configure terminator power.

Naturally, on the drive I have the jumper on JP8 has been removed.

Does anybody know more about this? I don't see anything on the drive or the sheet about connecting some sort of SCSI terminator, so I assume the drive circuitry is supposed to be deciding if I need termination or not. I haven't the slightest idea what removing jumper JP8 does. Should I take one of the jumpers I remove to get the SCSI ID and put it on JP8? Or should I leave well enough alone?

--

TJ

Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5814. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 03:50:55 UTC
From: Tardo <rives@gte.net>
Message-ID: <rives-FA256B.22555814112000@news.gte.net>
Source record: 54542

In article <8urju0$213$1@nnrp1.deja.com>, Jo Even Skarstein
<joska@online.no> wrote:

snip

>As for the 44.1KHz clock I would like to know what oscillator I need to
>build my own. Does anybody know how the external clock is divided to
>get the sample rate?
>
>--
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>

If it will help I think I have a text file with all the pin outs for the
external DSP port. All I have to do is find it.

Rich

5815. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 04:23:03 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8ut33h$sb5$1@news0.skynet.be>
Source record: 54543

Hi Shiuming,

> It's working like a dream, and now I've
> added another 8 heat-sinks. 1 on each
> of the 2 CT2 Lattice chips (get quite
> hot), 1 on the graphics chip, 1 on the
> sound chip, 1 on the DSP and 1 on each
> of 3 DSP SRAMs.

[Private]

What do you mean? you speak about my falcon? :-))

Zorro

5816. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 04:30:43 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8ut3hj$c3d$1@nnrp1.deja.com>
Source record: 54544

In article <8urju0$213$1@nnrp1.deja.com>,
Jo Even Skarstein <joska@online.no> wrote:
> In article <8urgjt$rm4$1@news0.skynet.be>,
> "Zorro" <zorro270@yahoo.fr> wrote:

> >
> > I have some little problem of DSP interuption (aniplayer and other DSP
> > softwares "freeze" sometimes my system), I should perhaps give my DSP
> to
> > 55mhz or less but for the videl at 60 mhz, it's very stable (with a
> big
>
> The DSP problem is caused by the CT2 design, and not by your 60Mz DSP
> clock. All CT2-Falcons have this problem.

My Nemesis and Mighty Sonic have DSP problems with Aniplayer. The AB and
Nemesis works fine....
>
> As for the 44.1KHz clock I would like to know what oscillator I need to
> build my own. Does anybody know how the external clock is divided to
> get the sample rate?

Is my mind failing, or didn't you explain to me over a year ago how
to arrive at that number? :) 44.1 * 512 = 22.5792 Mhz
www.brookdale.com has them in stock. I checked last year and they wanted
about $25.00 each, said they were special:) Search on their site for
K1144BT. They use Java.....
>
> --
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

5817. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 05:54:10 UTC
From: atarigalen@my-deja.com
Message-ID: <8ut8e1fhk1@nnrp1.deja.com>
Source record: 54545

In article <t13u8o20mkadbf@corp.supernews.com>,
taj16@dreamscape.com (Thomas J. Andrews) wrote:
> I wrote a few days ago about putting a hard drive into my Mega STE.
Since
> then, I now have a Maxtor 540S drive to try out. All I have is the
drive -
> and a plastic bubble-wrap envelope.
>
> I went to CAB and the web and a Google search turned up a data sheet
on the
> Maxtor 540S/SL drives. The information on that sheet, coupled with
> notations printed on the drive board itself, let me know that parity
is
> disabled and I know which jumpers to remove to get SCSI unit 0.
>
> The only problem I have is with a jumper labeled "JP8". The data
sheet says
> the following: (quotation marks appear as they do on the sheet)
>
> JP8 Jumped=Factory Default. "Don't remove"
> Drive will auto configure terminator power.
>
> Naturally, on the drive I have the jumper on JP8 has been removed.
>
> Does anybody know more about this? I don't see anything on the drive
> or the sheet about connecting some sort of SCSI terminator, so I
> assume the drive circuitry is supposed to be deciding if I need
> termination or not. I haven't the slightest idea what removing jumper
> JP8 does. Should I take one of the jumpers I remove to get the SCSI
ID and
> put it on JP8? Or should I leave well enough alone?
>
If they say don't remove, don't remove. Some of these jumpers are for
testing only, although your post hints that the jumper is for auto
configure terminator power. If this is the case, the only reason you'd
want to remove it is if the drive didn't work properly with it on.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5818. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 05:56:32 UTC
From: atarigalen@my-deja.com
Message-ID: <8ut8if$fk8$1@nnrp1.deja.com>
Source record: 54446

In article <t13u8jp9lk5hbd@corp.supernews.com>,
taj16@dreamscape.com (Thomas J. Andrews) wrote:
> On 10 Nov 2000 18:47:36 , Steve Sweet wrote:
> >Hi Thomas
> >
> >>The Mega STE serial port can be used at speeds of up to 38.4K.
> >
> >The MegaSTE's Modem 2 port can be used up to 230400 baud, Modem 1
will go to 115200.
> >
> I have the Hayes Accura 336 configured to the factory defaults and
> connected to the Modem 1 port. It works fine - as long as I don't try
> to set the port speed higher than 19200. I'm trying to use STinG 1.22
and
> HSModem7, and the only place I can find to change the port speed is
from
> within the SERIAL.CPX. If I try to set that to 38400 and use the STing
> Dialer, I see the RD and SD lights flash, then the command ATZ
appears on
> the screen. Then it just sits there, I think waiting for the OK
response,
> which it probably already got, but missed.
>
> Any ideas? While I'm finding 19200 on the Mega STE to be noticeably
faster
> than my old Mega ST4 at 14400, I'm shamelessly greedy and want every
bps I
> can get.
Hmmm. HOW are you using STing and HSModem7? What exactly is in your
autofolder and in what order?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5819. Re: Falcon Internet problem

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 06:12:08 UTC
From: atarigalen@my-deja.com
Message-ID: <8ut9fmgce1@nnrp1.deja.com>
Source record: 54447

In article <8urqnp$8e7$1@nnrp1.deja.com>,
bonfieldd@my-deja.com wrote:
> I've tried running the browsers both under TOS & Magic with similar
> results. There's about 1Meg left after starting the CAB which rapidly
> decreases after a few sites have been visited. It almost always bombs
> well before memory becomes an issue though. Also, I've tried using it
> with OUTSIDE, the virtual memory prog - same results.
> HSMODEM caches are for 8k at the moment - up from the 4k recommended.
> Still no difference though.
>
OK. First of all, what does your auto folder look like (in running
order)? Secondly, running under as close to stripped as possible,
(only the HSModem stuff, STing, and minimal CPXs) get STing running and
Ping www.yahoo.com or some similar big provider. Play around with
cache and modem speeds until you get it working. For example, with my
14MB stock Falcon, I had to set the serial port at 56K. 115 and 230
both provided a lack of stability. Your mileage may vary.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5820. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 23:03:42 UTC
From: Krzysztof Maj <kmaj@cherry.ath.cx>
Message-ID: <3a1319541d244c1@cherry.ath.cx>
Source record: 54404

On Wed 15-11-2000 02:46 (GMT) Thomas J. Andrews wrote:

>Well, I can't seem to get the serial ports to go faster than 19200 bps.

The only thing you need is a patch HSMODA.07.
Using this patch you can set Modem 2 port up to 230400 bps.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@REMOVE.THIS.cherry.ath.cx

5821. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 23:07:12 UTC
From: Krzysztof Maj <kmaj@cherry.ath.cx>
Message-ID: <3a1319541d244c2@cherry.ath.cx>
Source record: 54405

On Wed 15-11-2000 02:46 (GMT) Thomas J. Andrews wrote:

>I have the Hayes Accura 336 configured to the factory defaults and
>connected to the Modem 1 port.

Change to Modem 2 port and configure it to 115200 bps.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@REMOVE.THIS.cherry.ath.cx

5822. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 23:09:32 UTC
From: Krzysztof Maj <kmaj@cherry.ath.cx>
Message-ID: <3a1319541d244c3@cherry.ath.cx>
Source record: 54406

On Fri 10-11-2000 18:47 (GMT) Steve Sweet wrote:

>Modem 1 will go to 115200.

Are you sure? I have never got Modem 1 port running faster than 19200
bps.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@REMOVE.THIS.cherry.ath.cx

5823. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-15 23:24:41 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8uv5j4bbm1@perki.connect.com.au>
Source record: 54403

"Thomas J. Andrews" <taj16@dreamscape.com> wrote in message
news:t13u8fjuhsi0bb@corp.supernews.com...
> On 13 Nov 2000 14:50:25 , Rob wrote:
> >TJ,
> >
> > They guy you got this MegaE from... sounds like He's a winner.. Hard
> >Drive problems.. no language disk.. anything else???
> >
> ><G>
> >
> >(Hi Joe!!!)
> >
> >Rob
> >
> >
> >
> Well, I can't seem to get the serial ports to go faster than 19200 bps.
>
> Yeah, took him an eternity to get the thing put together and there's still
> screws missing. He gave some excuse about being busy, then sick, then busy
> again, but I'm not buyin' it... <VBG>
>
> I did another search and it seems I had the CPX's all along. I don't know
> what else was on the Language disk, but the CPX's were what I was most
> interested in.
>
> BTW, I'm in the USA, to be specific, Central New York.

Its very simple, there are 3 easy steps

1: Get rid of ALL serial.CPX files from the MegaSTE/Falcon or TT

2: Install HSmodem7, read the doc's very carefully as it explains about the
various serial ports on the MegaSTE/TT/F030

3: Make sure the software supports the extra serial ports. I use Stalker,
but there is also Coma, Connect 95/97, Flash, and the rest I forget.

The reason for all this is thus, The CPX will only go upto 19,200 as it was
designed for compatibility with OLDER software. So program's like Teddyterm
etc will not go faster than 19,200. While Stalker will go (in theory) upto
250,000. The faster chip in the new Atari's is an SCC chip not the old MFP.
The serial.cpx actually now I think about it is primarily for the F030 as it
does not have an MFP as such. So on the MegaSTE ports 2 and 3 are high speed
scc and port 1 is standard STFM type MFP. O.K.

Mark

5824. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8v1rqt$a2c$1@plutonium.compulink.co.uk>
Source record: 54346

In message <PpEQ5.14100$8F2.1530232@nnrp4.clara.net>, lais@Spam said:

I don't know if anyone else has this problem, but *all* of Shiuming's
messages for the last 2-3 days have shown in CixRead just:

comp.sys.atari.st #12 of 58, -1235615744 chars, -2716 74

and no body text. Typing 'rep' loads it into a text editor which does
show the message, but also continues with messages to the end of the
downloaded comp.sys.atari topic. At least it permits one to read all
his messages by using Find 'lais'! Or I do the same in the Scratchpad.

I have mailed Shiuming about this - but it would be nice to know how
widespread this is or whether there is something strange about my
CixRead OLR. All other messages come out OK.

Regards, /Peter/

5825. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8v1rqv$a2e$1@plutonium.compulink.co.uk>
Source record: 54347

In message <8uv5j4bbm1@perki.connect.com.au>, mark@baypc.com.au said:

>2: Install HSmodem7, read the doc's very carefully as it explains about the
>various serial ports on the MegaSTE/TT/F030

And from its docs you will see that while the CPX only displays speeds
up to 19k2, HSMODEM remaps some of he lower speeds. With HSMODEM fitted
and configured, a setting of 150 actually gives a port speed of 115,200
(see MFP_X.TXT). Works fine on my Falcon.

Regards, /Peter/

5826. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8v2geeceo1@user2.teleport.com>
Source record: 54348
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5827. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8v2gju$d70$1@user2.teleport.com>
Source record: 54349
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

5828. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974442828-57714AEicMi@cwcom.net>
Source record: 54350

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Thu, 16 Nov 2000 10:24:41 +1100

Not addressed to you in particular Mark, but your message made for a better quote:

>2: Install HSmodem7, read the doc's very carefully as it explains about the
>various serial ports on the MegaSTE/TT/F030

English docs are in the MISC section of my web site BTW.

>The reason for all this is thus, The CPX will only go upto 19,200 as it was
>designed for compatibility with OLDER software. So program's like Teddyterm
>etc will not go faster than 19,200. While Stalker will go (in theory) upto

Use Peter Rottengatter's serial.cpz - it's part of the STinG distribution from http://sting.atari.org Beware that ZControl has problems saving settings back to this CPX and probably others...

Some older comms software don't have a setting for speeds over 19200 - for these use HSModem's redirection of the sub-600 speeds to the higher ones.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5829. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974483884-345862AEicMi@bun.com>
Source record: 54351

Hi Dennis

>I never made a remark about Denesh's sig...

Well now youre out of your coma.. 8-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5830. Re: Why does my PC crash more than my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974483882-345426AEicMi@bun.com>
Source record: 54352

Hi Katherine

>when your home car you need to change them every 3 years only?

Not here, mine last 6 months at the most. 8-)

>Racing car engine might make 1 race only, when home cars would last up
>to 20 years (130.000 km).

Ah!, mine last about 2 years and 50,000 miles, am i doing summat wrong
then. 8-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5831. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8v0633$3fn$1@snipp.uninett.no>
Source record: 54416

Shiuming Lai <lais@spam, chips and gravy.zetnet.co.uk> wrote:

> There's little point doing this unless
> the rest of the system is accelerated
> to keep up.

Not true. If you double-clock the FPU you also double it's speed. The 030
is still more than fast enough to feed the FPU with data.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5832. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8v069n$3fn$2@snipp.uninett.no>
Source record: 54417

Thomas J. Andrews <taj16@dreamscape.com> wrote:

> Now we may be getting somewhere. The original owner told me he tried two
> drives in the internal bay before sending the Mega STE. Neither worked. He
> said there was no guarantee that the drives were good, but he also has told
> me that the drive needed to be terminated. Could it be that the internal
> host adapter has already been disabled by his trials?

It's possible, but it's more likely that the drives didn't work simply
because the SCSI card's bus-drivers where overloaded. If you try a drive
without termination (and parity disabled, although you can do something
about that too (http://atari.nvg.org/)) I wouldn't be surprised if they
works.

> question: Should I install the jumper or not? What is the effect on the
> drive of removing the jumper?

Doesn't the spec-sheet say what happens if it's removed? Or does it just
say "don't remove"?

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5833. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <iTRS1XAVr6E6Ew15@steverosie.demon.co.uk>
Source record: 54418

In article <8uv5j4bbm1@perki.connect.com.au>, Mark Bedingfield
<mark@baypc.com.au> writes
>
>
>Its very simple, there are 3 easy steps
>
>1: Get rid of ALL serial.CPX files from the MegaSTE/Falcon or TT
>
>2: Install HSmodem7, read the doc's very carefully as it explains about the
>various serial ports on the MegaSTE/TT/F030
>
>3: Make sure the software supports the extra serial ports. I use Stalker,
>but there is also Coma, Connect 95/97, Flash, and the rest I forget.
>
>The reason for all this is thus, The CPX will only go upto 19,200 as it was
>designed for compatibility with OLDER software. So program's like Teddyterm
>etc will not go faster than 19,200. While Stalker will go (in theory) upto
>250,000. The faster chip in the new Atari's is an SCC chip not the old MFP.
>The serial.cpx actually now I think about it is primarily for the F030 as it
>does not have an MFP as such. So on the MegaSTE ports 2 and 3 are high speed
>scc and port 1 is standard STFM type MFP. O.K.
>
>Mark
>
>

Thanx

I'll try again:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5834. Re: Interested in ST development (browser)

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: "Daniel G." <dang@elp.rr.com.nospam>
Message-ID: <8FEE1BB1EdaQngelprrcom@news-server>
Source record: 54419

2 replies for the price of one:

#1:

>buy a PeeCee! So, what's the chances of you working on a browser that's
>JAVA compatible (Javascript) and which also has access to secure log-ins?
>Either way, good luck to you!

Well, to be honest, I'm not too interested in the Internet at this point. I know the Mozilla project is being ported to platforms left and right, but due to the nature of these opensource projects (they tend to use a lot of libraries from other projects, each of which is usually enormous), they consume tons of memory. The GUI lib alone is several (tens of?) megabytes. Pretty disgusting, methinks. So someone definitely needs to program one for the ST, but... who? Would be an interesting project (to make a browser fast and efficient and java/secure), but I'm not the person, sorry :)

#2:

>There is already alot of music type apps, some very good ones.
>Perhaps you'd consider coding something that platform lacks? :-)

True, true. But just because something has been done, doesn't mean it's been done right :) By that I'm not saying the existing sequencer software isn't good, I just mean that I don't feel the layout and methods of most sequencers are conducive to making music easily, at least for me. Otherwise I'd be using logic on a windows or mac machine. I prefer a more pattern-based approach, yet still with an ability to edit details, and most most importantly, parallel editing of tracks/envelopes, which is something I haven't seen addressed properly yet. (The only way this can be done with most sequencers is to open two step record windows up, and try to place them one over the other, which almost always lets you see approximately nothing, due to limited screen space)

I'm also kind of interested in OS development. Like I mentioned in the original post, I am sick of the unix world, and of course I don't particularly enjoy using win32 apps. I think the GUI paradigm went wrong somewhere. Kinda like cars... initially, before we had the modern layout of cities and urban sprawl, to own a car would have enabled you to get to where you need to go absurdly quickly, and would have been fairly safe as well, assuming no pedestrians in your way. :) Now even the freeway in the morning is pigass slow, and due to lights and general congestion, the average speed is probably around 5 miles per hour. Likewise, I feel the modern GUI only tends to get in the way, as you hunt for buttons and drag-down menus and such. I think we need to see a tighter integration of keyboard in the graphical environment (beyond simple hotkeys), and an

intelligent use of the mouse, which, though trivial to learn, is actually a rather slow and inefficient device. Not that I'm in a hurry, but I just want to be able to make electronic music without really struggling against the machine.

>are not very useable. I think these slots support just enough of
>the ISA spec to make an et4k video card work. The only other card

Yes, I will ask Medusa about this. I can't imagine not being able to use an ISA card (given a driver, of course), as long as the ISA supports port accesses and shared memory. So if the et4k is supported in software (as opposed to being used as part of a hardware emulation of ST innards), then I would imagine I would be able to do something with my card, too. But we shall see...

> I don't use "C" so I cannot help here. ;-)

What do most people write their software in? Assembler? The StarTrack software, if I remember right, used some kind of BASIC for the general UI, and assembler for the mixing routines. Is this common? The only problem I would have with that approach is when floating point gets thrown in, and also in the generation of tables for the asm programs to begin with.

>There is lots of docs. In fact if that card you wish to use comes
>in a PCI version, you can get PCI bios docs for the hades off the net.
>The PCI slots have much more functionality.

No PCI version, unfortunately. The nice thing about this card is the Motorola 56001 DSP chip on board (like in the Falcon). Right now I'm reading through the 700 page manual for that chip so I can make some new firmware for it that supports on-board timing for MIDI. That way I can have accurate timing (down to one midi clock) on a multitasking operating system. Otherwise the best resolution you can get is about 10ms on a linux/bsd box. Pretty nasty!

Also, where can I get the Compendium? (PDF on CDROM I guess?)

thanks a bunch for your responses,
-dan

dang@elp.rr.com.nospam

5835. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8v0ojs$9mp$1@nnrp1.deja.com>
Source record: 54420

In article <974379060-51371AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> true, but that doesn't mean it will never happen... Running an ICQ
program
> isn't really a problem, STiNG and IConnect can be loaded in memory
together,
> they don't conflict.

...unless you try to use both at the same time ofcourse. Given the
nature of ICQ it's rather pointless to dial up STiNG just to be able to
use aICQ.

> >MiNTNet specific clients are often of use mostly to MiNT systems.
And
> >MiNTNet was AFAIK the first stack, not counting KA9Q and other
> >monstrosities.
> IConnect takes advantage of the "threads" in MagiC, MiNT doesn't know
> threads.... Why is it allright that MinTNet clients are specificly
written
> to be used on MINT, but IConnect clients which are written to take
advantage
> of MagiC are not acceptable?

Of course it's acceptable...

> >iConnect too run on MiNT?
> IConnect up to version 1.7 runs on MiNT, same thing for Emailer 2.3

...but your logic fails a bit here ;-) MiNTnet only works with MiNT
(*), so there has been no reason to consider MagiC- or TOS-
compatibility. With IConnect running on MiNT it would make sense to
make it's clients MiNT-compatible as well, although programmers and
companies are free to do whatever they like.

> >Great. Does it have programming documentation?
> No it hasn't, for 99% of the users these are useless anyway. If
someone
> wants to program an IConnect client he should get in touch with
either ASH,
> Sven Kopacz or J�rgen Koneczny... they will be delighted to oblige.

So do you get any information on the IConnect<->socklib interface then,
or just the socklib (which is freely available anyway)?

(*) Now there's MagiCnet as well, something MiNT(net)-programmers must
consider in the future. GEM-apps written from scratch should work

anyway (e.g. aMail and aFTP already works with MagiC and MagiCnet), but
unix-ports are a bit more difficult. MagiC still lacks some features,
these must be either emulated or the ported program must be rewritten.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

5836. Re: Interested in ST development

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <SoRQ5.1934$QZ5.2430@newsfeed.slurp.net>
Source record: 54421

On 15 Nov 2000 12:19:28 , Daniel G. wrote:
>Hello,
>
>I am quite fascinated with (what's left of) the ST scene, and I am toying
>with the idea of writing some software, namely a midi sequencer/harddisk
>recorder. This is totally irrational in light of other software and systems
>out there, but I don't care. I like older technology and would like to
>avoid the present day stuff if possible.

I am still fascinated also which is I own a 1040STe and a Hades060. The Midi sequencer/recorder sounds nice. The only one that works on the Hades is Sweet 16. Others like KCS Omega work mainly on the Falcon/ST. If you are going to write programs for Atari computers, make sure they work on the higher end computers like the Falcon, TT, Milan and Hades. Then concentrate on getting them to work on the ST's.

>However, I need to know a few things, maybe you all can help me. (Please
>do, if you can!)
>
>1) I am looking at getting a Medusa Hades 060 since it has ISA ports, and I
>would like to continue using my Turtle Beach card, as it sounds very nice,
>and can be used for DSP processing. (I know I would have to write a driver
>for it, this is not a problem) The StarTrack looks pretty nice, but on the
>other hand it's very expensive. I have seen mentions of some bugs with this
>Hades computer; can someone please elaborate and let me know what I could
>encounter? I would like to use my SCSI harddrive with it, are there any
>problems in that department?

Forget about the ISA ports on the Hades. They were mainly put in for the ET4000 graphics card and in order to get the card to work, all the IQ (I think that is what they are called) 1-7 were fused into one 1. This makes it hard to do anything with any ISA cards, but I am told it still is possible to get them to work. I have not heard of any problems with the StarTrack card (goes in the VME bus) and the Hades, but you are correct in that it is expensive. I would get one if the price came down. Any computer has bugs and the Hades is not exception. About the only one that is major is the fact that there exists a cache in the way the Hades handles the SCSI port. I have three SCSI devices hooked up to my Hades (CD-ROM, Scanner and a Jaz drive). I use HDDriver as my software to drive the SCSI port. The Hades has an accessary that can turn off and on various option in the Hades including the Instruction and Data caches. Using this accessary makes it possible to run more programs on the Hades. But versions over 7.0 of HDDriver causes the Hades to lock up sometimes unless you turn off the instruction Cache before you try to open any SCSI devices (Jaz, Zip drives). I mainly use 7.61 and it works great. I have 7.91 and use it also

with the Instruction Cache turned off. Still, your SCSI hard drive should work fine. Oh, the Hades has 4 PCI ports, concentrate on them.

>2) What development software exists, is there anything freeware that isn't >a memory pig? (ie, trying to avoid GNU software) I would need a C compiler, >preferably with an inline assembler. How hard are these to come by?

I am not a programmer either, but there is a C++ developement software called GCC. Check it out at: http://www.funet.fi/pub/atari/ . Go in under Programming. A number of packages are there. The GCC pack is over 1 meg and the manual pack is around 500k. There is also Pure C, but it is not as good .

>3) How much low-level and TOS programming documentation is out there on >the net? I don't mind learning to code a completely new system, but doing >it blind is something else altogether.

Not sure, but I know you can get help. Try these sites:
http://lgd.fatal-design.com/code/downloads.html
http://lgd.fatal-design.com/
http://www.geocities.com/SiliconValley/Bay/8745/

>Is there anything else I should know? My experience is with freebsd/linux >primarily, and I've grown quite sick of the whole environment, and would >like something simpler and more direct for what I want to do. Multitasking >OSes cannot cut it for midi timing, and I am craving a bit of nostalgia >anyway (not that I've ever owned an atari before)

If you want a simple environment to program in then TOS is it. Another good OS is Geneva. Quite simple and very compatible with TOS programs. There is also N.AES and Magic. Both are good, but sometimes are not compatible with some TOS programs. Any more questions email me here or ebaiz@skyenet.net.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5837. Re: Why does my PC crash more than my 1040

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <UoRQ5.1935$QZ5.2430@newsfeed.slurp.net>
Source record: 54422

On 15 Nov 2000 22:53:29 , Garthrr wrote:
>I have an old 1040 ST which I use for sequencing and the thing hardly ever
>crashes. There are a couple of situations that will cause it to do so but they
>are easy to avoid most of the time. Is the Atari platform a more stable one
>than windows?
>BTW I know virtually nothing about computers in case you havent already
>surmised that.
>Garth

From my experience with computers you can count on this: The more complex a system is, the more chance you have for a system crash. The TOS environment is simple hence it will experience a crash MUCH less then a PC with windows.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5838. WEB site update

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <6eSQ5.70$Cb5.34851@nnrp2.proxad.net>
Source record: 54423

Bonjour,

2 updates :

- DEESSE : nice photos and a corrected link to a file.
- CT60 : many new things !

Bonne lecture

Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

5839. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A13F768.95DED304@patent.gov.uk>
Source record: 54424

Dennis Vermeire wrote:
>
> From: rking@zetnet.co.uk (Bob King)
> Date: 07 Nov 2000 18:47:53 GMT
>
> Hi Bob,
>
> >but as Milan promised in golden days past to include an updated version of
> >Photoline in their MilanII package, I assumed there was ongoing
> >development.
> Someone must have goofed when translating the Milan press release, the only
> *new* program that was supposed to be included in the package was Tempus
> Word Pro, the others were either going to be "light" versions or just the
> original releases (Photoline 2.30).
>
> >I read somewhere that PhotoLine was programmed by the team that gave us
> >Studio and incorporated large chunks of the same code. I could never see
> >the resemblence.
> Cranach Studio was ahead of it's time, but suffered from a "weird" user-
> interface and wasn't really usable for multitasking.
> ComputerInsel probably implemented a lot of Cranachs code into Photoline.
> For certain tasks I find Cranach still the better choice (vectorisation,
> masking etc...)
>
> >How are the camels?
> Just fine, they are taking swimming lessons now just in case the floodings
> get any worser...;-)
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

Hi Dennis,

Thanks for giving me a laugh on a cold dull Welsh afternoon.

I can visualise your 'camels' taking their swimming lessons, not a pretty sight!!!

Bob King.

5840. Re: Why does my PC crash more than my 1040

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A14077B.138F5AB@ooc.de>
Source record: 54425

"Edward S. Baiz Jr." wrote:

> From my experience with computers you can count on this: The more complex a
> system is, the more chance you have for a system crash. The TOS environment
> is simple hence it will experience a crash MUCH less then a PC with windows.

So why does a Unix system hardly ever crash? Complex systems are not
necessarily less stable than simple systems. But it might be more work
to get them as stable.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

5841. Re: Why does my PC crash more than my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <1pUQ5.11530$Ry5.1537560@news3.cableinet.net>
Source record: 54426

depends i guess...

i have had a pc set up with windows NT 4, and it would run for weeks,
possibly months, if i didn't need to move it occassionally (laptop).

and my main pc (windows 98) seems to run quite successfully for about a week
or 2 and i normally only have to restart it if i'm installing some software
for it, making a change. if i use it a lot it would probably crash about
once a week. (i leave it on all the time)

whereas other peoples pcs seem to crash after 6 hours of them leaving it
on... hmmm...

PCs are odd beasties...

meow.

www.josh.org.uk

wanna buy a monkey cd ? www.josh.org.uk/cd

"Garthrr" <garthrr@aol.com> wrote in message
news:20001115175329.01836.00000363@nso-cc.aol.com...
> I have an old 1040 ST which I use for sequencing and the thing hardly ever
> crashes. There are a couple of situations that will cause it to do so but
they
> are easy to avoid most of the time. Is the Atari platform a more stable
one
> than windows?
> BTW I know virtually nothing about computers in case you havent already
> surmised that.
> Garth
>
>
> "I think the fact that music can come up a wire is a miracle."
> Ed Cherney

5842. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a1411ead633d0@online.be>
Source record: 54427

on Wed 15-11-2000 12:55 Edward S. Baiz Jr. wrote:

>On 14 Nov 2000 16:19:38 , Lonny Pursell wrote:
>>On Tue, 14 Nov 2000, Edward S. Baiz Jr. wrote:
>>
>>> Not a bad idea. Maybe we can get to 500 and see if they will give us an
>>> upgrade.
>>
>>Who will keep track of this list? My only concern is it must
>>run on the Hades06 if they update it. I'd buy it if they
>>offered that.
>
>We can find someone. I would do it if, the author are willing to give us an
>upgrade for getting to the magic number of 500.
>
>Also Lonny Photoline does run on the Hades 060 under regular TOS and
>Geneva. I cannot get it to run under Magic and N.AES.

It seems Photoline is a program with his own will. On my Hades I can't
make Photoline running with Geneva but it runs very happily with N_AES,
Geneva/freeMiNT and plain TOS.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5843. Re: Why does my PC crash more than my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10011161226200.25634-100000@shell2>
Source record: 54428

Dude, it all depends on what you do with your machine. If you leave your machine on all the time, it ain't doing anything or barely. And the app you probably use the most would be office and the internet, Not what i really call intensive.
If you start using a webserver, some development kit, some heavy calculation (pov, or animation or heavy filters), or d2d programs such as cubase, cakewalk etc, you WILL THEN see a big difference.

Why do you think racing cars have to change tires every x laps? when your home car you need to change them every 3 years only?
Racing car engine might make 1 race only, when home cars would last up to 20 years (130.000 km).
Compare what's comparable, when you have a webserver that has to server more than 120.000 customers, your win95 machine will not even know what to do. Memory leaks will be VERY noticable for example.

On Thu, 16 Nov 2000, www.josh.org.uk wrote:

> depends i guess...
>
> i have had a pc set up with windows NT 4, and it would run for weeks,
> possibly months, if i didn't need to move it occassionally (laptop).
>
> and my main pc (windows 98) seems to run quite successfully for about a week
> or 2 and i normally only have to restart it if i'm installing some software
> for it, making a change. if i use it a lot it would probably crash about
> once a week. (i leave it on all the time)
>
> whereas other peoples pcs seem to crash after 6 hours of them leaving it
> on... hmmm...
>
> PCs are odd beasties...
>
> meow.
>
> www.josh.org.uk
>
> wanna buy a monkey cd ? www.josh.org.uk/cd
>
>
> "Garthrr" <garthrr@aol.com> wrote in message
> news:20001115175329.01836.00000363@nso-cc.aol.com...
> > I have an old 1040 ST which I use for sequencing and the thing hardly ever
> > crashes. There are a couple of situations that will cause it to do so but
> they

> > are easy to avoid most of the time. Is the Atari platform a more stable
> one
> > than windows?
> > BTW I know virtually nothing about computers in case you havent already
> > surmised that.
> > Garth
> >
> >
> > "I think the fact that music can come up a wire is a miracle."
> > Ed Cherney
>
>
>
>

```
-----------------------------------------
/
MiNT Is Now TOS, let's move on, shall we? /
/
-----------------------------------------
```

5844. Re: SCSI Hard Drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Harry Sideras <hsideras@bergstrominc.com>
Message-ID: <3a141e39$1@news.myratech.net>
Source record: 54429

"Phantomm" <phantomm@eastky.net> wrote in message
news:8t55pj$k98$1@nd.eastky.net...
> I'm in the market for some SCSI hard drives to be used on a
> CenTurbo II B version Falcon, and a Stock Atari Falcon.

Me too.

> It has been awhile since I have purchased a SCSI drive, the last
> one I bought was a 1 GIG SeaGate.

Yup, I've pretty much filled my half-gig drive.

> So I am asking for some advise on what models to consider purchasing.
> As I have seen postings that some drives don't work as well as others.
> ...
> The hard drives need to be 3.5 internal units fast enough to handle
> Direct to Disk Music Recording and work well with all brands of Atari
> CD creation software. I do not want to use any type of add on 50pin
> converters. So the SCSI hard drives need to be 50 Pin.
>
> I've seen advertisements for Ultra SCSI, Ultra Wide SCSI and etc. Not
> sure on which I need or can use on the Falcons.
>
> If you have bought or know alot about SCSI hard drives then any advise
> you could pass along as to what Models and etc would be best for my setup
> and usage is most appreciated.

Did you get any response to this question? I'm interested to find out what
I can use in my TT internal bay.

rgds
Harry

5845. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: taj16@dreamscape.com
Message-ID: <t188v9b296t61c@corp.supernews.com>
Source record: 54430

On 16 Nov 2000 08:36:07 , Jo Even Skarstein wrote:

>> question: Should I install the jumper or not? What is the effect on the
>> drive of removing the jumper?
>
>Doesn't the spec-sheet say what happens if it's removed? Or does it just
>say "don't remove"?
>
>--
It says:

JP8 Jumped=Factory Default. "Don't remove"
Drive will auto configure terminator power.

That's it. There is a reference on the PCBA layout about two
terminating resistors RN1 and RN2, but that layout is labeled as for a
Maxtor MXT540SL and I have a MXT540S. The layout on the drive is slightly
different than on diagram. Come to look at it, the jumper chart is labeled,
"MXT540SL Jumpers." Anybody know what difference the "L" makes in the model
number?

Here is the URL of the data sheet:

http://home.nikocity.de/rs/HD-MXT540S.html

--

TJ

Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5846. Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <y%VQ5.2$en6.86@newsfeed.slurp.net>
Source record: 54431

Hello all,

I am trying to using an optimizing program on my Hades. Optimize 2.9 will not let me optimize my C partition, but will on the others. The program keeps telling me that it cannot lock the partition because of the open files. Just what are "open files" and how can I fix this. Thanks for any help.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5847. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974398300-70693AEicMi@bun.com>
Source record: 54432

Hi Kevin

>> Very busy, and recently attacked in his shop but survived..

>what did you wear on your head, stocking, ski mask, Disney mask ???

A condom, extra black one, thats why he survived, i fell over the desk.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5848. Re: Happy Birthday 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974398304-71157AEicMi@bun.com>
Source record: 54433

Hi Shiuming

>> How do you remember these things??!!
>
>Ah, I have a head for useless information.

Mix them words up a bit, and they are suddenly more appropriate to you..

For information, I have a useless head, Ah

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5849. Re: Why does my PC crash more than my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: garthrr@aol.com
Message-ID: <20001116141224.05383.00000067@nso-me.aol.com>
Source record: 54434

In article <8uvdru$97v$1@nnrp1.deja.com>, atarigalen@my-deja.com writes:

>Yes, it is. To be fair, it is also much simpler than Windows. I
>haven't crashed my Falcon in months. This PC, on the other hand, has a
>variety of "interesting" "features".
>
>Galen

Galen,
I'm curious about the Falcon. Would it be faster in running my C LAB Creator sequencing software than my 1040ST? There is definitely a sluggishness about the 1040. It's as if it's being taxed by the program and with only 1 meg of memory I can imagine thats true. Dont really know though.

If I could, for a few hundred dollars, upgrade to something faster, I would. I have been using the Creator software for so long that I am very comfortable and fast with it and I don't really wanna learn a new system. I also like the way Creator is layed out (pattern based) better than what I've seen of Performer. It would be cool to hot-rod my Atari system a little.

So I guess my point is that I'd like info on what it would take to run the Creator program with a little overkill.

Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

5850. Re: Why does my PC crash more than my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Kevin Dermott <k@kevindermott.co.uk>
Message-ID: <3a143497$0$180@news.zetnet.co.uk>
Source record: 54435

> Galen,
> I'm curious about the Falcon. Would it be faster in running my C LAB
Creator
> sequencing software than my 1040ST?

sadly the Falcon won't run Creator, some versions of NVDI or the old Warp9
will give faster screen redraws with an ST.
It can run on a correctly set up Mega ste and is a bit faster

Kevin www.kevindermott.co.uk

5851. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A143716.7892C896@cfc.dnd.ca>
Source record: 54436

Trevor Spencer wrote:
> On 13 Nov 2000 17:27:41 , Djordje Vukovic wrote:
-snip-
> >Maybe you can try to use InfoZip's Unzip 5.4 to unpack those archives?
> >Thee's a chance that it would work. Also, Unzip's counterpart Zip 2.3
> >has an option for repairing corrupted archives- that may help to
> >save something out of those archives.
> I don't have these, where can I get them from please?
> Trevor
> 6 MB ATARI STe / Veloce+2 / TOS 2.06

version 5.1 at
http://www.mirror.ac.uk/sites/ftp.cdrom.com/pub/infozip/ATARI/

ken

5852. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t18m8gqcpk5896@corp.supernews.com>
Source record: 54437

On 16 Nov 2000 18:50:06 , Edward S. Baiz Jr. wrote:
>
>Hello all,
>
>I am trying to using an optimizing program on my Hades. Optimize 2.9 will
>not let me optimize my C partition, but will on the others. The program
>keeps telling me that it cannot lock the partition because of the open
>files. Just what are "open files" and how can I fix this. Thanks for any
>help.
>

Hi Edward!

When a computer needs to load a file or access it, it needs to "open"
it. When it's finnished with it, it should "close" it.

What is probably happening is that there is some program that
is installed on your Hades that has a few of it's files in open
state. They are probably staying open as they're in constant use,
like an OS, which would also explain why it's only the C drive, where
your OS is presumably kept.

Try running a clean system with only HDDriver, and whatever files the
Hades needs to boot up with. Run in single tasking TOS.

I hope that helps, cos it should.

5853. Test____

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8v1kbr$h7v$1@nd.eastky.net>
Source record: 54438

- - -
| |
- - -

 phantomm@eastky.net

5854. Memory for Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: bobclark@korrnet.org
Message-ID: <8v1llungd1@penn.dii.utk.edu>
Source record: 54439

I am looking to expand my 1 meg Atari 1040ST. I'm not keen on soldering stuff to my board, but I found out about a company named Woller and Link which is selling a Magnum-ST RAM cart (which can expand up to 16 meg). Is there a way for me to get one without having to send away to Germany? Maybe a mail order company in the states that has one? (I know I'll need MagicOS to use it, but I'll owrry bout that when it comes time to)

5855. Re: ram question

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A145D80.EC722463@cfc.dnd.ca>
Source record: 54440

"m. smith" wrote:
>
> If one is to use simm for upgrade, you require a board for the chips,
> and what kind of chips are then used? Thanks.

usually 30 pin SIMMs.
documentation is provided with the board.
ken

5856. Re: Why does my PC crash more than my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <0cZQ5.12424$Ry5.1632036@news3.cableinet.net>
Source record: 54441

yeah i know that. when i mentioned my mates pc crashing after 6 hours. i meant his was doing nothing. and yet it crashes. mine mainly only crashes if i do heavy-ish stuff or a lot of apps all at same time. i leave it on all the time doing seti. (so it's not doing nothing)

www.josh.org.uk

"Katherine Ellis" <kellis@fdn.com> wrote in message news:Pine.GSO.4.05.10011161226200.25634-100000@shell2...
>
> Dude, it all depends on what you do with your machine. If you leave your
> machine on all the time, it ain't doing anything or barely. And the app
> you probably use the most would be office and the internet, Not what i
> really call intensive.
> If you start using a webserver, some development kit, some heavy
> calculation (pov, or animation or heavy filters), or d2d programs such as
> cubase, cakewalk etc, you WILL THEN see a big difference.
>
> Why do you think racing cars have to change tires every x laps? when your
> home car you need to change them every 3 years only?
> Racing car engine might make 1 race only, when home cars would last up to
> 20 years (130.000 km).
> Compare what's comparable, when you have a webserver that has to server
> more than 120.000 customers, your win95 machine will not even know what to
> do. Memory leaks will be VERY noticable for example.
>
>
>
> On Thu, 16 Nov 2000, www.josh.org.uk wrote:
>
> > depends i guess...
> >
> > i have had a pc set up with windows NT 4, and it would run for weeks,
> > possibly months, if i didn't need to move it occassionally (laptop).
> >
> > and my main pc (windows 98) seems to run quite successfully for about a week
> > or 2 and i normally only have to restart it if i'm installing some software
> > for it, making a change. if i use it a lot it would probably crash about
> > once a week. (i leave it on all the time)
> >
> > whereas other peoples pcs seem to crash after 6 hours of them leaving it
> > on... hmmm...
> >

> > PCs are odd beasties...
> >
> > meow.
> >
> > www.josh.org.uk
> >
> > wanna buy a monkey cd ? www.josh.org.uk/cd
> >
> >
> > "Garthrr" <garthrr@aol.com> wrote in message
> > news:20001115175329.01836.00000363@nso-cc.aol.com...
> > > I have an old 1040 ST which I use for sequencing and the thing hardly
ever
> > > crashes. There are a couple of situations that will cause it to do so
but
> > they
> > > are easy to avoid most of the time. Is the Atari platform a more
stable
> > one
> > > than windows?
> > > BTW I know virtually nothing about computers in case you havent
already
> > > surmised that.
> > > Garth
> > >
> > >
> > > "I think the fact that music can come up a wire is a miracle."
> > > Ed Cherney
> >
> >
> >
> >
>
> --
> /
> MiNT Is Now TOS, let's move on, shall we? /
> /
> --
>

5857. Re: Undeletable files/folders

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8v1nju$76a$1@plutonium.compulink.co.uk>
Source record: 54442

In message <200011142016.a8302@su2.maus.de>, Peter_Schneider@su2.maus.de said:

>I solve that problem by saving all folders an files (beside the . and
>.. 'files', of course) to a different partition, then zeroing the
>original partition (by e.g. DISKUS) and finally recopying all that
>saved stuff...

Hi Peter!

Yes, I have done that as well, but it takes time. In the case quoted I only copied one LFN folder to a non-LFN partition, while trying out my 'modified' (MiNT->MagX) ZIPJR to see if it would handle LFNs. As I said elsewhere, it *almost* did but complained, and lost some parts of the archive.

Regards, /Peter/

5858. Re: Interested in ST development

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a146fc2$0$180@news.zetnet.co.uk>
Source record: 54443

Hi Edward,

On 16 Nov 2000 13:35:46 , Edward S. Baiz Jr. wrote:

>I am still fascinated also which is I own a 1040STe and a Hades060. The
>Midi sequencer/recorder sounds nice. The only one that works on the Hades
>is Sweet 16.

I imagine you mean the only one that works without a dongle fitted. I have got a card in mine which takes up to three dongles, and Cubase runs exceptionally well. There are known clashes with the Mach 64 graphics card, but it is OK with my ET4000 and is also OK with the new Ati card.

The only other problem is a conflict with the SCSI port, which I am told is down to the way Cubase was written. There are no problems with accessing the internal HD and the floppy drive.

Cubase is also best run in single TOS with as clean a system as possible.

Cheers

Paul

5859. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a146fc3$0$180@news.zetnet.co.uk>
Source record: 54444

Hi Steve,

On 15 Nov 2000 23:30:04 , Steve Sweet wrote:

>I find when i get a new modem that it needs training, set your port speed
>to whatever the modem needs, use a terminal, type ATZ, then AT&W to
>store, Some modems requires their DPS to cop a sniff at what its dealing
>with.

Now that's what I call readable :-)) Are you going to tell us how you
got these perfect length lines or is it a Cheshunt Club secret ??

Cheers

Paul

5860. Re: Req: Building an ATARIst monitor- to SVGA monitor adapter

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8v1rqv$a2g$1@plutonium.compulink.co.uk>
Source record: 54445

In message <3A139411.157A0FF9@siemens.at>, gerhard.janka@siemens.at said:

>Christopher Thorley wrote:
>> Chris Crosskey at ASP sells an adaptor for £15.This neat little unit plugs
>> into the ST monitor port and into an SVGA monitor cable. I have just bought
>> one at the show in Stafford (UK) and it works fine.
>
>But it works only in 'ST high' mode, right ?
>If it would work in 'ST low' too it would become top item on my
>shopping list even at a much higher price.

No - the *adapter* will also work in ST Low - it's the monitor that won't, unless it is one of the few Multisyncs that will go down to TV scan rates (~15 kHz). Some early NEC Multisyncs did (3D?). Newer versions tend to only work down to 30 kHz line rates, so would need a line doubler to work in ST Low and Medium.

Regards, /Peter/

5861. Re: DSP problems (was: [WANTED] 44.1 KHz falcon clock)

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:11:25 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <JdyURDItYyE6EwR6@lovecraft.demon.co.uk>
Source record: 54407

Once upon a time <3a1290b41384f51@free.fr>, Pascal Ricard
<paricard@free.fr> grabbed chalk and scrawled:

> DSPXBIOS fixes also a bug from MagiC which don't
> initialise the FALCON DSP correctly at the first boot
> and force the user to restart his machine.

I suspect I will be needing this for my Falcon, from what I've been told
:)

Richard, 2 days to Falcon!
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5862. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 00:14:06 UTC
From: Krzysztof Maj <kmaj@cherry.ath.cx>
Message-ID: <3a1386ac29b621@cherry.ath.cx>
Source record: 54414

On Wed 15-11-2000 23:20 (+0100) Krzysztof Maj wrote:

>>Should I take one of the jumpers I remove to get the SCSI ID and
>>put it on JP8?
>
>Yes, you should.

Sorry, I forgot it is *internal* SCSI drive.
Jo is right - you shouldn't terminate this drive!

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@REMOVE.THIS.cherry.ath.cx

5863. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 01:30:50 UTC
From: atarigalen@my-deja.com
Message-ID: <8uvdca$8qk$1@nnrp1.deja.com>
Source record: 54408

In article <8utj44nkk1@nnrp1.deja.com>,
Jo Even Skarstein <joska@online.no> wrote:
> In article <8ut8e1fhk1@nnrp1.deja.com>,
> atarigalen@my-deja.com wrote:
>
> > If they say don't remove, don't remove.
> Usually, but not on the Mega STE. The internal SCSI interface can
> actually be damaged if the drive is terminated, so *don't* terminate
> the drive. You can find more information here:
> http://atari.nvg.org/scsihost/
>
I stand corrected. Jo Even has proved very knowledgeable on these
matters, and I believe him.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5864. Re: Why does my PC crash more than my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 01:39:11 UTC
From: atarigalen@my-deja.com
Message-ID: <8uvdru$97v$1@nnrp1.deja.com>
Source record: 54409

In article <20001115175329.01836.00000363@nso-cc.aol.com>,
garthrr@aol.com (Garthrr) wrote:
> I have an old 1040 ST which I use for sequencing and the thing hardly
> ever crashes. There are a couple of situations that will cause it to
> do so but they are easy to avoid most of the time. Is the Atari
> platform a more stable one than windows?

Yes, it is. To be fair, it is also much simpler than Windows. I
haven't crashed my Falcon in months. This PC, on the other hand, has a
variety of "interesting" "features".

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5865. Re: Backward III

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 01:54:04 UTC
From: atarigalen@my-deja.com
Message-ID: <8uvenp$a3m$1@nnrp1.deja.com>
Source record: 54410

In article <4DrQ5.1049$ue.103428@newsread1.prod.itd.earthlink.net>,
swampfox1@earthlink.net (John Garone) wrote:
> On 3 Nov 2000 00:51:06 G, atarigalen@my-deja.com wrote:
> >
> >> >A bit off topic, but...
> >> >....Backward III was made freeware a while back. >
> Hi Galen,
> I'm curious as to why you wanted that code for BackwardIII and
> was James's INF file what you were looking for?

Since I have a STe, I generally don't turn on the Falcon just for
games. However, it occurred to me that computers don't live forever,
so I figured a copy of Backward III might be a good idea to keep around.

As for the .INF file, probably, but I won't know for sure until I get
it home... No manual MIMEing on this PC.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5866. Re: Files >720k from NT to STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 02:08:09 UTC
From: wongck@letterbox.com
Message-ID: <8uvfib$6h5@usenet.pa.dec.com>
Source record: 54411

In article <8urhen$6ig$1@news1.wdf.sap-ag.de>, "Holger Janz" <Holger.Janz@sap.com> wrote:
>How can i get the MSA files >720k to my STE?
>

Try getting to my site at http://probehouse.atari.org
About 3/4 way down the page there is a link to transfer large files from a windows environment to transfer file using Hyperterminal z-modem. I just checked my NT machine & it also have the Hyperterminal software so it should work.

rgds

5867. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 03:03:19 UTC
From: taj16@dreamscape.com
Message-ID: <t16jjn5dfp5b15@corp.supernews.com>
Source record: 54412

On 15 Nov 2000 05:54:10 , atarigalen@my-deja.com wrote:
>> The only problem I have is with a jumper labeled "JP8". The data
>sheet says
>> the following: (quotation marks appear as they do on the sheet)
>>
>> JP8 Jumped=Factory Default. "Don't remove"
>> Drive will auto configure terminator power.
>>
>> Naturally, on the drive I have the jumper on JP8 has been removed.
>>
>> Does anybody know more about this? I don't see anything on the drive
>> or the sheet about connecting some sort of SCSI terminator, so I
>> assume the drive circuitry is supposed to be deciding if I need
>> termination or not. I haven't the slightest idea what removing jumper
>> JP8 does. Should I take one of the jumpers I remove to get the SCSI
>> ID and
>> put it on JP8? Or should I leave well enough alone?
>>
>If they say don't remove, don't remove. Some of these jumpers are for
>testing only, although your post hints that the jumper is for auto
>configure terminator power. If this is the case, the only reason you'd
>want to remove it is if the drive didn't work properly with it on.
>
>Galen
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

I didn't remove it. It was gone when I got the drive. I just want to know
if I should put it back, or if I should try it without. Except for this one
jumper, nothing on the data sheet addresses applying or removing
termination.

--

TJ

Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5868. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 03:03:23 UTC
From: taj16@dreamscape.com
Message-ID: <t16jjrtnsv6r1a@corp.supernews.com>
Source record: 54413

On 15 Nov 2000 08:56:37 , Jo Even Skarstein wrote:
>In article <8ut8e1fhk1@nnrp1.deja.com>,
> atarigalen@my-deja.com wrote:
>
>> If they say don't remove, don't remove. Some of these jumpers are for
>> testing only, although your post hints that the jumper is for auto
>> configure terminator power. If this is the case, the only reason
>you'd
>> want to remove it is if the drive didn't work properly with it on.
>
>Usually, but not on the Mega STE. The internal SCSI interface can
>actually be damaged if the drive is terminated, so *don't* terminate
>the drive. You can find more information here:
>http://atari.nvg.org/scsihost/
>

Now we may be getting somewhere. The original owner told me he tried two drives in the internal bay before sending the Mega STE. Neither worked. He said there was no guarantee that the drives were good, but he also has told me that the drive needed to be terminated. Could it be that the internal host adapter has already been disabled by his trials?

Fortunately, the external DMA port seems to be working perfectly. I can still get an external case and run the drive using The Link. However, I should at least try the drive as an internal first. That still leaves a question: Should I install the jumper or not? What is the effect on the drive of removing the jumper?

--

TJ

Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5869. Re: Req: Building an ATARIst monitor- to SVGA monitor adapter

Newsgroup: comp.sys.atari.st
Date: 2000-11-16 08:00:17 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A139411.157A0FF9@siemens.at>
Source record: 54415

Christopher Thorley wrote:
> Chris Crosskey at ASP sells an adaptor for ï¿½15.This neat little unit plugs
> into the ST monitor port and into an SVGA monitor cable. I have just bought
> one at the show in Stafford (UK) and it works fine.

But it works only in 'ST high' mode, right ?
If it would work in 'ST low' too it would become top item on my
shopping list even at a much higher price.

Gerhard

5870. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974530712-508910AEicMi@cwcom.net>
Source record: 54246

From: taj16@dreamscape.com (Thomas J. Andrews)
Date: Fri, 17 Nov 2000 04:22:06 -0000

>My original copy of STing and HSModem7 was set up by someone else for my
>Mega ST4 system. I was completely inexperienced in connecting to the
>Internet, having only called bbs's and dialup online services before.

The surest way to end up in tears :-)

>I really should get the full English versions of HSModem7, the newest
>STing, and ST-Guide before I try anything else. Can anyone give me URLs

You'd be best to try ftp://chapelie.rma.ac.be for HSModem and STGuide,
English docs for HSModem from my web site (MISC section), and
http://sting.atari.org for STinG. Sting is now much easier to set up than
earlier versions, but there seems to be a bug in the dialer section which
allows you to enter lines for a log-in script if you need one.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5871. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8v2rjt$2jp$1@nnrp1.deja.com>
Source record: 54360

In article <t188v9b296t61c@corp.supernews.com>,
taj16@dreamscape.com (Thomas J. Andrews) wrote:

> It says:
>
> JP8 Jumped=Factory Default. "Don't remove"
> Drive will auto configure terminator power.
>
> That's it. There is a reference on the PCBA layout about two

[...]

> http://home.nikocity.de/rs/HD-MXT540S.html

Don't remove JP8, remove the two resistor packs RN1 and RN2, disable
parity and set the SCSI ID to 0. Then it should work.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

5872. Re: SCSI Hard Drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A14F46C.7BE47CB4@ooc.de>
Source record: 54361

Harry Sideras wrote:

> Did you get any response to this question? I'm interested to find out what
> I can use in my TT internal bay.

Virtually anything, for example IBM drives. Note, that for UW drives you
need an adapter.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

5873. Re: Magnum TT RAM card

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3a14ea66.81740754@news.demon.nl>
Source record: 54362

On Fri, 17 Nov 2000 02:43:48 GMT, rcollins@voicenet.com (Raymond Collins) wrote:

>I would like to know from owners of the TT Magnum RAM card by
>Aixit.
>
>I need to find out the part numbers for the chips that
>work to create 128 MB and 64 MB configurations owners found are have
>working currently.

Hey Raymond,

I've got the latest model they sold with one 64 Mb EDO chip.
It has two slots so I could add some more. Problem is finding the chips.... you can hardly find any 128 Mb SIMM these days.

According to Aixit the following types are OK or Not OK:

Size Designator OK/not OK

16 & 32Mb xx1740x OK
xx1640x not OK
xx6516x OK
xx6416x not OK
64 & 128 Mb xx6540x OK
xx6440x not OK

The not OK types are asymmetric models.

If the designator has a V somewhere in it, or Siemens types starting with HYB31 can cause problems in some TT's (these are 3.3V types)

In case you use 2 simms of different size in Mb, operate the bigger one in slot 0 and the smaller one in slot 1.

HTH,

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

5874. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: jf.lemaire@skynet.be
Message-ID: <8v2ul9ffo1@news0.skynet.be>
Source record: 54363

Hi,

On 17 Nov 2000 04:22:06 , Thomas J. Andrews wrote:

>>TJA>It works fine - as long as I don't try to set the port speed higher
>>TJA>than 19200.

Modem 1 is restricted to 19200, so this is normal.

>I really should get the full English versions of HSModem7, the newest
>STing, and ST-Guide before I try anything else. Can anyone give me URLs
>where I can download them?

I suppose they're all on chapelie.rma.ac.be, the Belgian FTP server.

>I need more information. I'm tired of not knowing what I'm doing.

Connect your modem to Modem 2 and use scc.prg instead of mfp.prg.
Using Serial.cpx, configure the port to 115200 bps. You may also need to
configure scc.prg, at least to enlarge the buffers.

J-F.

5875. Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <lusk9IAQbTF6EwqS@lovecraft.demon.co.uk>
Source record: 54364

Well, with thanks to Pete (and the wonderous Amtrak, who are always quick), I woke up to a Falcon030 being delivered!

I've fitted the FPU, which took little time but I can understand how someone might crack a PCB if they didn't line it up very carefully. Don't know how to test it, but everything still works ;) The internal speaker is very silent, though, and I did reconnect it properly (wasn't working before, either, so I don't know if there's a utility disabling it as the jack socket is providing sound).

A couple of things are confusing me, as an ST user. One, I can't find out where to set the time and date, and I'm baffled as to how the Falcon is remembering it - they must have a proper clock. Two, everything seems to crash a lot. I'm running MagiC 5, with Thing 1.27. Don't really understand how the OS is working, to be honest ;)

Must happiness in the Electronic Cow software, which is loading and working, and just wondering if I should delete all the internet software since I doubt I'll ever connect the Falcon to the net.

The main thing I'm confused by is how to load and use Falcon demos. They request things like 'ST Compatability' mode, and seem very happy to completely trash the OS, not work at all (68000 exception) or mess up the screen display.

What's the best freeware/shareware sequencer to use? I've been using TigerCub on the STE, which is basic but very easy to just sit down and use.

Finally, why on earth didn't Atari make STs to the same standard! The Falcon's case feels better made, clips together slightly as well as being held by screws, and the whole system feels more substantial.

It reports TOS version 4.00, with a date somewhere in 1996. I was told this is actually TOS 4.06 (or at any rate, not the original Falcon TOS).

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5876. Re: Why does my PC crash more than my 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Q_aR5.1365$en6.2618@newsfeed.slurp.net>
Source record: 54365

On 16 Nov 2000 17:12:43 , Uwe Seimet wrote:
>"Edward S. Baiz Jr." wrote:
>
>> From my experience with computers you can count on this: The more complex a
>> system is, the more chance you have for a system crash. The TOS environment
>> is simple hence it will experience a crash MUCH less then a PC with windows.
>
>So why does a Unix system hardly ever crash? Complex systems are not
>necessarily less stable than simple systems. But it might be more work
>to get them as stable.

That is probably because Unix was well-written whereas OS's like Windows
were not. When I run Linux on the Hades, I hardly ever experience a crash...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5877. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <S_aR5.1368$en6.2618@newsfeed.slurp.net>
Source record: 54366

On 16 Nov 2000 16:59:30 , "Martin \"Nightowl\" Byttebier" wrote:
>on Wed 15-11-2000 12:55 Edward S. Baiz Jr. wrote:
>>Also Lonny Photoline does run on the Hades 060 under regular TOS and
>>Geneva. I cannot get it to run under Magic and N.AES.
>
>It seems Photoline is a program with his own will. On my Hades I can't
>make Photoline running with Geneva but it runs very happily with N_AES,
>Geneva/freeMiNT and plain TOS.

Well in the end I guess we should all be happy that an Atari version exists
and that we all can at least get it to run in certain conditions.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5878. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <U_aR5.1371$en6.2618@newsfeed.slurp.net>
Source record: 54367

On 16 Nov 2000 22:00:48 , Lyndon Amsdon wrote:
>When a computer needs to load a file or access it, it needs to "open" >it.
When it's finnished with it, it should "close" it. >
>What is probably happening is that there is some program that
>is installed on your Hades that has a few of it's files in open
>state. They are probably staying open as they're in constant use,
>like an OS, which would also explain why it's only the C drive, where
>your OS is presumably kept.
>
>Try running a clean system with only HDDriver, and whatever files the
>Hades needs to boot up with. Run in single tasking TOS.

Ok I see now. Thanks for the tips I will give them a try.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5879. Re: Memory for Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <W_aR5.1374$en6.2618@newsfeed.slurp.net>
Source record: 54368

On 16 Nov 2000 22:04:46 , bobclark@korrnet.org wrote:
>I am looking to expand my 1 meg Atari 1040ST. I'm not keen on soldering
>stuff to my board, but I found out about a company named Woller and Link
>which is selling a Magnum-ST RAM cart (which can expand up to 16 meg).
>Is there a way for me to get one without having to send away to Germany?
>Maybe a mail order company in the states that has one? (I know I'll need
>MagicOS to use it, but I'll owrry bout that when it comes time to)

You can try these sites:

http://www.vme.net/dvm/aty/
http://www.myatari.com/
http://chromagic.digistar.com/
http://www.best-electronics-ca.com/
http://www.SystemsForTomorrow.com/

I have done business with Woller before. I ordered and received N.AES from
him. If you cannot find it here in the US, then you may just have to get it
from him.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5880. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <XibR5.1994$en6.2548@newsfeed.slurp.net>
Source record: 54369

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:Iusk9IAQbTF6EwqS@lovecraft.demon.co.uk...
> Well, with thanks to Pete (and the wonderous Amtrak, who are always
> quick), I woke up to a Falcon030 being delivered!
>
> I've fitted the FPU, which took little time but I can understand how
> someone might crack a PCB if they didn't line it up very carefully.
> Don't know how to test it, but everything still works ;) The internal
> speaker is very silent, though, and I did reconnect it properly (wasn't
> working before, either, so I don't know if there's a utility disabling
> it as the jack socket is providing sound).

There is a setting in a CPX to turn off the internal speaker. I'd remove it
myself though.

> A couple of things are confusing me, as an ST user. One, I can't find
> out where to set the time and date, and I'm baffled as to how the Falcon
> is remembering it - they must have a proper clock. Two, everything seems
> to crash a lot. I'm running MagiC 5, with Thing 1.27. Don't really
> understand how the OS is working, to be honest ;)

Again, there should be a setting for that just like in the ST. About
crashing, it's MagiC5 'nuff said... You're better off using v. 6.1 Worked
great for me.

> Must happiness in the Electronic Cow software, which is loading and
> working, and just wondering if I should delete all the internet software
> since I doubt I'll ever connect the Falcon to the net.
>
> The main thing I'm confused by is how to load and use Falcon demos. They
> request things like 'ST Compatability' mode, and seem very happy to
> completely trash the OS, not work at all (68000 exception) or mess up
> the screen display.
>
> What's the best freeware/shareware sequencer to use? I've been using
> TigerCub on the STE, which is basic but very easy to just sit down and
> use.
>
> Finally, why on earth didn't Atari make STs to the same standard! The
> Falcon's case feels better made, clips together slightly as well as
> being held by screws, and the whole system feels more substantial.
>
> It reports TOS version 4.00, with a date somewhere in 1996. I was told
> this is actually TOS 4.06 (or at any rate, not the original Falcon TOS).
>

```
> Richard
> --
> Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
> Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -.
;-;;,
> Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ (
`'::.
> 'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--'
`-'\_)Morticia
```

5881. Re: AMS 2000 is happening!

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Harry Sideras <hsideras@bergstrominc.com>
Message-ID: <3a155ce1$1@news.myratech.net>
Source record: 54370

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:974275936-92516AEicMi@cwcom.net...
> From: "Simon Osborne" <atariactive@crap.btinternet.com>
> Date: Fri, 10 Nov 2000 20:02:45 -0000
>
> >We look forward to seeing you all Saturday.
> Care to give us a review of the proceedings please?

Did I miss another one?

Ohmigawd... B<

rgds
H

5882. Re: 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <AqeR5.15528$8F2.1816356@nnrp4.clara.net>
Source record: 54371

"Simon Osborne" <atariactive@crap.btinternet.com> wrote in message
news:8u2dao$s6j$1@uranium.btinternet.com...

> Try running a low-level format on the drive. A program called Ontrack
would
> help.

You can do a low-level format from the
SCSI BIOS of most decent SCSI cards
(just about anything better than the sort
of thing bundled with scanners and the like).

Shiuming Lai

5883. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <AqeR5.15529$8F2.1815703@nnrp4.clara.net>
Source record: 54372

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:Iusk9IAQbTF6EwqS@lovecraft.demon.co.uk...
> Well, with thanks to Pete (and the wonderous Amtrak, who are always
> quick), I woke up to a Falcon030 being delivered!
>
> I've fitted the FPU, which took little time but I can understand how
> someone might crack a PCB if they didn't line it up very carefully.
> Don't know how to test it, but everything still works ;)

Try GEMBENCH - just don't pay too
much attention to the results. It'll crash
on the Float Math test if the FPU isn't
working properly for whatever reason.

> The internal
> speaker is very silent, though,

Bah, chuck it in the bin, that useless
bit of tin.

> A couple of things are confusing me, as an ST user. One, I can't find
> out where to set the time and date, and I'm baffled as to how the Falcon
> is remembering it - they must have a proper clock.

The Falcon's real time clock chip has
a built-in battery. You generally set
the date and time same as the ST,
by using the Control Panel. On the
Falcon (and MSTE/TT) the standard
Atari utility is XCONTROL.

> Finally, why on earth didn't Atari make STs to the same standard! The
> Falcon's case feels better made, clips together slightly as well as
> being held by screws, and the whole system feels more substantial.

The Falcon case is practically identical to
the ST (differences being the holes for
the ports, that's all). Early STs were made
to a high standard in terms of moulding
quality and all that, but the construction
has remained essentially the same.
What do you mean "held by screws"?!
All STs I've seen certainly have screws.

Shiuming Lai

5884. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <b6Qg4vBhRXF6EwoR@lovecraft.demon.co.uk>
Source record: 54373

Once upon a time <AqeR5.15529$8F2.1815703@nnrp4.clara.net>, Shiuming Lai
<lais@Spam.?> grabbed chalk and scrawled:

>Try GEMBENCH - just don't pay too
>much attention to the results. It'll crash
>on the Float Math test if the FPU isn't
>working properly for whatever reason.

Off to get it :)

>Bah, chuck it in the bin, that useless
>bit of tin.

I only wanted it because the main output is fed through my mixer/amp for
the synths!

>The Falcon's real time clock chip has
>a built-in battery. You generally set
>the date and time same as the ST,
>by using the Control Panel. On the
>Falcon (and MSTE/TT) the standard
>Atari utility is XCONTROL.

I have that, somewhere. It'll be on the language disk.

>The Falcon case is practically identical to
>the ST (differences being the holes for
>the ports, that's all). Early STs were made
>to a high standard in terms of moulding
>quality and all that, but the construction
>has remained essentially the same.
>What do you mean "held by screws"?!

I meant the case seems to snap together at the sides, which the ST
doesn't usually, as well as the screws. But also, the internal mounting
points have those re-inforced threads, too.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5885. Atari Music Software Site

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: fmh@netzero.net
Message-ID: <8v407soa1@nnrp1.deja.com>
Source record: 54374

Here's a place I stumbled onto from a BeOS forum. It handles many paltforms evern the Atari but surprisingly lacking is Amiga?
http://www.hitsquad.com/smm/atari/

Sent via Deja.com http://www.deja.com/
Before you buy.

5886. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: taj16@dreamscape.com
Message-ID: <t1b07a6s8pnlf8@corp.supernews.com>
Source record: 54375

On 17 Nov 2000 08:52:14 , Jo Even Skarstein wrote:
>In article <t188v9b296t61c@corp.supernews.com>,
> taj16@dreamscape.com (Thomas J. Andrews) wrote:
>
>> It says:
>>
>> JP8 Jumped=Factory Default. "Don't remove"
>> Drive will auto configure terminator power.
>>
>> That's it. There is a reference on the PCBA layout about two
>
>[...]
>
>> http://home.nikocity.de/rs/HD-MXT540S.html
>
>Don't remove JP8, remove the two resistor packs RN1 and RN2, disable
>parity and set the SCSI ID to 0. Then it should work.
>
>--
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

Thanks. One of the pins for the parity enable jumper has been cut off, so I couldn't enable parity if I wanted to. I'll remove the SCSI ID jumper that's there (currently SCSI 2, making it SCSI 0) and put it on JP8. I've been studying the PC board for 20 minutes through a magnifying glass, and find nothing labeled RN1 or RN2, so I assume they've already been removed. Curiously, I don't find any open area labeled to receive them, either. I have been unable to find some jumpers listed on the data sheet, namely JP1(Reserved), JP2(Reserved), JP4(Write enable/protect).

Wish me luck.

--

TJ

Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5887. CD Burning on an ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1b1hdn6odqadb@corp.supernews.com>
Source record: 54376

Hi,

I'm intending to buy a CD recorder. I've been doing some research on software, and come up with Anodynes CD Writer/Backup.

The two reviews in AC state you need Extendos 3.x. Is it possible to stick with my copy of Spin 0.34, anyone tried it?

Also is the ICD Link (date of around '92) which I have just bought, capable of working with new CD recoders? I have a feeling it was just ICD tools that was a bit dodgy.

I only have 8 partitions, each of 202 mb of size. Obviously this is not large enough to store a whole image of a CD, so is it possible to do CD to CD as I already have a IDE CDROM linked up to a TUS IDEal interface.

Can audio CD's be done in chunks, is that what sessions are?

Whats the top speed a 8mhz STe can burn a CD. Probably 1x or 2x right? I just need to find an old (ish) burner as a new 12x or 16x speed one is useless to me.

Thanks to anyone who can help me here.

5888. Re: ? 'bout ram board(s) falcon 030

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8v4156ogd1@news1.xs4all.nl>
Source record: 54377

Yes I agree with your observation.
I have here a box full of ATIN Falcon Memory boards (16 Mb) that take
4x4Mb SIM modules. Some SIM modules work with non-accelerated Falcons
some not.
So I sell them for cost of fabrication and the garantee: not working,
no pay...

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 15 Nov 2000 23:52:41 , "Claes Holmerup" wrote:
[...]
>Not really. Some of the 30-pin boards also have poor grounding and cause
>strange behaviour of the graphics - so I'd keep as far away from those
>things as I could...
>Get a 72-pin RAM board to make sure you'll never run into trouble.
>
>Best regards,
>Claes

5889. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a158a506cdf2b3@online.be>
Source record: 54378
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**data-base**
ftp://chapelie.rma.ac.be/atari/data-base/cocktail.zip (278.685 bytes)
(Cocktail database. German language)

**game**
ftp://chapelie.rma.ac.be/atari/game/stunedem-082.zip (145.836 bytes)
(Battle fort Aratis. Demo version)
ftp://chapelie.rma.ac.be/atari/game/stunemus.zip (470.669 bytes)
(musik samples for Stune)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/vision40.zip (459.705 bytes)
(powerful tool for draw and retouching graphics. France/English vesion)
(VISION est un logiciel de dessin et de retouche d'images)

**midi**
ftp://chapelie.rma.ac.be/atari/midi/tigercub.zip (257.357 bytes)
(Sequencer by Dr T: Full version)

ftp://chapelie.rma.ac.be/atari/midi/newav030.zip (55.751 bytes)
(Additive synthisis wave generator for Atari Falcon)

ftp://chapelie.rma.ac.be/atari/midi/musicbox.zip (47.757 bytes)
(An Algorithmic .Midi Composer)

ftp://chapelie.rma.ac.be/atari/midi/mdjoyprg.zip (136.166 bytes)
(An Alternate Midi Mouse controller, Midijoy program disc)

ftp://chapelie.rma.ac.be/atari/midi/mdjanual.zip (60.632 bytes)
(Midijoy manual in HTML format)
```

ftp://chapelie.rma.ac.be/atari/midi/mdjoydat.zip (218.658 bytes)
(Midi joy Data disc)

ftp://chapelie.rma.ac.be/atari/midi/ksc4.zip (407.114 bytes)
(Omega version 4.0 Shareware by Dr T (Emile Tobenfeld)
Midi Sequencer.)

sound-utils
ftp://chapelie.rma.ac.be/atari/sound-utils/tetrax-100.zip (40.373 bytes)
(MOD player for Falcon030, Mega-STe, Milan, Hades)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/jclk301.zip (128.596 bytes)
(is a very useful all-in-one multiutility for Atari
computers (ST, STe, MegaSTE, TT, Falcon) and clones (Medusa, Hades,
Milan. EHC, Keyboard and mouse driver, Corner Clock, Screen Saver,
System fixes (Y2K, MegaSTE, colors, sound))

ftp://chapelie.rma.ac.be/atari/utilities/desktops/jdemo25e.zip (1.292.717 bytes)
(Jinnee desktop v2.5, English demo)

ftp://chapelie.rma.ac.be/atari/utilities/desktops/jdemo25f.zip (1.290.221 bytes)
(Jinnee V 2.5. demo version Franï¿½ais)

ftp://chapelie.rma.ac.be/atari/utilities/desktops/jdemo25d.zip (1.291.452 bytes)
(Jinnee v2.5. German demo version)

ftp://chapelie.rma.ac.be/atari/utilities/rsm320d.lzh (586.160 bytes)
(Resource editor demo. German language

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5890. Re: SCSI Hard Drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974487578-084730AEicMi@bun.com>
Source record: 54379

Hi H.

>Did you get any response to this question? I'm interested to find out
>what I can use in my TT internal bay.

Ive got a SEAGATE ST34520N 4.5Gig internaly and another one the same on't
outside.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5891. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974487576-084294AEicMi@bun.com>
Source record: 54380

Hi Paul

>Now that's what I call readable :-)) Are you going to tell us how you
>got these perfect length lines or is it a Cheshunt Club secret ??

It will be a CCC secret, mainly coz i dont know, ive done nothing here.
I'm at a loss to explain this phenomenon??.

How'z it now ive added some quoting?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5892. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974487582-085190AEicMi@bun.com>
Source record: 54381

Hi Edward

>
>I am trying to using an optimizing program on my Hades. Optimize 2.9
>will not let me optimize my C partition, but will on the others. The
>program keeps telling me that it cannot lock the partition because of
>the open files. Just what are "open files" and how can I fix this.

What partition are you running HP-opt from, if its C, try running it from
a floppy as a test.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5893. Re: SCSI Hard Drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974487574-083866AEicMi@bun.com>
Source record: 54382

Hi Harry

>> It has been awhile since I have purchased a SCSI drive, the last
>> one I bought was a 1 GIG SeaGate.

>Yup, I've pretty much filled my half-gig drive.

Half a GIG, peasant, thats the size of my boot partiton...

Nice to see you back 'H'.

8-)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5894. Re: CD Burning on an ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <%7gR5.15621$8F2.1837876@nnrp4.clara.net>
Source record: 54383

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t1b1hdn6odqadb@corp.supernews.com...
> Hi,
>
> I'm intending to buy a CD recorder. I've been doing some research on
> software, and come up with Anodynes CD Writer/Backup.

Good choice - it's easy to use and its
author is very helpful and quick to do
bug fixes.

> The two reviews in AC state you need Extendos 3.x. Is it possible to
> stick with my copy of Spin 0.34, anyone tried it?

No, they use specific features of ExtenDOS
3.x - hence the free download patch for
existing ExtenDOS 3.0 users.

> Also is the ICD Link (date of around '92) which I have just bought,
> capable of working with new CD recoders? I have a feeling it was just
> ICD tools that was a bit dodgy.

That I don't know, I only tried Link 97.

> I only have 8 partitions, each of 202 mb of size. Obviously this is
> not large enough to store a whole image of a CD, so is it possible to do
> CD to CD as I already have a IDE CDROM linked up to a TUS IDEal interface.

Never tried the TUS interface, but I think
CD to CD is either possible or will be in
a future update (the first version *required*
that everything be written from an image
file). It's certainly possible on SoundPool's
CDRecorder Pro.

> Can audio CD's be done in chunks, is that what sessions are?

No, audio CDs can only be written in one.
Only (compatible, which means all modern)
CD-ROM drive can read multi-session.
It essentially allows you to record in "chunks"
until you fill the disc, then you "finalise" them
so they may be read on normal CD-ROM
drives.

> Whats the top speed a 8mhz STe can burn a CD. Probably 1x or 2x right?

2x. Be impressed. Yamaha's recommendation
for the same on a PC is a 100MHz 486 or higher.

> I just need to find an old (ish) burner as a new 12x or 16x speed one is
> useless to me.

Faster drives will come with larger write
buffers, which will actually benefit slower
machines like STs. Beware, some new
drives CAN'T write at low speed, so be
sure to check the minimum speed.
Yamaha's CRW8424, for instance, does
1x, 4x and 8x, but no 2x!

Shiuming Lai

5895. Re: Happy Birthday 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a158e7d$0$179@news.zetnet.co.uk>
Source record: 54384

On 15 Nov 2000 10:33:10 , Jean-Francois Lemaire wrote:
>
>On 14 Nov 2000 22:21:27 , Lyndon Amsdon wrote:

>>How do you remember these things??!!
>
> You don't have to remember anything. Just take a look at your
>"General" CPX.

Unless you've changed TOS, I bought the STe TOS 1.62 in 1992 but it now
has TOS 2.06 and shows the installation date for that - 18.07.1998

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

5896. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a158e82$0$179@news.zetnet.co.uk>
Source record: 54385

On 15 Nov 2000 02:46:43 , Thomas J. Andrews wrote:

>
>I have the Hayes Accura 336 configured to the factory defaults and
>connected to the Modem 1 port. It works fine - as long as I don't try
>to set the port speed higher than 19200. I'm trying to use STinG 1.22 and
>HSModem7, and the only place I can find to change the port speed is from

Are you sure it's not running at the correct speed? I use STinG 1.15 and
a 33.6 modem. I have the same problem in that the dialler has to be set
to 19200 or it doesn't work, however it's running at 33.6. I though it
might have had something to do with the TUS port upgrade.

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

5897. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a158e86$0$179@news.zetnet.co.uk>
Source record: 54386

On 15 Nov 2000 00:50:44 , David Bolt wrote:
>In article <3a11af4d$0$179@news.zetnet.co.uk>, Trevor Spencer
><tcjspencer@zetnet.co.uk> writes
>>On 12 Nov 2000 14:49:34 , David Bolt wrote:
>
>>>Quick tip if you're using Magic and LZHSHELL. If you change the strings

>>
>>Thick mode now, what's MiNT got to do with it?
>
>With your problem, absolutely nothing.

Oh good!

>As for LZHSHELL being LFN aware, everything. MiNT started with support

>> I don't use LFN as I got
>>some very weird things appearing to happen but actually weren't or er..
>>something like that!
>
>I didn't have much of a problem with LFNs, except with some very old
>programs or disc utilities. The only bad thing that happened was loosing
>the LFNs. The first time it happened I had to rename around 200 files to
>get the LFNs back. As luck would have it, or I managed to remember what
>not to do, I didn't have to suffer the same thing twice.

My problem was that the partition I was trying it on trashed file names
and informed me that some files were as much as 500Mb about a week after I
started using it. The first thing I did (after having a quick major
panic) was to switch off LFN whereupon the window redrew and everything
returned to normal - very weird.

>>Now I'm really lost! :-))

>They're just how many bytes from the start of the file you need to count
>to find the "MiNT" strings. These are the two strings that need to be
>changed.

Right, that I can understand <grin> Thanks

--
Trevor

6 MB ATARI STe with Veloce+2
TOS 2.06 NVDI MagiC Thing

5898. Re: Robot simulations?

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a15964c$0$174@news.zetnet.co.uk>
Source record: 54387

On 15 Nov 2000 08:44:21 , Callum Lerwick wrote:

|Alright, ages ago I played with a battle robot simulator on the Atari
|ST. You'd place digital components like AND gates and such on a grid,
|then 'solder' them together. They'd then battle on a grid, attempting to
|shoot eachother, and some kind of food or something was randomly placed
|on the playfield. I can't remember if that provided ammo or what... It
|was a standard GEM program.
|
|Anyone remember what it was called, and where I can find a copy?

I have looked on a couple of the other computers but cannot find
anything. It might be on one of the cover disks but I cannot see it
on the front label. The problem is that the label givew three or
four titles and then says "And Lots More!" I don't have time to
examine them all on the computer. It wasn't called "Droid" was it?

5899. FA: Flash II v3, DB 3, NVDI 3, AtariWorks, SpeedGDOS 5

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.147f9332e5dcf7c29897fb@news.prodigy.net>
Source record: 54388

I currently have the following Atari 680x0 systems software up for
auction on eBay. All of these auctions end the evening of Sunday,
November 19, 2000:

Flash II v3:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=494529690

Diamond Back 3:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=494537469

NVDI 3:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=499516938

AtariWorks:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=499624974

SpeedoGDOS 5 upgrade:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=499633334

As of when I checked just prior to posting this message, the bid amount
on all items is $3, with the exception of NVDI 3, which is at $5.50.
AtariWorks has no bids. BTW, AtariWorks includes SpeedoGDOS 4 if the bid
exceeds $20.
--
==========
lonniemcclure@prodigy.net

5900. ? 'bout Falcon Ram Board/Speed of SIMMS

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a15fe7a$0$93852$272ea4a1@news.execpc.com>
Source record: 54389

Hello,

Thank you very much for your suggestions and tips on Falcon Ram Boards.

I have a few basic questions. Hope you don't mind, because I can't
seem to access all of DO-IT Falcon pages via Atari Launchpad.
(Not that I intend to build one)

Backtracking slightly:
I currently have 4 meg in a Falcon.
Is there room in the current board for more simms, or do I
have to change boards?

It seems that the wisest choice would be a 1 x 72 SIMM module.
question: What type? or is type variant on the
board you buy?

Ex: brand name
EDO
non composite
non parity
speed of Simms - How fast can you go?
Which is faster 80ns or 60ns?

thanks again

ken

5901. ? 'bout IDE 2.5" and Falcon power supply

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a160049$0$93851$272ea4a1@news.execpc.com>
Source record: 54390

Hello again,

I would like to take out the 80 meg 2.5" IDE and replace
it with a 2 gig 2.5" Toshiba IDE.

If I can successfully do this, will it affect my SCSI chain by
putting more "draw" on the power supply?

thanks

ken

5902. Logic Audio / 4 meg RAM (Music)

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a1601f3$0$35013$6d6c75b@news.execpc.com>
Source record: 54391

Hi,

Does anyone know if Logic Audio will boot on 4 meg of RAM?

I know you should have 14 meg, but I just want to see if I can
get it running?

thanks

ken

5903. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Krzysztof Maj <kmaj@cherry.ath.cx>
Message-ID: <3a16251cf8a81@cherry.ath.cx>
Source record: 54392

On Fri 17-11-2000 19:03 (GMT) Thomas J. Andrews wrote:

>I've
>been studying the PC board for 20 minutes through a magnifying glass, and
>find nothing labeled RN1 or RN2, so I assume they've already been removed.

RN1 and RN2 are resistor arrays.

>Curiously, I don't find any open area labeled to receive them, either. I
>have been unable to find some jumpers listed on the data sheet, namely
>JP1(Reserved), JP2(Reserved), JP4(Write enable/protect).

Look at address: http://www.blue-planet.com/tech

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@REMOVE.THIS.cherry.ath.cx

5904. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974530706-507522AEicMi@cwcom.net>
Source record: 54393

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Thu, 16 Nov 2000 18:50:06 GMT

>I am trying to using an optimizing program on my Hades. Optimize 2.9 will
>not let me optimize my C partition, but will on the others. The program

If you can't find what program has opened those files, then you could try copying C: to another partition, wiping C: and coping back. That will defrag your drive. Make sure that you keep a note of any files which need to be run in the right order, if you use Kobold you can tell it to retain the original order.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5905. Re: Memory for Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974530708-508014AEicMi@cwcom.net>
Source record: 54394

From: bobclark@korrnet.org
Date: 16 Nov 2000 22:04:46 GMT

>I am looking to expand my 1 meg Atari 1040ST. I'm not keen on soldering
>stuff to my board, but I found out about a company named Woller and Link
>which is selling a Magnum-ST RAM cart (which can expand up to 16 meg).

Not quite 16Mb... But not far off it. This board will be quite a tight fit
inside an ST's case! (Mine is in a Tower case.)

>Maybe a mail order company in the states that has one? (I know I'll need
>MagicOS to use it, but I'll owrry bout that when it comes time to)

MagiC or TOS2.06. There's a space on the Magnum card for the ROM.

Assuming it's the same card (made by Aixit) you can find English docs and
the card's utility progs on my web site (in the MISC section).

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5906. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974530710-508514AEicMi@cwcom.net>
Source record: 54395

Hi Peter,

>I don't know if anyone else has this problem, but *all* of Shiuming's
>messages for the last 2-3 days have shown in CixRead just:

Sounds like a specific Cixread problem - his posts are fine via a "proper"
usenet server and newreader client.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5907. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 01:36:57 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <JAbi3JA5uIF6Ew5z@my-ste.demon.co.uk>
Source record: 54353

In article <974379064-52235AEicMi@gmx.net>, Dennis Vermeire
<dennis.vermeire@gmx.net> writes
>From: David Bolt <nospam@my-ste.demon.co.uk>
>Date: Wed, 15 Nov 2000 00:50:44 +0000
>
>Hi David,
>
>>MiNT started with support for case-sensitive filenames and so if MiNT
>>was present, it swaps into a case-sensitive mode. Since it doesn't check
>>for Magic (MagX), which from at least v5.00 has the same GEMDOS, it
>>stays in the standard 8+3 mode.
>True, but this only applies to versions up to 3.10, from version 3.11
>onwards it checks for MagiC LFN so the problem doesn't occur anymore. The
>current version is 3.20, and there's a 3.20b3 released as beta...

You are referring to the graphical version, rather than the just .TTP
aren't you? ftp://chapelie.rma.ac.be/ has one that is supposedly version
3.12, and while the .TTP is version 3.12, the GEM shell is still at
3.10. So, if you are referring to the graphical version being >=3.11,
where is it available from?

>As for STZIP 2.6, I found this to be a very unreliable packer, sometimes
>pure at random intervals packed files contain CRC errors,

I never had a problem with it throwing up CRC errors, although it did
have a problem with large directories.

>Download LHA 3.2x from: probably from the Belgian chapelie ftp server...

It's not there, or it wasn't there as I was writing this. Do you know if
the author has a website and, if so, what the URL is?

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
7.0 |http://www.distributed.net/

5908. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 02:14:49 UTC
From: Tardo <rives@gte.net>
Message-ID: <rives-0A7E99.21195516112000@news.gte.net>
Source record: 54354

In article <8utinf$n88$1@nnrp1.deja.com>, Jo Even Skarstein
<joska@online.no> wrote:

>In article <rives-FA256B.22555814112000@news.gte.net>,
> Tardo <rives@gte.net> wrote:
>
>> If it will help I think I have a text file with all the pin outs for
>the
>> external DSP port. All I have to do is find it.
>
>That would definitely be helpful :-)
>

Okay, I find it this weekend. I haven't powered up the AB040 in a month
or so.

Rich

5909. Magnum TT RAM card

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 02:43:48 UTC
From: rcollins@voicenet.com
Message-ID: <EX0R5.725$oo.12882@news3.voicenet.com>
Source record: 54355

I would like to know from owners of the TT Magnum RAM card by
Aixit.

I need to find out the part numbers for the chips that
work to create 128 MB and 64 MB configurations owners found are have
working currently.

Raymond Collins	Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a Master Z --|Z|--	ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com	2MB VRAM CyREL Sunrise graphics card
collinrm@umdnj.edu	Die Hard, Serious Atarian since 1983

5910. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 02:45:06 UTC
From: atarigalen@my-deja.com
Message-ID: <8v263hhvl1@nnrp1.deja.com>
Source record: 54356

In article <8up7va$fn9$2@front7.grolier.fr>,
cvillard@club-internet.fr (chris) wrote:
> Who wants to sell me one ?
>
Since we're on this subject, is there any way to get a 44.1 clock
without soldering, like via the DSP?

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

5911. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 04:22:06 UTC
From: taj16@dreamscape.com
Message-ID: <t19cje2a5cred2@corp.supernews.com>
Source record: 54357

On 15 Nov 2000 20:18:00 , Peter Schneider wrote:
>Hi Thomas,
>
>TJA>It works fine - as long as I don't try to set the port speed higher
>TJA>than 19200. I'm trying to use STinG 1.22 and HSModem7,
>did you adjust HSMODEM7 by SETTER?
>
>
>Und TTsch&#65533;
>ps
>
>.

My original copy of STing and HSModem7 was set up by someone else for my Mega ST4 system. I was completely inexperienced in connecting to the Internet, having only called bbs's and dialup online services before. All I had to do was change the phone number and login script. I got only those portions of HSModem that I needed to get it to work. Just the CPX's, I think. No docs. As for STing 1.22, I did get the STING.HYP file, but I don't have ST-Guide so I can't read it.

I really should get the full English versions of HSModem7, the newest STing, and ST-Guide before I try anything else. Can anyone give me URLs where I can download them?

I need more information. I'm tired of not knowing what I'm doing.

--

TJ

Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5912. Re: MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 04:22:09 UTC
From: taj16@dreamscape.com
Message-ID: <t19cjh5oq8ood4@corp.supernews.com>
Source record: 54358

On 15 Nov 2000 23:11:56 , Steve Sweet wrote:
>Hi Steve
>
>>Well that makes 2 of us, I've not been able to work out what I'm doing
>>wrong!
>
>My Modem 2 is running at 115200 ATM. will go to 203040.
>Do you guys have HS-modem installed with the SCC module.
>

Check out the "Need Modem Help" thread in this newsgroup. You'll see what's
up with my situation.

--

TJ

Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5913. FS:monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 05:16:59 UTC
From: Gordon Campbell <telsa.lynn@telsa1.freeserve.co.uk>
Message-ID: <8v2f60$470$1@newsg3.svr.pol.co.uk>
Source record: 54359

For Sale: Atari sm124 hires mono monitor.
Offers please within the UK

Reply by E-mail

--
telsa.lynn@telsa1.freeserve.co.uk
telsa1@ic24.net
http://www.telsa1.freeserve.co.uk
ICQ# 37182286

5914. Re: SCSI Hard Drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-17 23:58:50 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8v4oj2$667$1@news.hccnet.nl>
Source record: 54251

"Uwe Seimet" <us@ooc.de> wrote in message news:3A14F46C.7BE47CB4@ooc.de...
: Harry Sideras wrote:
:
: > Did you get any response to this question? I'm interested to find out what
: > I can use in my TT internal bay.
:
: Virtually anything, for example IBM drives. Note, that for UW drives
: you need an adapter.

you need a drive with termination onboard or use an adapter with highbyte termination with most IBM's.

:
: --
: ---
: Dr. Uwe Seimet mailto:us@ooc.de
: MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

5915. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a164792$0$179@news.zetnet.co.uk>
Source record: 54256

Hi Steve

On 17 Nov 2000 19:07:10 , Steve Sweet wrote:

>It will be a CCC secret, mainly coz i dont know, ive done nothing here.
>I'm at a loss to explain this phenomenon??.
>
>How'z it now ive added some quoting?.

Fine !

Cheers

Paul

5916. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <MrtR5.16239$8F2.1965598@nnrp4.clara.net>
Source record: 54257

"Zorro" <zorro270@yahoo.fr> wrote in message
news:8ut33h$sb5$1@news0.skynet.be...
> Hi Shiuming,
>
> > It's working like a dream, and now I've
> > added another 8 heat-sinks. 1 on each
> > of the 2 CT2 Lattice chips (get quite
> > hot), 1 on the graphics chip, 1 on the
> > sound chip, 1 on the DSP and 1 on each
> > of 3 DSP SRAMs.
>
>
> [Private]
>
> What do you mean? you speak about my falcon? :-))

Yes, you beat me on cooling fans, so now
I add more heat-sinks ;-)

Shiuming Lai

5917. stfm modulator

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <974545803.17836.0.nnrp-10.d4e49a43@news.demon.co.uk>
Source record: 54258

Hello

I bought a faulty STFM for £1 and need some help.

The RF modulator kept going off, i.e. screen went blank and lost sync.
Hitting the machine sometimes restored the picture. Yesterday it wouldn't so
I opened the machine and tried testing some voltages inside it modulator,
without really knowing what I was doing. So I ended up breaking the
modulator completely, along with some strange noises, a puff of smoke and a
nasty burning smell. The ST itself still works though. Now to solve this, I
could use any of the following:

1) An RGB to SCART lead. I know there's still output from this socket
because I checked it. Where can I get one of these in the UK???

2) A replacement modulator, either the part or even a complete scrap STFM.
Anyone know where I can get one of these?

3) Since I don't really know what I'm doing, a better solution than 2 would
be someone to fix it cheaply for me, bearing in mind it only cost £1 to buy.
Anyone fix ST's in the UK, preferably somewhere near Nottingham?

I hope someone can help me with this since I only started using the ST in
the last week and already I love it! Some of the games are really great and
I like GEM for it's simplicity...

Alex Taylor.

5918. Re: 'Locked' SCSI drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <ZMtR5.16248$8F2.1969261@nnrp4.clara.net>
Source record: 54259

"John Garone" <swampfox1@earthlink.net> wrote in message
news:yI5N5.18483$rl.1553416@newsread2.prod.itd.earthlink.net...
> On 4 Nov 2000 23:20:19 -, "Barrie at Keychange" wrote:
> >Any ideas, 9 gig on a Falcon would be very useful....
> >
> >Barrie at Keychange.
> >
> >
> >.
> Barrie,
> I believe that some heads must be 'parked' if the HD is to be shipped!

A 9GB drive will be modern enough to
have auto-parking.

Shiuming Lai

5919. Re: Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <_MtR5.16249$8F2.1968789@nnrp4.clara.net>
Source record: 54260

"Simon Osborne" <atariactive@crap.btinternet.com> wrote in message
news:8u7ha6$8fn$1@neptunium.btinternet.com...
> It probably would look nice. Although the coolest thing I have seen is a
> chap who put his PC into an Apple G4 case.
>
> now THATS cool

How did he do that? Are the mounting
holes in the same position? (Not difficult
to add your own, I suppose). It must have
been a Micro-ATX board, as the G4 case
only has 4 expansion card slots compared
to 7 expansion slots for most PCs.

Shiuming Lai

5920. Re: stfm modulator

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <QPtR5.16251$8F2.1969805@nnrp4.clara.net>
Source record: 54261

"Alex Taylor" <alex.taylor@zeem.demon.co.uk> wrote in message
news:974545803.17836.0.nnrp-10.d4e49a43@news.demon.co.uk...
> Hello
>
> I bought a faulty STFM for £1 and need some help.

Now you know why it cost £1 ;-)
See this all the time.

> nasty burning smell. The ST itself still works though. Now to solve this,
I
> could use any of the following:
>
> 1) An RGB to SCART lead. I know there's still output from this socket
> because I checked it. Where can I get one of these in the UK???

sales@system-solutions.co.uk

They're *very* good quality custom-made
for Atari. Thick cables and tough plugs.

> 2) A replacement modulator, either the part or even a complete scrap STFM.
> Anyone know where I can get one of these?

Ditto, though if you have a display with
SCART, it's not worth it. Very bad
quality.

> 3) Since I don't really know what I'm doing, a better solution than 2
would
> be someone to fix it cheaply for me, bearing in mind it only cost £1 to
buy.

That's not how a qualified engineer will look
at it, I'm afraid. You got what you paid for
and you'll have to pay whatever it takes to
repair it. Just because you bought it cheap
doesn't mean the repair engineer will sell
his skills for less.

Shiuming Lai

5921. Re: CD Burning on an ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1cqp9cn2h2g06@corp.supernews.com>
Source record: 54262

On 17 Nov 2000 20:00:30 , "Shiuming Lai" wrote:
>
>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>news:t1b1hdn6odqadb@corp.supernews.com...
>> The two reviews in AC state you need Extendos 3.x. Is it possible to
>> stick with my copy of Spin 0.34, anyone tried it?
>
>No, they use specific features of ExtenDOS 3.x - hence the free download
>patch for existing ExtenDOS 3.0 users.

I've just been on the website abd it jogged my memory - Anodyne makes
Extendos, so that'll be logical.

>> Also is the ICD Link (date of around '92) which I have just bought,
>> capable of working with new CD recoders? I have a feeling it was just
>> ICD tools that was a bit dodgy.
>
>That I don't know, I only tried Link 97.

I've put that question the Anodyne themselves.

>> I only have 8 partitions, each of 202 mb of size. Obviously this is
>> not large enough to store a whole image of a CD, so is it possible to do
>> CD to CD as I already have a IDE CDROM linked up to a TUS IDEal interface.
>
>Never tried the TUS interface, but I think CD to CD is either possible or
>will be in a future update (the first version *required* that everything
>be written from an image file). It's certainly possible on SoundPool's
>CDRecorder Pro.

As I said earlier just been on the website (which is truely excellent)
and the latest version is CD writer 2 that supposrts CD to CD, so
there is no reason why it won't work from my Atapi CDROM.

>> I just need to find an old (ish) burner as a new 12x or 16x speed one is
>> useless to me.
>
>Faster drives will come with larger write buffers, which will actually
>benefit slower machines like STs.

Right. I'll probably buy a new one actually, thinking about it, as
you don't no what state old one's are in.

>Beware, some new drives CAN'T write at low speed, so be sure to check
>the minimum speed. Yamaha's CRW8424, for instance, does 1x, 4x and 8x,
>but no 2x!

Didn't know that! Thanks for the tip.

I'm thinking Plextor or Ricoh for CDRW. Just got to ring around the shops now.

5922. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1cqpv33ku5q0d@corp.supernews.com>
Source record: 54263

On 18 Nov 2000 01:34:35 , "�ystein Trolls�s" wrote:
>I wonder if anyone can tell me good programs for burning CD's on FALCON and
>which burners you can use! (Drivers for which burners). I am using CAF and
>want to burn CD's from what I am making!
>
>Einstein

```
See the "CD Burning on a ST" as it's exactly the same as your Falcon
as for software, except the Falcon doesn't need a SCSI adaptor.
```

5923. How to improve a Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <5b74AJAMqmF6EwfX@lovecraft.demon.co.uk>
Source record: 54264

Rename MAGXBOOt.PRG to MAGXBOOT.PRX.

My machine doesn't have corrupted video on Electronic Cow programs, and
seems faster and less likely to crash! Plus, it restarts correctly.

Richard, being evil (and yes, it's version 5.X)
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5924. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1cu97a0ln9455@corp.supernews.com>
Source record: 54265

On 18 Nov 2000 11:09:30 , "Shiuming Lai" wrote:
>
>"Zorro" <zorro270@yahoo.fr> wrote in message
>news:8ut33h$sb5$1@news0.skynet.be...
>> Hi Shiuming,
>>
>> > It's working like a dream, and now I've
>> > added another 8 heat-sinks. 1 on each
>> > of the 2 CT2 Lattice chips (get quite
>> > hot), 1 on the graphics chip, 1 on the
>> > sound chip, 1 on the DSP and 1 on each
>> > of 3 DSP SRAMs.
>>
>>
>> [Private]
>>
>> What do you mean? you speak about my falcon? :-))
>
>Yes, you beat me on cooling fans, so now
>I add more heat-sinks ;-)

What sort of glue are you using Shiuming?

I take it your putting heat compound in the middle, then putting a few drops of glue in the corners.

I did this on an overclocked 386 (AMD 60 mhx DX!) but I must have been half asleep, as I smeared Evostick on it. 20 minutes later and the glue was giving of some kind of toxic fumes! Oh well, it's only a 386, who cares. :)

5925. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1cuahlf9fif5c@corp.supernews.com>
Source record: 54266

On 18 Nov 2000 11:09:30 , "Shiuming Lai" wrote:
>
>"Zorro" <zorro270@yahoo.fr> wrote in message
>news:8ut33h$sb5$1@news0.skynet.be...
>> Hi Shiuming,
>>
>> > It's working like a dream, and now I've
>> > added another 8 heat-sinks. 1 on each
>> > of the 2 CT2 Lattice chips (get quite
>> > hot), 1 on the graphics chip, 1 on the
>> > sound chip, 1 on the DSP and 1 on each
>> > of 3 DSP SRAMs.
>>
>>
>> [Private]
>>
>> What do you mean? you speak about my falcon? :-))
>
>Yes, you beat me on cooling fans, so now
>I add more heat-sinks ;-)

What sort of glue are you using Shiuming?

I take it your putting heat compound in the middle, then putting a few drops of glue in the corners.

I did this on an overclocked 386 (AMD 60 mhx DX!) but I must have been half asleep, as I smeared Evostick on it. 20 minutes later and the glue was giving of some kind of toxic fumes! Oh well, it's only a 386, who cares. :)

5926. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <jluR5.8595$en6.4486@newsfeed.slurp.net>
Source record: 54267

On 16 Nov 2000 22:00:48 , Lyndon Amsdon wrote:
>When a computer needs to load a file or access it, it needs to "open" it.
> When it's finnished with it, it should "close" it.
>What is probably happening is that there is some program that is installed
>on your Hades that has a few of it's files in open state. They are
>probably staying open as they're in constant use, like an OS, which would
>also explain why it's only the C drive, where your OS is presumably kept.

>Try running a clean system with only HDDriver, and whatever files the
>Hades needs to boot up with. Run in single tasking TOS.

That had to be it because I ran the Optimizing program under regular TOS
and it optimized partition C with no problems.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5927. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1d1rqe8ijs595@corp.supernews.com>
Source record: 54268

On 18 Nov 2000 12:35:27 , Edward S. Baiz Jr. wrote:
>On 16 Nov 2000 22:00:48 , Lyndon Amsdon wrote:
>>When a computer needs to load a file or access it, it needs to "open" it.
>> When it's finnished with it, it should "close" it.
>>What is probably happening is that there is some program that is installed
>>on your Hades that has a few of it's files in open state. They are
>>probably staying open as they're in constant use, like an OS, which would
>>also explain why it's only the C drive, where your OS is presumably kept.
>
>>Try running a clean system with only HDDriver, and whatever files the
>>Hades needs to boot up with. Run in single tasking TOS.
>
>That had to be it because I ran the Optimizing program under regular TOS
>and it optimized partition C with no problems.

Glad to hear it, Edward.

5928. Re: AMS 2000 is happening!

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974552930-310886AEicMi@bun.com>
Source record: 54269

Hi Harry

>Ohmigawd... B<

Aint you shaved that tash off yet, is it a trademark or summat!!. :-)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5929. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974559080-49583AEicMi@gmx.net>
Source record: 54270

From: David Bolt <nospam@my-ste.demon.co.uk>
Date: Fri, 17 Nov 2000 01:36:57 +0000

Hi David,

>You are referring to the graphical version, rather than the just .TTP
>aren't you?
No, AFAIK the shell never had an update after v3.10, I was referring to the
TTP. IMO the shell has had its best time, and you can't control all the new
features of the latest TTP with it either.

>>Download LHA 3.2x from: probably from the Belgian chapelie ftp
>>server...
>It's not there, or it wasn't there as I was writing this. Do you know if
>the author has a website and, if so, what the URL is?
Sh..., I originally downloaded it from Dirk Haun his website, but can't
find the URL anymore... Not to worry.... v.3.20b3 is in your mailbox now.
Anyone else wanting a copy just mail me...

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5930. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974559084-50307AEicMi@gmx.net>
Source record: 54271

From: Bob King <robert.king@patent.gov.uk>
Date: Thu, 16 Nov 2000 15:04:08 +0000

Hi Bob,

>Thanks for giving me a laugh on a cold dull Welsh afternoon.
>I can visualise your 'camels' taking their swimming lessons, not a
>pretty sight!!!
The problem is finding suitable swimming gear, once that's sorted out
I'll point them in the direction of Wales...
Two camels wairing a snorkel and silly trunks in your backyard should
lighten cold dull Wales up a little... :-)

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5931. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974559088-50891AEicMi@gmx.net>
Source record: 54272

From: Jo Even Skarstein <joska@online.no>
Date: Thu, 16 Nov 2000 13:48:46 GMT

Hi Jo Even,

>So do you get any information on the IConnect<->socklib interface then,
>or just the socklib (which is freely available anyway)?
I suppose they will be delighted to help... after all we're not really talking about sensitive material here, it's not like the Pentagon is involved is it? the reason why the information isn't on the net lies probably in the fact that this is useless for 99.9% of the users. Suppose you would want to write some modules for Calamus SL, that information isn't "open" either, but when you would get in touch with Invers, you would find them to be very helpfull...

>(*) Now there's MagiCnet as well, something MiNT(net)-programmers must
>consider in the future. GEM-apps written from scratch should work
>anyway (e.g. aMail and aFTP already works with MagiC and MagiCnet), but
>unix-ports are a bit more difficult. MagiC still lacks some features,
>these must be either emulated or the ported program must be rewritten.
AFAIK MagiCnet isn't here (yet), you don't have to convince me of the advantages... and I suppose that I'm not really the only one that is eagerly waiting for the program to be released....

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5932. Re: Magnum TT RAM card

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974559092-51655AEicMi@gmx.net>
Source record: 54273

From: rcollins@voicenet.com (Raymond Collins)
Date: Fri, 17 Nov 2000 02:43:48 GMT

Hi Raymond,

>I need to find out the part numbers for the chips that work to create
>128 MB and 64 MB configurations owners found are have
>working currently.

Here we go.... :-)

Suitable:
64 MBit (4Mx16)
HY 51 V 65160 FP 4K 3.3V Hyundai
HY 51 V 65164 EDO 4K 3.3V Hyundai
uPD 42 65160 FP 4K 3.3V NEC
uPD 42 65165 EDO 4K 3.3V NEC
HYB 31 65160 FP 4K 3.3V Siemens
HYB 31 65164 EDO 4K 3.3V Siemens
MT 4 LC 16M4F5 FP 4K 3.3V Micron
MT 4 LC 16M4R6 EDO 4K 3.3V Micron

64 MBit (16Mx4)
HY 51 V 65400 FP 4K 3.3V Hyundai
HY 51 V 65404 EDO 4K 3.3V Hyundai
uPD 42 65400 FP 4K 3.3V NEC
uPD 42 65405 EDO 4K 3.3V NEC
HYB 31 65400 FP 4K 3.3V Siemens
HYB 31 65405 EDO 4K 3.3V Siemens
MT 4 LC 16M4T8 FP 4K 3.3V Micron
MT 4 LC 16M4H9 EDO 4K 3.3V Micron

NOT SUITABLE avoid these !!:
64 MBit (4Mx16)
HY 51 V 64160 FP 8K 3.3V Hyundai
HY 51 V 64164 EDO 8K 3.3V Hyundai
uPD 42 64160 FP 8K 3.3V NEC
uPD 42 64165 EDO 8K 3.3V NEC
HYB 31 64160 FP 8K 3.3V Siemens
HYB 31 64164 EDO 8K 3.3V Siemens

64 MBit (16Mx4)
HY 51 V 64400 FP 8K 3.3V Hyundai
HY 51 V 64404 EDO 8K 3.3V Hyundai
uPD 42 64400 FP 8K 3.3V NEC
uPD 42 64405 EDO 8K 3.3V NEC

HYB 31 64400 FP 8K 3.3V Siemens
HYB 31 64405 EDO 8K 3.3V Siemens

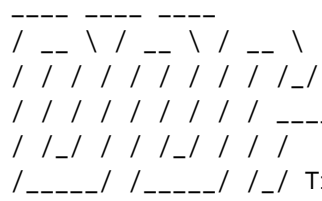
In general:
64 Mb simms, ID xx6540x are OK
ID xx6440x are not OK

128Mb simms, ID xx6540x are OK
ID xx6440x are not OK

If the ID shows a V somewhere in the middle, these are 3,3 Volt ones.
Siemens IC's that have a HYB31 ident are 3,3 Volt types too.

On TT's with a CPU daughterboard, you need to jumper one switch for a
wait-cycle, see the Aixit manual/doc for the correct jumpering.

Cheers from Belgium
Dennis
--


Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5933. WWW.ATARINEWS.ORG is Open for Business!

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3A169DE9.AD6BA592@portone.com>
Source record: 54274

Okay friends and neighbors,

A-ONE Magazine now has a new home...

http://www.AtariNews.org

The site is still in its infancy but it's usable.

In addition to the current issue, you'll find late-breaking news, polls
and surveys, and links.

We are also looking for feedback from CAB users. If you hit the site
using CAB and have any problems or questions, please let us know.

Please check it out and let us know what you think.

Thanks again for your support,

Dana Jacobson
Joe Mirando

5934. where can i buy a TT

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Philippe <flippoNOSPAMPLEASE@penguinpowered.com>
Message-ID: <ko9d1tcsfsp6aobtcu84hr78qioi39qat2@4ax.com>
Source record: 54275

Hello all,

i used to have a atari 1040fm some years ago. Do you guys know any
adres where i can buy a TT at a reasonable price preferably in Belgium
Is there a way to use ethernet on the TT , so i can put it in my
little network ??

cheers

Philippe

5935. Re: Robot simulations?

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <G45956.H4@gem.win.co.nz>
Source record: 54276

Callum Lerwick (lerwick@tcfreenet.org) wrote:
: Alright, ages ago I played with a battle robot simulator on the Atari
: ST. You'd place digital components like AND gates and such on a grid,
: then 'solder' them together. They'd then battle on a grid, attempting to
: shoot eachother, and some kind of food or something was randomly placed
: on the playfield. I can't remember if that provided ammo or what... It
: was a standard GEM program.

It's called Robugs and I have a copy of it here. Unfortunately it often
failed to work well on hardware other than the original ST. It would be
very nice if someone made a more up-to-date version of the program.

If you want a copy, email me...
--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
Atari hardware products - 68HC08 support site

5936. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <IDTZ3XAbFrF6EwsE@my-ste.demon.co.uk>
Source record: 54277

In article <974559080-49583AEicMi@gmx.net>, Dennis Vermeire
<dennis.vermeire@gmx.net> writes
>From: David Bolt <nospam@my-ste.demon.co.uk>
>Date: Fri, 17 Nov 2000 01:36:57 +0000
>
>Hi David,
>
>>You are referring to the graphical version, rather than the just .TTP
>>aren't you?
>No, AFAIK the shell never had an update after v3.10, I was referring to the
>TTP. IMO the shell has had its best time, and you can't control all the new
>features of the latest TTP with it either.

Pity, because it was (is) very useful, especially for those with an
aversion to using CLIs.

>>>Download LHA 3.2x from: probably from the Belgian chapelie ftp
>>>server...
>>It's not there, or it wasn't there as I was writing this. Do you know if
>>the author has a website and, if so, what the URL is?
>Sh..., I originally downloaded it from Dirk Haun his website, but can't
>find the URL anymore... Not to worry.... v.3.20b3 is in your mailbox now.
>Anyone else wanting a copy just mail me...

Got it :)

BTW, Dirks' website is at <URL: http://www.haun-online.de/e_index.html>

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
7.0 |http://www.distributed.net/

5937. Re: Why does my PC crash more than my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: djhoudini@aol.com
Message-ID: <20001118124512.02479.00000404@ng-cc1.aol.com>
Source record: 54278

hey garth....get a 4 meg 1040 ste.....it runs creator super fast.

5938. Re: where can i buy a TT

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a16c3962223740@online.be>
Source record: 54279

on Sat 18-11-2000 17:00 Philippe wrote:

>Hello all,
>
>i used to have a atari 1040fm some years ago. Do you guys know any
>adres where i can buy a TT at a reasonable price preferably in Belgium
>Is there a way to use ethernet on the TT , so i can put it in my
>little network ??

Maybe you can try to contact Jos Vlietstra. joolie@superweb.nl He's living somewhere near the Belgian border (Rotterdam?)

A few weeks ago he had a TT030 4+4 Mb, Crazy Dots II card for sale.

Sure you can use an ethernet card on the TT030. The only problems is where to find a Riebl network card. Another solution might be the special ROM port adapter which seems to work very good. For more info about network solutions see Karl Samyn's homepage:
http://gallery.uunet.be/saka/atari/index.htm

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5939. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <rqBR5.3379$Sl4.13762@nntpserver.swip.net>
Source record: 54280

> A couple of things are confusing me, as an ST user. One, I can't find
> out where to set the time and date, and I'm baffled as to how the Falcon
> is remembering it - they must have a proper clock. Two, everything seems
> to crash a lot. I'm running MagiC 5, with Thing 1.27. Don't really
> understand how the OS is working, to be honest ;)

All programs don't work with MagiC - so if a program crashes, try in normal
TOS instead...

> The main thing I'm confused by is how to load and use Falcon demos. They
> request things like 'ST Compatability' mode, and seem very happy to
> completely trash the OS, not work at all (68000 exception) or mess up
> the screen display.

Most demos require the crappy interlace video settings - and those can only
be used with a TV or an RGB monitor (not SVGA).

> Finally, why on earth didn't Atari make STs to the same standard! The
> Falcon's case feels better made, clips together slightly as well as
> being held by screws, and the whole system feels more substantial.

The case is in fact exactly the same - as is the keyboard. The only (!)
difference is the color...
It probably feels better because the case hasn't been opened too many
times... ;)

> It reports TOS version 4.00, with a date somewhere in 1996. I was told
> this is actually TOS 4.06 (or at any rate, not the original Falcon TOS).

TOS version 4.00?
Ditch it and go for 4.04 instead (which was the last version ever for the
Falcon)!
If it says 4.00, then it IS 4.00 - and not something else, regardless of
what someone might have said somewhere...
Some of the older versions have a really nasty bug: If you fill up your C:
partition on the harddisk, the FAT of the D: partition will be destroyed! I
believe this bug was with us until TOS 4.02 on the Falcon :(

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

5940. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <rqBR5.3380$Sl4.13762@nntpserver.swip.net>
Source record: 54281

"ï¿½ystein Trollsï¿½s" <otrolls@frisurf.no> skrev i meddelandet
news:KckR5.8168$cr6.203972@news1.oke.nextra.no...
> I wonder if anyone can tell me good programs for burning CD's on FALCON
and
> which burners you can use! (Drivers for which burners). I am using CAF and
> want to burn CD's from what I am making!

Hi,
Get CDRecorder from SoundPool! It's the best software around - at least to
my knowledge. It consists of two versions - one for audio and one for data
and they can be bought separately or as a package, depending on your
dealer...
Check it out and download a demo at www.soundpool.de .
I'm probably able to sell it to you via my company if you don't have any
retailers left in Norway.
http://www.soundpool.de/writer.txt contains a compatibility list - but they
still haven't added Yamaha's CRW8424, which also works fine...

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com
--
Claes Holmerup / Holmerup Musik & Data, Sweden
e-mail: sales@holmerup.org
website: www.holmerup.org

5941. Re: Wanted: Atari PC

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: fmh@netzero.net
Message-ID: <8v6r01$392$1@nnrp1.deja.com>
Source record: 54282

In article <xtzN5.22742$GI4.19138@newsfeed.slurp.net>,
ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
> On 5 Nov 2000 20:26:37 +, Lonny Pursell wrote:
> >If someone in the US has one of those Atari brand PC clones
> >called "ABC" and wishes to unload it, please contact me.
>
Well if anyone is interested I have an Atari PC1 IBM clone PC for sale.
This is an Atari made IBM clone stuffed in a Mega ST case with
obviously a 5 1/4" floppy. The unit has 512K RAM, photo copied manuals,
Atari labled MS-DOS, GEM, (Yes IBM GEM), Atari keyboard. Serial number
is almost a James Bond Special #0007. System has DIP switches for MDA,
CGA, and EGA video modes. I also have the PCM 124?? MDA, CGA, EGA mono
monitor in the box. Both the computer and monitor are in MINT
condition. If interested please E-mail me at fmh@netzero.net

Sent via Deja.com http://www.deja.com/
Before you buy.

5942. Re: Why does my PC crash more than my 1040

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <5aCR5.16626$8F2.2067545@nnrp4.clara.net>
Source record: 54283

"Uwe Seimet" <us@ooc.de> wrote in message news:3A14077B.138F5AB@ooc.de...
> "Edward S. Baiz Jr." wrote:
>
> > From my experience with computers you can count on this: The more
complex a
> > system is, the more chance you have for a system crash. The TOS
environment
> > is simple hence it will experience a crash MUCH less then a PC with
windows.
>
> So why does a Unix system hardly ever crash? Complex systems are not
> necessarily less stable than simple systems. But it might be more work
> to get them as stable.

It can also be said that Unix machines tend
to be used by skilled people who know what
they're doing, whereas a consumer product
like Win98 is sold to all and sundry like a
toaster gets exposed to real abuse and neglect.
People deleting DLLs, not installing things
correctly. Seen it all before.

Shiuming Lai

5943. Re: centurbo with logic 2.5

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Sébastien BERVAS <brenig@atari.org>
Message-ID: <974586060-222698AEicMi@atari.org>
Source record: 54284

Hello !

Try to ask to Centek : mailto:centek@online.fr
http://centek.free.fr

Seb.

--
Sï¿½bastien BERVAS
Email: brenig@atari.org / Irc: Brenig / Icq: 85928541

5944. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a1702af$0$179@news.zetnet.co.uk>
Source record: 54285

On 17 Nov 2000 01:36:57 , David Bolt wrote:
>In article <974379064-52235AEicMi@gmx.net>, Dennis Vermeire
><dennis.vermeire@gmx.net> writes
>>From: David Bolt <nospam@my-ste.demon.co.uk>
>>Date: Wed, 15 Nov 2000 00:50:44 +0000

Thanks for help folks, I'll download the various suggestions.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

5945. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <uTI9yJAA9uF6Ew8y@lovecraft.demon.co.uk>
Source record: 54286

Once upon a time <rqBR5.3379$Sl4.13762@nntpserver.swip.net>, Claes Holmerup <newsgroups@holmerup.com> grabbed chalk and scrawled:

>All programs don't work with MagiC - so if a program crashes, try in normal
>TOS instead...

I've found out how to control the boot partition, so I'm making a TOS partition on a Syquest.

>Most demos require the crappy interlace video settings - and those can only
>be used with a TV or an RGB monitor (not SVGA).

I've noticed. I'm using SVGA ;)

>The case is in fact exactly the same - as is the keyboard. The only (!)
>difference is the color...

And the use of metal, threaded inserts for the screws, instead of self-tapping ones.

>It probably feels better because the case hasn't been opened too many
>times... ;)

That's possibly true, but I've added the FPU, and it's had a RAM expansion at some point, plus I will be adding an IDE drive soon.

>TOS version 4.00?
>Ditch it and go for 4.04 instead (which was the last version ever for the
>Falcon)!

It's 4.04. MagiC reports TOS 4.00.

Can someone explain /why/ people use MagiC? For all the benefits, it seems to be pretty buggy.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5946. Re: Interested in ST development (browser)

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011182028330.76-100000@TT030>
Source record: 54287

On Thu, 16 Nov 2000, Daniel G. wrote:

> > I don't use "C" so I cannot help here. ;-)
>
> What do most people write their software in? Assembler? The StarTrack
> software, if I remember right, used some kind of BASIC for the general UI,
> and assembler for the mixing routines. Is this common? The only problem I
> would have with that approach is when floating point gets thrown in, and
> also in the generation of tables for the asm programs to begin with.

I think Lattice "C" and PureC are popular as well as assembler.
Some people like myself use GFA-Basic for simpler applications.
There is a Pascal too, PurePascal if I recall correctly.

> >There is lots of docs. In fact if that card you wish to use comes
> >in a PCI version, you can get PCI bios docs for the hades off the net.
> >The PCI slots have much more functionality.
>
> No PCI version, unfortunately. The nice thing about this card is the
> Motorola 56001 DSP chip on board (like in the Falcon). Right now I'm
> reading through the 700 page manual for that chip so I can make some new
> firmware for it that supports on-board timing for MIDI. That way I can have
> accurate timing (down to one midi clock) on a multitasking operating
> system. Otherwise the best resolution you can get is about 10ms on a
> linux/bsd box. Pretty nasty!
>
> Also, where can I get the Compendium? (PDF on CDROM I guess?)

Systems for Tomarrow or Chromagic still sell the CDROM.
http://www.systemsfortomorrow.com/
http://digistar.com/~jimcollins/

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5947. Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011182040380.76-100000@TT030>
Source record: 54288

Having finally gotten the parts to assemble my Hades060 the
SONY floppy drive I ordered doesn't work. It just hangs
the system at boot time and it has no configuration jumpers
whatsoever. I swapped it out with an old floppy drive from
a spare TT and presto the Hades boots.

I assume the SONY floppy is fine, but the hades doesn't
like it for some reason.

Can anyone with Hades possbilly tell me what make and model
of floppy I might purchase? I hate to buy another and
have it not work like the SONY one.

Thanks in advance...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5948. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974617392-328588AEicMi@cwcom.net>
Source record: 54289

From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Date: Fri, 17 Nov 2000 13:46:56 +0000

>A couple of things are confusing me, as an ST user. One, I can't find
>out where to set the time and date, and I'm baffled as to how the Falcon
>is remembering it - they must have a proper clock. Two, everything seems

Clock and other settings are held in NVRAM. There are a few NVRAM setting
progs around for the fiddly stuff in there, but for simple time setting you
can use something like ZControl.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5949. Re: ? 'bout Falcon Ram Board/Speed of SIMMS

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974617394-329092AEicMi@cwcom.net>
Source record: 54290

From: Ken Kosut <kjcat@execpc.com>
Date: Fri, 17 Nov 2000 21:58:48 -0600

>I have a few basic questions. Hope you don't mind, because I can't
>seem to access all of DO-IT Falcon pages via Atari Launchpad.
>(Not that I intend to build one)

You've got the wrong end of the stick - the doit files are actually a mine
of info about their respective subjects, rather than a roll-it-yourself
Falcon...

--

____ ____ ____
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5950. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974627670-136361AEicMi@bun.com>
Source record: 54291

Hi Derryck

>I believe that Steve uses the same version as I, but I hear no-one
>complaining about over-long lines.

Just checked your X-Mailer line, same version as mine.

>I'm wondering if the "Ignore return" setting has any bearing on his
>problem, it certainly doesn't help when quoting messages IME.

That is de-selected here, what you got?.
Ive also got 70 Characters enabled for both options!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5951. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974627672-137097AEicMi@bun.com>
Source record: 54292

Hi Paul

>>It will be a CCC secret, mainly coz i dont know, ive done nothing here.
>
>>I'm at a loss to explain this phenomenon??.
>>
>>How'z it now ive added some quoting?.

>Fine !

Very strange, ive done nowt, well there's nowt to do either.
Would anyone else like to comment?. Okami, Newsie users??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5952. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974627674-137541AEicMi@bun.com>
Source record: 54293

Hi Derryck

>
>>I don't know if anyone else has this problem, but *all* of Shiuming's
>>messages for the last 2-3 days have shown in CixRead just:

>Sounds like a specific Cixread problem - his posts are fine via a
>"proper" usenet server and newreader client.

Dont matter, lets beat him up anyway!!. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5953. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011182110.a12514@su2.maus.de>
Source record: 54294

Hi Edward,

ESBJ>Just what are "open files" and how can I fix this. Thanks for any
ESBJ>help.
although OPTIMIZE will run under MagiC, you should avoid some file
being open when optimizing. 'Open' means e.g. loaded files, running
programs etc.

Und TTschi¿½
ps

5954. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011182111.a12515@su2.maus.de>
Source record: 54295

Hi Steve,

SS>What partition are you running HP-opt from, if its C, try running it
SS>from a floppy as a test.
on my TT, I run it from a within folder on partition C. No problem.

Und TTschi¿½
ps

5955. FT: Rombo VidiST 12

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:26:28 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <HhVXuSC0ycF6Ew6F@lovecraft.demon.co.uk>
Source record: 54248

In with the Falcon was a boxed VidiST video digitiser, the colour model.
I won't be using it, since it blocks the MIDI ports and I have no use
for it anyway! (My Falcon is purely for MIDI stuff ;)).

I'll swap it for an internal Falcon HD with cable and mounting parts
(screws and posts?), preferably one which will take MagiC and Thing (or
some other alternative, but basically, big enough to hold an OS and
perhaps a couple of simple apps).

Obviously, other Falcon items are of interest too... not sure what else
I can add without hacking my machine!

(The FPU upgrade worked - GEMBench reported decent results ;)).

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5956. CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:34:35 UTC
From: Øystein Trollsås <otrolls@frisurf.no>
Message-ID: <KckR5.8168$cr6.203972@news1.oke.nextra.no>
Source record: 54247

I wonder if anyone can tell me good programs for burning CD's on FALCON and which burners you can use! (Drivers for which burners). I am using CAF and want to burn CD's from what I am making!

Einstein

5957. Falcon looses sync ???

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 00:38:06 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <8v4ja3$9oj$1@uranium.btinternet.com>
Source record: 54249

Hi all,

I have a Falcon030 which was working fine a few weeks ago and I turn it on just and it appears to have lost a vid sync. It appears to run though the screen has purples waves on it, screen is totally black with the RF out. Anyone got any ideas to what I can check ? would it be the VIDEL chip has died or the IC next to the RF box has died, or what ????

Please mail me direct, thanks

Chris

exxos@btinternet.com

5958. Re: Why does my PC crash more than my 1040ST?

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 01:02:36 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8v4lp5$8as$1@news.comnet.co.nz>
Source record: 54250

"Why does my PC crash more than my 1040ST?"

Because that's what "superior hardware/systems" are supposed to do.

Geez, what _are_ they teaching people these days?

;-)

--

Quote for the month:

"The 8086 was not used in any mass-market desktop machines of any
consequence"
("The PowerPC Revolution" pg367)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

5959. Re: Mega STE Internal Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 04:04:21 UTC
From: taj16@dreamscape.com
Message-ID: <t1bvu5ag0q1l9d@corp.supernews.com>
Source record: 54252

Well, it didn't work. I heard it spin up, a piercing high-pitched whine I wasn't expecting, and I thought I heard the heads shuttle in. (Can't be sure; I had the TV on.) When I booted, though, it booted from the Toadfile 44. I tried taking the cartridge out of the Toadfile and booting from an ICD floppy; no hard drive was recognized. I tried loading ICD's formatter, but the only SCSI device it would scan was the Toadfile - if the cartridge was in and spinning.

I assume the DIP switches on the internal host adapter were to set the DMA device number. All three were set ON, which should have been #7. I also tried setting them all OFF (#0) and still nothing worked. One or the other should have, since the only DMA devices I have connected are the internal adapter and the ICD ACSCSI Plus host adapter inside the Toadfile. The only reason I left the Toadfile connected was that I think the ICD software has to have an ICD host adapter connected before it will work. At least, the older versions did.

I can only conclude that the internal host adapter is bad. There are some jumpers on the motherboard in the vicinity of the host adapter. Perhaps one of them has something to do with the internal drive, but with no knowledge of their functions, I fully intend to leave them alone.

The only thing I can think of to do is get an external case w/power supply and make it into an external drive. I had wanted a nice, quiet drive I could leave on without bothering anybody with noise, but this one is far too loud for that, anyway. My Toadfile has an empty device slot, but I have been advised not to put a second drive in there because my power supply may have weakened with age and might not handle two drives any more. Seems reasonable. I wouldn't know.

I thank you all for your help, and I wish we had been successful, but there comes a time when it's better to just leave well-enough alone. This Mega STE is working fine so far, with the exception of the internal drive. I don't want to fool around inside it and knock it out. This is the only 4 meg TOS machine I have. I just spent 5 months trying to get along with a 1 meg ST, and I don't relish the idea of going through that again soon.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

5960. centurbo with logic 2.5

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 05:29:17 UTC
From: fried@dragon.achilles.net
Message-ID: <8v543dmq1@localhost.localdomain>
Source record: 54253

Hi there fellow news-groupies.
I have finally installed my CTB II on my Falcon, and it is pretty great!
However... one program I really wanted to use with an accelerated Falcon,
is Logic 2.5. This is a great sequencing program, and excellent for scoring.
I have found that the dongle for Logic, causes CTB II to crash consistently.
Even when it boots up the system won't recognize the dongle, and its
"Goodbye"
Has anyone tried to use Logic 2.5 or 2.0 on a Falcon with CTB II?
I tried it on a friends system (Falcon with CTB II) and, although it didn't
crash, it wouldn't see the dongle either.
It works fine, however, in normal Falcon mode.
Thanks, Mark

5961. WTB color monitor cable for SC1224

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 06:30:42 UTC
From: gmccla1n@swbell.net
Message-ID: <3a1620be.6042946@goliath.newsfeeds.com>
Source record: 54254

Wanted to buy a cable to hook-up a color monitor to my ST.
gmccla1n@swbell.net

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

5962. For sale, UK

Newsgroup: comp.sys.atari.st
Date: 2000-11-18 07:57:55 UTC
From: d.e.cohen@qmw.nospam.ac.please.uk.invalid
Message-ID: <1eka8hb.bfozyle9hv02N%d.e.cohen@qmw.nospam.ac.please.uk.invalid>
Source record: 54255

I have a number of items to dispose of. Buyer collects from North London
or pays postage (which, in some cases, is more than the cost of the
item).

Magazines, no charge except for postage.
Atari World 1-11
Atari Computing 1-16
ST Applications 1-24 and 49-65 (missing 60 and 63)

Games 2 pounds each plus postage.
Wishbringer, Zork, Time and Magik, Nord and Bert (all text adbventures)
Loom, Trip-a-Tron, The Sentinel (these need a colour monitor)

Hardware 5 pounds each plus postage
Joystick (made by Argos, I think)
Trackball (made by Marcus, a large one, which I found very comfortable
but trackballs are a very individual thing)
USR 14.4 modem.

--
Remove "nospam" and "please" and "invalid" for a correct address

5963. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a17c145$0$180@news.zetnet.co.uk>
Source record: 54297

On 18 Nov 2000 20:45:24 , Lonny Pursell wrote:

|Having finally gotten the parts to assemble my Hades060 the
|SONY floppy drive I ordered doesn't work. It just hangs
|the system at boot time and it has no configuration jumpers
|whatsoever. I swapped it out with an old floppy drive from
|a spare TT and presto the Hades boots.
|
|I assume the SONY floppy is fine, but the hades doesn't
|like it for some reason.
|
|Can anyone with Hades possbilly tell me what make and model
|of floppy I might purchase? I hate to buy another and
|have it not work like the SONY one.

I think my Hades (bought as a Direct60) came with a Fujitsu. I don't remember if the original is still there or if it had to be changed. I don't want to open the box unless I have to.

There may well be solder pads on the Sony if there aren't jumpers. The Hades floppy should be 0, the pc's, I think, is 1. Can anyone confirm?

Any standard 1.44 Mb floopy should do if you can set the drive number.
--
JI Logan

5964. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1fhrt4npa7pd8@corp.supernews.com>
Source record: 54298

On 18 Nov 2000 21:06:08 , Richard Kilpatrick wrote:
>Once upon a time <rqBR5.3379$Sl4.13762@nntpserver.swip.net>, Claes
>Holmerup <newsgroups@holmerup.com> grabbed chalk and scrawled:
>>The case is in fact exactly the same - as is the keyboard. The only (!)
>>difference is the color...
>
>And the use of metal, threaded inserts for the screws, instead of self-
>tapping ones.

Ahh, you learn something new everyday. Sounds better, as once you've
opened an ST case for the hundredth time, the screws won't take.

>>TOS version 4.00?
>>Ditch it and go for 4.04 instead (which was the last version ever for the
>>Falcon)!
>
>It's 4.04. MagiC reports TOS 4.00.
>
>Can someone explain /why/ people use MagiC? For all the benefits, it
>seems to be pretty buggy.

Under Magic my TOS version is 2.00 so it seems to take the first
number only.

Why people use Magic? I use it as it's fast, pretty bug free, and
finally I can multitask.
I don't use Mint as it needs memory, speed and more hard work.

The reason why you say Magic is buggy as your running it on a Falcon.
IIRC v5 was the first release to work (well try) on a Falcon. Latest
version is, most obviously, the best to date and you'll find it'll
work a lot better than yours.

5965. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1fip2e3nia533@corp.supernews.com>
Source record: 54299

On 18 Nov 2000 20:45:24 , Lonny Pursell wrote:
>Having finally gotten the parts to assemble my Hades060 the
>SONY floppy drive I ordered doesn't work. It just hangs
>the system at boot time and it has no configuration jumpers
>whatsoever. I swapped it out with an old floppy drive from
>a spare TT and presto the Hades boots.
>
>I assume the SONY floppy is fine, but the hades doesn't
>like it for some reason.
>
>Can anyone with Hades possbilly tell me what make and model
>of floppy I might purchase? I hate to buy another and
>have it not work like the SONY one.

Hi Lonny,

Right then time to mod your floppy drive!

I've had quite a bit of experience getting a 1.44 to work on STs.
Firstly drives sold are set up for a PC.

They use ID number 1 which is stupid, and Ataris and a lot of other
non PCs I've seen use ID 0.

So if there is no jumpers on the back, like most new floppy drives
I've seen, there should be some little solder pads on the drives PCB.
Quite often the PCB is covered my metal, so you can't damage it, but
there are usually holes in the metal and they let you access the
solder pads. They might be marked as "1" and "0" or "DS1" and "DS0",
they both mean the same. IIRC DS means disc select.

You'll need to remove the solder bridging pad 0 and put a little
bit of solder across pad 1.

If your still having problems finding the pads, as it can be
difficult, they're usually situated near the floppy connector. Follow
the traces from pins 12 and 10. Pin 10 is DS0 and pin 12 is DS1.
Thos pins will lead you to the solder pads.

I hope that helps.

5966. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a17d49c26fa8a0@online.be>
Source record: 54300

on Sat 18-11-2000 20:45 Lonny Pursell wrote:

>
>I assume the SONY floppy is fine, but the hades doesn't
>like it for some reason.
>
>Can anyone with Hades possbilly tell me what make and model
>of floppy I might purchase? I hate to buy another and
>have it not work like the SONY one.

According to the Hades docs

5.: Beim Einbau eines Floppylaufwerks mï¿½ssen Sie darauf achten, daï¿½
dieses auf DS0 eingestellt ist. Fragen Sie im Zweifel Ihren Hï¿½ndler.

The floppy drive must be set to DS0.

- Floppylaufwerk
Beim Hades kann jedes PC-ï¿½bliche Floppylaufwerk (DD und HD, 3.5"
angeschlossen werden. Es werden maximal 2 Floppies verwaltet.
Da ein neuer Floppydiskcontroller eingesetzt wird (WD37065C), kï¿½nnen
Disketten nur ï¿½bers Betriebssystem formatiert werden oder mit PUMPUP
oder ECOPY 1.72. PUMPUP ist ein Shareware-Formatierprogramm von Claus Brod,
welches die gï¿½ngisten Diskettenformate bietet und automatisch immer
Betriebssystemroutinen verwendet. Sie finden es auf der Utility-Diskette.
Bei ECOPY mï¿½ssen Sie dazu ï¿½ber "Einstellungen - Floppyparameter - Zugriffe
ï¿½ber Betriessystem (BIOS)" die direkten FDC-Zugriffe deaktivieren.

One can use every pc floppydrive (DD & HD, 3.5"). One can have two
floppydrive. Because the Hades use a newer floppydisk controller
(WD37065C) it's only possible to formate disk from the OS or with Pumpup
of Ecopy 1.72.....................

ACHTUNG: der neue Floppycontroller kennt nur noch PC-kompatible
Formate. Hï¿½herformatierte TOS-Disketten und sonstige Sonder-
formate wie z.B. getrickste Bootsektoren werden von dem
neuen FDC nicht unterstï¿½tzt. Das kann dazu fï¿½hren, daï¿½ in-
kompatible Installationdisketten erst auf einem normalen
ST/TT entpackt werden mï¿½ssen, um sie dann mittels einer PC-

Warning: The new controller recognise only the pc-compatible
diskformats. Exotic diskformat aren't supported by the new FDC.........

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5967. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <eRQR5.10008$en6.8347@newsfeed.slurp.net>
Source record: 54301

On 18 Nov 2000 20:45:24 , Lonny Pursell wrote:
>Having finally gotten the parts to assemble my Hades060 the
>SONY floppy drive I ordered doesn't work. It just hangs
>the system at boot time and it has no configuration jumpers
>whatsoever. I swapped it out with an old floppy drive from
>a spare TT and presto the Hades boots.
>
>I assume the SONY floppy is fine, but the hades doesn't
>like it for some reason.
>
>Can anyone with Hades possbilly tell me what make and model
>of floppy I might purchase? I hate to buy another and
>have it not work like the SONY one.

That is strange that the Hades does not like the Sony drive. I would think
it should work just fine. You may want to try a Toshiba drive. They are
pretty reliable. I have gotten the 720k version to work in a ST, so the
1.44MB version should work in the Hades.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5968. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8v8n6n$m7b$1@plutonium.compulink.co.uk>
Source record: 54302

In message <y%VQ5.2$en6.86@newsfeed.slurp.net>, ebaiz@skyenet.net said:
>
>I am trying to using an optimizing program on my Hades. Optimize 2.9 will
>not let me optimize my C partition, but will on the others. The program
>keeps telling me that it cannot lock the partition because of the open
>files. Just what are "open files" and how can I fix this. Thanks for any
>help.

Just a guess, but it's probably CHK_OFLS.PRG in your AUTO folder, which
prevents access when any files are open. Try disabling it. If this still
doesn't work, disable all AUTOs, CPXs and ACCs. Try booting without any
of these and then use Optimize.

If this fails as well, copy all of C: to another partition temporarily,
zero C: with HDUTILS or similar program, then move all the files back -
or copy them and then delete the temp copy. Personally I tend to use the
tree check feature of Egale (or TREE_CHK bundled with Kobold) at each
stage just to make sure that the copies are identical.

Regards, /Peter/

5969. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974646094-19351AEicMi@gmx.net>
Source record: 54303

From: David Bolt <nospam@my-ste.demon.co.uk>
Date: Sat, 18 Nov 2000 16:42:03 +0000

Hi David,

>>No, AFAIK the shell never had an update after v3.10, I was referring to
>>the TTP. IMO the shell has had its best time, and you can't control all
>>the new features of the latest TTP with it either.
>
>Pity, because it was (is) very useful, especially for those with an
>aversion to using CLIs.
Agreed but there are alternative shells available which don't have problems
with LFN, Drag&Drop, AV Server etc...
MagiC & Jinnee users should consider installing ASH Scripter, when that
program is installed packing and unpacking becomes childplay.. so to speak.

Cheers from Belgium
Dennis
--

```
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5970. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974646096-19936AEicMi@gmx.net>
Source record: 54304

From: "Claes Holmerup" <newsgroups@holmerup.com>
Date: Sat, 18 Nov 2000 21:13:32 +0100

Hi Claes,

>Get CDRecorder from SoundPool! It's the best software around - at least to
>my knowledge. It consists of two versions - one for audio and one for data
>and they can be bought separately or as a package, depending on your
>dealer...
I've always given the same advice but lately I'm not so sure anyymore..
It's nearly two years since there's been a "real" update of CDRecorder, and
although it still is the program which sports most features it's falling
behind rapidly on compatibility.
Except for Yamaha writers it's compatibility is rather limited. Writers from
Philips aren't available with SCSI interface anymore and the new writers
from TEAC work unreliable with CDRecorder. Compatibility with popular brands
like Plextor, Sony, Ricoh etc is non-existing.

I've been playing a little with CDLAB, and although it's still limited in
features, this is the package I would recommend to anyone that sets his
first steps in the minefield. It's easy to setup, easy to handle, compatible
with almost any SCSI and IDE writer available these days and best of all
costs only 80FF (10$).

SoundPool needs to get their act together, one has to buy CDRecorder first
and then get a writer that is compatible with the package, that's the world
upside down!! I payed a small fortune for CDRecorder a couple of years ago,
now I'm forced to look elsewhere if I would want to use one of the latest
writers... another nice example of customer support.

Cheers from Belgium
Dennis
--
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5971. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974646100-20663AEicMi@gmx.net>
Source record: 54305

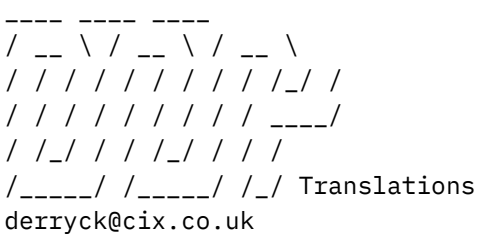
From: Steve Sweet <stevesweet@bun.com>
Date: Sat, 18 Nov 2000 19:40:30 -0000

Hi Steve,

>>I'm wondering if the "Ignore return" setting has any bearing on his
>>problem, it certainly doesn't help when quoting messages IME.
>
>That is de-selected here, what you got?.
The "ignore return" button only affects the way you see the postings and
mails displayed at the screen. The green/brownish arrow has the same effect.

>Ive also got 70 Characters enabled for both options!.
Nice... but limiting the linelength to 70 or even 20 will only work if you
don't fiddle afterwards with the width of the editor-window. When widening
that window you override the settings of the linelength. In 640x480 mode the
maximum size the window can be set is 77 characters, but when you're for
example in 1024*728, it's very easy to set the editor-window to a value of
100 characters or more...
The golden rule is: once you've set the correct linelength, stay away with
your claws from the sizer-button in the editor-window :-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5972. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974644886-579663AEicMi@bun.com>
Source record: 54306

Hi Dennis

>>>Download LHA 3.2x from: probably from the Belgian chapelie ftp
>server...

>Sh..., I originally downloaded it from Dirk Haun his website, but can't
>find the URL anymore...
>Not to worry.... v.3.20b3 is in your mailbox now.

Ive got an 030 specific version of that dude, mucho faster with an 030.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5973. Re: Magnum TT RAM card

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <YiTR5.20532$T7.2741399@nnrp3.clara.net>
Source record: 54307

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:974559092-51655AEicMi@gmx.net...
> From: rcollins@voicenet.com (Raymond Collins)
> Date: Fri, 17 Nov 2000 02:43:48 GMT
>
> Hi Raymond,
>
> >I need to find out the part numbers for the chips that work to create
> >128 MB and 64 MB configurations owners found are have
> >working currently.
>
> Here we go.... :-)
>
> Suitable:
> 64 MBit (4Mx16)
> HY 51 V 65160 FP 4K 3.3V Hyundai
> HY 51 V 65164 EDO 4K 3.3V Hyundai
> uPD 42 65160 FP 4K 3.3V NEC

s-n-i-p...

Wow, you must eat DRAMs for breakfast!

Shiuming Lai

5974. Re: where can i buy a TT

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <RITR5.20534$T7.2741828@nnrp3.clara.net>
Source record: 54308

"Martin "Nightowl" Byttebier" <tos4ever@online.be> wrote in message
news:3a16c3962223740@online.be...
> > Sure you can use an ethernet card on the TT030. The only problems is
where
> to find a Riebl network card.

You can find boxes full of Riebl
cards at sales@system-solutions.co.uk

Shiuming Lai

5975. Re: Systems Solutions

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <NuTR5.20538$T7.2743520@nnrp3.clara.net>
Source record: 54309

<xlator@cix.compulink.co.uk> wrote in message
news:8uhspq$pb1$1@plutonium.compulink.co.uk...
> In message <3A0A8F70.FA345E81@patent.gov.uk>, robert.king@patent.gov.uk
said:
>
> >I e-mailed the webmaster at system-solutions, asking them if they were
> >the agent for Milan, had a SCSI card and were going to Stafford on
> >Saturday. Nothing - the mail hasn't been opened, let alone answered.
> >Does anyone know anything about SS.
>
> They will *not* be there, Karl told me some time ago.
>
> BTW, I will if it's not flooded out on the way - look for an elderly
> gent with a ponytail and Atari T-shirt. :-)

Now is that a proper pony tail or one
of those clip-on ones, Peter?

Shiuming

5976. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <3a1813bf.0@energise.enta.net>
Source record: 54310

On 13 Nov 2000 14:19:05 , Edward S. Baiz Jr. wrote:
>Hello all,
>
>I talked with the authors of Photoline about an upgrade for the Atari
>version of Photoline. Of course I got the familar answer. "The Atari market
>is too small, blah, blah, blah". They also said that a C++ compiler is
>needed. I suggest Pure C, but they informed that it is only a regular C
>compiler and not a C++ compiler.
>
>I then came back and ask them for a possible patch that would allow me to
>run Photoline under Magic. Here is what was said to me:
>
>"Pure C is very old and does only plain C, no C++. For such a big program
>like PhotoLine 32 is, we need C++.
>PhotoLine has no problem on MagiC. It runs without problems on MagicPC
>and MagicMac. I think there is a problem with Magic for Hades. Try to
>contact Axel Gehringer ag_comtech@t-online.de I think he tested for
>PhotoLine on Magic with Hades.
>--Gerhard Huber [Computerinsel GmbH]
>support@pl32.com - http://www.pl32.com"
>
>
>This kind of reminded me of the olden days when I was writting letters to
>Roberta Williams of Sierra Online why no version of King's Quest for the
>130XE. If anyone has any ideas or comments, give Gerhard an email.
>
>
>
>
>
>Edward S. Baiz Jr.
> (Gamer)

If they are not interested in updating PhotoLine perhaps they can
be persuaded to sell the source code, for a nominal fee, to someone
who will update it.

Better still, since it is clearly, in their eyes, obsolete why not
release the source code as freeware ?

I see that a new version of Vision has been released. It's a shame
that it still crashes on my Milan. It looks good.

Peter S.

```
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
 ------------------------------------------------------------------------
 ------------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
 ------------------------------------------------------------------------
```

5977. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a180d6cae92c0@online.be>
Source record: 54311

on Sat 18-11-2000 19:42 Steve Sweet wrote:

>Hi Paul
>
>>>It will be a CCC secret, mainly coz i dont know, ive done nothing here.
>>
>>>I'm at a loss to explain this phenomenon??.
>>>
>>>How'z it now ive added some quoting?.
>
>>Fine !
>
>Very strange, ive done nowt, well there's nowt to do either.
>Would anyone else like to comment?. Okami, Newsie users??.

It's oke now. Hold it like this.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5978. Re: WWW.ATARINEWS.ORG is Open for Business!

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3a18155b_1@athena.netset.com>
Source record: 54312

Joe Mirando <jmirando@portone.com> wrote in
<3A169DE9.AD6BA592@portone.com>:

>Okay friends and neighbors,
>
>A-ONE Magazine now has a new home...
>
>http://www.AtariNews.org
>
>The site is still in its infancy but it's usable.
>
>In addition to the current issue, you'll find late-breaking news, polls
>and surveys, and links.
>
>We are also looking for feedback from CAB users. If you hit the site
>using CAB and have any problems or questions, please let us know.
>
>Please check it out and let us know what you think.
>
>
>Thanks again for your support,
>
>Dana Jacobson
>Joe Mirando
>
>
Okay guys-trying to go to the URL listed, gives me an error on IE 5.5 that
the pages does not exist????????

Regards,

Jim W. Krych
"Centurion030"

5979. Re: Magnum TT RAM card

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3a180bad.286895186@news.demon.nl>
Source record: 54313

On Sun, 19 Nov 2000 16:35:04 -0000, "Shiuming Lai" <lais@Spam, chips
and gravy.zetnet.co.uk> wrote:

>
>"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
>s-n-i-p...
>
>Wow, you must eat DRAMs for breakfast!

Hi,

eerrrmmm, to be honest, I think that IF Mr. Vermeire ever WOULD eat
DRAMS, he would probably instantly die....

Just kiddin' (for insiders)

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

5980. Re: WWW.ATARINEWS.ORG is Open for Business!

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A181DBE.EF130864@qnet.com>
Source record: 54314

"J.W. Krych" wrote:

>
> Okay guys-trying to go to the URL listed, gives me an error on IE 5.5 that
> the pages does not exist????????
>
> Regards,
>
> Jim W. Krych
> "Centurion030"

Jim,

I see your whole problem its IE. Netscape works just fine even my TT pulled
it up.

Don

5981. LOGIC 2.5 WANTED

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: maurizio <wordbox@tin.it>
Message-ID: <nuVR5.14931$%j3.122031@news6.giganews.com>
Source record: 54315

hi i' m a registered user of logic audio 2.0, but now it seems impossible to finde the 2.5 update anywhere,...emagic never answer to my mails

could someone help me??

i don' t need crack or warez only the regular update..

5982. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8v98c6$5or$1@plutonium.compulink.co.uk>
Source record: 54316

In message <Iusk9IAQbTF6EwqS@lovecraft.demon.co.uk>, richard@lovecraft.demon.co.uk said:

>I've fitted the FPU, which took little time but I can understand how
>someone might crack a PCB if they didn't line it up very carefully.
>Don't know how to test it, but everything still works ;)

You should be able to test whether the FPU is working by running Mark Baines' Profile 2 (or some other tester). Profile tests both for the presence of the FPU cookie and performs a hardware test for it.

> The internal
>speaker is very silent, though, and I did reconnect it properly (wasn't
>working before, either, so I don't know if there's a utility disabling
>it as the jack socket is providing sound).

There is an FSOUND.CPX with which the volume of the internal speaker can be varied or reduced to zero. Make sure that the volume is turned up, if this is on your system. What I am not sure about is whether this CPX only affects the internal speaker or the jack socket sound output as well...

>A couple of things are confusing me, as an ST user. One, I can't find
>out where to set the time and date, and I'm baffled as to how the Falcon
>is remembering it - they must have a proper clock.

There is an internal clock. You need another CPX - such as CLOCK.CPX, but there are others - to set it. And of course you need Atari's Control Panel or, better, COPS that is supplied with MagiC.

>Two, everything seems
>to crash a lot. I'm running MagiC 5, with Thing 1.27. Don't really
>understand how the OS is working, to be honest ;)

Should not be a problem - perhaps your NVRAM is not set up correctly (there is a CPX for that too!) That is where the Falcon stores some of its basic setups. It may also be that your MAGX.INF file is faulty. Certainly I have no problems running MagiC 5 or 6 with Thing 1.27.

>The main thing I'm confused by is how to load and use Falcon demos. They
>request things like 'ST Compatability' mode, and seem very happy to
>completely trash the OS, not work at all (68000 exception) or mess up
>the screen display.

Many demos require ST Low, unless written specially for the Falcon. Some only work with an RGB monitor, others with an SVGA. They probably also run better without MagiC, and perhaps without Thing. Use a bare machine (no AUTOs, ACCs etc.) if you can - XBoot or STOOP helps you configure

various setups that you can choose when booting. Then use the 'Set
video' menu entry to select ST Low.

>It reports TOS version 4.00, with a date somewhere in 1996. I was told
>this is actually TOS 4.06 (or at any rate, not the original Falcon TOS).

Yes, my Falcon also reports 4.00. Is this really the same as 4.06?

Regards, /Peter/

5983. Re: ? 'bout IDE 2.5" and Falcon power supply

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8v98c7$5p5$1@plutonium.compulink.co.uk>
Source record: 54317

In message <3a160049$0$93851$272ea4a1@news.execpc.com>, kjcat@execpc.com said:

>I would like to take out the 80 meg 2.5" IDE and replace
>it with a 2 gig 2.5" Toshiba IDE.
>
>If I can successfully do this, will it affect my SCSI chain by
>putting more "draw" on the power supply?

The SCSI chain does not draw any power from the power supply (apart from term power, which is usually negligible). In any case modern drives usually take less power than the older ones fitted. I put an IBM 6.4GB IDE in my Falcon to replace the orignal 80 MB with no problems. But then a previous owner did move the cooling fan from the bottom of the machine to the shielding above the power supply, which helps cooling no end!

Regards, /Peter/

5984. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8v98c9$5pc$1@plutonium.compulink.co.uk>
Source record: 54318

In message <974530710-508514AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>>I don't know if anyone else has this problem, but *all* of Shiuming's
>>messages for the last 2-3 days have shown in CixRead just:
>
>Sounds like a specific Cixread problem - his posts are fine via a "proper"
>usenet server and newreader client.

It's still persisting! Only started a week ago. Shiuming, what did you
change?

Regards, /Peter/

5985. Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8v98cb$5pe$1@plutonium.compulink.co.uk>
Source record: 54319

Hi all!

I am still getting blanks for all Shiuming's Usenet messages. The header looks as follows - can anyone spot any likely problems that would affect CixRead but not other readers? (The 'Path:' line has been broken into 5 to fit my OLR editor.)

---QUOTE---
Article: 170682 of comp.sys.atari.st
uk!newsfeed.eris.dera.gov.uk!news.cs.utwente.nl!newshunter!cosy.sbg.ac.
at!newsfeed.Austria.EU.net!nmaster.kpnqwest.net!blackbush.xlink.net!
newsfeed.germany.net!news.netcologne.de!skynet.be!newspeer.clara.net!
news.clara.net!nnrp4.clara.net.POSTED!not-for-mail
Reply-To: "Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk>
Newsgroups: comp.sys.atari.st
References: <LS0N5.351$kn2.511282@newsr1.u-net.net> <8u2dao$s6j$1@uranium.btinternet.com>
Subject: Re: 'Locked' SCSI drive.
Lines: 16
Organization: Home
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
NNTP-Posting-Host: 212.126.153.18
X-Complaints-To: abuse@freeuk.net
X-Trace: nnrp4.clara.net 974484256 212.126.153.18 (Fri, 17 Nov 2000 18:04:16 GMT)
NNTP-Posting-Date: Fri, 17 Nov 2000 18:04:16 GMT
Xref: news.cix.co.uk comp.sys.atari.st:170682
---UNQUOTE---

AS I said before, all I get in CixRead is something like:

----QUOTE----

comp.sys.atari.st #12 of 58, -1235615744 chars, -2716 74

----UNQUOTE----

and no body text. His 'Path:' line is much longer than any others - is it correct? And is this likely to be the cause of the problem?

Regards, /Peter/

5986. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8v98ca$5pd$1@plutonium.compulink.co.uk>
Source record: 54320

In message <974487576-084294AEicMi@bun.com>, stevesweet@bun.com said:

>It will be a CCC secret, mainly coz i dont know, ive done nothing here.
>I'm at a loss to explain this phenomenon??.
>
>How'z it now ive added some quoting?.

You mus have done *something*, because it's fine now! :-)

Regards, /Peter/

5987. Re: The Joys Of KCS

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Nazodesu <22gg@home.com.nospam>
Message-ID: <19112000111323753 2%22gg@home.com.nospam>
Source record: 54321

In article <8upgov$d1q$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> wrote:

> I posted this on Atari-Midi Egrp, but perhaps you would like to see an
> example of what we talk about on Atari-Midi .

This reminded me of my years with this software; on the 64 in it's
crudest mode with various algorhythmic with Jim Johnson stuf. Then the
C128, which I may have felt the most comfortable with. Finally, with
the St with every last incarnation of Dr. T's stuff, the scoring, the
editors, T.I.G.E.R. The whole ball of wax. I actually casually dumped
the manuals for this stuff a couple of years ago. But what an
environment. Eventually very arcane, but if you knew the system it
worked damn well.

> About the program: KCS Omega ver 4 is now available on my site,(see
> sig) so any of you can try this program and the file I am talking
> about. I guess you will need a midi sound module however.(hopefully GM
> compatable)

My reason to be here, as I'll adress elsewhere under specific title.
Is there a eumlator for the ST--specifically related to the audio,
using a Mac (I have a G4), or a PC--I'm plannin on installing Virtual
PC on the mac. All help appreciated.

> The link goes to a folder that contains the KCS ALL file as well as a
> Midi file that demonstrates it. Please have a listen to the midi file.
>
> Go here for the link:
>
> http://www.egroups.com/files/atari-midi/Midi+Files/TIMIDI/MM-KCS/

--
The storm starts when the drops start dropping. When the drops stop dropping
the storm starts stopping.

5988. Need Help with PPP connecting

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Frank Lockwood <lockwood@nucleus.com>
Message-ID: <3a17bc2658d9b0@nucleus.com>
Source record: 54322

For the last few years I have been successfully connecting my TT to my ISP using a couple of telephone modems, with STing.

Starting in the spring, I began to have trouble inializing the connection with my US Robotics 56 k modem. It would dial up alright, and the modems would do their handshaking routine, and the connection would be established, but then once the "Initializing Connection" dialog appeared, nothing would happen.

At first this only happened occasionally, but it became more and more frequent, until at this point I cannot connect with my 56 k modem. When I use the 56 k modem with my Macintosh, it works just fine. I attached an older 14.4 k modem to my TT and it has worked reliably for the last couple of months, but now I am beginning to experience the same connecting failures with this modem.

I have re-installed Sting (several versions, several times), I tried STik, I've phoned my ISP and they assure me that they have made no majour changes in the last year (and of course, they have no idea what to suggest for an Atari user).

I am at my wits end. I could provide someone with copies of my DIAL.SCR and DEFAULT.CFG files, as well as the logs generated by both Sting and STik when I fail to make a connection.

Is anyone willing to help - before I can no longer connect to the internet?

Thanks to all,

--
Frank Lockwood ~ Lockwood A.R.S.
Calgary, Alberta, Canada
Quality Classical Music Recording and Editing
http://www.nucleus.com/~lockwood/

5989. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <9dWR5.20869$T7.2777530@nnrp3.clara.net>
Source record: 54323

<xlator@cix.compulink.co.uk> wrote in message
news:8v98cb$5pe$1@plutonium.compulink.co.uk...
> Hi all!
>
> I am still getting blanks for all Shiuming's Usenet messages.

This reply intentionally left blank.

Shiuming Lai

5990. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a1830e68d88a1@online.be>
Source record: 54324

on Sun 19-11-2000 17:54 Peter Slegg wrote:

>If they are not interested in updating PhotoLine perhaps they can
>be persuaded to sell the source code, for a nominal fee, to someone
>who will update it.
>
>Better still, since it is clearly, in their eyes, obsolete why not
>release the source code as freeware ?

Yes, perhaps they should do this. If my remembrance is still good I
believe that the source of another great graph-tool, Arabesque 2
(vector) has been released as freeware a few months ago.
>
>I see that a new version of Vision has been released. It's a shame
>that it still crashes on my Milan. It looks good.

It surely looks good. Today I received my registration key. Vision works
good on my Hades running freeMiNT/N_AES. I encounter so far a few
problems. Some gif's can't be loaded. I get this when I try to load such a
gif: This file is a non-loadable version of the given format.

Furthermore when I drag&drop an image to the Vision.prg icon whilst Vision
is already loaded the program returns me that it can't find the file. This
is a very nasty thing as Vision keeps returning that warning. To get out
of this endless loop I must kill Vision.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5991. C-lab vs Falcon030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <8v9c4u$m0o$1@uranium.btinternet.com>
Source record: 54325

Hi all

what was the actual differance between the 2 machines appart from one being in a black case :P

Chris

5992. site update

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <8v9fje$rg4$1@uranium.btinternet.com>
Source record: 54326

Hi all

the Mega site has been updated at long last, 99% of the links now actualyl work ;-)

www.bigfoot.com/~exxos/

latterz

Chris

5993. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a185bae$0$173@news.zetnet.co.uk>
Source record: 54327

On 19 Nov 2000 12:44:18 , Lyndon Amsdon wrote:

|Right then time to mod your floppy drive!
|
|I've had quite a bit of experience getting a 1.44 to work on STs.
|Firstly drives sold are set up for a PC.
|
|They use ID number 1 which is stupid, and Ataris and a lot of other
|non PCs I've seen use ID 0.
|
|So if there is no jumpers on the back, like most new floppy drives
|I've seen, there should be some little solder pads on the drives PCB.
|Quite often the PCB is covered my metal, so you can't damage it, but
|there are usually holes in the metal and they let you access the
|solder pads. They might be marked as "1" and "0" or "DS1" and "DS0",
|they both mean the same. IIRC DS means disc select.
|
|You'll need to remove the solder bridging pad 0 and put a little
|bit of solder across pad 1.

I would have thought that should be the other way round.
--
JI Logan

5994. Re: WWW.ATARINEWS.ORG is Open for Business!

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3a185e9b_3@athena.netset.com>
Source record: 54328

Kelvin Wright <kelvinw@nospam.ihug.co.nz> wrote in
>>
>IE 5.5 brings in this site loud and clear for me. And a very good site it
>is too.
>
This is wierd! I try the changes that IE 5.5 reccomends, and still the page
cannot be displayed. This has been happening more and more with IE 5.5 for
me.

Also, could IE 5.5 see this site asa high-security? A stretch, but I want
to see this site.

Thanks for the help so far guys!

Regards,

Centurion030

5995. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <3a185df8.12663413@news.cwru.edu>
Source record: 54329

On Sun, 19 Nov 2000 19:17:18 +0100 (MET), "Martin \"Nightowl\"
Byttebier" <tos4ever@online.be> wrote:

>on Sun 19-11-2000 17:54 Peter Slegg wrote:
>
>Yes, perhaps they should do this. If my remembrance is still good I
>believe that the source of another great graph-tool, Arabesque 2
>(vector) has been released as freeware a few months ago.
>>

Where can you get Arabesque 2 for download? I've used Arabesque
before and was quite impressed. I've been looking for an acceptable
vector graphics program for a while

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

5996. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8v8u7dadv1@nnrp2.phx.gblx.net>
Source record: 54330

: I assume the SONY floppy is fine, but the hades doesn't
: like it for some reason.

It takes me the longest time to to find the jumpers on recent
disk drives. Sometimes it is a zero-ohm jumper that needs to
be moved over, and sometimes it is real jumpers, but on the
other side of the card, towards a back corner. Look at it from
the side. One jumper I found by letting another pair of eyes
look for it. It is probably there someplace, but then again.
maybe not. Good luck.

--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

5997. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <j4XOIWAw3FG6EwXx@lovecraft.demon.co.uk>
Source record: 54331

Once upon a time <8v98c6$5or$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk grabbed chalk and scrawled:
>You should be able to test whether the FPU is working by running Mark
>Baines' Profile 2 (or some other tester). Profile tests both for the
>presence of the FPU cookie and performs a hardware test for it.

FPU is working. Reports a cookie of $6000, or something like that, under
GEM Bench. Goes like stink, but I was told earlier not to trust GEMBench
beyond letting it tell me the thing is there and working ;)

>There is an FSOUND.CPX with which the volume of the internal speaker can
>be varied or reduced to zero. Make sure that the volume is turned up, if
>this is on your system. What I am not sure about is whether this CPX
>only affects the internal speaker or the jack socket sound output as
>well...

FSOUND. I'll see if that is on there. I've got one CPX that allows the
sound to be set like an STE (that is, volume, left and right balance,
left and right gain), and the general controls has 'internal speaker
on/off' but no volume setting.

You understand the problem, right? I don't mind using the jack socket
99% of the time, but sometimes, especially when I'm just messing around,
I'd like to be able to hear the Falcon's noises without having a 1202
mixer, Samson amp and monitor speakers involved ;)

>There is an internal clock. You need another CPX - such as CLOCK.CPX,
>but there are others - to set it. And of course you need Atari's Control
>Panel or, better, COPS that is supplied with MagiC.

Sussed, but COPS doesn't let you set the clock. Typical ;)

Clock.APP does. It's referred to as clock.acc in the MagiC manual.

>Should not be a problem - perhaps your NVRAM is not set up correctly
>(there is a CPX for that too!) That is where the Falcon stores some of
>its basic setups. It may also be that your MAGX.INF file is faulty.
>Certainly I have no problems running MagiC 5 or 6 with Thing 1.27.

I'll check it out. I guess it's like a Mac's PRAM.

>Many demos require ST Low, unless written specially for the Falcon. Some
>only work with an RGB monitor, others with an SVGA. They probably also
>run better without MagiC, and perhaps without Thing. Use a bare machine
>(no AUTOs, ACCs etc.) if you can - XBoot or STOop helps you configure
>various setups that you can choose when booting. Then use the 'Set
>video' menu entry to select ST Low.

A lot of stuff doesn't like my SVGA display, but c'est la vie. I can
live without, I've solved a few of the bugs by setting the machine to
run certain apps in single tasking mode, like Musicom and the processor-
intensive Electronic Cow softsynths.

>Yes, my Falcon also reports 4.00. Is this really the same as 4.06?

4.06 doesn't exist. My bad. It's 4.04 in mine ;)

Richard, off to find SToop/Xboot, clock.cpx and fsound.
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

5998. Re: STZIP 2.6

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011191923.a12821@su2.maus.de>
Source record: 54332

Hi Dennis,

DV>v.3.20b3 is in your mailbox now.
be careful with the 3.20bx! Because I had some trouble I got back to
the 3.13...

The 3.20 is faster but seems to have problems with longer files...

Und TTschï¿½
ps

5999. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011191927.a12822@su2.maus.de>
Source record: 54333

Hi Claes,

CH>It consists of two versions - one for audio and one for data and they
CH>can be bought separately or as a package, depending on your dealer...
and the data version is able to write audio CDs if you don't need to
change the pause between tracks (usually 2 sec).

In order to produce 'Live' CDs (no pause) you'll need the audio
version, of course.

Und TTschï¿½
ps

6000. Re: WWW.ATARINEWS.ORG is Open for Business!

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3A18A363.736D627@portone.com>
Source record: 54334

Jim,

I'm not sure of what IE 5.5 recommended, but a couple of possibilities spring to mind...

First, try changing the upper case letters in the url to lower case. The 'net is SUPPOSED to treat domain names the same regardless of the case, but who knows.

Second, it may just be that your ISP just doesn't know where to find the site for some reason.
Again, not likely, but possible.

You could also try dumping your cache and see if that helps.

You'd BETTER get it straightened out in the next couple of weeks, because I've heard that there's an interesting review coming thru the pipeline, slated for inclusion in A-ONE two weeks from now. <grin>

Good luck,

Joe Mirando
Managing Editor, A-ONE Magazine

> This is wierd! I try the changes that IE 5.5 reccomends, and still the page
> cannot be displayed. This has been happening more and more with IE 5.5 for
> me.
>
> Also, could IE 5.5 see this site asa high-security? A stretch, but I want
> to see this site.
>
> Thanks for the help so far guys!
>
> Regards,
>
> Centurion030

6001. Atari-Users.Net Gets a New Look

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3A18A486.CBEFA8EF@portone.com>
Source record: 54335

Atari-Users.Net (http://www.atari-users.net) proudly announces the re-launching of their website today.

The website boasts new, expanded options, email. links, chat rooms, and more.

Check it out soon!

6002. Re: Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A18B643.A909E491@qnet.com>
Source record: 54336

antiyank wrote:

> > there are states in lots of countries, in what country should he look?
> > Kevin
> >
> >
> don't bother it is from America where a vast majority of the thick
> population are unaware that there is a whole world outside their particular
> country

WOW !!

You telling me that theres more land than what I see here in the Americas.
Please tell me more!!! I cant wait.

Please remember these post come all the time form around the world with out
people saying where they are from. Its something were going to have to live
with. Relax and breath in then breath out hopefully this will keep you alive
and well.

Don

6003. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011192019.a13815@su2.maus.de>
Source record: 54337

Hi Dennis,

DV>I payed a small fortune for CDRecorder a couple of years ago,
so did I in February 2000.

Instead of buying a 6X Yamaha that hadn't posed any problems, I bought a 8X Yamaha (8424). Result: My CD Recorder 2.x did not work with my 8X writer (reading yes, writing no). I called SoundPool on the phone monday evening by 8.30 p.m., was asked to send in the original disks together with 100 DM (~ 40 $ US) (50 DM per versions data/audio) which I did the following morning (Tuesday). Wednesday I got email that my letter had arrived at the company and that is had been answered the same day.

Thursday I made my first backup on CDR with CD Recorder 3.1...

DV>one has to buy CDRecorder first and then get a writer that is
DV>compatible with the package,
So had I done too, I had looked on the compatibility list and had supposed that the difference between 6X and 8X wouldn't make any trouble.

DV>now I'm forced to look elsewhere if I would want to use one of the
DV>latest writers...
Yes, you are forced to ask them first, and the answer will be (if you get one): Buy a Yamaha!

Und TTschï¿½
ps

6004. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974795642-173438AEicMi@cwcom.net>
Source record: 54338

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Sat, 18 Nov 2000 12:48:24 +0100

>>(*) Now there's MagiCnet as well, something MiNT(net)-programmers must

>AFAIK MagiCnet isn't here (yet), you don't have to convince me of the
>advantages... and I suppose that I'm not really the only one that is
>eagerly waiting for the program to be released....

You'd be right! :-)

I've been in touch with Vassilis, he's still working on it but his full-
time job takes precedence.

I see that the ROM port Ethernet adaptor is no longer available.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6005. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974795644-173938AEicMi@cwcom.net>
Source record: 54339

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Sat, 18 Nov 2000 20:45:24 +0000

>Having finally gotten the parts to assemble my Hades060 the
>SONY floppy drive I ordered doesn't work. It just hangs

That must have caused an anxious moment...

>whatsoever. I swapped it out with an old floppy drive from
>a spare TT and presto the Hades boots.

A Hades AND a spare TT? :-)

Anyway, you could grab the file from Hallvard Tangeraas' (sp) page which
describes how to jumper a Sony drive for an ST.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6006. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974795646-174515AEicMi@cwcom.net>
Source record: 54340

From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Date: Sat, 18 Nov 2000 21:06:08 +0000

>>All programs don't work with MagiC - so if a program crashes, try in normal
>>TOS instead...
>
>I've found out how to control the boot partition, so I'm making a TOS
>partition on a Syquest.

Use a boot manager such as XBoot, Stoop...

>Can someone explain /why/ people use MagiC? For all the benefits, it
>seems to be pretty buggy.

It's 100% stable on my Falcon.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6007. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 00:29:34 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a171dc0a9f9870@free.fr>
Source record: 54296

Hello,

in article <Iusk9IAQbTF6EwqS@lovecraft.demon.co.uk> (comp.sys.atari.st)
Richard Kilpatrick wrote on Fri 17-11-2000 13:46 (GMT):

> to crash a lot. I'm running MagiC 5, with Thing 1.27. Don't really
^^^^^^^

> It reports TOS version 4.00, with a date somewhere in 1996. I was told
^^^^^
It's normal :-) You have a Tos 4.0x in your
Falcon but you're running Magic. On my Falcon I
get the same, and on my TT it's 3.0 with Magic
running over Tos 3.06.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

6008. Re: WWW.ATARINEWS.ORG is Open for Business!

Newsgroup: comp.sys.atari.st
Date: 2000-11-19 19:14:56 UTC
From: Kelvin Wright <kelvinw@nospam.ihug.co.nz>
Message-ID: <MPG.1482eddfea1e72af989702@news.dun.ihug.co.nz>
Source record: 54341

In article <3A181DBE.EF130864@qnet.com>, dons@qnet.com says...
>
>
> "J.W. Krych" wrote:
>
> >
> > Okay guys-trying to go to the URL listed, gives me an error on IE 5.5 that
> > the pages does not exist????????
> >
> > Regards,
> >
> > Jim W. Krych
> > "Centurion030"
>
> Jim,
>
> I see your whole problem its IE. Netscape works just fine even my TT pulled
> it up.
>
IE 5.5 brings in this site loud and clear for me. And a very good site it
is too.

--
Kelvin Wright
Dunedin
New Zealand

6009. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974826428-656805AEicMi@bun.com>
Source record: 54146

Hi Shiuming

>I found one of the best is those long and sharp metal things that
>dentists use to pick your teeth (of course, make sure it's clean before
>using it inside your Falcon - you might give it an infection...)

Thats all we need, another Atari Virus outbreak...
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6010. Re: Aargh! Damned speaker! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974826430-657245AEicMi@bun.com>
Source record: 54147

Hi Shiuming

> What do you actually need it for? Perhaps the speaker itself is damaged
>- try it on something else.

I suggest a car battery!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6011. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011202015.a14810@su2.maus.de>
Source record: 54148

Hi Uwe,

US>But note that it doesn't support long filenames.
to be a bit more precise: It _is_ possible to copy UNIX CDs with long
file names as whole (disc at once) with the SoundPool product.

Und TTschï¿½
ps

6012. Ethernet for Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <8vamr1$ss7@usenet.pa.dec.com>
Source record: 54201

For your info only.

I found while surfing that there is a company selling some Mac stuff including
the Asante Portable 10baseT SCSI ethernet adapter. May be someone can find
this useful in networking an Atari.
http://www.go-nexus-go.com/nexcomp/network.html

rgds

6013. Re: Files >720k from NT to STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Holger Janz <Holger.Janz@sap.com>
Message-ID: <8van1u$s40$1@news1.wdf.sap-ag.de>
Source record: 54202

Thanx for the help of all of you.

I tried a lot of your suggestion but got no result until now.
The problem is really I have got now hard drive for my STE
and no network connection.

I am now looking for a file splitter which works on STE and NT.

Does anyone know such a program or standard? I tried uuencode
and uudecode, but the files got to large during convertion that
I was not able to put them together on my STE (2MB and no hard disk).

Greetings
Holger

Holger Janz <Holger.Janz@sap.com> wrote in message
news:8urhen$6ig$1@news1.wdf.sap-ag.de...
> Hello,
>
> i have got the following problem:
> - i own an ATARI STE with a 720k floppy
> - i have got some MSA files >720k on Windows NT
> - i want use the MSA files with my STE
> - NT do not like special formats (e.g. 820k)
>
> How can i get the MSA files >720k to my STE?
>
> Thankful for every help
> Holger
>

6014. Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1ekdfe7.1exmavp5u1g82N%roughley@vanc.igs.net.invalid>
Source record: 54203
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I received an e-mail from someone who is desperate to have old Atari 5 1/4 disks converted. If anyone can help please contact the person listed below.

I used to have an Atari word processor (dates back to 80s). I don't remember the model (it used to run on DOS). I have quite a few 5 1/4 floppy disks with a lot of text that I am unable to extract.

I went to many places and tried unsuccessfully to have the disks converted to 3 1/2 IBM floppies.

Can you PLEASE help? I am really desparate as I need to get that info from the the disks badly.

Is there a person or place in the San Francisco Bay Area (where I live) where I can have them converted?

please contact: cuulmann@hotmail.com

<< Neil >>

6015. Re: Broadband and Network

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8vb01t$1kc$1@nnrp1.deja.com>
Source record: 54204

In article <974559088-50891AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> involved is it? the reason why the information isn't on the net lies
> probably in the fact that this is useless for 99.9% of the users.

Odd decision...

> AFAIK MagiCnet isn't here (yet), you don't have to convince me of the
> advantages... and I suppose that I'm not really the only one that is
> eagerly waiting for the program to be released....

I have tested a beta (very briefly) on my TT, and it seems to work very
fine indeed. It's certainly a lot faster than STiNG, which tends to
slow down the TT almost to a halt when transfering lots of data
at "high" speeds. With MagiCnet (and MiNTnet) there's no noticable
slowdown at all. I've only tested it with the Genius ethernet adapter
(i.e. no dial-up, slip, ppp, plip or anything else) though. I don't
know when the author plans to release it.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6016. CD burner

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Øystein Trollsås <otrolls@frisurf.no>
Message-ID: <Kp7S5.9514$cr6.257295@news1.oke.nextra.no>
Source record: 54205

Does anyone, in Norway or Sweden have one of the following CD-burner for sale?

Philips CDD2000/CDD2600 and compatible models (such as the Mitsumi, HP or Kodak ones),
Teac CD-R50S/CD-R55S and JVC/Traxdata compatible models,
Any writer which supports the SCSI-3 multimedia commands ;

Mitsumi CR-2041TS
Panasonic CW-7502
Philips CDD2600, CDD3600
Plextor Plexwriter 8/2/20
Teac CD-R55S, CD-R56S, CD-R58S
Traxdata 2260 CDRW
Yamaha CRW4260, CRW4416, CRW6416, CRW8424

6017. SV: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: ystein Trolls s <otrolls@frisurf.no>
Message-ID: <Xv7S5.9521$cr6.257537@news1.oke.nextra.no>
Source record: 54206

Is there more "burners" out there which can give advice about which "burner"
to use for AUDIO, can I use CDLAB for audio and data? I haven't used "burner
before, that's why I'm curious!

Einstein

> I've been playing a little with CDLAB, and although it's still limited in
> features, this is the package I would recommend to anyone that sets his
> first steps in the minefield. It's easy to setup, easy to handle,
compatible
> with almost any SCSI and IDE writer available these days and best of all
> costs only 80FF (10$).
>
> SoundPool needs to get their act together, one has to buy CDRecorder first
> and then get a writer that is compatible with the package, that's the
world
> upside down!! I payed a small fortune for CDRecorder a couple of years
ago,
> now I'm forced to look elsewhere if I would want to use one of the latest
> writers... another nice example of customer support.
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

6018. Re: WTB: Original ST Games

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: fmh@netzero.net
Message-ID: <8vb3ul$42m$1@nnrp1.deja.com>
Source record: 54207

I have a bunch more and some Falcon specific games but here's what I
have listed so far.

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. E-Mail me or call me at
440-286-2567 evenings EST. I am also open to trade offers.
E-mail me your list to fmh@netzero.net

My want list is near the bottom of this list.

HARDWARE

I have a real gem here. The only known stand alone Atari 2600
computer system made. The Bit60 Computer made by Bit Corp.
Spectravideo made an add on adapter for the 2600 console.
This is a fully functional computer and 2600 game system.
This is the 2600 computer system reviewed in
"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
firm on the price since this is not something your going
to find at a local flee market or garage sale. $1,000.00

Milan040 68040-25mhz CPU, 32 Meg RAM, 4.3 Gig IDE Hard Drive
S3 Trio V64 PCI graphics card with 2 Meg VRAM, German Keyboard
Mouse, 10/100 PCI Ethernet Card
Cased in a US Mini Tower AT case with 110/220 switchable Power Supply
Comes with all manuals, CD-ROM, and Floppies.
Bundled software consists of: Texel Home (Spreadsheet)
Draconis (Internet Suite, Browser, E-mail, Telenet)
Papyrus Home (Word Processor) and more.
Operating System(s) are TOS 4.08 (English) and MINT / N.AES (German).
Hard Drive contains a clean install so there is no clutter.
For more info on this beast goto the following URL:
http://www.milan-computer.de/gb/products/milan01.html
$1,000.00

Falcon Speed by Sack Electronic
Intel 286-16mhz IBM processor board for the Atari Falcon computer
Run DOS and Windows 3.1 programs on your Falcon
Norton SI Factor of 12
Sound Support
Up to 8 Meg of IBM RAM
VGA and SVGA video modes 640x480, 800x600, and 1024x768 under Windows

3.1
Switch back and forth between TOS and DOS modes $90.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 as a stand alone fax machine.
Comes with special fax modem, diskettes, and manual. $30.00

R/C Aerochopper by Ambrosia Microcomputer Products.
This is a R/C Airplane and Helicopter Simulator for the ST.
A Futaba 2 channel controller that plugs into the ST's cartridge
port. With the 2 channel controller it's very realistic. $50.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

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Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go.
$1.00

Conquest of Camelot by Sierra. Complete with box, docs, and disks $6.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,

docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk.
$5.00

Star Raiders by Atari. The classic Galactic Adventure game.
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Test Drive by Accolade. The classic driving game for the
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A great flight combat game. This game is brand new and shrink
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Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs.
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ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual.
$3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies
$15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual.
$5.00

WARP 9 by Codehead Technologies. This is the famous screen
Accelerator for ST, STe, TT, and Falcon and this is the latest
version 3.80. Also included is the Extendo-O-Pak which includes
screen savers like the infamous flying toilets. Comes on 720K floppies
with manual.
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Space Racer by Loriciels. Kind of like Wipeout for the Playstation.
Comes with disk, box, and docs.
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BOOKS $5.00 each unless noted

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The ultimate AtariWorks Wordprocessing book.
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Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples. $5.00
Thunder! The Writers Assistant manual.
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Please E-mail me for a current listing.

WANTED

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MagiC Mac Ver 6.XX
CAB 2.7 or higher, full version or upgrade
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
MagiC Ver 6.XX for Atari, full version or upgrade
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, and Amiga. If interested please request a list.

In article <8uhut0qoe1@nnrp1.deja.com>,
Alex Holland <a1_NOCRAP_exh@hotmail.com> wrote:
>
> > I have some boxed games and a couple still sealed. Let me get a
list
> > together and I'll post it here in a day or two.
>
> You Star! I'll look forward to hearing from you.
>
> Please offer them to me first eh? *Wink*
>
> --
> Cheers

>
> Alex Holland
> Webmaster of the Thalion Webshrine
> http://thalion.atari.org
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6019. Misc Atari Items FS/Trade *Some Rare*

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: fmh@netzero.net
Message-ID: <8vb43a$4bk$1@nnrp1.deja.com>
Source record: 54208

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. E-Mail me or call me at
440-286-2567 evenings EST. I am also open to trade offers.
E-mail me your list to fmh@netzero.net

My want list is near the bottom of this list.

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Comes with all manuals, CD-ROM, and Floppies.
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Draconis (Internet Suite, Browser, E-mail, Telenet)
Papyrus Home (Word Processor) and more.
Operating System(s) are TOS 4.08 (English) and MINT / N.AES (German).
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Atari Jaguar Battlesphere
Falcon MKX Case

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Sent via Deja.com http://www.deja.com/
Before you buy.

6020. Re: Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Vc7DBJADGRG6Ewy7@lovecraft.demon.co.uk>
Source record: 54209

Once upon a time <3A18B643.A909E491@qnet.com>, Don <dons@qnet.com>
grabbed chalk and scrawled:

>Please remember these post come all the time form around the world with out
>people saying where they are from. Its something were going to have to live
>with. Relax and breath in then breath out hopefully this will keep you alive
>and well.

Don't feed the troll. Please.

Richard

--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6021. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3A192C5F.D6B4D6F@ndh.net>
Source record: 54210

Hi,

> If they are not interested in updating PhotoLine perhaps they can
> be persuaded to sell the source code, for a nominal fee, to someone
> who will update it.
I donï¿½t think that they will sell the source code, because in this
source code are routines that are used in the Photoline PC/Mac-versions.

Bye

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

6022. Re: CD Burning on an ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A192EBB.D6A36354@ooc.de>
Source record: 54211

Lyndon Amsdon wrote:

> Also is the ICD Link (date of around '92) which I have just bought,
> capable of working with new CD recoders? I have a feeling it was just
> ICD tools that was a bit dodgy.

As long as the writer doesn't do parity checking (old Links don't
support parity) and doesn't expect the ST to have a SCSI ID of its own
(only the LINK96/97 supports this) it shold work.

> Whats the top speed a 8mhz STe can burn a CD. Probably 1x or 2x right?

Yes, more is most likely impossible.

> I just need to find an old (ish) burner as a new 12x or 16x speed one is
> useless to me.

I think that they can be reduced in speed by software, in order to only
use 2x speed when burning.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6023. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A192F9E.8A98113C@ooc.de>
Source record: 54212

Claes Holmerup wrote:

> Get CDRecorder from SoundPool! It's the best software around - at least to
> my knowledge. It consists of two versions - one for audio and one for data
> and they can be bought separately or as a package, depending on your
> dealer...

But note that it doesn't support long filenames.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6024. Re: Rombo VidiST 12

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <vfY9xJAP8SG6EwEq@lovecraft.demon.co.uk>
Source record: 54213

Once upon a time <HQ%R5.13589$tU2.115759@news-server.bigpond.net.au>,
Mark Bedingfield <mark@baypc.com.au> grabbed chalk and scrawled:
>Sound's good, How big a drive do you want? I have a couple of 350's an 850
>and even a few 45's. Let me know? Oh, they are all 2.5', I only have 1
>bracket but 2 Falcon's so I can't help you there. Congrat's on the new
>addition to the Family;-)

Argh!

I'm not sure who's newsserver is to blame, but it's already gone :/

I think Demon must be getting slow. I had people emailing over the
weekend for the STE!

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6025. Re: C-lab vs Falcon030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <8vbetv$b64$1@news0.skynet.be>
Source record: 54214

Hi,

> what was the actual differance between the 2 machines appart from
> one being in a black case :P

1. Lovely black case with MegaSTE Keyboard
2. Internal SCSI Drive
3. Audio Modification
4. ....the price :-)

Regards
Zorro

6026. Re: CD Burning on an ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <VfbS5.18972$8F2.2424827@nnrp4.clara.net>
Source record: 54215

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t1cqp9cn2h2g06@corp.supernews.com...

> I'm thinking Plextor or Ricoh for CDRW. Just got to ring around the
> shops now.

I'd choose Plextor over Ricoh (or most other
brands) any day. My personal experience
of drive reliability and overall performance is
as follows:

Excellent (and in order of typical tray eject speed, fastest first)
Teac (whoosh!), Sony, Yamaha, Plextor (yawn)

A lot of problems
Philips (I've seen loads of Philips drives
have endless problems and wearing out
prematurely).

Haven't had extensive experience of
any other drives.

Shiuming Lai

6027. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <VfbS5.18973$8F2.2424887@nnrp4.clara.net>
Source record: 54216

"Peter Schneider" <Peter_Schneider@su2.maus.de> wrote in message
news:200011152016.a10189@su2.maus.de...
> Hi Shiuming Lai,
>
> SL>Just a common PLCC chip. Some had EPROMS.
> just for precision: I meant the square chip that needed special
> equipment to get it out.

Hmm, you lost me there. The Falcon's TOS
ROM (EPROM or not) is a PLCC package
which, yes, is a square chip that needs a
special tool to get it out. I found one of the
best is those long and sharp metal things
that dentists use to pick your teeth (of course,
make sure it's clean before using it inside
your Falcon - you might give it an infection...)

Shiuming Lai

6028. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <WfbS5.18974$8F2.2424650@nnrp4.clara.net>
Source record: 54217

"Jo Even Skarstein" <joska@online.no> wrote in message
news:8uras5qes1@nnrp1.deja.com...
> In article <8ur082$h13$1@news1.skynet.be>,
> "Zorro" <zorro270@yahoo.fr> wrote:
>
> > I have overclocked my Videl/DSP at 60Mhz (with cooling fan) and It's
> very
> > stable...
>
> 60MHz DSP? What kind of DSP RAM does your Falcon have? Mine won't work
> at all at 55MHz, most likely because of slow RAM chips.

Two types I've seen are Alliance and Motorola.
I've got the latter, and recently stuck a heat-sink
on the DSP, which already runs perfectly stable
at 50MHz. I might try 60MHz (some guys manage
this without a heat-sink) or even higher when I
have time.

Shiuming Lai

6029. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <XfbS5.18975$8F2.2424796@nnrp4.clara.net>
Source record: 54218

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:973612638-442175AEicMi@cwcom.net...
> From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
> Date: Mon, 06 Nov 2000 18:40:40 +0100 (MET)
>
> >AFAIK Photoline works under Magic but it needs a patch. Anyway it works
> >under freeMiNT/N_AES.
>
> I don't suppose that you have any details about this patch please Martin?

Hi Derryck,

Photoline doesn't have any problem on
CT2 and/or MagiC 6 on a Falcon.

Shiuming Lai

6030. Re: Aargh! Damned speaker! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <DjcS5.19030$8F2.2432575@nnrp4.clara.net>
Source record: 54219

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:fkUB$KA9MJG6Ewx6@lovecraft.demon.co.uk...
> So, I'm off to close up the machine again until I'm installing an IDE
> drive. If anyone can shed any light on possible causes for my machines
> continued silence, I'll deal with it then ;)

I'm very sure once you hear the Falcon's
internal speaker you'll want to get rid of
it again immediately. What do you actually
need it for? Perhaps the speaker itself
is damaged - try it on something else.

Shiuming Lai

6031. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1io8tl0geum81@corp.supernews.com>
Source record: 54220

On 19 Nov 2000 23:01:02 , JI Logan wrote:
>On 19 Nov 2000 12:44:18 , Lyndon Amsdon wrote:
>
>|Right then time to mod your floppy drive!
>|
>|I've had quite a bit of experience getting a 1.44 to work on STs.
>|Firstly drives sold are set up for a PC.
>|
>|PCs use ID number 1 which is stupid, and Ataris and a lot of other
>|non PCs I've seen use ID 0.
>|
>|So if there is no jumpers on the back, like most new floppy drives
>|I've seen, there should be some little solder pads on the drives PCB.
>|Quite often the PCB is covered my metal, so you can't damage it, but
>|there are usually holes in the metal and they let you access the
>|solder pads. They might be marked as "1" and "0" or "DS1" and "DS0",
>|they both mean the same. IIRC DS means disc select.
>|
>|You'll need to remove the solder bridging pad 0 and put a little
>|bit of solder across pad 1.
>
>I would have thought that should be the other way round.

Ahh gawd. I don't no what I was thinking! Too many late nights I
say. Thanks JI for pointing that out.

Remove the solder bridge from pad 1 and put it on pad 0!

What an embarasment........

6032. STs, SD, Ca, USA

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Mike Easter <see_my_sig@for.my.address>
Message-ID: <dpdS5.2755$b73.1384602@typhoon.san.rr.com>
Source record: 54221

Posting to sdnet.computing & .general & comp.sys.atari.st.

I have quite a bit of Atari ST hardware - 3 1040 STfm - 2 Mega 4 ST - 1 in tower with accelerator [all working, as I recall] - several [6?] dead sm124 monitors [2 with a capacitor fix] and assorted mice, and some software, no games. The dead monitors were the main reason I quit using the hardware back then.

I'm looking for an enthusiast in the San Diego, CA, USA area who might be interested in giving some of this a home.

I don't normally follow these groups - but I'll drop in here periodically for the next 2 weeks. I've tried to visit some of the web sites and their links I've found from digging posts here [csas] - but so far it seems that San Diego & Atari ST don't jibe.

I remember encountering a local fellow online in the past who had a TT & Falcon, but don't remember who it was.

--
Mike Easter
ROT 13 zrnfgre1@fna.ee.pbz

6033. Re: Photoline - no upgrade

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a1969d61dbab41@online.be>
Source record: 54222

on Sun 19-11-2000 23:14 Jeff Armstrong wrote:

>Where can you get Arabesque 2 for download?

AFAIK, Arabesque 2 can't be downloaded.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6034. Re: Arabesque 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a1969d61dbab40@online.be>
Source record: 54223

on Mon 20-11-2000 06:59 Jim DeClercq wrote:

>Someone in this group posted the opinion that Arabesque 2 is now
>freeware, or perhaps shareware. I have just spent quite a bit of
>time looking for it, and have one of the worlds lamest DNS. I
>think it is on europeshareware.net, but I cannot get there from
>here. My DNS cannot find it.

Sorry. I made a little mistake yesterday. I said it was freeware but the
truth is that the original programmer is willing to give away the source
to anyone who wants to take the development over. I don't know however
under what conditions, my German isn't that good and if someone has taken
over the development yet.

One can see the original message in the ATOS from 3/00.

ftp://chapelie.rma.ac.be/disk_magazine/atos/atos003f.zip (color hyp)
ftp://chapelie.rma.ac.be/disk_magazine/atos/atos003h.zip (HTML)
ftp://chapelie.rma.ac.be/disk_magazine/atos/atos003m.zip (monochrome hyp)

If you want to read it online you can find it on http://www.atos-magazin.de/

Be aware though that everything is in German.

>Where else might I look? Does anyone have a copy they could e-mail
>to me? I have tried to buy a copy of that program, and got no
>answers to e-mail, even e-mail giving a credit card number and

AFAIK, it's not available on the Net. The version I've dates from feb 12
1998 v1.20b
Have you tried j.tochtenhagen@ndh.net (Jï¿½rg Tochtenhagen)?

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6035. Re: Arabesque 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8vbteb$5k6$1@nnrp1.phx.gblx.net>
Source record: 54224

Martin \"Nightowl\" Byttebier <tos4ever@online.be> writes:
: on Mon 20-11-2000 06:59 Jim DeClercq wrote:

: >Someone in this group posted the opinion that Arabesque 2 is now
: >freeware, or perhaps shareware. I have just spent quite a bit of

: Sorry. I made a little mistake yesterday. I said it was freeware but the
: truth is that the original programmer is willing to give away the source
: to anyone who wants to take the development over. I don't know however

Yes, I have tried to contact the author, and got no response. I do not
know any language but English, but am trying, and that might be the
reason.

It would be useful to know how anyone outside continental Europe got
a copy of that program recently. The firm said to be selling it did
not respond, or ship. Who, if you know, is selling it.

If all else fails, I could try e-mail to J.Tochtenhagen@ndh.net
again. That is the address I tried last time. It was 99 DM,
with an English version available.

Any suggestions?

--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

6036. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Peter Persson <pep@NOSPAMhms.se>
Message-ID: <r5fS5.272$Ns6.1215@nntpserver.swip.net>
Source record: 54225

Hi,

My DSP works great at 60mhz, but I had to change the DSP ram chips to 12ns..

Regards

/Peter

"> Two types I've seen are Alliance and Motorola.
> I've got the latter, and recently stuck a heat-sink
> on the DSP, which already runs perfectly stable
> at 50MHz. I might try 60MHz (some guys manage
> this without a heat-sink) or even higher when I
> have time.
>
> Shiuming Lai
>
>

6037. Re: WWW.ATARINEWS.ORG is Open for Busin

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: taj16@dreamscape.com
Message-ID: <t1ivpbr78k8s64@corp.supernews.com>
Source record: 54226

On 20 Nov 2000 02:43:04 , Rob wrote:
>Jim,
>
> I'm using IE 5.5 with no problems. I also used the latest
>Netscape.. no problems. I'd try it on CAB.. but I don't have a way to
>connect my TT to my Cable modem.... yet! (Mario.. hurry up with the new
>graphic/ethernet card!! <G>)
>
>Rob
>webmaster@atari-users.net
>rob@atarinews.org
>
>
CAB 2.7 works just fine, Rob. I tried it last night. For the most part,
though, I'll probably just read the emailed version. It's faster, and I
don't tie up my phone line.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6038. Re: Arabesque 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a19871e34a0530@online.be>
Source record: 54227

on Mon 20-11-2000 19:18 Jim DeClercq wrote:

>Yes, I have tried to contact the author, and got no response. I do not
>know any language but English, but am trying, and that might be the
>reason.

AFAIK, Jï¿½rg understands English.

>If all else fails, I could try e-mail to J.Tochtenhagen@ndh.net
>again. That is the address I tried last time. It was 99 DM,
>with an English version available.

I wrote once to Jï¿½rg, I believe in 1999 to ask for an update. You see
the version I was using that time didn't work very good with N_AES.
A few days later I got an update which worked a little bit better with
N_AES for free.

Keep trying. You never know.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6039. FS: Brand new Atari compatible mouse

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Pål Monstad <pmonstad@pm-data.no>
Message-ID: <SZgS5.10059$cr6.275117@news1.oke.nextra.no>
Source record: 54228

NOK 150,- + postage. Visa card accepted. Norway. Will send world wide.
--
Pï¿½l Monstad, PM data
www.pm-data.no

6040. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <GlhS5.1798$XT.1595@newsfeed.slurp.net>
Source record: 54229

On 19 Nov 2000 14:13:43 , xlator@cix.compulink.co.uk wrote:
>In message <y%VQ5.2$en6.86@newsfeed.slurp.net>, ebaiz@skyenet.net said:
>>
>>I am trying to using an optimizing program on my Hades. Optimize 2.9 will
>>not let me optimize my C partition, but will on the others. The program
>>keeps telling me that it cannot lock the partition because of the open
>>files. Just what are "open files" and how can I fix this. Thanks for any
>>help.
>
>Just a guess, but it's probably CHK_OFLS.PRG in your AUTO folder, which
>prevents access when any files are open. Try disabling it. If this still
>doesn't work, disable all AUTOs, CPXs and ACCs. Try booting without any
>of these and then use Optimize.

Hmmmm??? Did not know about that. What did work was to boot the Hades under regular TOS and use the optimizing program. Your way sounds pretty good also. I will give it a try and see what happens.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6041. Re: Files >720k from NT to STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8vc8h8$5li$1@news7.svr.pol.co.uk>
Source record: 54230

If you have an STE with SIMMS you can easily upgrade to 4Megs. Its just am
matter of plugging in a pair
of old fashioned 30 Pin, 1Meg SIMMS (I Think most types work), You should be
able to obtain a pair for the
cost of the postage.

Then you could use a RAMDISK to make a RAM DISK big enough to hold the
files.

Holger Janz <Holger.Janz@sap.com> wrote in message
news:8van1u$s40$1@news1.wdf.sap-ag.de...
> Thanx for the help of all of you.
>
> I tried a lot of your suggestion but got no result until now.
> The problem is really I have got now hard drive for my STE
> and no network connection.
>
> I am now looking for a file splitter which works on STE and NT.
>
> Does anyone know such a program or standard? I tried uuencode
> and uudecode, but the files got to large during convertion that
> I was not able to put them together on my STE (2MB and no hard disk).
>
> Greetings
> Holger
>
> Holger Janz <Holger.Janz@sap.com> wrote in message
> news:8urhen$6ig$1@news1.wdf.sap-ag.de...
> > Hello,
> >
> > i have got the following problem:
> > - i own an ATARI STE with a 720k floppy
> > - i have got some MSA files >720k on Windows NT
> > - i want use the MSA files with my STE
> > - NT do not like special formats (e.g. 820k)
> >
> > How can i get the MSA files >720k to my STE?
> >
> > Thankful for every help
> > Holger
> >
>
>
>

6042. Re: SV: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a19a594$0$174@news.zetnet.co.uk>
Source record: 54231

On 20 Nov 2000 11:56:37 , "�ystein Trolls�s" wrote:

```
|Is there more "burners" out there which can give advice about which "burner"
|to use for AUDIO, can I use CDLAB for audio and data? I haven't used "burner
|before, that's why I'm curious!

I have only used CDs for backup so can't specifically talk about
audio but try Anodynes software with a PlexWriter. That's what I
have on the Hades and it's fine.
--
JI Logan
```

6043. atm0

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: e-n-bor@frisurf.no
Message-ID: <974759724-460368AEicMi@frisurf.no>
Source record: 54232

Hello!

I would like to get rid of all that noice when
dialling with Sting, but I do not know where to put in
that "atm0".
When using Iconnetct I just use one extra line with
"atm0" after "atz" in the script, and just get that
good feeling of absoltely silence!
But writing the same after "atz" in Sting will not
work.
Perhaps I have to use a spesial sign after "atz" to
show that a new command is coming?

Thank you for any help!

--
Norvald

Atari Falcon 030

6044. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <7biS5.412$Ns6.1868@nntpserver.swip.net>
Source record: 54233

> >Get CDRecorder from SoundPool! It's the best software around - at least
to
> >my knowledge. It consists of two versions - one for audio and one for
data
> >and they can be bought separately or as a package, depending on your
> >dealer...

> I've always given the same advice but lately I'm not so sure anyymore..
> It's nearly two years since there's been a "real" update of CDRecorder,
and
> although it still is the program which sports most features it's falling
> behind rapidly on compatibility.

Well - version 3.20 did come a couple of months ago, even though there
weren't too many changes compared to the previous one...
It really is a shame you can't use all writers (but at least, you can get
the compatibility list from SoundPool's website and check it before you go
shopping for a writer) - but I believe it's the only burning program which
handles audio CD's correctly, with possibility to write indexes, individual
pauses between tracks, pre-emphasis etc. It always burns audio as
disk-at-once, which is required if you're going to make mass-duplication at
a CD-pressing plant (if you use other than disk-at-once and a fully
compatible 'red book' burned CD, they have to make a new master on tape
before making the glass master)...

> I've been playing a little with CDLAB, and although it's still limited in
> features, this is the package I would recommend to anyone that sets his
> first steps in the minefield. It's easy to setup, easy to handle,
compatible
> with almost any SCSI and IDE writer available these days and best of all
> costs only 80FF (10$).

Does it handle audio burning correctly? Very many Falcon users are
musicians, so that's probably the main issue...

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

6045. Re: Rombo VidiST 12

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <WIiS5.14954$tU2.127012@news-server.bigpond.net.au>
Source record: 54234

We just changed providers at work so news was down for 3 Days. :-(, anyway
sounds like your having fun....

Mark

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:vfY9xJAP8SG6EwEq@lovecraft.demon.co.uk...
> Once upon a time <HQ%R5.13589$tU2.115759@news-server.bigpond.net.au>,
> Mark Bedingfield <mark@baypc.com.au> grabbed chalk and scrawled:
> >Sound's good, How big a drive do you want? I have a couple of 350's an
850
> >and even a few 45's. Let me know? Oh, they are all 2.5', I only have 1
> >bracket but 2 Falcon's so I can't help you there. Congrat's on the new
> >addition to the Family;-)
>
> Argh!
>
> I'm not sure who's newsserver is to blame, but it's already gone :/
>
> I think Demon must be getting slow. I had people emailing over the
> weekend for the STE!
>
> Richard
> --
> Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
> Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -.
;-;;,
> Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (
`'::.
> 'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--'
`-'_)Morticia

6046. WTB:link 2 or ICD

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: rainbowchild <rainbowchild@ntlworld.com>
Message-ID: <YEiS5.9238$3k.181987@news6-win.server.ntlworld.com>
Source record: 54235

does anyone have ethier of these for sale?

6047. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011201840400.84-100000@TT030>
Source record: 54236

On 19 Nov 2000, JI Logan wrote:

> On 19 Nov 2000 12:44:18 , Lyndon Amsdon wrote:
>
> |Right then time to mod your floppy drive!
> |
> |I've had quite a bit of experience getting a 1.44 to work on STs.
> |Firstly drives sold are set up for a PC.
> |
> |They use ID number 1 which is stupid, and Ataris and a lot of other
> |non PCs I've seen use ID 0.
> |
> |So if there is no jumpers on the back, like most new floppy drives
> |I've seen, there should be some little solder pads on the drives PCB.
> |Quite often the PCB is covered my metal, so you can't damage it, but
> |there are usually holes in the metal and they let you access the
> |solder pads. They might be marked as "1" and "0" or "DS1" and "DS0",
> |they both mean the same. IIRC DS means disc select.
> |
> |You'll need to remove the solder bridging pad 0 and put a little
> |bit of solder across pad 1.
>
> I would have thought that should be the other way round.

Thanks to all for responding, especially Lyndon Amsdon as he
was correct in that the drive was set as ds1. I removed the
bottom cover and did the mod. JI Logon was correct about
the mod itself, it had solder across s1 which I removed and
placed on s0. Thanks again, it now boots with the new SONY
floppy driver!

PS. It's good a thing I work with electronics 40 hours a week,
and soldering such small pads doesn't bother me. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6048. Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011201949550.109-100000@TT030>
Source record: 54237

You guys did so good with the floppy problem I was wondering
if you would like to take a crack at this one. ;-)

The AT case has a green LED power indicator. Coming off
one of the PSU branches is small 2 pin connector which
I assume is the +5v usually used to power those stupid
"Mhz" displays you see on some cases. My case does not
have this silly display.

My question is what would it take to get this green LED
to light when I hit the power switch? Assuming I use
this +5V as the power source.

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6049. Everything for $25ea. Atari Sale! Includes Atari 1040ST, Atari Color & Mono Monitors, lots more!!

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Thomas Ferreira <amishman@pacbell.net>
Message-ID: <B63F28E3.290E%amishman@pacbell.net>
Source record: 54238

That is right, $25 each plus freight for anything on this list. Or, $100 plus freight buys it all. I will just crab anything Atari and send it your way. My folks have a lot of Atari stuff so I will just take what they have and it is yours for $100 plus freight. I need to know before Thanksgiving as I am heading down to my folks and will bring home and ship anywhere in the USA as long as there is interested buyers. Otherwise, I will have them dump it. All in working order and look good.

Atari 1040ST $25
Atari SC1224 Color Monitor $25
Atari SM124 Mono Monitor $25
Atari SH204 Hard Drive $25
Atari SF Floppy drive $25

Monitor Switch Box that allows both Atari monitors to connect to the 1040ST is free if both monitors are purchased. Otherwise it is $15 plus postage.

Lots of other software, joysticks, cables, etc... are free with the $100 package. Too much to list here.

Let me know.

Tom

6050. FS: Toadfile Dual Under The Monitor Hard Drive Case

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Thomas Ferreira <amishman@pacbell.net>
Message-ID: <B63F2A0D.2910%amishman@pacbell.net>
Source record: 54239

Very nice heavy duty case holds two 5.25" drives. Lighted power button on front, SCSI port on back. Once housed a 44MB Syquest drive. Includes the case with the internal power supply & power cord. Does not include Link adapter so if you plan on connecting to an Atari, you need one of those also. $25 or best offer.

6051. Re: LOGIC 2.5 WANTED

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3a19f37a_2@huge.aa.net>
Source record: 54240

Hi Maurizio,

Just to make sure you know... Logic Audio only goes up to vs.
2.01. That version is available on the web, but you you need to
already have the LOG3 dongle, and some other files, which it
sounds like you do. Logic (NON audio) does go up to vs. 2.5. I
ordered that direct from Emagic, but I think they don't deal with
Atari at all anymore.

Logic Audio - vs. 2.01 has a few improvenets over 2.00
Logic - vs. 2.5 has a lot of improvements over 2.0

Let me know if I can be of any help,

Clayton Murray
Seattle, WA USA

On 19 Nov 2000 21:07:03 , "maurizio" wrote:
>
>hi i' m a registered user of logic audio 2.0, but now it seems impossible to
>finde the 2.5 update anywhere,...emagic never answer to my mails
>
>could someone help me??
>
>i don' t need crack or warez only the regular update..

6052. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200011201615.a16861@du3.maus.de>
Source record: 54241

H>Get CDRecorder from SoundPool! It's the best software around - at least
H>to my knowledge.

You are wrong. CD recorder is too old to be good (no long filenames
supported, no SCSI-Driver support etc.).

Go and get Anodyne's CD Writer Plus. It's worth the money and support from
the developer is always the best.

And btw, it supports long filenames (both Windows Joliet and Unix Rockridge
Extensions) and SCSI-Driver.

Tschuess,

Frank

6053. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974826420-655493AEicMi@bun.com>
Source record: 54242

Hi Dennis

>The golden rule is: once you've set the correct linelength, stay away
>with your claws from the sizer-button in the editor-window :-)

Ive been using eMailer for some while without any adjustments, its only
recently that ive had a spate of complaints, and no tweaking was
attempted before that so i'm at a loss to explain.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6054. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974826424-655969AEicMi@bun.com>
Source record: 54243

Hi Peter

>>It will be a CCC secret, mainly coz i dont know, ive done nothing here.
>>I'm at a loss to explain this phenomenon??.

>>>How'z it now ive added some quoting?.

>You mus have done *something*, because it's fine now! :-)

I added some more 256 colour icons!!!! :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6055. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974826432-657683AEicMi@bun.com>
Source record: 54244

Hi Peter

>I am still getting blanks for all Shiuming's Usenet messages.

Thats the typical level of one of Shiumings mails, but he normally adds
some info about cooling fans or heatsinks to his brivvel so you should
get more than blanks. :-)

Isnt it time that CIX looked to the future, or at least the near past
with it dinosaur system..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6056. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974826426-656385AEicMi@bun.com>
Source record: 54245

Hi Lyndon

>>I would have thought that should be the other way round.

>Ahh gawd. I don't no what I was thinking! Too many late nights I say.

Perhaps you should go to bed at 10:00 when mummy tells you like a good
little boy..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6057. Re: Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:32:53 UTC
From: antiyank <shitamerica@yanksareshite.co.uk>
Message-ID: <3a187134@news.telinco.net>
Source record: 54342

> there are states in lots of countries, in what country should he look?
> Kevin
>
>
don't bother it is from America where a vast majority of the thick
population are unaware that there is a whole world outside their particular
country

6058. Re: C-lab vs Falcon030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 00:35:16 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <a6KgYxAEHHG6EwwB@lovecraft.demon.co.uk>
Source record: 54343

Once upon a time <8v9c4u$m0o$1@uranium.btinternet.com>, chris swinson
<exxos@bigfoot.com> grabbed chalk and scrawled:
>Hi all
>
>what was the actual differance between the 2 machines appart from one being
>in a black case :P

Hush, you'll make me want a C-Lab.

(There's a video effects Falcon, also black cased. Can't remember the
name of the machine, but search for Bit Bopper and you'll find it).

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6059. Re: Rombo VidiST 12

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 02:17:11 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <HQ%R5.13589$tU2.115759@news-server.bigpond.net.au>
Source record: 54344

Sound's good, How big a drive do you want? I have a couple of 350's an 850 and even a few 45's. Let me know? Oh, they are all 2.5', I only have 1 bracket but 2 Falcon's so I can't help you there. Congrat's on the new addition to the Family;-)

Mark

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message news:HhVXuSC0ycF6Ew6F@lovecraft.demon.co.uk...
> In with the Falcon was a boxed VidiST video digitiser, the colour model.
> I won't be using it, since it blocks the MIDI ports and I have no use
> for it anyway! (My Falcon is purely for MIDI stuff ;)).
>
> I'll swap it for an internal Falcon HD with cable and mounting parts
> (screws and posts?), preferably one which will take MagiC and Thing (or
> some other alternative, but basically, big enough to hold an OS and
> perhaps a couple of simple apps).
>
> Obviously, other Falcon items are of interest too... not sure what else
> I can add without hacking my machine!
>
> (The FPU upgrade worked - GEMBench reported decent results ;)).
>
> Richard
> --
> Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
> Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -.
;-;;,
> Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (
`'::.
> 'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--'
`-'_)Morticia

6060. Re: WWW.ATARINEWS.ORG is Open for Business!

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 02:43:04 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8va33ocjh1@nnrp1.deja.com>
Source record: 54196

Jim,

I'm using IE 5.5 with no problems. I also used the latest
Netscape.. no problems. I'd try it on CAB.. but I don't have a way to
connect my TT to my Cable modem.... yet! (Mario.. hurry up with the new
graphic/ethernet card!! <G>)

Rob
webmaster@atari-users.net
rob@atarinews.org

In article <3a185e9b_3@athena.netset.com>,
J.W. Krych <jwkrych@n2net.net> wrote:
> Kelvin Wright <kelvinw@nospam.ihug.co.nz> wrote in
> >>
> >IE 5.5 brings in this site loud and clear for me. And a very good
site it
> >is too.
> >
> This is wierd! I try the changes that IE 5.5 reccomends, and still
the page
> cannot be displayed. This has been happening more and more with IE
5.5 for
> me.
>
> Also, could IE 5.5 see this site asa high-security? A stretch, but I
want
> to see this site.
>
> Thanks for the help so far guys!
>
> Regards,
>
> Centurion030
>

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

6061. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 02:47:17 UTC
From: taj16@dreamscape.com
Message-ID: <t1h45l4f431rd4@corp.supernews.com>
Source record: 54345

On 17 Nov 2000 09:31:34 , Derryck Croker wrote:

>You'd be best to try ftp://chapelie.rma.ac.be for HSModem and STGuide,
>English docs for HSModem from my web site (MISC section), and
>http://sting.atari.org for STinG. Sting is now much easier to set up than
>earlier versions, but there seems to be a bug in the dialer section which
>allows you to enter lines for a log-in script if you need one.

Got 'em. Thanks. Looks like I have some reading to do.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6062. Re: WWW.ATARINEWS.ORG is Open for Business!

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 02:49:48 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8va3gb$cn4$1@nnrp1.deja.com>
Source record: 54197

In article <3A181DBE.EF130864@qnet.com>,
Don <dons@qnet.com> wrote:
>
> I see your whole problem its IE. Netscape works just fine even my TT
pulled
> it up.

Don,

PLEASE TELL US.. How does the site look on your TT compared to
Netscape? As I posted in another message on this subject.. I am unable
to try it out on my TT, all I have is a Cable modem for access.
Also .. what is your TT's setup?

THANKS!!
Rob
webmaster@atari-users.net
Rob@atarinews.org

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

6063. Aargh! Damned speaker! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 02:58:05 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <fkUB$KA9MJG6Ewx6@lovecraft.demon.co.uk>
Source record: 54198

I've tried FSOUND, various other utils. There's nothing wrong with the sound coming out of the Falcon, but there is nothing coming out of the internal speaker even when it's enabled. I've reset the NVRAM, reset the sound bus (which I assume is done when the machine is powered down anyway), nothing.

I had another look inside, the speaker is connected correctly. The only thing I can see which might have the remotest connection to it is a small variable resistor type thing marked L31 (I think), beside a small chip and under the 2.5" HD area.

I'm not touching it. I've searched online and can't find anything relating to it beyond the glut of utilities for disabling it. (None of which are installed).

So, I'm off to close up the machine again until I'm installing an IDE drive. If anyone can shed any light on possible causes for my machines continued silence, I'll deal with it then ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6064. Re: Need Help with PPP connecting

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 03:46:23 UTC
From: taj16@dreamscape.com
Message-ID: <t1h7kffhdk7030@corp.supernews.com>
Source record: 54199

On 19 Nov 2000 12:40:12 , "Frank Lockwood" wrote:
>For the last few years I have been successfully connecting my TT to my
>ISP using a couple of telephone modems, with STing.
>
>Starting in the spring, I began to have trouble inializing the
>connection with my US Robotics 56 k modem. It would dial up alright,
>and the modems would do their handshaking routine, and the connection
>would be established, but then once the "Initializing Connection"
>dialog appeared, nothing would happen.
>
>At first this only happened occasionally, but it became more and more
>frequent, until at this point I cannot connect with my 56 k modem.
>When I use the 56 k modem with my Macintosh, it works just fine. I
>attached an older 14.4 k modem to my TT and it has worked reliably for
>the last couple of months, but now I am beginning to experience the
>same connecting failures with this modem.
>
>I have re-installed Sting (several versions, several times), I tried
>STik, I've phoned my ISP and they assure me that they have made no
>majour changes in the last year (and of course, they have no idea what
>to suggest for an Atari user).
>
>I am at my wits end. I could provide someone with copies of my
>DIAL.SCR and DEFAULT.CFG files, as well as the logs generated by both
>Sting and STik when I fail to make a connection.
>
>Is anyone willing to help - before I can no longer connect to the
>internet?
>
I had the same problem with STinG 1.22 (Dialer 1.16) when I started
connecting to the Internet a little under a year ago with my TOS 2.06 Mega
ST4 and AT&T Dataport 14.4 modem. STinG 1.22 is the only version I've
used, so I can't guarantee my solution will work for you, but here goes:

Call up the dialer and hit the 'configuration' button. Move to the
'Addressing' screen and remove the x from the box labeled, "Request Name
Servers from Remote." SAVE this configuration.

That's all I did, and it hasn't failed to initialize a connection since.
Don't ask why I tried that, because I don't really know. (I didn't have
ST-Guide, so I couldn't read the docs. I was fumbling around blind) It
seemed to me that the dialer was waiting for something it either wasn't
going to get, or already had and missed. I eliminated the only thing I
could find that it might be waiting for.

What can I say - it worked...

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6065. Arabesque 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 06:59:53 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8vai59$h38$1@nnrp2.phx.gblx.net>
Source record: 54200

Someone in this group posted the opinion that Arabesque 2 is now freeware, or perhaps shareware. I have just spent quite a bit of time looking for it, and have one of the worlds lamest DNS. I think it is on europeshareware.net, but I cannot get there from here. My DNS cannot find it.

Where else might I look? Does anyone have a copy they could e-mail to me? I have tried to buy a copy of that program, and got no answers to e-mail, even e-mail giving a credit card number and a shipping address.

Please help?

--

```
_____________________________________________________________________
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /
```

6066. Re: C-lab vs Falcon030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-20 23:03:08 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <8biS5.414$Ns6.1868@nntpserver.swip.net>
Source record: 54149

"chris swinson" <exxos@bigfoot.com> wrote:

> what was the actual differance between the 2 machines appart from one
being
> in a black case :P

Hi,
The actual motherboard was originally from the stock that Atari let them take over from the start - and later on, they made new ones from exactly the same plans, so technically there's no difference at all!
C-lab did however make the CPU-clock modification that's described on my website (I believe it was number two they choose), so there was not such a big risk for problems with CAF - but some machines had to be re-modified with another modification to work properly anyway... :(
I don't really remember if they made the audio modifications that are described in the CAF manual or if they only removed the ridiculous bass-boost. Anyway, those modifications are also found on my website.
They also made a MKII, which contained an internal 2.5" SCSI-drive that was connected where the internal SCSI-terminators are located in "normal" Falcons. The sad part about the 2.5"-drives is that they were terribly slow compared to external 3.5"-drives - but it was really neat to have it all in one case ;) With some effort, it was also possible to place an internal IDE-drive beside the SCSI-drive inside the case ;)
Later on, they made the MKX, which is a really nicely designed black desktop case (no, not a rack case - in spite of how it looks...), but still with exactly the same motherboard... They removed the connectors for the audio in the MKX and placed them parted from the motherboard - and placed a connector in the case for using a Mega keyboard, but otherwise it's the same.

As you can see, they didn't make any revolutionary development, but only continued selling the same machine in somewhat different configurations.

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

6067. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011211656300.84-100000@TT030>
Source record: 54096

On Tue, 21 Nov 2000, Simon Osborne wrote:

> Lonny Pursell wrote in message ...
>
> >My question is what would it take to get this green LED
> >to light when I hit the power switch? Assuming I use
> >this +5V as the power source.
>
> There should be a place for the cable to plug into on the motherboard

There might indeed be, but all I was given was a drawing of the board
layout and some german text. It does not seem to be explained
if there is such a connector.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6068. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011211702300.84-100000@TT030>
Source record: 54097

```
On Tue, 21 Nov 2000, Shiuming Lai wrote:

>
> "Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
> news:Pine.MNT.4.10.10011201949550.109-100000@TT030...
> > You guys did so good with the floppy problem I was wondering
> > if you would like to take a crack at this one. ;-)
> >
> > The AT case has a green LED power indicator. Coming off
> > one of the PSU branches is small 2 pin connector which
> > I assume is the +5v
>
> Don't assume. Either measure it (best) or
> tell us what colour PSU wires it's connected
> to. Red is 5V, yellow is 12V. Most equipment
> indicator LEDs are about 1-2V, but you can
> get 5V (and even 12V) ones. In fact, if you
> want it to look really cool, you could change
> the LED in the case for a 5V blue LED. Quite
> expensive (about 10 times the cost of a normal
> LED) but very cool and worth every penny.

Red and black.

> > My question is what would it take to get this green LED
> > to light when I hit the power switch? Assuming I use
> > this +5V as the power source.
>
> You'll need a resistor. What value I don't
> know, so start low. If it looks dim, then
> it's probably a ~2V LED, if it's really
> painfully bright (and hot), it's probably a
> ~1V so bring the voltage down some more.
> Best to change it for one where you know
> the rating - LEDs don't cost that much.
> I don't ever recall seeing a power LED
> header on the Hades motherboard, so I
> would do the same and tap it off the PSU
> 5V line.

Ah ok.
I can measure the voltage to be sure. Better safe than
sorry :-)

----------------------------------------------------------------
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

6069. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011211659540.84-100000@TT030>
Source record: 54098

On 21 Nov 2000, JI Logan wrote:

> On 20 Nov 2000 19:57:03 , Lonny Pursell wrote:
>
> |The AT case has a green LED power indicator. Coming off
> |one of the PSU branches is small 2 pin connector which
> |I assume is the +5v usually used to power those stupid
> |"Mhz" displays you see on some cases. My case does not
> |have this silly display.
> |
> |My question is what would it take to get this green LED
> |to light when I hit the power switch? Assuming I use
> |this +5V as the power source.
>
> There should be a connector for this LED on the board, also one for
> the hard drive. The latter is just in from the medial end of the
> mouse connector but I cannot just locate the former on the schematic
> that I have. There is a connector marked ELKTRON between the
> joystick connector and something marked KEY-E. This might be it
> although it has four pins.

I was wondering what that connector was. Ed seems to think
his CPU cooling fan is connect there. However his view is
obstructed by the case or some drives so he is not 100% sure on
that.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6070. Re: WTD: Music Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <TMbCFdEAFwG6EwCZ@lovecraft.demon.co.uk>
Source record: 54099

Once upon a time <1ekglje.wxhdjs1qt5vr4N%northstar2010@yahoo.no>,
Hallvard Tangeraas <northstar2010@yahoo.no> grabbed chalk and scrawled:

>You can download "Explorer32" for free by going to my Notator website
>(URL in my signature)!
>It used to be a commercial program, but is now made into shareware by
>the author, who has given me permission to upload it.

I've got it - that's why I'd emailed him to ask about compatability.

>I have no idea if this works on the Falcon either, but in case you come
>across an Atari version of Sounddiver which you're not buying (or get
>several offers), I'm very interested as I need a universal
>editor/librarian for my ST.

No offers yet, but we'll see ;) I just want something that edits Roland
D-50 sounds and costs less than a dedicated programmer. I haven't even
looked into what I'm going to use in place of TigerCub on the STE...

>As for the Falcon compatibility problem -you might want to look into
>getting a regular ST/STe/Mega for MIDI use instead of abandoning
>software (or getting special, expensive versions). That might be a lot
>cheaper and simpler.

Possibly, but I just sold my STE to get the Falcon. I liked the STE
/but/... most software griped about the Medium Res screen, I didn't want
to recase (the new owner does) and I had an interesting kludge involving
a PC power supply after my ST one failed, and I got sick of Falcon-
friendly apps bombing out. I figured that as the C-Lab Falcon existed,
there has to be good MIDI software that will work on it!

>But for all I know you might be using your Falcon for harddisk recording
>and would naturally like to have everything work on that one machine.

Nope, just for MIDI. I upgraded for the reasons above (and wanted a
Falcon).

sighs If I have to spend more, I might as well get a Mac or PC and be
done with it. I'm dealing with stupid little bugs, like: Trying
MIDIQuest's demo, bombs. So set Thing to run it single task /and/ unload
Thing, and set the screen mode to ST-High (I have an SVGA display).

It crashes. And more annoyingly, Thing has messed up the file for
640x480x256, for some inexplicable reason. They tell me it won't run
under MagiC, so fine, I try all the methods I've been told for disabling
MagiC - both shift keys (in manual), doesn't work. Hold down a drive
letter to boot from that drive. Doesn't work.

I know my machine is good, and I'm happy with it, but for crying out loud, don't the programmers actually /use/ these machines? I've RTFMd. I've tried everything imaginable. Atari's main market was music, I didn't want a machine for anything but music, so Papyrus et al are irrelevant, even though they do work.

I know the programmers are probably reading this. I know that for every utility I've tried, a dozen more exist that do work. I know that I don't have a manual for MagiC 5, and it's probably different to 4. I am /happy/ to pay for a utility that does what GENEdit, MIDIQuest, Explorer32 have all claimed to be able to do - edit/library Roland sounds, specifically D-50 and D-110. All I ask is that it loads cleanly, runs, and doesn't crash.

Electronic Cow managed to make software that runs on everything - the main reason I went for the Falcon was because I couldn't use their stuff on an ST without getting a mono monitor, and I wanted the nicer look and feel of the 256 colour Falcon displays. It even runs under MagiC/Thing with only minor problems. Musicom is great, though it has to single-task it also does what it should.

No doubt some more Atari-technical person will have a reason, and say I'm crazy for asking such things. I see no reason why I am. I'm not a programmer. If I was I'd have re-written something so it would work, even in a kludged manner.

</rant>

No doubt after all this, I'll go downstairs, reboot holding down G for the Syquest that I've just copied a basic system onto, and it will all work.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6071. Re: Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a1b051b$0$174@news.zetnet.co.uk>
Source record: 54100

> Please remember these post come all the time form around the world with
out
> people saying where they are from. Its something were going to have to
live
> with. Relax and breath in then breath out hopefully this will keep you
alive
> and well.
>
>
> Don
>
>

yes but wouldn't you think that someone selling something could give a hint where he was ? and save wasting his time replying to people 5000 miles or more away, Here in the UK plenty of providers are .co.uk but .com can be anywhere

Kevin
www.kevindermott.co.uk

6072. Re: How to improve a Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Simon Osborne <carbon@atari.org>
Message-ID: <8vf0lj$4ceul$1@ID-59683.news.dfncis.de>
Source record: 54101

You could just give me the falcon and I'll give you a PC hehe

Simon

6073. Re: How to improve a Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <fseBdAFWewG6Ewhk@lovecraft.demon.co.uk>
Source record: 54102

Once upon a time <8vf0lj$4ceul$1@ID-59683.news.dfncis.de>, Simon Osborne
<carbon@atari.org> grabbed chalk and scrawled:
>You could just give me the falcon and I'll give you a PC hehe

No chance ;)

What happened to that Steinberg 24 software, anyway? You never mailed
back, and I was even half joking about the disks!

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6074. Re: WTD: Music Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Bs$GN0ESdwG6EwDj@lovecraft.demon.co.uk>
Source record: 54103

Once upon a time <TMbCFdEAFwG6EwCZ@lovecraft.demon.co.uk>, Richard Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:

>No doubt after all this, I'll go downstairs, reboot holding down G for
>the Syquest that I've just copied a basic system onto, and it will all
>work.

Apart from one horrible moment, where I realised I deleted the GEMSYS directory from C: instead of G:, it /did/ work.

Boot from Syquest, which I've copied my boot drive onto and deleted everything but a couple of Auto programs (HD Driver, Extendos), change to ST-High, and MIDIQuest works.

And despite the slightly Amiga-ish feel to the menus *shudder* it works, and I'm sure if I hooked up my D110 (which is rather dead in terms of output - hence not in the list below) it would communicate, as DTonator did on my STE. No doubt, it would even work with my D-50 if the demo included D-50 editor files.

Now to make another Syquest for games ;)

Richard, slightly calmer now. But the internal speaker still doesn't work, and Pete emailed me to say he hasn't done anything apart from use the control panel. I shall have to live without it ;)
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6075. Re: Logic Audio / 4 meg RAM (Music)

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3a1b2325_3@huge.aa.net>
Source record: 54104

Hi Ken,

I seem to recall when I first got my Falcon, I also got Logic Audio. It booted up in 4 megs, but didn't work well (or at all?) when trying to record. Going to 14 megs made all the difference. It might depend on how many accessories you have going, etc. Best to strip it down as much as possible. I normally use Warp 9, but not when running Logic. I think they don't get along too well.

Hope that helps,

Clayton Murray
Seattle, WA USA

>Does anyone know if Logic Audio will boot on 4 meg of RAM?
>
>I know you should have 14 meg, but I just want to see if I can
>get it running?
>
>thanks
>
>ken

6076. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A1B1C53.2C146573@compuserve.com>
Source record: 54105
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Neil Roughley wrote:

> I received an e-mail from someone who is desperate to have old Atari 5
> 1/4 disks converted. If anyone can help please contact the person listed
> below.
>
> I used to have an Atari word processor (dates back to
> 80s). I don't remember the model (it used to run on
> DOS). I have quite a few 5 1/4 floppy disks with a lot
> of text that I am unable to extract.
>
> I went to many places and tried unsuccessfully to have
> the disks converted to 3 1/2 IBM floppies.
>
> Can you PLEASE help? I am really desparate as I need to
> get that info from the the disks badly.
>
> Is there a person or place in the San Francisco Bay
> Area (where I live) where I can have them converted?
>
> please contact: cuulmann@hotmail.com
>
> << Neil >>

There are really only two methods to move A8 to any other:
Use a PC util called MYUtil or A82PC to copy the files(MYDOS Dbl dens only).

or, the best way is to use a real A8 and null modem the files to the other
computer. This at least works for almost any file/any A8 DOS.

A8 emulators won't work well as they store the disk as an image.

Rick D.
CC:cuulmann@hotmail.com

6077. Re: CD burner

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974878648-39583AEicMi@gmx.net>
Source record: 54106

From: "?ystein Trolls?s" <otrolls@frisurf.no>
Date: Mon, 20 Nov 2000 11:50:00 +0100

Hi,

>Teac CD-R50S/CD-R55S and JVC/Traxdata compatible models,
>Any writer which supports the SCSI-3 multimedia commands ;
Using a Teac 55S with firmware smaller then 1.01 or bigger then 1.06 with the SoundPool package is guaranteed to give problems... one can go to the Teac website and download the latest firmware, but there's no way to load an older version of the firmware... unless SoundPool fixes the bug, this model should be avoided...

I've no idea how the later models 56S and 58S behave, but I suppose they are based on the same firmware...

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6078. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974876242-55528AEicMi@cwcom.net>
Source record: 54107

From: Steve Sweet <stevesweet@bun.com>
Date: Sat, 18 Nov 2000 19:40:30 -0000

>>I'm wondering if the "Ignore return" setting has any bearing on his
>>problem, it certainly doesn't help when quoting messages IME.
>
>That is de-selected here, what you got?.
>Ive also got 70 Characters enabled for both options!.

Ditto, and ditto!

Sounds like you're 'puter just had a bad day that day then! ;-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6079. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974876246-56084AEicMi@cwcom.net>
Source record: 54108

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Mon, 20 Nov 2000 19:57:03 +0000

>My question is what would it take to get this green LED
>to light when I hit the power switch? Assuming I use
>this +5V as the power source.

Assuming that this 5V feed is on all the time that the mains switch is
on, then (if the LED doesn't already have one fitted), just a serially
connected 330R resistor, say 1/8th Watt.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6080. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974876248-56480AEicMi@cwcom.net>
Source record: 54109

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sun, 19 Nov 2000 12:28:45 -0000

>>And the use of metal, threaded inserts for the screws, instead of self-
>>tapping ones.
>
>Ahh, you learn something new everyday. Sounds better, as once you've
>opened an ST case for the hundredth time, the screws won't take.

FWIW it's recommended to start screws off by _unscrewing_ them first -
you can feel when the screw and hole threads meet. Then you don't risk
the screw trying to cut a new thread, ruining the old.

Chris Crosskeys of ASP used to advertise metal inserts for the pillars,
inserted into the plastic with the aid of a hot soldering iron. Probably
Maplin or similar store would have something useful too.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6081. Re: Aargh! Damned speaker! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974876250-56976AEicMi@cwcom.net>
Source record: 54110

From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Date: Mon, 20 Nov 2000 02:58:05 +0000

>I had another look inside, the speaker is connected correctly. The only

You've checked that the speaker and its cable are OK??

BTW, when you get to install an IDE drive, once you've quadruple-checked
that you've got it the right way round, check it again. Wrong connections
= ruined processor.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6082. Re: *kicks the internet /very/ hard*

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <3a1bb2b47776e0@elis.demon.co.uk>
Source record: 54111

on Tue 21-11-10 02:05 Richard Kilpatrick wrote:

>Ah, don't worry. Found some useful sites at last. Not sure what Nemesis

The bloke from Titan Designs addmitted to me that Nemesis was
something of a hack. They just couldn't get it to work with my Falcon,
it was never stable. Must be stray capacitance from dodgy bit of
p.c.b. or something. Did yoy *find* a new site for Cortex ? I'd really
rather that Tempest didn't expire...

Have Fun,
"Augeas"
(One of the other intersections in
the Venn diagram of USENET.)

--
G. R. Greenway

6083. Re: atari 1040ste TOS upgrade?

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974916476-58696AEicMi@bun.com>
Source record: 54112

Hi Guillaume

>You may use a tos loader with a Tos image file, downloadable from the
>net.

Do you encourage any other forms of theft??.

BTW, do you have a decent HiFi and what is your address, i cant be arsed
to buy one!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6084. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974916478-59120AEicMi@bun.com>
Source record: 54113

Hi Lonny

>My question is what would it take to get this green LED to light when I
>hit the power switch? Assuming I use this +5V as the power source.

It would take a 150 ohm resistor in series with the LED and the +5V line.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6085. Re: Undeletable files/folders

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011212349.a15819@su2.maus.de>
Source record: 54114

Hi Peter,

X>Yes, I have done that as well, but it takes time.
yes, you're right. I forgot to mention that. Sorry.

Und TTschï¿½
ps

6086. Re: centurbo with logic 2.5

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Sacha Hnatiuk <shnatiuk@my-deja.com>
Message-ID: <8vddek$27s$1@nnrp1.deja.com>
Source record: 54162

Hello,
> I have found that the dongle for Logic, causes CTB II to crash
consistently.
> Even when it boots up the system won't recognize the dongle, and its
> "Goodbye"
> Has anyone tried to use Logic 2.5 or 2.0 on a Falcon with CTB II?
> I tried it on a friends system (Falcon with CTB II) and, although it
didn't
> crash, it wouldn't see the dongle either.
> It works fine, however, in normal Falcon mode.
I work on the logic 2.5 and 2.0 compatibility last year for german
musician, and finaly, we patch it to run without the dongle: it's a pb
of speed access to the cardrige port.

A minor bug was correct on my ct2 logic to access correctly to the
cardrige port (some key doesn't work). Perhaps, now, the dongle will
run.
But, did you use only the dongle or the extended protection will midi
connectors?

--
Sacha Hnatiuk
Alternate e-mail:
shnatiuk@wyde.com
sacha.hnatiuk@online.fr
centek@online.fr

Sent via Deja.com http://www.deja.com/
Before you buy.

6087. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A1A4BB9.D2C1E9F1@ooc.de>
Source record: 54163

Frank Szymanski wrote:

> You are wrong. CD recorder is too old to be good (no long filenames
> supported, no SCSI-Driver support etc.).

The current versions support the SCSI Driver, as far as I know.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6088. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A1A4BDE.F39E76@ooc.de>
Source record: 54164

Janka Gerhard wrote:

> That's the only reason why I'm thinking of switching to another product
> at least for backup purposes (I don't need them for audio) but I'm
> still hoping that they upgrade the data version for long filenames.

Their official statement is that nobody is interested in long filenames.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6089. Dungeon's & Dragons - Hillsfar for the ST.

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Matthew Pegg <mnpegg@madasafish.com>
Message-ID: <t1klb73d5h8q98@corp.supernews.com>
Source record: 54165
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,uk.adverts.computer

Great city based D&D game.
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=504062895

6090. WTD: FPU & VGA Converter for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <%_sS5.63156$K64.821430@monolith.news.easynet.net>
Source record: 54166

Hi There,

does anyone have either an FPU or a VGA converter for a Falcon?

If not could anyone point me to a source for either of these.

Thanks

Julian
julian@portland.co.uk

6091. Re: WTD: FPU & VGA Converter for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <RbzyA3BgdmG6Ewi6@lovecraft.demon.co.uk>
Source record: 54167

Once upon a time <%_sS5.63156$K64.821430@monolith.news.easynet.net>,
Julian Lewis-Booth <julianlb@hgs.co.uk> grabbed chalk and scrawled:
>Hi There,
>
>does anyone have either an FPU or a VGA converter for a Falcon?
>
>If not could anyone point me to a source for either of these.

My Falcon's FPU was supplied by Best Electronics, who are online
somewhere (I'm going by the bag it was in, I didn't order it). It's a
Motorola 68882, and I think they supply the 16MHz version unless you ask
for a faster one (Apparently, useful for speeding up your machine).

Did you get Chris' machine?

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6092. Re: ? 'bout IDE 2.5" and Falcon power supply

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8vdqkh$bl5$1@nnrp1.deja.com>
Source record: 54168

In article <8v98c7$5p5$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk wrote:
> In message <3a160049$0$93851$272ea4a1@news.execpc.com>,
kjcat@execpc.com said:
>
> >I would like to take out the 80 meg 2.5" IDE and replace
> >it with a 2 gig 2.5" Toshiba IDE.
> >
> >If I can successfully do this, will it affect my SCSI chain by
> >putting more "draw" on the power supply?
>
> The SCSI chain does not draw any power from the power supply (apart
from
> term power, which is usually negligible). In any case modern drives
> usually take less power than the older ones fitted. I put an IBM
6.4GB
> IDE in my Falcon to replace the orignal 80 MB with no problems. But
then
> a previous owner did move the cooling fan from the bottom of the
machine
> to the shielding above the power supply, which helps cooling no end!
>

Seeing as plenty of us in this country seem to have Falcon's with 3.5"
drives fitted internally I can't imagine that any 2.5" drive would
cause you prblems with your PSU unless there was something wrong with
it....I have a 4.3Gb 3.5" drive in my Studio Falcon and it's been
running fine for a couple of years now....

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

6093. WTD: Music Software

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <DrV2sOC7xmG6Ewi1@lovecraft.demon.co.uk>
Source record: 54169

Got an email back from the author of C-Lab explorer32, basically saying it was never tested on Falcon and evidently, as he's still involved with EMagic, trying to sell me Sound Diver 3.0 for PC/Mac *shudder*.

However, this Sound Diver program was also released for Atari - and presumably, as he mentioned it, it works on the Falcon. Anyone got it for sale still? It's either that, or buy MIDIQuest even though I'm not 100% sure it will work either :(

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6094. WTD: Cubase v3 executables NOT PIRATED

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: chris.crosskey@metrics.co.uk
Message-ID: <8vdrc4$c6p$1@nnrp1.deja.com>
Source record: 54170

Hi Folks...

I'm trying to get CUbase v3 on my TT to work with a Galaxy 8Mb graphics card....I'm having the same problem I had with it on my old COCO in that most of the interface opens up and then it stops....gonna fiddle with the FASTLOAD flags tonight, but I've messed around with the compatibilities bit of NVDI (it uses v4 for a driver) and the TTRAM flags to no avail....so I wont to try other versions of v3...I've got v3.01.....are there any others that run on a TT?....I've got a legit version so I don't want cracked copies, I need the real executables that work with a dongle.....

BTW....Galaxy resolutions are really cool and you guys will be blown away when it gets released :-))

BTW2...major thanks to whoever it was suggested that my Catch Computers board would set its memory in a series of acceptable sizes counted in binary on the piano switch....after a few minutes setting and testing it is now seeing the 32Mb properly....does anyone know if this board (or these types of board in general) will take 16Mb 30-pin SIMM's?

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

6095. Re: WTD: FPU & VGA Converter for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <974814724-144184AEicMi@xs4all.nl>
Source record: 54171

Hi There,

Does anyone has a translation of the packages X-
Act and X-Chart? These are programmes to plot
data.

Thanks,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6096. Re: Arabesque 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <974814726-144781AEicMi@xs4all.nl>
Source record: 54172

Hi,

Does anyone have a English .rsc file for
Arabesque 2? Mine is still in German...

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6097. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: 8bitz@my-deja.com
Message-ID: <8ve0gsgho1@nnrp1.deja.com>
Source record: 54173
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Send him information about APE and an sio2pc cable.
http://www.nacs.net/~classics/
With a cable and a PC and the APE software you can connect your atari
and atari disk drive to your PC and transfer files to it. Some people
still sell stock 1050 drives for 20 - 25 bucks.

Another option is to get a hold of an OLD PC with a 360k floppy drive.
The older the better. But I forget the name of the program that can
read them. Anidisk or something like that.

I have a happy 1050 and a USdoubled 1050 and have been able to rescue
quite a few old disks.
Like Dr. Wacko's guide to basic game programming is now preserved
forever in an ATR file :)
http://members.tripod.com/~eightbits/classic.html

Mark

In article <1ekdfe7.1exmavp5u1g82N%roughley@vanc.igs.net.invalid>,
roughley@vanc.igs.net.invalid (Neil Roughley) wrote:
> I received an e-mail from someone who is desperate to have old Atari 5
> 1/4 disks converted. If anyone can help please contact the person
listed
> below.
>
> I used to have an Atari word processor (dates back to
> 80s). I don't remember the model (it used to run on
> DOS). I have quite a few 5 1/4 floppy disks with a lot
> of text that I am unable to extract.
>
> I went to many places and tried unsuccessfully to have
> the disks converted to 3 1/2 IBM floppies.
>
> Can you PLEASE help? I am really desparate as I need to
> get that info from the the disks badly.
>
> Is there a person or place in the San Francisco Bay
> Area (where I live) where I can have them converted?
>
> please contact: cuulmann@hotmail.com
>
> << Neil >>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6098. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a1a83c5$0$180@news.zetnet.co.uk>
Source record: 54174

|In message <y%VQ5.2$en6.86@newsfeed.slurp.net, ebaiz@skyenet.net said:
|
|I am trying to using an optimizing program on my Hades. Optimize 2.9 will
|not let me optimize my C partition, but will on the others. The program
|keeps telling me that it cannot lock the partition because of the open
|files. Just what are "open files" and how can I fix this. Thanks for any
|help.

I have had no problems with Diamond Edge on my Hades. HiSoft in the
UK were still selling it cheaply some time ago.
--
JI Logan

6099. atari 1040ste TOS upgrade?

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: rainbowchild <rainbowchild@ntlworld.com>
Message-ID: <AewS5.572$ea7.11022@news2-win.server.ntlworld.com>
Source record: 54175

how easy is it to upgrade TOS on a 1040ste? is it expensive?
thanks
mark

6100. Drakkhen - 3D RPG for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Matthew Pegg <mnpegg@globalnet.co.uk>
Message-ID: <8ve3g8mpc1@gxsn.com>
Source record: 54176
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,uk.adverts.computer

Great sound and graphics in this big RPG for the ST.
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=504080254

6101. Bitmap Bros- Cadaver for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Matthew Pegg <mnpegg@globalnet.co.uk>
Message-ID: <8ve3mgcic2@gxsn.com>
Source record: 54177
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,uk.adverts.computer

Beautiful graphics and puzzle based adventuring in this Bitmap Brothers game
for the Atari ST.
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=504072266

6102. BREACH - classic Atari Strategy game

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Matthew Pegg <mnpegg@globalnet.co.uk>
Message-ID: <8ve3micic3@gxsn.com>
Source record: 54178
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,uk.adverts.computer

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=504068386

6103. Legend of the Sword - graphic adventure for the ST.

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Matthew Pegg <mnpegg@globalnet.co.uk>
Message-ID: <8ve3mncic4@gxsn.com>
Source record: 54179
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,uk.adverts.computer

Beautiful Rainbird Adventure with great graphics
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=504077110

6104. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <NtwS5.20014$8F2.2635256@nnrp4.clara.net>
Source record: 54180

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10011201949550.109-100000@TT030...
> You guys did so good with the floppy problem I was wondering
> if you would like to take a crack at this one. ;-)
>
> The AT case has a green LED power indicator. Coming off
> one of the PSU branches is small 2 pin connector which
> I assume is the +5v

Don't assume. Either measure it (best) or
tell us what colour PSU wires it's connected
to. Red is 5V, yellow is 12V. Most equipment
indicator LEDs are about 1-2V, but you can
get 5V (and even 12V) ones. In fact, if you
want it to look really cool, you could change
the LED in the case for a 5V blue LED. Quite
expensive (about 10 times the cost of a normal
LED) but very cool and worth every penny.

> usually used to power those stupid
> "Mhz" displays you see on some cases. My case does not
> have this silly display.

Bah - MHz displays. So '80s!

> My question is what would it take to get this green LED
> to light when I hit the power switch? Assuming I use
> this +5V as the power source.

You'll need a resistor. What value I don't
know, so start low. If it looks dim, then
it's probably a ~2V LED, if it's really
painfully bright (and hot), it's probably a
~1V so bring the voltage down some more.
Best to change it for one where you know
the rating - LEDs don't cost that much.
I don't ever recall seeing a power LED
header on the Hades motherboard, so I
would do the same and tap it off the PSU
5V line.

Shiuming Lai

6105. Re: atari 1040ste TOS upgrade?

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Guillaume LE TETU <Guillaume.Letetu-Renexter@renault.com>
Message-ID: <3A1A9463.EA8C8F8D@renault.com>
Source record: 54181

rainbowchild wrote:
>
> how easy is it to upgrade TOS on a 1040ste? is it expensive?
> thanks
> mark

You may use a tos loader with a Tos image file, downloadable from the net. I personally use one with Tos 2.06 with my 1040 Ste (installed in AUTO directory of my hard disc). Works fine ...
If you are interested in this solution I can send you back the files I use.

Good luck

Guillaume

6106. FAO: Mark Philips, got my STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <rEeMXUDVPpG6EwV1@lovecraft.demon.co.uk>
Source record: 54182

Mark,

I've emailed, but didn't get a response - I need your address,
everything is packed up and ready to go...

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6107. Re: Falcon ROM modification.

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ve7l4$9ji$1@draco.stochastik.rwth-aachen.de>
Source record: 54183

In article <VfbS5.18973$8F2.2424887@nnrp4.clara.net>,
Shiuming Lai <lais@Spam, chips and gravy.zetnet.co.uk> wrote:
>
>Hmm, you lost me there. The Falcon's TOS
>ROM (EPROM or not) is a PLCC package
>which, yes, is a square chip that needs a
>special tool to get it out. I found one of the
>best is those long and sharp metal things
>that dentists use to pick your teeth (of course,

I found the best (both for socket and IC) is a PLCC extractor tool which is
available for around 10DM in an electronics shop ;-)

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

6108. Re: atari 1040ste TOS upgrade?

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ve7nu$9k9$1@draco.stochastik.rwth-aachen.de>
Source record: 54184

In article <3A1A9463.EA8C8F8D@renault.com>,
Guillaume LE TETU <Guillaume.Letetu-Renexter@renault.com> wrote:
>
>You may use a tos loader with a Tos image file, downloadable from the
>net. I personally use one with Tos 2.06 with my 1040 Ste (installed in
>AUTO directory of my hard disc). Works fine ...

Works fine, but it is illegal unless you own an original TOS 2.06 (in which
case it is easier to plug the 2 EPROMs into the machine and save the loader
and the used RAM).

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

6109. Re: WTB: Original ST Games

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Alex Holland <a1_NOCRAP_exh@hotmail.com>
Message-ID: <8vebn1qpu1@nnrp1.deja.com>
Source record: 54185

I was only really interested in THALION atari ST games which you dont seem to have.

I might be interested in some of the magazines if they have reviews of Thalion games in them

Later

Alex

Sent via Deja.com http://www.deja.com/
Before you buy.

6110. Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1lcj6st77n0d@corp.supernews.com>
Source record: 54186

Hi,

I've recently bought Diamond Back 2 off of someone (along with many other stuff). I went to install this on my ST and as I filled in the form it deleted the install.prg and something else that I'm not sure of.

So I thought I'd be clever and get it back by using undelete. I was running undelete on a spare STfm off floppy. I went to undelete the file, and it erased the disk and wrote a copy of undelete on it along with install.prg (that was corupted anyway).

What I'm asking is, if anyone could send me it. If your worried about piracy and what not, I can tell you anything about the programme, disk type, manual, serial number etc. I'm probably unlikely to use it, as I'm dreading backing up 500mb on 1.44 floppys, but I'd really like to get it back for peace of mind.

I hope this isn't deemed as piracy. Is it?

Thanks in advance

(that's the last time I'm using undelete, I suppose I should be lucky it wasn't anything too important.

6111. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a1ab8ae$0$173@news.zetnet.co.uk>
Source record: 54187

On 20 Nov 2000 19:57:03 , Lonny Pursell wrote:

|The AT case has a green LED power indicator. Coming off
|one of the PSU branches is small 2 pin connector which
|I assume is the +5v usually used to power those stupid
|"Mhz" displays you see on some cases. My case does not
|have this silly display.
|
|My question is what would it take to get this green LED
|to light when I hit the power switch? Assuming I use
|this +5V as the power source.

There should be a connector for this LED on the board, also one for the hard drive. The latter is just in from the medial end of the mouse connector but I cannot just locate the former on the schematic that I have. There is a connector marked ELKTRON between the joystick connector and something marked KEY-E. This might be it although it has four pins.
--
JI Logan

6112. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a1ab8ae$1$173@news.zetnet.co.uk>
Source record: 54188

On 20 Nov 2000 15:15:00 , Frank Szymanski wrote:

| . . .
|Go and get Anodyne's CD Writer Plus. It's worth the money and support from
|the developer is always the best.
| . . . .

Support is second to none.
--
JI Logan

6113. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Simon Osborne <carbon@atari.org>
Message-ID: <8veloh$45pqj$1@ID-59683.news.dfncis.de>
Source record: 54189

Lonny Pursell wrote in message ...
>You guys did so good with the floppy problem I was wondering
>if you would like to take a crack at this one. ;-)
>
>The AT case has a green LED power indicator. Coming off
>one of the PSU branches is small 2 pin connector which
>I assume is the +5v usually used to power those stupid
>"Mhz" displays you see on some cases. My case does not
>have this silly display.

Cut that wire off. You don't need it. I have delt with lots of people
that have wrongley connected this cable to the motherboard,
and things spark, smoke, and blow.

Simon

6114. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Simon Osborne <carbon@atari.org>
Message-ID: <8velph$4eeih$1@ID-59683.news.dfncis.de>
Source record: 54190

Lonny Pursell wrote in message ...

>My question is what would it take to get this green LED
>to light when I hit the power switch? Assuming I use
>this +5V as the power source.

There should be a place for the cable to plug into on the motherboard

Simon

6115. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1lo77f5svu5f4@corp.supernews.com>
Source record: 54191

On 20 Nov 2000 20:42:20 , Steve Sweet wrote:
>Hi Lyndon
>
>>>I would have thought that should be the other way round.
>
>>Ahh gawd. I don't no what I was thinking! Too many late nights I say.
>
>Perhaps you should go to bed at 10:00 when mummy tells you like a good
>little boy..

You're cruising for a bruising Steve.....

6116. falcon - TV scart ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <8vendo$2ke$1@plutonium.btinternet.com>
Source record: 54192

hi all,

I know it can be done cos I've had a lead for a while now. I recall there was 2 kinds, sony have a different pinout to normal scart sockets I think. But does anyone have the diagram on how to wire the Falcon monitor port to the scart port ? as I said I think sony does not have a standard pinout so the layouts I have are wrong....

Thanks

Please can you mail me direct.

Chris

exxos@bigfoot.com

6117. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1001121155828.52A-100000@mail3.wayne.edu>
Source record: 54193
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'd like to find out about the PC program that lets you read A8 disks.
Kinda curious though, what does it do with boot disks? What about stuff
in Sparta DSDD format?

On Tue, 21 Nov 2000 8bitz@my-deja.com wrote:

> Send him information about APE and an sio2pc cable.
> http://www.nacs.net/~classics/
> With a cable and a PC and the APE software you can connect your atari
> and atari disk drive to your PC and transfer files to it. Some people
> still sell stock 1050 drives for 20 - 25 bucks.
>
> Another option is to get a hold of an OLD PC with a 360k floppy drive.
> The older the better. But I forget the name of the program that can
> read them. Anidisk or something like that.
>
> I have a happy 1050 and a USdoubled 1050 and have been able to rescue
> quite a few old disks.
> Like Dr. Wacko's guide to basic game programming is now preserved
> forever in an ATR file :)
> http://members.tripod.com/~eightbits/classic.html
>
> Mark
>
>
> In article <1ekdfe7.1exmavp5u1g82N%roughley@vanc.igs.net.invalid>,
> roughley@vanc.igs.net.invalid (Neil Roughley) wrote:
> > I received an e-mail from someone who is desperate to have old Atari 5
> > 1/4 disks converted. If anyone can help please contact the person
> listed
> > below.
> >
> > I used to have an Atari word processor (dates back to
> > 80s). I don't remember the model (it used to run on
> > DOS). I have quite a few 5 1/4 floppy disks with a lot
> > of text that I am unable to extract.
> >
> > I went to many places and tried unsuccessfully to have
> > the disks converted to 3 1/2 IBM floppies.
> >
> > Can you PLEASE help? I am really desparate as I need to
> > get that info from the the disks badly.
> >
> > Is there a person or place in the San Francisco Bay

> > Area (where I live) where I can have them converted?
> >
> > please contact: cuulmann@hotmail.com
> >
> > << Neil >>
> >
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
>

6118. Re: phenoix acclerator

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <GNBS5.20250$8F2.2701583@nnrp4.clara.net>
Source record: 54194

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t1cu97a0ln9455@corp.supernews.com...
> On 18 Nov 2000 11:09:30 , "Shiuming Lai" wrote:
> >Yes, you beat me on cooling fans, so now
> >I add more heat-sinks ;-)
>
> What sort of glue are you using Shiuming?

Electrolube Thermal Bonding System.
Because I'm worth it.

> I take it your putting heat compound in the middle, then putting a few
> drops of glue in the corners.

No. That's good if you ever want to remove
the sink, but glue in the corners can fatigue
more easily (especially as most glues are not
designed for high temperature conditions, and
the minimal contact area is not good from a
stability point of view). I only use paste underneath
mechanically-clamped sinks. When I need
a free sink firmly attached I use proper thermal
adhesive throughout for maximum strength.

> I did this on an overclocked 386 (AMD 60 mhx DX!) but I must have been
> half asleep, as I smeared Evostick on it. 20 minutes later and the glue
> was giving of some kind of toxic fumes!

Evo Stik Impact Adhesive is my
favourite glue, ever since a young child.

> Oh well, it's only a 386, who
> cares. :)

Exactly.

Shiuming Lai

6119. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011211654020.84-100000@TT030>
Source record: 54195

On Tue, 21 Nov 2000, Simon Osborne wrote:

>
> Lonny Pursell wrote in message ...
> >I assume is the +5v usually used to power those stupid
> >"Mhz" displays you see on some cases. My case does not
> >have this silly display.
>
> Cut that wire off. You don't need it. I have delt with lots of people
> that have wrongley connected this cable to the motherboard,
> and things spark, smoke, and blow.

Yes, but I know not to connect it to the board. Regretfully
I have assembled may PC's in the past. However at least
from that, I gained some insight. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6120. 5.25 to 3.5 floppy copy.

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:00:56 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <MYiS5.305$HG2.338517@newsr1.u-net.net>
Source record: 54151

I have an Atari 5.25 floppy drive. If anyone needs Atari floppies copying to 3.5 discs I will do this for a very modest fee plus postage and supply the 3.5 floppy.

Barrie at Keychange.

www.atamusic.u-net.com

6121. Re: atm0

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:01:58 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a19b0c25339ef0@free.fr>
Source record: 54150

Hello,

in article <974759724-460368AEicMi@frisurf.no> (comp.sys.atari.st)
e-n-bor@frisurf.no wrote on Mon 20-11-2000 23:31 (GMT):

> When using Iconnetct I just use one extra line with
> "atm0" after "atz" in the script, and just get that
> good feeling of absoltely silence!
> But writing the same after "atz" in Sting will not
> work.

You can either get rid of the atz string and replace it by the atm0 or
better put it in the dial string just before the "d". I proceed just
like this to force my Olitec modem to V34:

PREFIX = ATB20D

so maybe you could try:

PREFIX = ATM0D

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

6122. Re: WWW.ATARINEWS.ORG is Open for Busin

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:12:57 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8vcem4$a1u$1@nnrp1.deja.com>
Source record: 54152

TJ,
Baby steps... first We got you on the net... now we need to get
you addicted to it!!

How's the MegaE??

Thanks for letting me know how it looks !

See you Tuesday in the Delphi Atari Chat!!!

(www.delphi.com/atari if anyone is interested.. 9pm Eastern (-5 GMT))

Rob

> >
> CAB 2.7 works just fine, Rob. I tried it last night. For the most
part,
> though, I'll probably just read the emailed version. It's faster, and
I
> don't tie up my phone line.
>
> --
>
> TJ
> Keeper of the Flame
> &
> Atari Computer Enthusiast of Syracuse
>

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

6123. Not executable #46/66

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 00:46:29 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <DxSWaXAlXcG6EwDG@lovecraft.demon.co.uk>
Source record: 54153

Finally, found some good librarian software for the D-50 synth - 'C-Lab' explorer 32. Download, unzip, and what happens? TOS Error, program not executable.

Is this more MagiC fun, have I got a duff archive (everything else seems to work, though), or have I found some C-Lab software that doesn't run on a Falcon?

Can't find anything in the readme files to indicate Falcon (in)compatability.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6124. What IS MAGIC

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 01:17:42 UTC
From: Marc <info@buildignworld.com.au>
Message-ID: <3A19CD35.F9B4AD5C@buildignworld.com.au>
Source record: 54154

Hi there everybody

i have been checking out alot of the german pages and have noticed that
Atari still lives in another form the Milan, seeming as i cant get a
response from them regarding there product....or any explanation for
that matter, this magic thing has really got me intrested is it
availiable for the PC,
will the Milan machine be release for English Speaking world ?

Please Email Me

Regard
Marc French

info@buildingworld.com.au

6125. *kicks the internet /very/ hard*

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 01:36:10 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ZA5Am5AKGdG6Ewy5@lovecraft.demon.co.uk>
Source record: 54156

Does no-one clean up their links pages? I've been trying to find out about the Afterburner and Nemesis accelerators, having submitted info for the Tempest. Endless pages of Linux, people who had one once, and one rather lame page from Cortex Design which is way out of date (hmmm.. Cortex. Who also had the Titan-BSS website, which is suspended due to nonpayment).

I'm interested in accelerating the Falcon as long as I don't have to solder anything. The instant I have to solder, I'll just leave it alone. Hence the Nemesis or Afterburner seem the best options, but even then I can't be sure since I can't find anything out about them!

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6126. Re: FS: Brand new Atari compatible mouse

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 01:37:34 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <JEhowLAeHdG6EwQV@steverosie.demon.co.uk>
Source record: 54155

In article <SZgS5.10059$cr6.275117@news1.oke.nextra.no>, Pï¿½l Monstad
<pmonstad@pm-data.no> writes
>NOK 150,- + postage. Visa card accepted. Norway. Will send world wide.
>--
>Pï¿½l Monstad, PM data
>www.pm-data.no
>

or ï¿½14.99 (GBP) + shipping from the UK:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6127. Re: *kicks the internet /very/ hard*

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 02:02:30 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B63F25EB.57F0%nameerf@flash.net>
Source record: 54157

in article ZA5Am5AKGdG6Ewy5@lovecraft.demon.co.uk, Richard Kilpatrick at richard@lovecraft.demon.co.uk wrote on 11/20/00 5:36 PM:

> I'm interested in accelerating the Falcon as long as I don't have to
> solder anything. The instant I have to solder, I'll just leave it alone.
> Hence the Nemesis or Afterburner seem the best options, but even then I
> can't be sure since I can't find anything out about them!

Actually, the Nemesis requires fairly heavy soldering and cutting a motherboard trace. Not for you, I'd say. Afterburner (I've heard) also needs something soldered. The CT60 and Tempest (both not currently available and both in dispute about whether or not they will actually happen) say that they will allow "plug-n-play" operation, though. And Tempest will offer the option of soldering a single wire to the motherboard to improve compatibility with Falcon-only programs (I assume it's that DSP connection that the 68030 has and the PDS slot doesn't). The CT60 info page is: www.czuba-tech.com. I don't remember off-hand the Cortex page for Tempest as they've changed URL's, but there is a synopsis at: fmax.atari.org. Hope this helps!

Mike Freeman
nameerf@flash.net

6128. Re: *kicks the internet /very/ hard*

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 02:05:07 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <hQ$OCEBThdG6EwUF@lovecraft.demon.co.uk>
Source record: 54158

Once upon a time <ZA5Am5AKGdG6Ewy5@lovecraft.demon.co.uk>, Richard
Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:

>I'm interested in accelerating the Falcon as long as I don't have to
>solder anything. The instant I have to solder, I'll just leave it alone.
>Hence the Nemesis or Afterburner seem the best options, but even then I
>can't be sure since I can't find anything out about them!

Ah, don't worry. Found some useful sites at last. Not sure what Nemesis
is, but I see the Afterburner needs soldering and won't fit in the
standard case.

Guess I'll have to stick to 14Mb and the current speed ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6129. Re: *kicks the internet /very/ hard*

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 02:20:17 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <qwDMKTBhvdG6EwWM@lovecraft.demon.co.uk>
Source record: 54159

Once upon a time <B63F25EB.57F0%nameerf@flash.net>, Michael and Nicole
Freeman <nameerf@flash.net> grabbed chalk and scrawled:
>Actually, the Nemesis requires fairly heavy soldering and cutting a
>motherboard trace. Not for you, I'd say.

It's not so much I don't want to solder, as I don't want to solder a
Falcon. It took long enough to get one ;)

>Afterburner (I've heard) also needs
>something soldered.

8 wires, two pins on the 030 need lifting.

>The CT60 and Tempest (both not currently available and
>both in dispute about whether or not they will actually happen) say that
>they will allow "plug-n-play" operation, though.

Tempest won't offer a big increase in speed for the apps I want to use,
though. If I want to use a different OS, I'll use a different computer
;)

>And Tempest will offer the
>option of soldering a single wire to the motherboard to improve
>compatibility with Falcon-only programs (I assume it's that DSP connection
>that the 68030 has and the PDS slot doesn't). The CT60 info page is:
>www.czuba-tech.com.

I didn't think the CT60 actually existed, at least the Tempest has a PCB
;)

I'm wondering why Atari bothered with the PDS slot at all, really ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6130. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 07:13:13 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A1A2089.A53F9748@siemens.at>
Source record: 54160

Uwe Seimet wrote:
>
> Claes Holmerup wrote:
>
> > Get CDRecorder from SoundPool! It's the best software around - at least to
> > my knowledge. It consists of two versions - one for audio and one for data
> > and they can be bought separately or as a package, depending on your
> > dealer...
>
> But note that it doesn't support long filenames.

That's the only reason why I'm thinking of switching to another product
at least for backup purposes (I don't need them for audio) but I'm
still hoping that they upgrade the data version for long filenames.

Gerhard

6131. Re: *kicks the internet /very/ hard*

Newsgroup: comp.sys.atari.st
Date: 2000-11-21 07:57:42 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <974793295.25787.0.nnrp-04.9e98e6ee@news.demon.co.uk>
Source record: 54161

Richard,

I have an AB/Nemesis setup and there is a fair bit of soldering required. Because of the height of the AB board the whole lot is recased in a 'Desktoper'. I also have an Expose digitiser, CD, twin SCSI disks, etc in there too - so by the time you've finished you need an extra PSU, and a lot more cooling. In practice it all runs well,

Ian.

6132. Re: STZIP 2.6

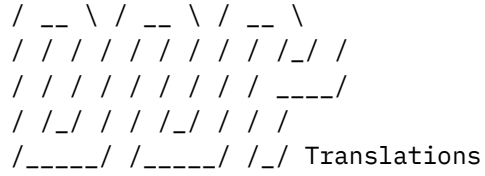
Newsgroup: comp.sys.atari.st
Date: 2000-11-21 23:33:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974878652-40167AEicMi@gmx.net>
Source record: 54130

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Sun, 19 Nov 2000 19:23:00 +0100

Hi Peter,

>be careful with the 3.20bx! Because I had some trouble I got back to
>the 3.13...
>The 3.20 is faster but seems to have problems with longer files...
I've no idea what you're going on about...
A good packer/unpacker should be able to handle the most stupid file
names, and that's exactly what v3.20 does. For example it should be able
to disguingish between capitols and small characters (i.e test.prg and
TEST.PRG).
It should also be able to handle files with spaces and multiple points
(test version 1.02.02.PRG), version 3.20 does all this faultlessly, the
problems you're referring to are probably caused by the OS in use that
can't handle this kind of files...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6133. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <29RS5.20$4o3.6978@newsr1.u-net.net>
Source record: 53996

"Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk> wrote in message
news:XdPS5.21103$8F2.2812692@nnrp4.clara.net...
> Mark Bedingfield wrote in message <8ufij0$a92$1@perki.connect.com.au>...
> >
> >"Barrie at Keychange" <barrie@atamusic.u-net.com> wrote in message
> >news:5rDO5.547$kn2.709543@newsr1.u-net.net...
> >> > > Incidentally, furrther to my previous reply,
> >> > > you can get "upgrade boards" which simply
> >> > > accept 30-pin SIMMs, in case you didn't know.
> >> > > The Marpet Xtra-RAM boards are still made
> >> > > and sold by sales@system-solutions.co.uk
> >> >
> >> > How much, Shiuming?
> >>
> >> Price quoted today £129 inc 4mb memory, mine are a little cheaper. I
also
> >> have some of the Marpet standard upgrades.

> 4MB-populated Marpet boards (with
> soldered-in SIP modules, for best reliability)
> have been sold by System Solutions for
> approximately 2 years at £99.00 inc. VAT.

Price £129 quoted to me by Sys Sol on the day I posted the reply.

```
> so anything
> else is either old stock (nothing wrong with
> that so long as it works and comes with
> warranty) or not legitimately manufactured.
>
> Shiuming Lai
```

Quite agree.

Barrie at Keychange.

6134. Best NVRAM editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <BB1WmyG489G6Ewxe@lovecraft.demon.co.uk>
Source record: 53997

So far I've tried the nice looking, but seemingly not-all-there NVRAM
from Centek, NVRAM_E.CPX (seems to be the most reliable so far),
FunShip's NVRAM (didn't appear to work), and FalconSX2 which seems most
versatile.

All I want to do is check the status of the internal speaker volume.
Some of the utilities that claim to disable the speaker at boot refer to
reducing the volume of the internal speaker - but not /one/ of the ones
I have makes any reference to undoing this ;)

What does the NVRAM store, anyway?

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6135. Re: Arabesque 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8vgr6iliu1@nnrp1.phx.gblx.net>
Source record: 53998

Martin \"Nightowl\" Byttebier <tos4ever@online.be> writes:
: on Mon 20-11-2000 19:18 Jim DeClercq wrote:

: >If all else fails, I could try e-mail to J.Tochtenhagen@ndh.net
: >again. That is the address I tried last time. It was 99 DM,
: >with an English version available.

: Keep trying. You never know.

Tried that, got some results. Got re-directed to Calamus Germany,
specificallu dunkel@calamus.net, for more information. From that,
I concluded that Calamus Germany is now selling it.

Thanks,

Jim
---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

6136. Re: Best NVRAM editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A1BEABB.D07AF1A@ooc.de>
Source record: 53999

Richard Kilpatrick wrote:

> All I want to do is check the status of the internal speaker volume.
> Some of the utilities that claim to disable the speaker at boot refer to
> reducing the volume of the internal speaker - but not /one/ of the ones
> I have makes any reference to undoing this ;)
>
> What does the NVRAM store, anyway?

It doesn't store anything about the internal speaker. You can configure
all NVRAM parameters with BOOTCONF,
http://home.nikocity.de/nogfradelt/atari_english.html.
Any other settings are no NVRAM settings.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6137. Re: Best NVRAM editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <njS$eLHmE$G6EwWK@lovecraft.demon.co.uk>
Source record: 54000

Once upon a time <3A1BEABB.D07AF1A@ooc.de>, Uwe Seimet <us@ooc.de>
grabbed chalk and scrawled:

>It doesn't store anything about the internal speaker. You can configure
>all NVRAM parameters with BOOTCONF,
>http://home.nikocity.de/nogfradelt/atari_english.html.
>Any other settings are no NVRAM settings.

Hmmm. That makes sense, I wonder why some programs claim to change such
a setting. From what I can tell, I can set language, screen parameters,
and time/date preferences.

I've emailed you about HDDRIVER, btw ;)

Richard

--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6138. Mac ST Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Nazodesu <22gg@home.com.nospam>
Message-ID: <2211200008421093 95%22gg@home.com.nospam>
Source record: 54001
Cross-posted to: comp.sys.atari.st,comp.sys.mac.apps

I've moved off my Atari Ste and to a Mac some 8 years ago. I'm
wondering if anyone knows of an ST emulator for the Macintosh.

I also have Virtual PC, which I've yet to install, so in theory I
suppose it could be an Atari emulator on a PC.

--
The storm starts when the drops start dropping. When the drops stop dropping
the storm starts stopping.

6139. Re: Best NVRAM editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A1BFDBA.952026FF@ooc.de>
Source record: 54002

Richard Kilpatrick wrote:

> Hmmm. That makes sense, I wonder why some programs claim to change such
> a setting. From what I can tell, I can set language, screen parameters,
> and time/date preferences.

And the SCSI initiator ID.

> I've emailed you about HDDRIVER, btw ;)

I've answered you already, btw :-)

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6140. Re: Mac ST Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Andrew Le <be236@scn.org>
Message-ID: <8vgv70$5sk$1@brokaw.wa.com>
Source record: 54003
Cross-posted to: comp.sys.atari.st,comp.sys.mac.apps

Have you tried MAME? I think it might have an emulator for ST... not sure
though...

Andrew

"Nazodesu" <22gg@home.com.nospam> wrote in message
news:221120000842109395%22gg@home.com.nospam...
> I've moved off my Atari Ste and to a Mac some 8 years ago. I'm
> wondering if anyone knows of an ST emulator for the Macintosh.
>
> I also have Virtual PC, which I've yet to install, so in theory I
> suppose it could be an Atari emulator on a PC.
>
> --
> The storm starts when the drops start dropping. When the drops stop
dropping
> the storm starts stopping.

6141. Re: Mac ST Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: steve666@clara.co.uk
Message-ID: <1ekietf.1h9sbsl1sa865eN%steve666@clara.co.uk>
Source record: 54004
Cross-posted to: comp.sys.atari.st,comp.sys.mac.apps

You want NoSTalgia or PowerST. You could even try MagiCMac (for apps,
not gaming). Search for the first two @ www.versiontracker.com

Steve

> Have you tried MAME? I think it might have an emulator for ST... not sure
> though...
>
> Andrew
>
> "Nazodesu" <22gg@home.com.nospam> wrote in message
> news:221120000842109395%22gg@home.com.nospam...
> > I've moved off my Atari Ste and to a Mac some 8 years ago. I'm
> > wondering if anyone knows of an ST emulator for the Macintosh.
> >
> > I also have Virtual PC, which I've yet to install, so in theory I
> > suppose it could be an Atari emulator on a PC.
> >
> > --
> > The storm starts when the drops start dropping. When the drops stop
> dropping
> > the storm starts stopping.

6142. Re: CD Burning on an ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1o3011f4j9b91@corp.supernews.com>
Source record: 54005

On 22 Nov 2000 06:44:05 , atarigalen@my-deja.com wrote:
>In article <VfbS5.18972$8F2.2424827@nnrp4.clara.net>,
> "Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk> wrote:
>>
>> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>> news:t1cqp9cn2h2g06@corp.supernews.com...
>>
>> > I'm thinking Plextor or Ricoh for CDRW. Just got to ring around the
>> > shops now.
>>
>> I'd choose Plextor over Ricoh (or most other
>> brands) any day.
>
>Panasonic CW7502s are fairly cheap on Ebay (4x write, 8x read) and work
>with Anodyne products, if your interested.

Well, unfortunatly that little bit of fun has been put on hold. I've
just got an email from Anodyne quote "The difficulty with using the
ICD Link with CD recorders is that the Link does not support a SCSI
feature called "Arbitration" which most CD recorders require".

Some of the old CD recorders will work, but I'd rather have a new one,
so I'm buying a new computer hopefully.

6143. Re: Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1o303841b1r94@corp.supernews.com>
Source record: 54006

On 22 Nov 2000 10:08:26 , Alan Gauton wrote:
>Lyndon Amsdon wrote:
>
>> Hi,
>>
>> I've recently bought Diamond Back 2 off of someone (along with many
>> other stuff). I went to install this on my ST and as I filled in the
>> form it deleted the install.prg and something else that I'm not sure
>> of.
>>
>> (that's the last time I'm using undelete, I suppose I should be lucky it
>> wasn't anything too important.
>
>
>I think the phrase you're looking for it "Oops!". (-: Apart from this
>little mishap, is everything else working OK?

Yeah everything is cool thanks. I'm still trying to get my head round
Lattice C......

6144. Re: Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1o305eebtub96@corp.supernews.com>
Source record: 54007

On 22 Nov 2000 10:32:26 , Steve Stupple wrote:
>In article <8vfo6oia1@nnrp1.deja.com>, atarigalen@my-deja.com writes
>>Using software you paid for isn't piracy. With Oregon Research gone,
>>your request is the only way you can get your copy replaced, but I'm
>>afraid I personally can't help. Good luck!
>>
>
>Hi
>
>Oregon Research might be gone but the copyright owner is still about and
>so may be able to help you.

Does anyone know who owns the rights to Diamond Back? I'm trying to
find the guy in AC (in the news section) as he recently bought (got
given) the rights to Diamond edge/back.

I'll keep on searching.....

Thanks for the help.

6145. Re: Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1o307gr2dts97@corp.supernews.com>
Source record: 54008

On 22 Nov 2000 06:13:47 , atarigalen@my-deja.com wrote:
>In article <t1lcj6st77n0d@corp.supernews.com>,
> bindon@madasafish.com (Lyndon Amsdon) wrote:
>>I'm probably
>> unlikely to use it, as I'm dreading backing up 500mb on 1.44 floppys,
>> but I'd really like to get it back for peace of mind.
>>
>
>With a 500 MB HD you should start saving your pennies for a CDR and
>software. It'll be much nicer.

Hi,

I'm having to take the pennies out of the piggybank labelled "CDR" to
my piggybank labbeled "New Milan".

I've finally come to my senses.....

6146. Re: CD Burning on an ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A1C0D96.AC1A9995@ooc.de>
Source record: 54009

Lyndon Amsdon wrote:

> Well, unfortunatly that little bit of fun has been put on hold. I've
> just got an email from Anodyne quote "The difficulty with using the
> ICD Link with CD recorders is that the Link does not support a SCSI
> feature called "Arbitration" which most CD recorders require".

Only an initiator ID (meaning that the ST has its own unique SCSI ID) is
required with such devices. The LINK96/97 by WB Systemtechnik supports
this.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6147. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974916954-119723AEicMi@gmx.net>
Source record: 54010

From: jlog@zetnet.co.uk (JI Logan)
Date: 21 Nov 2000 14:16:37 GMT

Hi JI,

>I have had no problems with Diamond Edge on my Hades.
You will... once you start using LFN, FAT32 etc.

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6148. Re: Papyrus 8

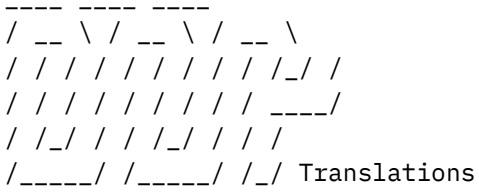
Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974916956-120307AEicMi@gmx.net>
Source record: 54011

From: Steve Sweet <stevesweet@bun.com>
Date: Mon, 20 Nov 2000 20:38:28 -0000

Hi Steve,

>The golden rule is: once you've set the correct linelength, stay away
>>with your claws from the sizer-button in the editor-window :-)
>
>Ive been using eMailer for some while without any adjustments, its only
>recently that ive had a spate of complaints, and no tweaking was
>attempted before that so i'm at a loss to explain.
Then the only logical explanation left is that your MegaSTE has been cursed,
try some cloves of garlic....

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6149. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <974916960-120892AEicMi@gmx.net>
Source record: 54012

From: "Claes Holmerup" <newsgroups@holmerup.com>
Date: Mon, 20 Nov 2000 23:37:25 +0100

Hi Claes,

>(but at least, you can get the compatibility list from SoundPool's website
>and check it before you go shopping for a writer) -
True, but that list is hopelessly outdated... nothing which is on that list
is actually for sale anymore. Does SoundPool really expect their customers
to go hunting on eBay?

>but I believe it's the only burning program which handles audio CD's
>correctly, with possibility to write indexes, individual pauses between
>tracks, pre-emphasis etc. It always burns audio as disk-at-once, which is
>required if you're going to make mass-duplication at a CD-pressing plant
>(if you use other than disk-at-once and a fully compatible 'red book'
>burned CD, they have to make a new master on tape before making the glass
>master)...
True again, however not everyone needs all the "posh" features. Try imagine
someone who is pretty pleased if he's able making a copy of his favourite
CD's.
While CD Recorder Audio hardly needs improvements, CD Recorder Pro is the
problem. Someone here already mentioned the lack of support of LFN. Except
for my bootpartition, I use LFN for all the others. If I want to make a
backup of these partitions or just some single files, the only option open
with CD Recorder Pro is to pack all the files before dumping them to the
burner. This is not my idea of backing up....
Another thing that's been bugging me is the lack of support for re-writers,
I don't mean the option of wiping a CD-RW clean, but being able to use it
like it's intented to.

>>I've been playing a little with CDLAB, and although it's still limited in
>>features, this is the package I would recommend to anyone that sets his
>>first steps in the minefield.
>Does it handle audio burning correctly? Very many Falcon users are
>musicians, so that's probably the main issue...
It burns audio as disk-at-once.... so yes. But TBH it's not as versatile as
Soundpools offering. As a musician it probably wouldn't suit your needs, but
not everyones main issue is music...
Currently the following is supported by CD Lab:

. Copy mono-session CDs of various types :
- Classical CD-ROM (mode 1) ;
- XA CD-ROM (mode 2) ;
- audio CD ;
- mixed CD.

. Copy in DAO mode (disc-at-once)
. "On the fly" copy, which means directly from player to recorder, or
the possibility to create an intermediary file on your harddrive before
you actually start the burn process ;
. CD Table of Contents (TOC) analysis ;
. CD-audio track extraction ;

So yes... it's still pretty basic compared to CDRecorder Pro and Audio, but
compared with Anodynes CDWriter it's a better match...
For someone setting his first steps into "burning CD's", this package is
perfect, once he's more experienced and find he needs additional features
then he can always look at the two commercial offerings...

BTW: CD LAB can burn CD's in RAW mode if supported by the writer, ever tried
to copy a PSX CD perfectly? with CD LAB it's no problem at all... same thing
for Mac CD's or CD's with "weird" tracks.

For once that I support a shareware program here openly instead of breaking
it down, bare with me and take a look at http://cdlab.atari.org , you'll be
pleasantly surprised...;-)

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6150. 10 Pcs. Of Paper Money From Around the World 4663

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: wllwdz@hotmail.com
Message-ID: <WcTS5.55995$1Z3.211867@e420r-sjo3.usenetserver.com>
Source record: 54013

Two days ago I ordered 10 pieces of paper money from 10 different countries from a company called Perth Numismatics. Lo and behold they arrived today and they are very nice and colourful. They even have a bill from Antarctica. I didn't even know they existed. These are perfect for stocking stuffers or people who are hard to buy for. The website address is www.perthmoney.com
Good luck and Merry Christmas

Cynthia Reeves

ehiovexktgmkqildbrwtqm

6151. Re: Mac ST Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a1c2f2d$0$173@news.zetnet.co.uk>
Source record: 54014

On 22 Nov 2000 16:42:09 , Nazodesu wrote:

|I've moved off my Atari Ste and to a Mac some 8 years ago. I'm
|wondering if anyone knows of an ST emulator for the Macintosh.

MagicMac?
--
JI Logan

6152. Yamaha Promix 01

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: RB <rich.eb@btinternet.com>
Message-ID: <8vhb6nnqq1@uranium.btinternet.com>
Source record: 54015
Cross-posted to: alt.music.midi,comp.music.midi,comp.sys.atari.st,rec.audio.pro,rec.music.makers.synth

Hi all,

Does anybody know of any news groups, user groups, sites etc. for the Yamaha Pro mix 01. I've just bought a used one and am looking for info on cleaning it up, Cubase mixer maps (PC & Atari) tips & hints etc.

Ta,

Richard B.
rich.eb@btinternet.com
www.ElectroAngels.co.uk

6153. odds & ends

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Paul <l@hate.spam>
Message-ID: <01c054c8$9dcca200$b11272d1@rambler.ic.new-ulm.mn.us>
Source record: 54016

I've kind of been out of the Atari scene for a couple of years. Used to be my #1 hobby, but life takes it's twists & turns. So, I have a couple questions, hope I'm not repeating things that have been discussed endlessly. :)

Are there any Atari publications left that would be like a magazine?

Any web browsers/ internet packages that are stable & available for ppp connections? (My experiences 2 years ago left a bit to be desired... ;)

What is left of the old Atari company, JBS was it, that made mini-hard drives of late? Did they fold, still going, ...

Any of the old gang of Atari software supporters left? (Guess that's an open question, I'll just hang around & see if the names float by.)

Thanks. Oh, I've still got the ST, MSTE, TT, Falcon, and so on, just haven't had time to use them. Maybe this winter life will settle down a little.

--->Paul

6154. Re: WWW.ATARINEWS.ORG is Open for Busin

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a1c3b56$0$175@news.zetnet.co.uk>
Source record: 54017

On 19 Nov 2000 13:00:59 , J.W. Krych wrote:
>Joe Mirando <jmirando@portone.com> wrote in
><3A169DE9.AD6BA592@portone.com>:
>
>
>>We are also looking for feedback from CAB users. If you hit the site
>>using CAB and have any problems or questions, please let us know.
>>
>>Please check it out and let us know what you think.

No problems with CAB 2.8. Not a fair assessment perhaps as I surf in text
only mode - takes toooo long with pictures for my 'phone bill!

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

6155. Re: Thats write?

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ugXS5.17$wi2.68@newsfeed.slurp.net>
Source record: 54018

On 22 Nov 2000 02:14:01 , "Mark Bedingfield" wrote:
>What happened to thats write after compo departed, I am looking for a copy.

I have that for download on the web. Try the following sites:

http://www.funet.fi/pub/atari/
http://www.umich.edu/~archive/
http://www.multimania.com/falkweb/utsi.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6156. Re: Marpet vs New World

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <wgXS5.18$wi2.68@newsfeed.slurp.net>
Source record: 54019

On 22 Nov 2000 03:03:36 , "Eric Cron" wrote:
>Hi there -
>
>I was just browsing Best Electronics and I saw that they have some 4MB
>upgrades for the ST -
>
>Just wondering if anybody could shed any light on the differences between
>the two - or any "gotchas"?
>I guess my ultimate goal would be Mint with multitask -
>
>Easy Installation? Compatibility?

Some installations like what you are looking at usually means some
soldering is needed. However some memory upgrades involve some easier
methods. Best Electronics is a very reliable company and I would not
hesitate to trust them. I have 4meg in my STe and it has come in handy when
using programs like Cab and PageStream. The more memory the better.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6157. Re: ST Mouse pinouts...

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ygXS5.19$wi2.68@newsfeed.slurp.net>
Source record: 54020

On 22 Nov 2000 05:31:48 , Tony Cianfaglione wrote:
>
>Could someone please post the pinouts for an ST mouse?
>
>Thanks...

1 2 3 4 5

6 7 8 9

1 Xb/Up Switch

2 Xa/Down Switch

3 Ya/Left Switch

4 Yb/Right Switch

5 Middle Button /Joystick Up (Not connected/Reserved, Falcon)

6 Left Button/Fire Button

7 +5 VDC

8 Ground

9 Right Button/Joy1 Fire

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6158. Re: 4MB atari question

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <BgXS5.20$wi2.68@newsfeed.slurp.net>
Source record: 54021

On 22 Nov 2000 14:20:18 , "Lurker" wrote:
>Hi there,
> I was a 1040 owner but my PSU burnt out, however, I just
>sourced a 4MB atari seperate Keybd, 4MB ram and a blitter chip?
>What does the blitter chip do (wasnt on my ST(fm)), can I fit a HD? if so
>ide, scsi, 2.5 or 3.5"

The Blitter Chip helps to speed up the way things go on the Atari computer. Things run much faster. You can use an external SCSI HD with no problems. IDE is possible with a hardware upgrade from Mario Becroft. The best hard disk driver is HDDriver, but the ICD driver is ok also.

>I have a b&w monitor from my old setup so I can use that, can I hook the
>comp up to my PC monitor? Is it a nightmare?

I am not sure. I have heard of such things. You can also use a TV if you have a STfm.

>And lastly, how can I get downloaded softwarte on the box, do I need a
>terminal prog and a serial cable and download from internet to PC and from
>PC to atari?
>all answers greatfully received.
>Im going to use it mainly for Music (Dr T software) but would like to use
>some old games on it (need colour tv or monitor) want to play player manager
>and kickoff :)

TigerCub is great on the 1040. That runs great on my 1040Ste. You need an external modem, Cab (browser) and STik2 for a PPP connection. For email you can use Newsie and Popwatch. For graphics you can only get things in mono. For color graphics you would need a Falcon, Milan, TT or Hades.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6159. Re: *kicks the internet /very/ hard*

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <dHXS5.22$OJ5.192@news-server.bigpond.net.au>
Source record: 54022

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:IQhEibGp$8G6EwBq@lovecraft.demon.co.uk...
> Once upon a time <3a1bb2b47776e0@elis.demon.co.uk>, G. R. Greenway
> <augeas@elis.demon.co.uk> grabbed chalk and scrawled:
>
> > The bloke from Titan Designs addmitted to me that Nemesis was
> >something of a hack. They just couldn't get it to work with my Falcon,
> >it was never stable. Must be stray capacitance from dodgy bit of
> >p.c.b. or something. Did yoy *find* a new site for Cortex ? I'd really
> >rather that Tempest didn't expire...
>
> 'ang on. Why do people from *.gothic groups keep following me around?
>
> Cortex have a site, selling the Tempest (idea, at least) - with the
> confidence-inspiring URL of:
>
> http://www.cortex-design.free4all.co.uk/
>
> Get there before it falls over, or something. The titan-bss site has a
> nice big logo saying the account was pulled for non-payment, but having
> dealt with the sort of company that does things like that before, I'm
> sure there will be more to it than that.
>

I dont know Richard, but a mate of mine got screwed pretty heavily by titan
with a crosgrade licencse for Layout, paid and not recieved. Not cheap
either.

> They also sell cheap PCs with painfully nasty specifications. Joy of
> joys, Nemesis is on there too ;)

Mark

6160. Re: Pinouts for AtariST monitor to VGA monitor cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <bQXS5.30$OJ5.501@news-server.bigpond.net.au>
Source record: 54023

Have a look here, http://www.vezz.cjb.net/

Mark

"The Ox That Rocks" <oxrock@reborn.com> wrote in message
news:oo6n1tslp436b54o4017mh6jpqnn5hch0q@4ax.com...
> Thamks in advance.

6161. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a1c4ab2$0$175@news.zetnet.co.uk>
Source record: 54024

On 22 Nov 2000 16:05:02 , Dennis Vermeire wrote:

|>I have had no problems with Diamond Edge on my Hades.
|You will... once you start using LFN, FAT32 etc.

Perhaps you mean _if_ I start using LFN etc. I don't intend to, at least on the Atari. I am happy with 8+3, original TOS, no fancy icons, monochrome screen etc boring etc :-)
--
JI Logan

6162. Re: 10 Pcs. Of Paper Money From Around the

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a1c4ab3$0$175@news.zetnet.co.uk>
Source record: 54025

On 22 Nov 2000 17:17:42 , wllwdz@hotmail.com wrote:

|Two days ago I ordered 10 pieces of paper money from 10 different
|countries from a company called Perth Numismatics. Lo and behold
|they arrived today and they are very nice and colourful. They even
|have a bill from Antarctica. I didn't even know they existed. These
|are perfect for stocking stuffe rs or people who are hard to buy
|for. The website address is www.perthmoney.com

A bill from Antartica? A fool and his/her money are soon parted.
--
JI Logan

6163. Re: CD Burning on an ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-1159F6.17391022112000@bigmomma.idirect.com>
Source record: 54026

In article <8vfpvk$1rn$1@nnrp1.deja.com>, atarigalen@my-deja.com wrote:

> In article <VfbS5.18972$8F2.2424827@nnrp4.clara.net>,
> "Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk> wrote:
> >
> > "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> > news:t1cqp9cn2h2g06@corp.supernews.com...
> >
> > > I'm thinking Plextor or Ricoh for CDRW. Just got to ring around the
> > > shops now.
> >
> > I'd choose Plextor over Ricoh (or most other
> > brands) any day.
>
> Panasonic CW7502s are fairly cheap on Ebay (4x write, 8x read) and work
> with Anodyne products, if your interested.

I just got ahold of a refurbished LaCie SCSI external (with a Yamaha 4x4x16 CDRW) for $129 US. So far it's worked great with my UMAX and Adaptec Toast. Ken Macdonald has an internal SCSI Yamaha which he uses with his Falcon and the Anodyne software, and he's told me it also works great. We're talking about doing a CD recording night as an upcoming TAF meeting, probably around January or February.

When I did the research on which drives were the best for CD-RW, I checked the MacFixit site. The four names that kept popping up were (in order) Plextor, Yamaha, LaCie and Ricoh .

BTW, for some good deals for North American Atari users check out the Small Dog Electronics site
(http://www.smalldog.com), that's where I got the LaCie on one of their weekly specials . You just have to be patient and wait for a special to pop up :)

6164. Re: Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <J8uoOgAkNFH6EwbQ@steverosie.demon.co.uk>
Source record: 54027

In article <t1o305eebtub96@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> writes
>Does anyone know who owns the rights to Diamond Back? I'm trying to
>find the guy in AC (in the news section) as he recently bought (got
>given) the rights to Diamond edge/back.
>
>I'll keep on searching.....
>
>Thanks for the help.

Hi

As far as I know the copyright owner of Diamond Edge/Diamond Back is a
Michael White!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6165. For Sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3A1C8402.B7EBEDA3@greeleynet.com>
Source record: 54028

Closet cleaning time. The following system has been unused for at least 5 years, and I have no plans for it. It worked fine when last assembled.
****

1040 STf with Avant Garde PC Ditto II w/ 8087 math coprocessor installed

SC1224 color monitor
SF 314 external 720k floppy
IB Drive external 5.25 floppy w/ original disk
Cable for switching between the external drives
Atari mouse
30 meg hard drive in Mega "pizza box" style case

Computer and monitor look almost new. Very little us as soon after I obtained a Mega 4.
Computer has a small bulge in the top of the case due to the PC Ditto II board installation. (You can lay the blame on Atari for that problem. There were a lot of internal case design changes that were not apparent from the outside.)

Atari software:

Word Perfect for the Atari
Drafix CAD for the Atari (B&C Computervisions was asking $175 for a copy the last time I checked. Drafix is now owned by Autodesk (AutoCAD) and the current version is called QuickCAD. No support for any Drafix title prior to Version 4. This is version 1.)
Hyperfont (create GEM fonts)
Turbo ST by Soft Trek (speed up screen rewrites, similar to Warp 9 from Codehead)
Art & Film Director by Epyx
Universal Item Selector
Computer Guide to the Solar System
Anthena II CAD by Iliad
GFA Draft Plus
Easy Draw 3.0 by Migraph
ProText version 4 I believe
Logistix - a Lotus 1-2-3 compatible spreadsheet
The Graphic Artist w/ Font editor - A cad style drawing program, unfortunately it does not do dimensioning, but you can create your own plotter drivers.
Deluxe Paint
The Juggler desk accessory - similar to MultiDesk from Codehead
Flexcessory desk accessory - similar to Juggler/MultiDesk but runs programs rather than accessories

All the above software is original and has the manuals.

MS-DOS Software:

Phoenix MS DOS 3.3
Central Point management tools version 7.?
PC Ditto II program
GEM/3 Desktop from Digital Research (The IBM version of the Atari GEM operating system)
GEM Artline from Digital Research (GEM program that looks identical to Easy Draw but also has the ability to paste your objects on a grid to create a flag waving, text along a path, etc.)

The above software is orginal and has the manuals.

Envision Publisher - a shareware desktop publisher that I downloaded
Resumï¿½ Creator - no manual came with this software, original disk
Jetfighter I - no manual came with this software, original disk
2 shareware vehicle maintenance programs, no manual provided
Lots of clip art disks, 5.25 format

Books and accompanying floppies about hard drives used on Intel machines of the time and a book of very useful DOS utilities and about DOS 3.x itself. Very useful.

Other misc DOS stuff and programs, sources unknown.

$500 for the lot. Buyer pays shipping and any insurace costs. First person willing to buy for the asking price gets it. Email by midnight (Rocky Mountain time) November 30 gets it. Cash, money order, cashiers check, etc., no checks. If it doesn't sell, it goes to Ebay.

Thanks.

Ken

6166. Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A1BE409.76F0FF0C@intergate.bc.ca>
Source record: 54029

```
If anyone has an Atari Falcon for sale (for a reasonable price) please
let me know.
Artur
```

6167. Re: WTD: FPU & VGA Converter for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974962692-49120AEicMi@cwcom.net>
Source record: 54030

From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Date: Tue, 21 Nov 2000 12:15:28 +0000

>>does anyone have either an FPU or a VGA converter for a Falcon?
>>
>>If not could anyone point me to a source for either of these.
>
>My Falcon's FPU was supplied by Best Electronics, who are online

There's no mystery about FPUs, should be available from such places as
Maplin. Strongly recommend the 30MHz version, to allow for any future
upgrade to an accelerator (this speed FPU will be fine at 50MHz, E&OE).

Adaptors can be home-made, download Robert's DoitF030 archives for info
on this and a whole lot of other Falcon info (mostly in German, apply
using the form on the page for a password to unlock the archives).

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6168. Re: WTD: Cubase v3 executables NOT PIRATED

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974962694-49588AEicMi@cwcom.net>
Source record: 54031

From: chris.crosskey@metrics.co.uk
Date: Tue, 21 Nov 2000 12:55:34 GMT

>BTW....Galaxy resolutions are really cool and you guys will be blown
>away when it gets released :-))

What's this about then Chris? First I've heard about it? Falcon, ST, TT
only? URL? Give! :-)

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6169. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974962696-50008AEicMi@cwcom.net>
Source record: 54032

From: "Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk>
Date: Tue, 21 Nov 2000 15:19:25 -0000

>want it to look really cool, you could change
>the LED in the case for a 5V blue LED. Quite

What is it about you and blue LEDs? ;-)

>Bah - MHz displays. So '80s!

Almost completely useless as well!

>You'll need a resistor. What value I don't
>know, so start low. If it looks dim, then

I suggested 330R, that should be fine with the usual 2V LED at 20mA.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6170. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974999852-201861AEicMi@bun.com>
Source record: 54033

Hi Lyndon

>>Perhaps you should go to bed at 10:00 when mummy tells you like a good
>>little boy..

>You're cruising for a bruising Steve.....

And as i enjoy this sort of thing you could come unstuck very quickly,
think twice and then some more before you offer me out little boy.!!

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6171. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974999856-202353AEicMi@bun.com>
Source record: 54034

Hi Thomas

>I now have successfully used Newsie and CAB at a DTE speed of
>115200 bps.

Goodo dude, makes all the difference.

>Now I have one more problem - I think. CAB and Newsie are both hard
>drive intensive.

Drive intensive!!, scarsley bothers my system, a faint glint from the
drive LED now and again.

>While connected at that speed, my ICD HD software occasionally
>reports a 'Write Fail' error. I have Write Verify enabled, and I assume
>the error message is from that.

I suggest you switch of Write Verify as your SCSI drive will do this job
on its own anyway, and increase your cache buffers. I also suggest you
disable delayed write if its on.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6172. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974999858-202849AEicMi@bun.com>
Source record: 54035

Hi Richard

>>I added some more 256 colour icons!!!! :-)

>To add Icons, do I just open them in whatever the resource editor is,
>and cut-paste them into the main Icon resource file, or do I need to add
>stuff?

That depends on your Desktop really, if your using plain magic then you'l
have to add them to your RSC file. I use Jinnee which allows multiple RSC
files, in that case i add icons to a 'specific to an application' file.
At the moment ive got 67 resource files totaling about 2 meg in size.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6173. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974999862-203726AEicMi@bun.com>
Source record: 54036

Hi Derryck

>>That is de-selected here, what you got?.
>>Ive also got 70 Characters enabled for both options!.
>
>Ditto, and ditto!
>
>Sounds like you're 'puter just had a bad day that day then! ;-)

But it was only in a particular thread and only affected some dudes!!!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6174. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011222100.a17089@su2.maus.de>
Source record: 54037

Hi Uwe,

US>I was mainly referring to backuping up partitions with long filenames.
US>FAT32 or ext2fs partitions are quite common now on the Atari. I guess
US>copying Unix CDs is not what you do most of the time with the Atari
US>:-).
of course!

Und TTschï¿½
ps

6175. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a1b8b75$0$174@news.zetnet.co.uk>
Source record: 54131

On 22 Nov 2000 01:18:56 , Thomas J. Andrews wrote:

| . . . .
|Now I have one more problem - I think. CAB and Newsie are both hard drive
|intensive. While connected at that speed, my ICD HD software occasionally
|reports a 'Write Fail' error. I have Write Verify enabled, and I assume the
|error message is from that. However, when I later checked the files where
|the error occurred, they were fine.
| . . . .

I don't know that they are that intensive. Newsie has a habit of
chewing up partitions. Could your ICD software be detecting this?

It is something to do with the log files. I keep all log options off
but still get lost clusters which I clean up with Diamond Edge. I
keep Newsie in its own partition for this reason.
--
JI Logan

6176. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a1b8b73$0$174@news.zetnet.co.uk>
Source record: 54132

On 22 Nov 2000 05:48:27 , atarigalen@my-deja.com wrote:

|> | . . .
|> |Go and get Anodyne's CD Writer Plus. It's worth the money and
|support from
|> |the developer is always the best.
|> | . . . .
|>
|> Support is second to none.
|> . . . . .
|I'll say. Roger modified the code to allow my existing CDRs (Panasonic
|CW7502) to work. There are not many companies that will immediately
|start work on an improvement based on one user's request!

I have a hardware fault on the Hades which Roger identified from the
error files I sent him. He then modified his program to deal with
it.
--
JI Logan

6177. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <8vg396$93r$1@nnrp1.deja.com>
Source record: 54133
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <Pine.GSO.3.95.1001121155828.52A-100000@mail3.wayne.edu>,
<ae2598@wayne.edu> wrote:
> I'd like to find out about the PC program that lets you read A8 disks.
> Kinda curious though, what does it do with boot disks? What about
stuff
> in Sparta DSDD format?
>
> To save a lot of typing,if you are using SpartaDos,try going back
to thread "Disk drives" and review messages 9 and 10.I think you will
find some ideas you can use.Good luck.
admnelson

> >
> >
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6178. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A1B8E76.FABD334C@ooc.de>
Source record: 54134

Peter Schneider wrote:

> to be a bit more precise: It _is_ possible to copy UNIX CDs with long
> file names as whole (disc at once) with the SoundPool product.

I was mainly referring to backuping up partitions with long filenames.
FAT32 or ext2fs partitions are quite common now on the Atari. I guess
copying Unix CDs is not what you do most of the time with the Atari :-).

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6179. ST Mouse pinouts...

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1001122053056.11947B-100000@halifax.chebucto.ns.ca>
Source record: 54135

Could someone please post the pinouts for an ST mouse?

Thanks...

6180. Re: Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <3A1B9B1A.10108@usa.net>
Source record: 54136

Lyndon Amsdon wrote:

> Hi,
>
> I've recently bought Diamond Back 2 off of someone (along with many
> other stuff). I went to install this on my ST and as I filled in the
> form it deleted the install.prg and something else that I'm not sure
> of.
>
> (that's the last time I'm using undelete, I suppose I should be lucky it
> wasn't anything too important.

I think the phrase you're looking for it "Oops!". (-: Apart from this
little mishap, is everything else working OK?

--
AG

Remove removes from address to remove anti-spam measures.

Alan Gauton E-Mail ag@spd.eee.strath.ac.uk

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

6181. Req: Pinouts for AtariST monitor to VGA monitor cable

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: The Ox That Rocks <oxrock@reborn.com>
Message-ID: <oo6n1tslp436b54o4017mh6jpqnn5hch0q@4ax.com>
Source record: 54137

Thamks in advance.

6182. Re: Aargh! Damned speaker! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <x16abpFH65G6Ew0B@lovecraft.demon.co.uk>
Source record: 54138

Once upon a time <8vfnnq$6d$1@nnrp1.deja.com>, atarigalen@my-deja.com
grabbed chalk and scrawled:
>Agreed, as the internal speaker is not of very good quality. Attach
>some powered speakers to the headphone jack and you'll have much better
>sound.

I /have/ powered speakers. A Mackie 1202 VLZ Mixer and a Samson Servo
150, with some nasty GenExxa monitors (until I can afford Absolute 2s).
Have you heard the pop these things make when the Falcon reboots after
crashing?

I gave up, anyway. Pete told me he'd only used the control panel, and
the speaker doesn't come back on when i use the control panel/reset
NVRAM, or do anything else.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6183. Re: Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Mj4ZpJA6C6G6EwCK@steverosie.demon.co.uk>
Source record: 54139

In article <8vfo6oia1@nnrp1.deja.com>, atarigalen@my-deja.com writes
>Using software you paid for isn't piracy. With Oregon Research gone,
>your request is the only way you can get your copy replaced, but I'm
>afraid I personally can't help. Good luck!
>

Hi

Oregon Research might be gone but the copyright owner is still about and
so may be able to help you.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6184. Re: Marpet vs New World

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <npNS5.1$4o3.1426@newsr1.u-net.net>
Source record: 54140

"Eric Cron" <ericcron@yahoo.com> wrote in message
news:cIGS5.3064$A26.138798@sjc-read.news.verio.net...
> Hi there -
>
> I was just browsing Best Electronics and I saw that they have some 4MB
> upgrades for the ST -

If you're in the UK or thereabouts Keychange also have upgrades for STE and
STFM, very reliable (when fitted correctly) and no 'gotchas'.

Barrie at Keychange.

www.atamusic.u-net.com

6185. Re: Atari 8-bit 5 1/4 Disk Conversions Needed

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: melee5@my-deja.com
Message-ID: <8vgarv$e0i$1@nnrp1.deja.com>
Source record: 54141
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <Pine.GSO.3.95.1001121155828.52A-100000@mail3.wayne.edu>,
<ae2598@wayne.edu> wrote:
> I'd like to find out about the PC program that lets you read A8 disks.
> Kinda curious though, what does it do with boot disks? What about
stuff
> in Sparta DSDD format?
>
<snip>

The program referred to is called Anadisk as in to analyze a disk.
It runs in real DOS mode on a PC and is quite powerful and full of
features. Unfortunately, at least on my PC, it won't read a disk
written by my 1050s for anything. It seems to be locked into insisting
on the beginning of a track being under the index hole and when that
situation does not occur, it fills in data with sector data that just
doesn't exist, rearranging sectors along the way. A companion program
called Deana then takes a disk scan created by Anadisk, flips each byte
of data, writes a header and turns the disk scan into an .atr image.
But since I can't gather valid data, I don't get a working atr.
Perhaps those who claim success with Anadisk will enlighten us with
some PC specs, in particular the exact 5 1/4" drive they are using. I
also wonder if a disk written by a XF551 drive would be readable on my
PC as the 1050 ignores the index hole altogether and also runs at a
different RPM thus scattering sectors willy nilly according to the
index hole, but the XF551 might have the capability to write an Anadisk
readable disk as it uses a PC style drive mechanism.
If readable, boot disks would be converted into atr files and the
same is true of Sparta DSDD. Anadisk can be set to read either one
side or both, but since I can't get there from here, I don't know if
Deana can convert such a file into a valid atr.
A PC program that does work for me is Util by Charles Marslett of
MyDOS fame. With the proper command line invocation it will format a
MyDOS double density disk in your PC that you can then use to transfer
files back and forth between the PC and your Atari. This would
include .dcm files of boot disks and then there are PC programs that
will take a .dcm file and turn it into an atr on the PC ready for
emulator use. On the Pool Disk Too set one can find a version of Util
written to do it in SpartaDOS format instead of MyDOS. Search this
message group for Pool Disk and you should find an email address to
inquire about purchasing the two CD disk set for yourself. Included is
all the above programs with a documentation file on the Util programs
that explains the various switches to use, with examples much better
than the original release does.

A couple of sites that also contain some of these files are
http://www.umich.edu/~archive/atari/8bit
http://www.newbreedsoftware.com/xlsearch

Sent via Deja.com http://www.deja.com/
Before you buy.

6186. 4MB atari question

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Lurker <lurker@bok.co.za>
Message-ID: <8vgdm3$17cr$1@nnrp01.ops.uunet.co.za>
Source record: 54142

Hi there,
I was a 1040 owner but my PSU burnt out, however, I just
sourced a 4MB atari seperate Keybd, 4MB ram and a blitter chip?
What does the blitter chip do (wasnt on my ST(fm)), can I fit a HD? if so
ide, scsi, 2.5 or 3.5"
I have a b&w monitor from my old setup so I can use that, can I hook the
comp up to my PC monitor? Is it a nightmare?
And lastly, how can I get downloaded softwarte on the box, do I need a
terminal prog and a serial cable and download from internet to PC and from
PC to atari?
all answers greatfully received.
Im going to use it mainly for Music (Dr T software) but would like to use
some old games on it (need colour tv or monitor) want to play player manager
and kickoff :)
-tom

6187. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <XdPS5.21103$8F2.2812692@nnrp4.clara.net>
Source record: 54143

Mark Bedingfield wrote in message <8ufij0$a92$1@perki.connect.com.au>...
>
>"Barrie at Keychange" <barrie@atamusic.u-net.com> wrote in message
>news:5rDO5.547$kn2.709543@newsr1.u-net.net...
>> > > Incidentally, furrther to my previous reply,
>> > > you can get "upgrade boards" which simply
>> > > accept 30-pin SIMMs, in case you didn't know.
>> > > The Marpet Xtra-RAM boards are still made
>> > > and sold by sales@system-solutions.co.uk
>> >
>> > How much, Shiuming?
>>
>> Price quoted today £129 inc 4mb memory, mine are a little cheaper. I also
>> have some of the Marpet standard upgrades.
>
>Marpet upgrades are excellent, but I do the ole' solder and simm hack. I
was
>just Curious.

4MB-populated Marpet boards (with
soldered-in SIP modules, for best reliability)
have been sold by System Solutions for
approximately 2 years at £99.00 inc. VAT.

System Solutions bought the rights to the
Marpet boards about 3 years ago, so anything
else is either old stock (nothing wrong with
that so long as it works and comes with
warranty) or not legitimately manufactured.

Shiuming Lai

6188. Re: *kicks the internet /very/ hard*

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <IQhEibGp$8G6EwBq@lovecraft.demon.co.uk>
Source record: 54144

Once upon a time <3a1bb2b47776e0@elis.demon.co.uk>, G. R. Greenway
<augeas@elis.demon.co.uk> grabbed chalk and scrawled:

> The bloke from Titan Designs addmitted to me that Nemesis was
>something of a hack. They just couldn't get it to work with my Falcon,
>it was never stable. Must be stray capacitance from dodgy bit of
>p.c.b. or something. Did yoy *find* a new site for Cortex ? I'd really
>rather that Tempest didn't expire...

'ang on. Why do people from *.gothic groups keep following me around?

Cortex have a site, selling the Tempest (idea, at least) - with the
confidence-inspiring URL of:

http://www.cortex-design.free4all.co.uk/

Get there before it falls over, or something. The titan-bss site has a
nice big logo saying the account was pulled for non-payment, but having
dealt with the sort of company that does things like that before, I'm
sure there will be more to it than that.

They also sell cheap PCs with painfully nasty specifications. Joy of
joys, Nemesis is on there too ;)

Richard

--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6189. Re: WWW.ATARINEWS.ORG is Open for Busin

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.30.0011220923230.14696-100000@moose.erie.net>
Source record: 54145

This sounds similar to a problem I had with my Mega STe.
Apparently some of the early ones had a bugged PAL chip. The only way to
correct the problem was by replacing this chip. Maybe someone more
familiar with the technical issues can provide more details.

On Wed, 22 Nov 2000, Thomas J. Andrews wrote:

>
> On 21 Nov 2000 00:12:57 , Rob wrote:
> >TJ,
> > Baby steps... first We got you on the net... now we need to get
> >you addicted to it!!
> >
> I'm NOT addicted! I can stop any time I want. Any...time...I...want...
>
> >How's the MegaE??
> >
>
> Flying. I had the Modem2 port operating at 115k earlier tonight, but I kept
> getting 'Write Fail' messages. Maybe it's because I have the Write
> Verify option from ICD's HD software turned on. Then again, Write
> Verify maybe the only thing saving my HD from getting scrambled
> during one of those 'Write fails'. I'm gonna slow Modem2 down a
> notch and see how that works.
>
>
> >Thanks for letting me know how it looks !
> >
> >See you Tuesday in the Delphi Atari Chat!!!
> >
> >(www.delphi.com/atari if anyone is interested.. 9pm Eastern (-5 GMT))
> >
>
> --
>
> TJ
> Keeper of the Flame
> &
> Atari Computer Enthusiast of Syracuse
>

6190. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:27:59 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a1b130f$0$180@news.zetnet.co.uk>
Source record: 54115

On 21 Nov 2000 17:02:04 , Lonny Pursell wrote:

|> |The AT case has a green LED power indicator. . . .
|> |
|> |My question is what would it take to get this green LED
|> |to light when I hit the power switch? Assuming I use
|> |this +5V as the power source.
|>
|> There should be a connector for this LED on the board, also one for
|> the hard drive. The latter is just in from the medial end of the
|> mouse connector but I cannot just locate the former on the schematic
|> that I have. There is a connector marked ELKTRON between the
|> joystick connector and something marked KEY-E. This might be it
|> although it has four pins.
|
|I was wondering what that connector was. Ed seems to think
|his CPU cooling fan is connect there. However his view is
|obstructed by the case or some drives so he is not 100% sure on
|that.

I have just taken the top off the case and can confirm that I have plugged the green power LED socket (white and green cable) onto the ELKTRON socket. The plug I have is three pins wide with the white wire at one end, the green wire at the other end and nothing in the middle. The socket, however, is four pins wide.

My schematic says (in German) that pin 1 is always to the left (i.e. towards the keyboard connector/power sockets end). Keeping this convention then the white wire goes to pin 1 and the green wire to pin 3. Pin 2 is enclosed by the plug but not connected to anything and pin 4 stands on its own outside the plug.

NOTE: It is quite possible, even very likely, that this socket is indeed intended for something else such as a cooling fan. In that case I may well be tapping off 5V and either I have a very forbearing LED or the manufacturers have a resistor in series in the LED assembly itself. Perhaps you can get LEDs with a series resistor built-in for 5V operation? ---- pause of two minutes while the Maplin catalogue is consulted ---- yes, you can get red and green LEDs that work off 5V (costing 29 pence for one including tax). I guess I was lucky when I plugged that thing in.
--
JI Logan

6191. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:30:46 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2848.361T2300T905557optimus@canit.se>
Source record: 54120

Clockmeister skrev:

>Iggy Drougge wrote in message <2061.347T2100T8975281optimus@canit.se>...
>>
>>Exactly, it's an operating environment and not an operating system. There
>will
>>be no AmigaOS, but in order to run "Amiga", you will have to run another
>OS.

>Unless ofcourse you buy the new Amiga box that runs the AmigaDE natively,
>which is something they intend to develop and it will, supposedly, be the
>fastest AmigaDE implementation available (not suprisingly I guess) _and_ it
>will be backwards compatible to a large extent.
>I'm not holding my breath though ;-)

If it were to run AmigaDE natively, it would have to use a hardware
implementation of the Taos virtual processor. Much like the Java chips which
Sun once produced. I haven't heard Amiga declaring any such intention.

>>>I don't see this as a bad thing.
>>>As for this not being an Amiga... I'd rather look forward then stick with
>>>old outdated unsupported technology like Amiga/Atari of today. I'm not
>alone
>>>here, just check the market share of those platforms...
>>
>>Amiga Corp. could have updated and supported the existing AmigaOS, instead
>of
>>creating this new Java look-a-like. I haven't been an Amiga user these last
>>eight years because I wanted to run my programs on an anonymous portable
>>software layer, but because I like the AmigaOS.

>Sure, I like the AmigaOS also but realistically, AmigaOS is a bit beyond a
>simple update - it will require a complete rewrite from the ground up if it
>is to support most of the modern features that people expect.

Why so? It has got a far more open design than MacOS, and has got most modern
services available. I believe this is just a popular myth.
Right now, as we are speaking, Amiga are apparently working on making an OS
out of the framework that is Taos. In other words, they've got not much more
than a kernel. OTOH, AmigaOS has got an entire OS, with a developed userspace
and experienced programmers.

>Problem is, Amiga Corp would need a lot of time and effort (read money) to
>do this and given the small market, this wouldn't be possible financially.

Then let it be. If they aren't up to the task, they shouldn't even try.
It's really odd that they can't manage what the miniscule WarpOS theme are

accomplishing.

>Question then is, how compatible would such an OS likely to be and is an
>integrated emulation that is capable of running 98% of software and faster
>than any classic Amiga today is capable of really that unacceptable?

UAE? Been there, done that.

>(Bearing in mind that this question is somewhat hypothetical given that we
>don't actually know how well or how fast such an emulation would work)

We certainly don't.

--
En ligne avec Thor 2.6.

Och har du en TV utan Scart, vilket nittionio procent faktiskt har, kommer de
f�rmodligen att ringa fr�n Antikrundan.
Martin Timell

6192. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 00:33:23 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <X9fTJcFTRxG6EwR2@lovecraft.demon.co.uk>
Source record: 54116

Once upon a time <974826424-655969AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> grabbed chalk and scrawled:

>I added some more 256 colour icons!!!! :-)

To add Icons, do I just open them in whatever the resource editor is,
and cut-paste them into the main Icon resource file, or do I need to add
stuff?

Richard, now starting to get more comfortable with the machine having
finally got the booting from Syquest trick to work.

--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6193. Re: WWW.ATARINEWS.ORG is Open for Busin

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 01:18:53 UTC
From: taj16@dreamscape.com
Message-ID: <t1m7ntbfbfiuff@corp.supernews.com>
Source record: 54117

On 21 Nov 2000 00:12:57 , Rob wrote:
>TJ,
> Baby steps... first We got you on the net... now we need to get
>you addicted to it!!
>
I'm NOT addicted! I can stop any time I want. Any...time...I...want...

>How's the MegaE??
>

Flying. I had the Modem2 port operating at 115k earlier tonight, but I kept
getting 'Write Fail' messages. Maybe it's because I have the Write
Verify option from ICD's HD software turned on. Then again, Write
Verify maybe the only thing saving my HD from getting scrambled
during one of those 'Write fails'. I'm gonna slow Modem2 down a
notch and see how that works.

>Thanks for letting me know how it looks !
>
>See you Tuesday in the Delphi Atari Chat!!!
>
>(www.delphi.com/atari if anyone is interested.. 9pm Eastern (-5 GMT))
>

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6194. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 01:18:56 UTC
From: taj16@dreamscape.com
Message-ID: <t1m7o0tca3tb00@corp.supernews.com>
Source record: 54118

I want to thank everyone who responded to this thread. Because of your suggestions, I now have successfully used Newsie and CAB at a DTE speed of 115200 bps.

Now I have one more problem - I think. CAB and Newsie are both hard drive intensive. While connected at that speed, my ICD HD software occasionally reports a 'Write Fail' error. I have Write Verify enabled, and I assume the error message is from that. However, when I later checked the files where the error occurred, they were fine.

If Write Verify works the same way it does on the 8-bit computers, the sector with the error would have been written a second time, in an attempt to correct the problem. If this were an 8-bit computer, I'd say the error was a result of interupt timing conflicts between the modem 2 port and the HD.

My question: Should I continue to run at 115200 and hope the HD software will compensate, or am I courting disaster? Should I cut the speed down to 56k?(I tried 78k - the modem won't accept it) I don't want to scramble my HD, but then I don't want to limp when I could fly, either.

--

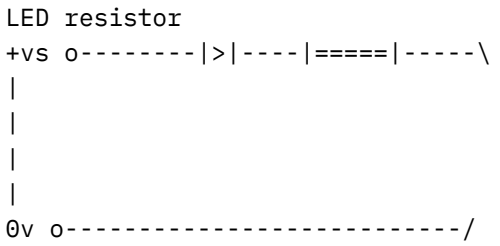
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6195. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 01:47:36 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <xqYMNJA4WyG6EwEw@my-ste.demon.co.uk>
Source record: 54121

In article <Pine.MNT.4.10.10011201949550.109-100000@TT030>, Lonny Pursell <fatal@SYNTAX.ERROR> writes
>You guys did so good with the floppy problem I was wondering
>if you would like to take a crack at this one. ;-)
>
>The AT case has a green LED power indicator. Coming off
>one of the PSU branches is small 2 pin connector which
>I assume is the +5v usually used to power those stupid
>"Mhz" displays you see on some cases. My case does not
>have this silly display.
>
>My question is what would it take to get this green LED
>to light when I hit the power switch? Assuming I use
>this +5V as the power source.

Measure the voltage between the 2 wires and, if it's 5v connect a 330 ohm resistor, or if it's 12v use a 1k0 (1000) ohm resistor, in series with the LED. i.e. it should look something like this:



Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
7.0 |http://www.distributed.net/

6196. Thats write?

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 02:14:01 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <JZFS5.1905$bg5.11090@news-server.bigpond.net.au>
Source record: 54119

What happened to thats write after compo departed, I am looking for a copy.

Mark

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

6197. What is your favorite Atari Game System?

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 02:53:48 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8vfcfrnjm1@nnrp1.deja.com>
Source record: 54122

Take a minute to cast your vote on our poll..

What is your favorite Atari Game System?
Stop by www.Atari-Users.Net to vote!

Also.. Check out the poll on A-ONE Magazine!
What was the worst moment in Atari History?
Visit www.AtariNews.org and cast your vote!!

Rob
webmaster@atari-users.net

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

6198. Marpet vs New World

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 03:03:36 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <clGS5.3064$A26.138798@sjc-read.news.verio.net>
Source record: 54123

Hi there -

I was just browsing Best Electronics and I saw that they have some 4MB
upgrades for the ST -

Just wondering if anybody could shed any light on the differences between
the two - or any "gotchas"?
I guess my ultimate goal would be Mint with multitask -

Easy Installation? Compatibility?

Thanks -

--
eric

6199. Re: CD burning on FALCON

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 05:48:27 UTC
From: atarigalen@my-deja.com
Message-ID: <8vfmn9vca1@nnrp1.deja.com>
Source record: 54124

In article <3a1ab8ae$1$173@news.zetnet.co.uk>,
jlog@zetnet.co.uk (JI Logan) wrote:
> On 20 Nov 2000 15:15:00 , Frank Szymanski wrote:
>
> | . . .
> |Go and get Anodyne's CD Writer Plus. It's worth the money and
support from
> |the developer is always the best.
> | . . . .
>
> Support is second to none.
> --
> JI Logan
>
I'll say. Roger modified the code to allow my existing CDRs (Panasonic
CW7502) to work. There are not many companies that will immediately
start work on an improvement based on one user's request!

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

6200. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 05:53:30 UTC
From: atarigalen@my-deja.com
Message-ID: <8vfn0o$vm9$1@nnrp1.deja.com>
Source record: 54125

In article <t1m7o0tca3tb00@corp.supernews.com>,
taj16@dreamscape.com (Thomas J. Andrews) wrote:
> I want to thank everyone who responded to this thread. Because of your
> suggestions, I now have successfully used Newsie and CAB at a DTE
speed of
> 115200 bps.
>
> Now I have one more problem - I think. CAB and Newsie are both hard
drive
> intensive. While connected at that speed, my ICD HD software
occasionally
> reports a 'Write Fail' error. I have Write Verify enabled, and I
assume the
> error message is from that. However, when I later checked the files
where
> the error occurred, they were fine.
>
Hmmm, check your hardware control. The modem should wait automatically
when the data comes in too fast. You may also want to check if your
drive is happy -- it'll be working much harder now.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

6201. Re: Aargh! Damned speaker! (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 06:05:48 UTC
From: atarigalen@my-deja.com
Message-ID: <8vfnnq$6d$1@nnrp1.deja.com>
Source record: 54126

In article <DjcS5.19030$8F2.2432575@nnrp4.clara.net>,
"Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk> wrote:
>
> I'm very sure once you hear the Falcon's
> internal speaker you'll want to get rid of
> it again immediately.

Agreed, as the internal speaker is not of very good quality. Attach
some powered speakers to the headphone jack and you'll have much better
sound.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

6202. Re: Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 06:13:47 UTC
From: atarigalen@my-deja.com
Message-ID: <8vfo6oia1@nnrp1.deja.com>
Source record: 54127

In article <t1lcj6st77n0d@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) wrote:
> Hi,
>
> I've recently bought Diamond Back 2 off of someone (along with many
> other stuff). I went to install this on my ST and as I filled in the
> form it deleted the install.prg and something else that I'm not sure
> of.
>
> So I thought I'd be clever and get it back by using undelete. I was
> running undelete on a spare STfm off floppy. I went to undelete the
> file, and it erased the disk and wrote a copy of undelete on it along
> with install.prg (that was corupted anyway).
>
> What I'm asking is, if anyone could send me it. If your worried
> about piracy and what not, I can tell you anything about the
> programme, disk type, manual, serial number etc. I'm probably
> unlikely to use it, as I'm dreading backing up 500mb on 1.44 floppys,
> but I'd really like to get it back for peace of mind.
>
> I hope this isn't deemed as piracy. Is it?
>
Using software you paid for isn't piracy. With Oregon Research gone,
your request is the only way you can get your copy replaced, but I'm
afraid I personally can't help. Good luck!

With a 500 MB HD you should start saving your pennies for a CDR and
software. It'll be much nicer.

Galen

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Before you buy.

6203. Re: STs, SD, Ca, USA

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 06:39:44 UTC
From: atarigalen@my-deja.com
Message-ID: <8vfpng$1hp$1@nnrp1.deja.com>
Source record: 54128

In article <dpdS5.2755$b73.1384602@typhoon.san.rr.com>,
"Mike Easter" <see_my_sig@for.my.address> wrote:
> Posting to sdnet.computing & .general & comp.sys.atari.st.
>
> I have quite a bit of Atari ST hardware - 3 1040 STfm - 2 Mega 4 ST -
1 in
> tower with accelerator [all working, as I recall] - several [6?] dead
sm124
> monitors [2 with a capacitor fix] and assorted mice, and some
software, no
> games. The dead monitors were the main reason I quit using the
hardware
> back then.
>
> I'm looking for an enthusiast in the San Diego, CA, USA area who
might be
> interested in giving some of this a home.
>
I'm in L.A., but I'm willing to drive down to get them -- most of my
family members are using 1040s and 520s and spare systems would be most
welcome!

Galen

Sent via Deja.com http://www.deja.com/
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6204. Re: CD Burning on an ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-22 06:44:05 UTC
From: atarigalen@my-deja.com
Message-ID: <8vfpvk$1rn$1@nnrp1.deja.com>
Source record: 54129

In article <VfbS5.18972$8F2.2424827@nnrp4.clara.net>,
"Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk> wrote:
>
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:t1cqp9cn2h2g06@corp.supernews.com...
>
> > I'm thinking Plextor or Ricoh for CDRW. Just got to ring around the
> > shops now.
>
> I'd choose Plextor over Ricoh (or most other
> brands) any day.

Panasonic CW7502s are fairly cheap on Ebay (4x write, 8x read) and work
with Anodyne products, if your interested.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

6205. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <Gb7T5.22435$8F2.2987077@nnrp4.clara.net>
Source record: 54040

"Jo Even Skarstein" <joska@online.no> wrote in message
news:8urju0$213$1@nnrp1.deja.com...
> The DSP has it's own "high speed" RAM, I can't remember how fast it is

It's SRAM - don't know the speed rating
though, I'm sure its marked on the chips
but I've since stuck heat-sinks on them
since they get rather warm (my DSP is
at 50MHz).

> but on my Falcon I calculated that it could handle at most 55MHz. 55
> doesn't work here, but 50 does. Perhaps you have had more luck and have
> either faster or better quality RAM chips.

Try heat-sinks. I've had good results
sticking them on SGRAMs as well
(no psychedelic colours randomly
appearing in textures when overclocked).

Shiuming Lai

6206. STFM 1040 zu verschenken

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: Stefan R&#65533;misch <st.roemisch@arcormail.de>
Message-ID: <3a1d0ac0_2@news.arcor-ip.de>
Source record: 54041

Hi,
falls noch jemand daran Interesse hat, w&#65533;rde ich meinen Atari STFM 1040 mit
Monitor, Maus, 2. Diskettenlaufwerk, externer Festplatte (alles
funktionsf&#65533;hig, aber lange nicht benutzt) und einiger Software verschenken.
Einzige Bedingung: Abholung bei mir zu Hause. Ich wohne mitten in Berlin.
Tel. (030) 4293070
Tsch&#65533;&#65533;
Stefan

6207. Re: odds & ends

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <KX7T5.4848$ws2.696551@news3.cableinet.net>
Source record: 54042
Body handling: HTML body converted to readable text

"Paul" wrote in message
news:01c054c8$9dcca200$b11272d1@rambler.ic.new-ulm.mn.us...
> I've kind of been out of the Atari scene for a couple of years. Used to be
> my #1 hobby, but life takes it's twists & turns. So, I have a couple
> questions, hope I'm not repeating things that have been discussed
> endlessly. :)
>
> Are there any Atari publications left that would be like a magazine?
>
> Any web browsers/ internet packages that are stable & available for ppp
> connections? (My experiences 2 years ago left a bit to be desired... ;)
>
> What is left of the old Atari company, JBS was it, that made mini-hard
> drives of late? Did they fold, still going, ...

see www.atari.com - hasbro bought the atari bit. 23rd febuary 1998. see :
http://joshuawaller.tripod.com/text/hasbro.txt for more information. they
don't seem to do anything with atari except make re-releases of atari's old
games such as centipede etc. demos can be downloaded from the site. hard
drivin might be cool on the PC if they do that.

if interested in selling any of the mste. tt. falcon then let me know :o)

thanks

www.josh.org.uk

>
> Any of the old gang of Atari software supporters left? (Guess that's an
> open question, I'll just hang around & see if the names float by.)
>
> Thanks. Oh, I've still got the ST, MSTE, TT, Falcon, and so on, just
> haven't had time to use them. Maybe this winter life will settle down a
> little.
>
> --->Paul

*** Outgoing mail is certified Virus Free ***
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.214 / Virus Database: 101 - Release Date: 17/11/00

6208. Re: WTD: Cubase v3 executables NOT PIRATED

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8vj5gvbrp1@nnrp1.deja.com>
Source record: 54043

Derryck wrote...
>
> >BTW....Galaxy resolutions are really cool and you guys will be blown
> >away when it gets released :-))
>
> What's this about then Chris? First I've heard about it? Falcon, ST,
TT
> only? URL? Give! :-)
>
Um...it's a new VME-Bus graphics card...it will have ethernet too when it's finalised...TT only ATM, should get a Mega STe driver sooner or later.....trying to get it Cubase compatible as well....It's Mario's new product, I was showing people the board at Stafford...if I had realised what a doddle it was to get going (turn off machine, stick board in, turn on machine, load software, reboot) than I'd have had it running there too....It's currently got 8Mb of memory so it can manage some enormous resolutions and colour depths.....but I'm really trying to get it running with Cubase cos that would be of most use to me, as well as there being a bunch of musos who want one.....TTM monitors are hard to get hold of, a 19" SVGA isn't, and with a switch box you only need one monitor to handle both your sequencing TT/MegaSTe and your recording Falcon/PC/Mac....plus sooner or later there will be driver codes for 1600x1200 for those of us with 21" and bigger......Cubase (and Calamus) will look great on that....

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

6209. WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <8vj9k5edo1@nnrp1.deja.com>
Source record: 54044

Hi All,

have one stupid question :)))

Is there any chance to run some WWW browser on my 1040STE with 4MB RAM
and Zyxel 1496 modem. But without of HD ???????
I think direcly from my DD diskdrive.....

Hmmmmm,,,,, can anybody answer ??????

Thanks,

Dalibor

Sent via Deja.com http://www.deja.com/
Before you buy.

6210. Re: For Sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3A1D2A33.2469AD58@greeleynet.com>
Source record: 54045

I forgot to mention where I am in the for sale post.

I'm in Colorado, USA.

Sorry for the omission.

6211. Re: Mac ST Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: un@liamp.cix.co.uk
Message-ID: <memo.20001123154524.45169A@lproven.compulink.co.uk>
Source record: 54046

In article <221120000842109395%22gg@home.com.nospam>, 22gg@home.com.nospam
(Nazodesu) wrote:

> I've moved off my Atari Ste and to a Mac some 8 years ago. I'm
> wondering if anyone knows of an ST emulator for the Macintosh.

Magic from Application Systems Heidelberg:

http://www.application-systems.de/

--
Liam P.

6212. Re: 4MB atari question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: Lurker <lurker@bok.co.za>
Message-ID: <8vjf5r$1ma7$1@nnrp01.ops.uunet.co.za>
Source record: 54047

Hi Edward,
thanks for all the help :)
I use the Tiger editor with Dr Ts music software, the 2 integrater
brilliantly. Now to get my Duron with 256MB to slave to my Atari and act as
my sample player!

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:BgXS5.20$wi2.68@newsfeed.slurp.net...
> On 22 Nov 2000 14:20:18 , "Lurker" wrote:
> >Hi there,
> > I was a 1040 owner but my PSU burnt out, however, I just
> >sourced a 4MB atari seperate Keybd, 4MB ram and a blitter chip?
> >What does the blitter chip do (wasnt on my ST(fm)), can I fit a HD? if so
> >ide, scsi, 2.5 or 3.5"
>
> The Blitter Chip helps to speed up the way things go on the Atari
computer.
> Things run much faster. You can use an external SCSI HD with no problems.
> IDE is possible with a hardware upgrade from Mario Becroft. The best hard
> disk driver is HDDriver, but the ICD driver is ok also.
>
> >I have a b&w monitor from my old setup so I can use that, can I hook the
> >comp up to my PC monitor? Is it a nightmare?
>
> I am not sure. I have heard of such things. You can also use a TV if you
> have a STfm.
>
> >And lastly, how can I get downloaded softwarte on the box, do I need a
> >terminal prog and a serial cable and download from internet to PC and
from
> >PC to atari?
> >all answers greatfully received.
> >Im going to use it mainly for Music (Dr T software) but would like to use
> >some old games on it (need colour tv or monitor) want to play player
manager
> >and kickoff :)
>
> TigerCub is great on the 1040. That runs great on my 1040Ste. You need an
> external modem, Cab (browser) and STik2 for a PPP connection. For email
you
> can use Newsie and Popwatch. For graphics you can only get things in mono.
> For color graphics you would need a Falcon, Milan, TT or Hades.
> Edward S. Baiz Jr.
> (Gamer)

> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

6213. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1qjpgbupf28da@corp.supernews.com>
Source record: 54048

On 22 Nov 2000 22:37:38 , JI Logan wrote:
>On 22 Nov 2000 16:05:02 , Dennis Vermeire wrote:
>
>|>I have had no problems with Diamond Edge on my Hades.
>|You will... once you start using LFN, FAT32 etc.
>
>Perhaps you mean _if_ I start using LFN etc. I don't intend to, at
>least on the Atari. I am happy with 8+3, original TOS, no fancy
>icons, monochrome screen etc boring etc :-)

The thing that worries me about FAT 32 and LFN is what happens if something get's corrupted on the HD and you can't access Magic or Mint. Sometimes TOS is useful and if you can't access the HD then your stuck. Someone here has boot partition as normal and all the other partitions as LFN. Is it possible to have a C partiton in FAT16 and all the other parttions as FAT32?

6214. Re: WTD: FPU & VGA Converter for a Falc

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1qjpne4tu0de2@corp.supernews.com>
Source record: 54049

On 22 Nov 2000 09:35:42 , Derryck Croker wrote:
>From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
>Date: Tue, 21 Nov 2000 12:15:28 +0000
>
>>>does anyone have either an FPU or a VGA converter for a Falcon?
>>>
>>>If not could anyone point me to a source for either of these.
>>
>>My Falcon's FPU was supplied by Best Electronics, who are online
>
>There's no mystery about FPUs, should be available from such places as
>Maplin.

Is that a joke?!!? Maplin are going down hill unfortunatly and
recently they've stoped selling their range of 17,000 semiconductors
and now (in a space of a year) is about 500, if that. They used to
sell 020 up to 040 but not anymore.

That's why I'm switching to Farnell.

>Strongly recommend the 30MHz version, to allow for any future
>upgrade to an accelerator (this speed FPU will be fine at 50MHz, E&OE).

I agree, buy the fastest you can afford.

6215. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1qjpqqol2oge7@corp.supernews.com>
Source record: 54050

On 23 Nov 2000 14:29:28 , dalibor5561@my-deja.com wrote:
>Hi All,
>
>have one stupid question :)))
>
>Is there any chance to run some WWW browser on my 1040STE with 4MB RAM
>and Zyxel 1496 modem. But without of HD ???????
>I think direcly from my DD diskdrive.....
>
>Hmmmmm,,,,, can anybody answer ??????

Stik 2 as the internet layer and CAB. Will work from a DD.

6216. Info on Atari Unix

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.fa405fe4.bbe05e20.doyene@zetnet.co.uk>
Source record: 54051

Hei All.
Do anyone know what the story was about Atari TT030/Unix Workstation.
I have read a couple of articles in some old ST magazines, but nothing
concrete.

regards.
--

##################################
Thank you for reading my
email. If you like to
contact myself, please
send your message to
# #
doyene@zetnet.co.uk
# #
Atari/Linux User
##################################

6217. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: Starlord <starlord@qnet>
Message-ID: <3a1d6e00@news.qnet.com>
Source record: 54052

No.

--
The Year is 2259 ... The Place is Babylon 5

<dalibor5561@my-deja.com> wrote in message
news:8vj9k5edo1@nnrp1.deja.com...
> Hi All,
>
> have one stupid question :)))
>
> Is there any chance to run some WWW browser on my 1040STE with 4MB
RAM
> and Zyxel 1496 modem. But without of HD ???????
> I think direcly from my DD diskdrive.....
>
> Hmmmmm,,,,, can anybody answer ??????
>
> Thanks,
>
> Dalibor
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

6218. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <8vjruanhe1@newsg3.svr.pol.co.uk>
Source record: 54053

On 23 Nov 2000 11:30:56 , "Starlord" wrote:
>No.
>
>
>--
>The Year is 2259 ... The Place is Babylon 5
>
><dalibor5561@my-deja.com> wrote in message
>news:8vj9k5edo1@nnrp1.deja.com...
>> Hi All,
>>
>> have one stupid question :)))
>>
>> Is there any chance to run some WWW browser on my 1040STE with 4MB
>RAM
>> and Zyxel 1496 modem. But without of HD ???????
>> I think direcly from my DD diskdrive.....
>>
>> Hmmmmm,,,,, can anybody answer ??????
>>
>> Thanks,
>>
>> Dalibor
>>
>>
>> Sent via Deja.com http://www.deja.com/
>> Before you buy.

beg to differ,

Load sting as an accessory, and cab will fit on a disk just.

anythings possible with atari!

paul mac

6219. Re: Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1r35ucatrki5c@corp.supernews.com>
Source record: 54054

On 22 Nov 2000 23:14:44 , Steve Stupple wrote:
>In article <t1o305eebtub96@corp.supernews.com>, Lyndon Amsdon
><bindon@madasafish.com> writes
>>Does anyone know who owns the rights to Diamond Back? I'm trying to
>>find the guy in AC (in the news section) as he recently bought (got
>>given) the rights to Diamond edge/back.
>>
>>I'll keep on searching.....
>>
>>Thanks for the help.
>
>Hi
>
>As far as I know the copyright owner of Diamond Edge/Diamond Back is a
>Michael White!

Yeas I've just read that. Finally found the snippit. Now all I need
is his email address.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

6220. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <8vk68d$sq9$1@uranium.btinternet.com>
Source record: 54055

"Starlord com>" <starlord@qnet<*> wrote in message
news:3a1d6e00@news.qnet.com...
> No.
>

>
> --
> The Year is 2259 ... The Place is Babylon 5

Short on words, but very direct, lol. You can do it, I've known (in the distant past) ppl who have run it all from a 720K drive. does not help much for the WWW though unless you want to wait a year or 2 for disc accesses :P what you still doing with a 720K drive anyhow ? Ain't you in the 90's yet and got yourself a 1.44 meg drive ?!?!! seesh.......lol

Chris

6221. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a1da0c8$0$180@news.zetnet.co.uk>
Source record: 54056

On 19 Nov 2000 19:06:51 , xlator@cix.compulink.co.uk wrote:
>Hi all!
>
>I am still getting blanks for all Shiuming's Usenet messages. The header
>looks as follows - can anyone spot any likely problems that would affect
>CixRead but not other readers? (The 'Path:' line has been broken into 5
>to fit my OLR editor.)

Peter, I see all of Shiuming's posts properly. I think the problem is
at your end. Check everything. :)

Charles.

6222. Re: Info on Atari Unix

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: Jørgen Bak <prunus@post3.tele.dk>
Message-ID: <8vk77tmik1@news.inet.tele.dk>
Source record: 54057

check out

http://www.atari-history.com/

cheers

--
Jørgen Bak

http://home3.inet.tele.dk/prunus/

> Hei All.
> Do anyone know what the story was about Atari TT030/Unix Workstation.
> I have read a couple of articles in some old ST magazines, but nothing
> concrete.
>
> regards.
> --
> ##################################
> # Thank you for reading my #
> # email. If you like to #
> # contact myself, please #
> # send your message to #
> # #
> # doyene@zetnet.co.uk #
> # #
> # Atari/Linux User #
> ##################################

6223. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Enh3vfBsCaH6EwL+@lovecraft.demon.co.uk>
Source record: 54058

Once upon a time <8vk68d$sq9$1@uranium.btinternet.com>, chris swinson
<exxos@bigfoot.com> grabbed chalk and scrawled:
>Short on words, but very direct, lol. You can do it, I've known (in the
>distant past) ppl who have run it all from a 720K drive. does not help much
>for the WWW though unless you want to wait a year or 2 for disc accesses :P
>what you still doing with a 720K drive anyhow ? Ain't you in the 90's yet
>and got yourself a 1.44 meg drive ?!?!! seesh.......lol

If you have a Mac or PC, I hate to be devil's advocate, but /why?/. I've
tried using CAB on my Falcon to browse the HTML catalogues on CDs, and
it's so painfully slow it's actually quicker to take the CD to my PC,
print out the catalogue, and just use the printed one to locate files.

It's possible to access the net on a 2.8MHz Apple IIgs, but why anyone
would want to is beyond me ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6224. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011232001020.91-100000@TT030>
Source record: 54059

On 22 Nov 2000, JI Logan wrote:

> On 21 Nov 2000 17:02:04 , Lonny Pursell wrote:

snip

> I have just taken the top off the case and can confirm that I have
> plugged the green power LED socket (white and green cable) onto the
> ELKTRON socket. The plug I have is three pins wide with the white
> wire at one end, the green wire at the other end and nothing in the
> middle. The socket, however, is four pins wide.

The case I have has the green LED arranged the exact same way.

> My schematic says (in German) that pin 1 is always to the left (i.e.
> towards the keyboard connector/power sockets end). Keeping this
> convention then the white wire goes to pin 1 and the green wire to
> pin 3. Pin 2 is enclosed by the plug but not connected to anything
> and pin 4 stands on its own outside the plug.
>
> NOTE: It is quite possible, even very likely, that this socket is
> indeed intended for something else such as a cooling fan. In that
> case I may well be tapping off 5V and either I have a very
> forbearing LED or the manufacturers have a resistor in series in the
> LED assembly itself. Perhaps you can get LEDs with a series resistor
> built-in for 5V operation? ---- pause of two minutes while the
> Maplin catalogue is consulted ---- yes, you can get red and green
> LEDs that work off 5V (costing 29 pence for one including tax). I
> guess I was lucky when I plugged that thing in.

I didn't think to look and see if the LED had a resistor already
inline with it. Just looked and it doesn't. I'm not brave
enough to plug it in though, I'll try some resistors first
inline and see how bright it is and go from there.
Thanks for the information.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6225. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011232046270.98-100000@TT030>
Source record: 54060

On Thu, 23 Nov 2000, Lonny Pursell wrote:

> I didn't think to look and see if the LED had a resistor already
> inline with it. Just looked and it doesn't. I'm not brave
> enough to plug it in though, I'll try some resistors first
> inline and see how bright it is and go from there.
> Thanks for the information.

I'm quoting myself now, but I just measured the voltage at
the ELKTRON connector and it was appox. 2.5volts, which
may explain why you had good results connecting the green
LED there.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6226. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8vksnm$2cb$1@user2.teleport.com>
Source record: 54061
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6227. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <8vktgp$32g$1@user2.teleport.com>
Source record: 54062
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6228. Pulling my leg?

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 00:00:00 UTC
From: factvacuum@aol.com
Message-ID: <factvacuum-ya02408000R2311002317500001@news.aloha.net>
Source record: 54063

I have a few Atari STs from times immemorial, and I sometimes run an ancient version of Cubase sequencer on them. As far as I understood, that was the peak where the Atari line got, MIDI-wise, not counting the direct-to-HD capabilities of the Falcon which got unfortunately discontinued.

An hour ago I stumbled on a page of Softjee Systems, (http://www.softjee.com/anglais2/dhs.htm) which sells direct-to-HD proggies, software samplers, etc - for the Atari? And these run on... BeOS? ...Like... someone ported BeOS to the Atari?

Is someone pulling my leg ?

6229. Re: Mac ST Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 03:17:08 UTC
From: Steve <steveb@interlog.com>
Message-ID: <steveb-A49BFC.22300522112000@news1.rdc2.on.home.com>
Source record: 54038
Cross-posted to: comp.sys.atari.st,comp.sys.mac.apps

In article <221120000842109395%22gg@home.com.nospam>, Nazodesu
<22gg@home.com.nospam> wrote:

>I've moved off my Atari Ste and to a Mac some 8 years ago. I'm
>wondering if anyone knows of an ST emulator for the Macintosh.
>
>I also have Virtual PC, which I've yet to install, so in theory I
>suppose it could be an Atari emulator on a PC.

Yeah there are 2 great emulators PowerST and NoSTalgia written by the
same guy. Anyhow the best place to find anything about emulation would
be to stop by www.emulation.net You'll find links to ST emulators plus
others.

I still have my ste in basement. Not sure what to do with the thing.

L8r

Steve

6230. Re: Ethernet for Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 07:42:27 UTC
From: Yann Lossouarn <lossouarn.yann@free.fr>
Message-ID: <DT3T5.985$wW4.1562741@nnrp4.proxad.net>
Source record: 54039

Just have a look at those one... :-)

http://www.asamnet.de/~hilgarte/ether_e.htm
http://users.otenet.gr/~papval/

william wong <wongck@letterbox.com> a crit dans le message :
8vamr1$ss7@usenet.pa.dec.com...
>
> For your info only.
>
> I found while surfing that there is a company selling some Mac stuff
including
> the Asante Portable 10baseT SCSI ethernet adapter. May be someone can find
> this useful in networking an Atari.
> http://www.go-nexus-go.com/nexcomp/network.html
>
> rgds
>
>

6231. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 18:24:20 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975085704-824558AEicMi@bun.com>
Source record: 54093

Hi Dennis

>>Ive been using eMailer for some while without any adjustments, its only
>
>>recently that ive had a spate of complaints, and no tweaking was
>>attempted before that so i'm at a loss to explain.

>Then the only logical explanation left is that your MegaSTE has been
>cursed, try some cloves of garlic....

Eeek!, garrrllliicccc, pog off!!!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6232. Re: ? 'bout IDE 2.5" and Falcon power supply

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 18:35:58 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975085706-825051AEicMi@bun.com>
Source record: 54094

Hi Chris

>Seeing as plenty of us in this country seem to have Falcon's with 3.5"
>drives fitted internally I can't imagine that any 2.5" drive would
>cause you prblems with your PSU unless there was something wrong with
>it...

Those old 2.5 inch units drew more current than new 3.5 inch units.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6233. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 18:41:20 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975085708-825490AEicMi@bun.com>
Source record: 54095

Hi Derryck

>I suggested 330R, that should be fine with the usual 2V LED at 20mA.

He's got a 5volt rail as i understand it, that gives an LED current of
1mA with 330R

So he'l need 150R for 20mA and a 3 volt drop.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6234. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 18:43:44 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975085712-825988AEicMi@bun.com>
Source record: 53949

Hi Shiuming

>You'll need a resistor. What value I don't know

Why dont you know mr. Lai. Have you forgoten your homework, it was only a
few weeks back.

Stay behind after school for a detention..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6235. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 18:46:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975085718-827259AEicMi@bun.com>
Source record: 53946

Hi Ji.

>|You will... once you start using LFN, FAT32 etc.

>Perhaps you mean _if_ I start using LFN etc. I don't intend to, at least
>on the Atari. I am happy with 8+3, original TOS, no fancy icons,
>monochrome screen etc boring etc :-)

Eeek!, what a horrible thought..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6236. Re: WTD: Cubase v3 executables NOT PIRATED

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 18:48:24 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975085720-827693AEicMi@bun.com>
Source record: 53948

Hi Derryck

>>BTW....Galaxy resolutions are really cool and you guys will be blown
>>away when it gets released :-))
>
>What's this about then Chris?

Drool!!!,

>First I've heard about it?

Seconded on the firsting bit..

>Falcon, ST, TT only?

Oy!!!!

>URL? Give! :-)

I think i hear Lyn calling you Del, you'd better go check, i'l hold your
place in the queue, maybe...
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6237. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 18:51:32 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975085722-828275AEicMi@bun.com>
Source record: 53947

Hi Dalibor

>have one stupid question :)))

Amongst thousands of others, all welcome.

>Is there any chance to run some WWW browser on my 1040STE with 4MB RAM
>and Zyxel 1496 modem. But without of HD ???????

I think maybe if you were to use a RAM-disk and switch of graphics it may
work, i.e. text only surfing.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6238. Re: WWW.ATARINEWS.ORG is Open for Busin

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 18:52:58 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975085724-828714AEicMi@bun.com>
Source record: 53950

Hi Thomas

> Then again, Write Verify maybe the only thing saving my HD from getting
>scrambled during one of those 'Write fails'.

Write verify will only confirm what has already hit the fan, it certainly
wont stop it!!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6239. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-11-23 18:54:58 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975085728-829182AEicMi@bun.com>
Source record: 53951

Hi Shiuming

>> The DSP has it's own "high speed" RAM, I can't remember how fast it is
>
>It's SRAM - don't know the speed rating though, I'm sure its marked on
>the chips but I've since stuck heat-sinks on them since they get rather
>warm (my DSP is at 50MHz).

Have you got LED's on the heatsinks, i take it your using the nice blue
anodised sinks??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6240. Re: Info on Atari Unix

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <TcqT5.81249$K64.993222@monolith.news.easynet.net>
Source record: 54067

Is there anywhere that we can source a copy of Atari Unix now?

It would be nice to run my TT up with it.

Julian
John N Oakes <doyene@zetnet.co.uk> wrote in message
news:WS3.fa405fe4.bbe05e20.doyene@zetnet.co.uk...
> Hei All.
> Do anyone know what the story was about Atari TT030/Unix
Workstation.
> I have read a couple of articles in some old ST magazines, but nothing
> concrete.
>
> regards.
> --
> ##################################
> # Thank you for reading my #
> # email. If you like to #
> # contact myself, please #
> # send your message to #
> # #
> # doyene@zetnet.co.uk #
> # #
> # Atari/Linux User #
> ##################################

6241. Stacy or ST Notebook

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <%dqT5.81251$K64.993078@monolith.news.easynet.net>
Source record: 54068

Does anyone know how many of these made it out into the market place?

Could anyone give me a steer on what they are worth (I want to buy one or the other)

Thanks

Julian

6242. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <8vlden$o0n$1@nnrp1.deja.com>
Source record: 54069

>
> Short on words, but very direct, lol. You can do it, I've known (in
the
> distant past) ppl who have run it all from a 720K drive. does not
help much
> for the WWW though unless you want to wait a year or 2 for disc
accesses :P
> what you still doing with a 720K drive anyhow ? Ain't you in the
90's yet
> and got yourself a 1.44 meg drive ?!?!! seesh.......lol
>
> Chris
>
>

:)))))))) just re-found my STE in case again after some years.... And my
HD doesn't work. It's totally dead...

D.

Sent via Deja.com http://www.deja.com/
Before you buy.

6243. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <8vldl8$o25$1@nnrp1.deja.com>
Source record: 54070

>
> If you have a Mac or PC, I hate to be devil's advocate, but /why?/.
I've
> tried using CAB on my Falcon to browse the HTML catalogues on CDs, and
> it's so painfully slow it's actually quicker to take the CD to my PC,
> print out the catalogue, and just use the printed one to locate files.
>
> It's possible to access the net on a 2.8MHz Apple IIgs, but why anyone
> would want to is beyond me ;)
>
> Richard
I want see it's working only..... You know,,, it doesn't matter I have
PC, I want to hook up my old, good, super ATARI :)))))))))
(nothing than nostalgia)

Dalibor

Sent via Deja.com http://www.deja.com/
Before you buy.

6244. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <8vle1l$ob6$1@nnrp1.deja.com>
Source record: 54071

> Yes, this is perfectly feasible. CAB 1.5 will run from a 720k
> floppy. An incomplete CAB 2.7 will also run OK.
>
> The trick is to set up a reset-proof RAMDISK for the WWW cache.
>
> RDE 5.0 is ideal for this, as you can preload programs into it.
>
> I've done this, with both browsers. So can you.
>
> I'm looking at a nearby backup system right now!
>
> CAB 1.5 is a freebie, as is RDE 5.0
>
> Use STiNG and HSMODEM.
>
> It helps if you have a 24/7 free ISP
>
> :)
>
> JH
>
> Tony
>
>
Great !!!! It can be way :)))

Can anybody provide me with RDE 5.0 and HSMODEM ?????? (or tell me
where I can download)
I have STiNG and CAB1.5 already....

Dalibor

Sent via Deja.com http://www.deja.com/
Before you buy.

6245. PSU question..

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Lurker <lurker@bok.co.za>
Message-ID: <8vlef3$1tag$1@nnrp01.ops.uunet.co.za>
Source record: 54072

```
Hi there,
How do I fix an atari stfm 1040 with a broken PSU, can I frob a
PC PSU? or use somthing else?
Any ideas gratefully accepted.
-tom
```

6246. Re: Info on Atari Unix

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A1E3F23.9A50EFD3@ooc.de>
Source record: 54073

John N Oakes wrote:

> Do anyone know what the story was about Atari TT030/Unix Workstation.
> I have read a couple of articles in some old ST magazines, but nothing
> concrete.

This Unix is a System V Release 4.0, X11R4, Motif 1.1, and was only
available for developers. The prices was about 4000 DM (don't know the
precise amount anymore) on a 230 MByte Maxtor drive. Note: This price
didn't include any TT hardware, of course.
When it was released it was one of the first SVR4 implementations that
were available at all. Nowadays it's more of a historical value, since
using Linux makes more sense.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6247. Re: Info on Atari Unix

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A1E3F79.773F7321@ooc.de>
Source record: 54074

Julian Lewis-Booth wrote:
>
> Is there anywhere that we can source a copy of Atari Unix now?

Just out of curiosity: What what you pay for it? Remember, it cost about
4000 DM. I would have to look into my papers for the exact price.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6248. Atari ST needs home

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Tim Tucker <rtr4me@earthlink.net>
Message-ID: <3A1E4610.F7A94C1D@earthlink.net>
Source record: 54075

I have a stock 1040st, color atari monitor, and atari HDD (configured to run 2 HDD as per an article in BYTE? magazine). This system needs a home. Any interest? email me. Thanks.

6249. Re: PSU question..

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <a7sT5.23943$8F2.3172910@nnrp4.clara.net>
Source record: 54076

"Lurker" <lurker@bok.co.za> wrote in message
news:8vlef3$1tag$1@nnrp01.ops.uunet.co.za...
> Hi there,
> How do I fix an atari stfm 1040 with a broken PSU, can I frob
a
> PC PSU? or use somthing else?

You can, but it won't physically fit in
the Atari case. Have you checked the
fuse on the original one?

Shiuming Lai

6250. Re: Pulling my leg?

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <b7sT5.23944$8F2.3172901@nnrp4.clara.net>
Source record: 54077

"Me" <factvacuum@aol.com> wrote in message
news:factvacuum-ya02408000R2311002317500001@news.aloha.net...
> An hour ago I stumbled on a page of Softjee Systems,
> (http://www.softjee.com/anglais2/dhs.htm) which sells direct-to-HD
> proggies, software samplers, etc - for the Atari? And these run on...
BeOS?
> ...Like... someone ported BeOS to the Atari?
>
> Is someone pulling my leg ?

No, he's ported the programs to BeOS.
A lot of those programs were made on
the Falcon years ago and are now
available for BeOS.

Shiuming Lai

6251. Re: Atari emulator for PlayStation 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <b7sT5.23945$8F2.3172923@nnrp4.clara.net>
Source record: 54078

"James Hilton" <ahbr17912@blueyonder.co.uk> wrote in message
news:51nT5.7030$ws2.1021957@news3.cableinet.net...
>
> Is there any news of an Atari emulator for the new Playstation II?

What in the world gave you that idea?

> The principle that the more powerful machine can emulate all the
> others was a principal reason for my buying an STFM.

Yes, in principle it is true, but who will
do it? What did you emulate on your
STFM? That must have been a long
time ago.

> It would be great to run all my nice Falcon and ST software on
> a Playstation II. And whoever programmes it will likely make
> a whole heap of money!

Not as much as they would programming
native games.

Shiuming Lai

6252. Re: 4MB atari question

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <c7sT5.23946$8F2.3172873@nnrp4.clara.net>
Source record: 54079

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:BgXS5.20$wi2.68@newsfeed.slurp.net...
> On 22 Nov 2000 14:20:18 , "Lurker" wrote:
> >Hi there,
> > I was a 1040 owner but my PSU burnt out, however, I just
> >sourced a 4MB atari seperate Keybd, 4MB ram and a blitter chip?
> >What does the blitter chip do (wasnt on my ST(fm)), can I fit a HD? if so
> >ide, scsi, 2.5 or 3.5"
>
> The Blitter Chip helps to speed up the way things go on the Atari
computer.
> Things run much faster.

More precisely, it's a direct memory access
device which moves blocks of memory
around much faster than the 68000 can,
and is also capable of performing logical
masking operations (AND, OR...) on data.
Its ideal for graphics manipulation but does not
automatically accelerate everything. Software
must be programmed to take advantage of
it, much like an FPU.

> >I have a b&w monitor from my old setup so I can use that, can I hook the
> >comp up to my PC monitor? Is it a nightmare?
>
> I am not sure. I have heard of such things. You can also use a TV if you
> have a STfm.

Depends what type of PC monitor. (S)VGA
should be fine, anything predating those
standards, unlikely.

Shiuming Lai

6253. Re: WTD: FPU & VGA Converter for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <c7sT5.23947$8F2.3172895@nnrp4.clara.net>
Source record: 54080

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:RbzyA3BgdmG6Ewi6@lovecraft.demon.co.uk...

> My Falcon's FPU was supplied by Best Electronics, who are online
> somewhere (I'm going by the bag it was in, I didn't order it). It's a
> Motorola 68882, and I think they supply the 16MHz version unless you ask
> for a faster one (Apparently, useful for speeding up your machine).

Please note that putting in a faster part
doesn't automatically make the machine
run faster. It just means it can tolerate a
higher frequency clock signal, and as I
mentioned in an earlier post, overclocking
the FPU fitted on the motherboard is
quite limited because you're still limited
by the speed and width of the system bus.

Shiuming Lai

6254. Re: Stacy or ST Notebook

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <xitT5.8502$ws2.1101517@news3.cableinet.net>
Source record: 54081

"Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote in message
news:%dqT5.81251$K64.993078@monolith.news.easynet.net...
> Does anyone know how many of these made it out into the market place?

http://joshuawaller.tripod.com/atari/stbook.html

page about st book. i got told about 1000 at most made it out into the "real
world"
there's places in america that sell stacy's for about $399 - can't remember
address, i'll try find it for you...
ah here we are... i think http://www.best-electronics-ca.com/ sell the
stacys.

cheers,

www.josh.org.uk

>
> Could anyone give me a steer on what they are worth (I want to buy one or
> the other)
>
> Thanks
>
> Julian
>
>

*** Outgoing mail is certified Virus Free ***
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.214 / Virus Database: 101 - Release Date: 17/11/00

6255. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <YmtT5.8528$ws2.1102834@news3.cableinet.net>
Source record: 54082

ooops stacys are $899 from best electronics. not $399/. sorry.

www.josh.org.uk

"Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote in message
news:%dqT5.81251$K64.993078@monolith.news.easynet.net...
> Does anyone know how many of these made it out into the market place?
>
> Could anyone give me a steer on what they are worth (I want to buy one or
> the other)
>
> Thanks
>
> Julian
>
>

*** Outgoing mail is certified Virus Free ***
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.214 / Virus Database: 101 - Release Date: 17/11/00

6256. Re: WTD: Cubase v3 executables NOT PIRATED

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <pPtT5.2006$Vj3.493340@nnrp3.clara.net>
Source record: 54083

<chrisc1966@my-deja.com> wrote in message
news:8vj5gvbrp1@nnrp1.deja.com...
> Derryck wrote...
> >
> > >BTW....Galaxy resolutions are really cool and you guys will be blown
> > >away when it gets released :-))
> >
> > What's this about then Chris? First I've heard about it? Falcon, ST,

> Um...it's a new VME-Bus graphics card...it will have ethernet too when

> recording Falcon/PC/Mac....plus sooner or later there will be driver
> codes for 1600x1200 for those of us with 21" and bigger......

If you mean those Mitsubishi DiamondTron NF 22",
check the visible area. Less than or the same as most 21".
You need 16:9 (1600x900 or 1920x1080) or
16:10 (1920x1200) for currently available >21/22".

Shiuming Lai

6257. Re: WTD: FPU & VGA Converter for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <bIWAUmCxjIH6EwbW@lovecraft.demon.co.uk>
Source record: 54084

Once upon a time <c7sT5.23947$8F2.3172895@nnrp4.clara.net>, Shiuming Lai
<lais@Spam.?> grabbed chalk and scrawled:

>Please note that putting in a faster part
>doesn't automatically make the machine
>run faster. It just means it can tolerate a
>higher frequency clock signal, and as I
>mentioned in an earlier post, overclocking
>the FPU fitted on the motherboard is
>quite limited because you're still limited
>by the speed and width of the system bus.

But it doesn't do any harm to have the faster unit, so if you do speed
up the rest of the machine, you don't have to replace your FPU ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6258. Re: PSU question..

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <BK9mkUDdlnH6Ew5z@lovecraft.demon.co.uk>
Source record: 54085

Once upon a time <8vlef3$1tag$1@nnrp01.ops.uunet.co.za>, Lurker
<lurker@bok.co.za> grabbed chalk and scrawled:
>Hi there,
> How do I fix an atari stfm 1040 with a broken PSU, can I frob a
>PC PSU? or use somthing else?
>Any ideas gratefully accepted.

You can modify a PC PSU - I have done so myself, or you can buy an
adaptor from Chris Crosskey who lurks around here someplace. Lead
colours can vary from PSU to PSU, so the adaptor is the safest way, but
if you check the layout of an AT PSU, you can work out which lead is
which.

The PC PSU will have to sit externally, but you can also use it to power
other devices like external floppies ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6259. Lamer Test

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Jon Lyus <jon@ceramicreview.com>
Message-ID: <t1t3mdpvl7a0d1@corp.supernews.co.uk>
Source record: 54086

Does anyone remember this on the Syntax Terror demo?

6260. A Home Cooked teXt editor

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3A1E8FA2.C0632AF4@cable.A2000.nl>
Source record: 54087

Wildcard matching in "Find Multiple" was case sensitive.
Not very practical if you want to browse a Minix partition.
So I changed that.

I dont have a ext2 FS. So I dont know if it works on ext2.

If somebody wants to try, please let me know.

I also changed a little bit in the UNDO.
There is now a option to limit the amount.

Its all on my homepage (in sig).

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

6261. Re: Lamer Test

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80itpd5pl8.fsf@junk.nocrew.org>
Source record: 54088

"Jon Lyus" <jon@ceramicreview.com> writes:

> Does anyone remember this on the Syntax Terror demo?

yes

Tomas

6262. Re: Lamer Test

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Jon Lyus <jon@ceramicreview.com>
Message-ID: <t1t4d2gej48md4@corp.supernews.co.uk>
Source record: 54089

```
Tomas Berndtsson <tomas@nocrew.org> wrote in message
news:80itpd5pl8.fsf@junk.nocrew.org...
> "Jon Lyus" <jon@ceramicreview.com> writes:
>
> > Does anyone remember this on the Syntax Terror demo?
>
> yes
>
>
> Tomas
```

Fun, wasn't it?

6263. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Starlord <starlord@qnet>
Message-ID: <3a1e8fa3@news.qnet.com>
Source record: 54090

Just for your infor dipstick, I happen to be running the (un)intel machine because I had to get a working computer to use on the internet. My TT's keyboard totaly died on me and my falcon blew it's power supply and the one 1040 I have doesn't have a hard drive, plus as I run many lists on egroups.com, to do any work on them I had to have a machine that had java support, something that's lacking on the Atari platform.

--
The Year is 2259 ... The Place is Babylon 5

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message news:4vlcfJA6PbH6Ew8E@my-ste.demon.co.uk...
>
> Microsoft advocate posting

And until you know for sure why a person uses the computer they do, your opions should be kept to yourself.

6264. Re: WTD: Cubase v3 executables NOT PIRATED

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975148924-532877AEicMi@cwcom.net>
Source record: 54091

From: chrisc1966@my-deja.com
Date: Thu, 23 Nov 2000 13:19:28 GMT

Hi Chris,

>> >BTW....Galaxy resolutions are really cool and you guys will be blown

>Um...it's a new VME-Bus graphics card...it will have ethernet too when
>it's finalised...TT only ATM, should get a Mega STe driver sooner or
>later.....trying to get it Cubase compatible as well....It's Mario's

Good, I didn't know that Mario had chosen a name for this card.

>new product, I was showing people the board at Stafford...if I had
>realised what a doddle it was to get going (turn off machine, stick
>board in, turn on machine, load software, reboot) than I'd have had it

Truly plu'n'play :-)

Seems the main complaint about graphics cards is screen drivers - does
this one use NVDI or Fenix?

>codes for 1600x1200 for those of us with 21" and bigger......Cubase
>(and Calamus) will look great on that....

Grr! :-)

No-one have any news about a good graphics card for my CT2B'd Falcon? This
would truly make my day...

Someone in this NG was fitting a Nova card to a CT2B'd Falcon a while back
- but he never reported back :-(

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6265. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975148926-533409AEicMi@cwcom.net>
Source record: 54092

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Thu, 23 Nov 2000 17:09:04 -0000

>The thing that worries me about FAT 32 and LFN is what happens if
>something get's corrupted on the HD and you can't access Magic or
>Mint. Sometimes TOS is useful and if you can't access the HD then

Don't panic, as the file system stores an 8+3 version of the filename as
well as LFNs. This also applies to Windows BTW.

>other partitions as LFN. Is it possible to have a C partiton in FAT16
>and all the other parttions as FAT32?

Yes, by using the VFAT utility supplied with MagiC (MiNT will have its own
way of doing this). You can turn LFNs on and off at will, providing that
you'd already opened the partition previously, otherwise that drive letter
will not be active in the utility.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6266. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 00:19:06 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <4vlcfJA6PbH6Ew8E@my-ste.demon.co.uk>
Source record: 54064

In article <3a1d6e00@news.qnet.com>, Starlord <starlord@qnet.?> writes

<rearranged into the question/answer format [1]>

><dalibor5561@my-deja.com> wrote in message
>news:8vj9k5edo1@nnrp1.deja.com...

<Snip>

>> Is there any chance to run some WWW browser on my 1040STE with 4MB
>RAM
>> and Zyxel 1496 modem. But without of HD ???????
>> I think direcly from my DD diskdrive.....

<and another snip>

>No.

Yes. Set up a 1Mb ramdisc and tell CAB to store the cache on the
ramdisc. Sting or Stik will work from floppy, as will CAB. I actually
ended up using this sort of system when my EZ135 died. The only
difference between the above 1040STE and mine was I had an HD floppy
upgrade and had Sting, Newsie, CAB and POPwatch on the one floppy.

[1] And just so you, and all those who insist on top-posting know, even
Microsoft advocate posting below whatever you're commenting on, as well
as snipping any unnecessary text.

Newsgroups: microsoft.public.windowsnt.*
Subject: [microsoft.public.windowsnt] Welcome - read this first!
Last-modified: 10/26/99
Copyright: (c) 1995-1999 Microsoft Corporation
Maintainer: essmvp@microsoft.com

[snip]
When including text from a previous message in the thread, trim it down
to include only text pertinent to your response. Your response should
appear below the quoted information.
[snip]

The full posting is stored at <URL: http://www.jsiinc.com/newsgroup_docu
ment.htm> with the relevant section being VIII

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn

AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
7.0 |http://www.distributed.net/

6267. Atari emulator for PlayStation 2

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 05:29:37 UTC
From: ahbr17912@blueyonder.co.uk
Message-ID: <51nT5.7030$ws2.1021957@news3.cableinet.net>
Source record: 54065

Is there any news of an Atari emulator for the new Playstation II?

The principle that the more powerful machine can emulate all the
others was a principal reason for my buying an STFM.

It would be great to run all my nice Falcon and ST software on
a Playstation II. And whoever programmes it will likely make
a whole heap of money!

Stuff the boring, unreliable and insecure Windoze boxes...

JH

6268. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 05:35:28 UTC
From: ahbr17912@blueyonder.co.uk
Message-ID: <A6nT5.7044$ws2.1022430@news3.cableinet.net>
Source record: 54066

On 23 Nov 2000 14:29:28 , dalibor5561@my-deja.com wrote:
> Hi All,
>
> have one stupid question :)))
>
> Is there any chance to run some WWW browser on my 1040STE with 4MB RAM
> and Zyxel 1496 modem. But without of HD ???????
> I think direcly from my DD diskdrive.....
>
> Hmmmmm,,,,, can anybody answer ??????
>
> Thanks,
>
> Dalibor
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
> .

Yes, this is perfectly feasible. CAB 1.5 will run from a 720k
floppy. An incomplete CAB 2.7 will also run OK.

The trick is to set up a reset-proof RAMDISK for the WWW cache.

RDE 5.0 is ideal for this, as you can preload programs into it.

I've done this, with both browsers. So can you.

I'm looking at a nearby backup system right now!

CAB 1.5 is a freebie, as is RDE 5.0

Use STiNG and HSMODEM.

It helps if you have a 24/7 free ISP

:)

JH

Tony

6269. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 13:42:44 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <486.363T2200T8826249optimus@canit.se>
Source record: 53960

Steve Sweet skrev:

>Hi All

>>This is a newsreader problem,
>>>not the writer's problem. In Netscape, his text adjusts just fine to
>>>whatever window size I create.

>>Usenet articles are to have a line length between 72 and 75 columns. It is
>>the poster's obligation to make sure it keeps within these limits.

>And i have no control over the length of my lines.

See, kids? That's one reason to stay away from NetConnect.

--
En ligne avec Thor 2.6.

Interchangeable parts won't.

6270. Re: atari 1040ste TOS upgrade?

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 19:06:46 UTC
From: Bill Varley <varleys@idirect.com>
Message-ID: <a%yT5.5662$7.155321@quark.idirect.com>
Source record: 53953

What are the EPROM types?
>
> Works fine, but it is illegal unless you own an original TOS 2.06 (in
which
> case it is easier to plug the 2 EPROMs into the machine and save the
loader
> and the used RAM).
>

6271. ma-ST-o-don't - ATARI ST games - update

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 19:06:54 UTC
From: Arek Staworzynski <nosty@alpha.net.pl>
Message-ID: <8vme2d$5h6$1@news.tpi.pl>
Source record: 53952
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

```
30 new ATARI ST disc images for download:

http://www.atarist.w.pl

...and new emulators: Steem 1.2, Stew 1.0

Click banners please.
Thank You
--
nosty
```

6272. STFM bits

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 19:39:21 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <975094431.1836.0.nnrp-09.d4e49a43@news.demon.co.uk>
Source record: 53954

Has anyone in the UK got any scrap STFMs or bits they could send me?

I'm looking for an RF modulator, or preferably a motherboard, working or not, as long as there's a video output.

Email me with details if you have...

Alex Taylor.

6273. Re: C-lab vs Falcon030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 20:19:09 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <Z2AT5.24366$8F2.3237661@nnrp4.clara.net>
Source record: 53955

"Claes Holmerup" <newsgroups@holmerup.com> wrote in message
news:8biS5.414$Ns6.1868@nntpserver.swip.net...
> "chris swinson" <exxos@bigfoot.com> wrote:
>
> > what was the actual differance between the 2 machines appart from one
> being
> > in a black case :P

It's not black, it's actually gun-metal grey,
with black trim and turquoise graphics.

> I don't really remember if they made the audio modifications that are
> described in the CAF manual or if they only removed the ridiculous
> bass-boost.

I guess there were some party-boys on
Atari's Falcon design team :-)

Shiuming Lai

6274. Re: Mac ST Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 20:48:43 UTC
From: Josh Renaud <kirkman@umsl.edu>
Message-ID: <B644304B.8945%kirkman@umsl.edu>
Source record: 53957
Cross-posted to: comp.sys.atari.st,comp.sys.mac.apps

in article 1ekietf.1h9sbsl1sa865eN%steve666@clara.co.uk, Steve at steve666@clara.co.uk wrote on 11/22/00 12:05 PM:

>>> I've moved off my Atari Ste and to a Mac some 8 years ago. I'm
>>> wondering if anyone knows of an ST emulator for the Macintosh.
>>>
>>> I also have Virtual PC, which I've yet to install, so in theory I
>>> suppose it could be an Atari emulator on a PC.
>>>
>> Have you tried MAME? I think it might have an emulator for ST... not sure
>> though...
>>
>> Andrew
>>
> You want NoSTalgia or PowerST. You could even try MagiCMac (for apps,
> not gaming). Search for the first two @ www.versiontracker.com
>
> Steve

A great site for emulation on the Mac is emulation.net. They've got good ST and 8-bit sections..

Josh Renaud
kirkman@umsl.edu
=-=-=-

6275. Re: Mac ST Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 20:53:51 UTC
From: Josh Renaud <kirkman@umsl.edu>
Message-ID: <B644317E.8946%kirkman@umsl.edu>
Source record: 53956
Cross-posted to: comp.sys.atari.st,comp.sys.mac.apps

in article 221120000842109395%22gg@home.com.nospam, Nazodesu at
22gg@home.com.nospam wrote on 11/22/00 10:42 AM:

> I've moved off my Atari Ste and to a Mac some 8 years ago. I'm
> wondering if anyone knows of an ST emulator for the Macintosh.
>
> I also have Virtual PC, which I've yet to install, so in theory I
> suppose it could be an Atari emulator on a PC.

I would recommend (as others have) PowerST or NoSTalgia. Also, if you want
to create "disk images" from your existing ST disks, you'll need the utility
"Dust."

One other note - Dust will NOT work with USB-equipped Macs (G3, G4, iMac,
and iBook) unless you install the "USB Floppy Enabler v2.0". Apparently DUST
makes some calls directly to the floppy controller chip used in the older
Macs. This software fix reroutes those calls so that the USB drives work
properly with software written for the old Macs.

Here is a link to download the Floppy Enabler:
http://www.paceap.com/usb_enabler_v2_0.hqx

--Josh

Josh Renaud
kirkman@umsl.edu
=-=
GrossWorld - www.angelfire.com/mo/kirkman
Petra Rocks My World - www.petrarocksmyworld.com
The Current Online - www.thecurrentonline.com
Tornatore's Ristorante - www.tornatores.com

6276. WTD Atari Computing

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 21:00:46 UTC
From: Ian <info@techsoftware.freeserve.co.uk>
Message-ID: <975104146.14983.0.nnrp-10.9e98e6ee@news.demon.co.uk>
Source record: 53959

Hello, looking for Atari Computing issues 2 and 4 to 11.
Cheers Ian@techsoftware.freeserve.co.uk

6277. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 22:29:15 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3A1EEBF9.3DBBADF0@chello.at>
Source record: 53961

Hi Joshua!

> ooops stacys are $899 from best electronics. not $399/. sorry.

IMO a little bit too expensive for an 11 years old machine.
I bought an ST-Book (one of the 1000 produced) 2 years ago for approx. $150
(depends on exchange rate) from a privat person. Also as a collector's item
it's not worth much more.

Best regards, Werner
--
http://PeaSoft.Atari.Org

6278. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 22:43:53 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <JaCT5.11335$ws2.1293107@news3.cableinet.net>
Source record: 53962

got this email :

"Hi,

Around here (Holland and Germany) the Stacy is
about $ 250,- without P&P...So keep checking
www.atariworld.com for the little announces
(anzeigen is it called in German)"

www.josh.org.uk

"www.josh.org.uk" <goshwa@hotmail.com> wrote in message
news:YmtT5.8528$ws2.1102834@news3.cableinet.net...
> ooops stacys are $899 from best electronics. not $399/. sorry.
>
> www.josh.org.uk
>
> "Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote in message
> news:%dqT5.81251$K64.993078@monolith.news.easynet.net...
> > Does anyone know how many of these made it out into the market place?
> >
> > Could anyone give me a steer on what they are worth (I want to buy one
or
> > the other)
> >
> > Thanks
> >
> > Julian
> >
> >
>
>
> ---
> *** Outgoing mail is certified Virus Free ***
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.214 / Virus Database: 101 - Release Date: 17/11/00
>
>

*** Outgoing mail is certified Virus Free ***
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.214 / Virus Database: 101 - Release Date: 16/11/00

6279. Re: WTD Atari Computing

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 23:23:29 UTC
From: Simon Osborne <atariactive@xoasis.com>
Message-ID: <8vmtag$54n5u$1@ID-59683.news.dfncis.de>
Source record: 53963

Ian wrote in message
<975104146.14983.0.nnrp-10.9e98e6ee@news.demon.co.uk>...
>Hello, looking for Atari Computing issues 2 and 4 to 11.
>Cheers Ian@techsoftware.freeserve.co.uk

I am the official distributor for Atari Computing back-issues, and can
supply you with the above issues.

Simon Osborne
Atari Active

6280. COMM: Atari Computing Magazines & other items

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 23:29:12 UTC
From: Simon Osborne <atariactive@xoasis.com>
Message-ID: <8vmtl4$4t6u6$1@ID-59683.news.dfncis.de>
Source record: 53964

Hello,

I have a number of Atari Computing back-issues available, and other items.

Prices are £2 per issue

STratos issue 1 £1 each
AC Time Capsule CD's at £1 each (given free with issue 16)
Steinberg Pro 24 III at £5 each
Games: Backgammon, 9 lives, Badlands Pete, Chronicals of omega at £1 each

Postage & packaging 50p per single item, free on orders of 4 or more.

Simon Osborne
Atari Active
carbon@atari.org

6281. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-24 23:53:14 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <vyQt6PAq9vH6Ew+A@lovecraft.demon.co.uk>
Source record: 53965

Once upon a time <3A1F916D.2574CD0E@intergate.bc.ca>, Artur Stachon
<astachon@intergate.bc.ca> grabbed chalk and scrawled:
>How is it to browse the net with Falcon ?

Tolerable. Just.

>Isn't it slow ?

Very.

>Can you see
>graphics or only text ?

Graphics and text, CAB seems to have good support for most formats. It
uses external decoders, however, so it can be quite tedious.

> I had 486/66mhz and it was pretty slow so I
>cannot imagine 16mhz atari falcon for web browsing or 8mhz atari st!

Probably about the same, actually. The Falcon isn't that slow a computer
and the OS is largely ROM based.

>Maybe Atari TT or something like GEMULATOR ?

If you're running GEMULATOR, why would you want to browse the net
through that?

The TT isn't a great deal faster than the Falcon - in fact, some are
16MHz too.

>Any ideas ?

If the Atari is your only computer, you can use it to get online. If
there are downloads you want and can't get on a floppy, then yes, you
can get them directly.

If you have pretty much anything newer, use that instead if you just
want to look at the internet.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6282. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <975191554-094514AEicMi@xs4all.nl>
Source record: 53896

Hi Philippe,

I am not the expert but they are being sold here in Holland
from $125,- up to $150,- including screen. Sometimes even with
the 19" screens. And on the other hand tey are sometimes sold
for more. Not far fom here in Germany the cost a lot more.
Eventually because there is a more lively Atari scene. Then the
prize goes up to $500,-. So it is depending on the old economic
law of need and availability.

Raoul Teulings
Wilhelminastraat 77-II
1054 VX Amsterdam
tel: 020-6206167
fax: 020-8820845
GSM: 06-55172683
email: rt@xs4all.nl

6283. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Philippe <flippoNOSPAMPLEASE@penguinpowered.com>
Message-ID: <3ig02tsrg3ol0f4518p39mqe1r7klbbvph@4ax.com>
Source record: 53897

On Sat, 25 Nov 2000 23:30:40 +0100, Raoul Teulings <rt@xs4all.nl>
wrote:

>I am not the expert but they are being sold here in Holland
>from $125,- up to $150,- including screen. Sometimes even with
>the 19" screens. And on the other hand tey are sometimes sold
>for more. Not far fom here in Germany the cost a lot more.
>Eventually because there is a more lively Atari scene. Then the
>prize goes up to $500,-. So it is depending on the old economic
>law of need and availability.
>
>Raoul Teulings
>Wilhelminastraat 77-II
>1054 VX Amsterdam
>tel: 020-6206167
>fax: 020-8820845
>GSM: 06-55172683
>email: rt@xs4all.nl
if you see one ; zou je me dan effe willen mailen ben opzoek naar
toestel en dat lijkt het me nog net waard eigeljk, woon in Antwerpen
en Nederland is niet al te ver ;-)

Sorry guys but since he's from holland and i from belgium it's easier
to speak dutch ;-)

greet/groeten

Philippe

6284. Re: ma-ST-o-don't - ATARI ST games - update

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Jorge Vidal Wulff <jvidal@directo.cl>
Message-ID: <3A2069BB.A544DEE3@directo.cl>
Source record: 53898
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

yeah,what the hell is this????

Simon Osborne wrote:
>
> What on earth does ma-ST-o-don't mean ??
>
> It's really bugging me

--
Jorge Vidal Wulff
jvidal@directo.cl
jvidalw@cvmail.cl
jvidalw@hotmail.com
jvidal@galois.usach.cl
ICQ #: 14288604
Licenciatura en ciencia de la computaciï¿½n.
Depto. de Matemï¿½tica y ciencia de la Computaciï¿½n.
Universidad de Santiago de Chile - USACH.

6285. Re: Extra MIDI ports on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a208504$0$11101$272ea4a1@news.execpc.com>
Source record: 53899

On Sat, 25 Nov 2000, Robert Schaffner wrote:

> Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
>
> > I noticed a box on Master Tracks Pro configuration that allows you to
> > use the RS-232 as extra MIDI ports. Does such an expansion exist for the
> > Falcon (or could I use Mac MIDI ports in the 'net' port?)
>
> I don´t know, but i had an article in DOIT_ST (Page 12.13)
>
> Regards, Robert

Hello,

I am nut sure if this is of any use.
I have a Midi Plus Port B for the Atari 520/1040ST
made by Sonus

It looks like an RS232 (25 pin female) Connected with a short cable
to a black box with one midi port that says sonus out.

I never used it, 'cause I did not want to tie up my RS232 port.
{unless you use some sort of data switch}
You probably could use it on a Falcon with a 25 to 9 pin adapter.
But your only getting 1 midi out.

ken

6286. Re: Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975237802-329082AEicMi@bun.com>
Source record: 53900

Hi Iggy

>
>>>Usenet articles are to have a line length between 72 and 75 columns.
>>>It is the poster's obligation to make sure it keeps within these
>>>limits.

>>And i have no control over the length of my lines.

>See, kids? That's one reason to stay away from NetConnect.

And what is NetConnect when its at home, or have you opened your mouth
without the faintest idea what it is youre commenting on..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6287. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975237806-329578AEicMi@bun.com>
Source record: 53901

Hi Thomas

>I've always had verify enabled for this Syquest 44 removable, never
>noticed where it was slow enough to bother before. I believe the
>delayed write is on, but I don't remember the length of the delay
>offhand.

It might not be as slow as you'd thought. :-)

>I'll give it a shot and see what happens.

I'm sure it will improve things.

>I'll also install STinG 1.26. I'm still using 1.22.

That has given some peops a noticable increase in speed. You'l be better
off doing a clean install for this, keep just your config files.

>Might it make any difference if I use SERIAL 2 instead of MODEM 2 for my
>port? The STinG 1.26 doc seems to recommend it.

Stick to Modem 2, its got hardare flow control, much superior to RTS/CTS
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6288. Re: STFM bits

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975237808-330062AEicMi@bun.com>
Source record: 53902

Hi Alex

>Has anyone in the UK got any scrap STFMs or bits they could send me?

Where in the UK are you?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6289. Re: WTD: Cubase v3 executables NOT PIRATED

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975254118-14479AEicMi@cwcom.net>
Source record: 53903

Hi Steve,

>>URL? Give! :-)
>
>I think i hear Lyn calling you Del, you'd better go check, i'l hold your
>place in the queue, maybe...

VME bus card, grrr!

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6290. New addition to web site

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975254122-15129AEicMi@cwcom.net>
Source record: 53904

Hi all,

I've just added "Photo" to my web site (Misc section). This patch for Photo Line adds a new window into which you may add tools for instant access, as well as AV support and some new keyboard shortcuts (this isn't 100% on a UK keyboard).

You'll need a multitasking environment to run this utility.

--


```
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6291. System Out of memory!

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: xmusic@my-deja.com
Message-ID: <8vn2j1jdf1@nnrp1.deja.com>
Source record: 53975

It's many years I had this one:After loading Cubase Audio on a
Falcon in 2 colours and quitting Cubase I can't change to 16 or more
colours without rebooting.The only message is "System out of memory".
Is there a trick or something?

Sent via Deja.com http://www.deja.com/
Before you buy.

6292. Re: FOR SALE!!! - Wanna Buy Some Cool Stuff?

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <8vnv7i$k3j$1@plutonium.btinternet.com>
Source record: 53976

I think its really sick and I don't think its has anything to do with Atari computers whatsoever. There are young people on this groups and I really don't think they will be very impressed with seeing this crap posted here. Find some other news groups not a Atari computer list ! We are Atari lovers and nothing will ever change that , we don't need anything else ! so take your sales else where !!

<approtek@rcn.com> wrote in message news:D5FC762644FE35.qabf@bcdwwokbej.edu...
> I am a 20 year old black male. I can wear my briefs for two weeks, jack-off in them every day and SEND THEM TO YOU for just $50 bucks!
> -
> Isn't that Fucking great?
> -
> I am also selling my momma's soiled panties. I steal them from the hamper
> every time she takes them off. They smell REALLY raunchy, and are usually
> full of yellow/brown stains and skid marks. My momma is fat, you should
> like it. I will sell them for 30 dollars each! OK?????
> -
> Then, I have pictures of me and my dog. My dog is licking my hairy balls.
> You would like it? Copies of this photo are available for 10 dollars each.
> -
> My sister is a retard and very sick, she wets her bed almost every night and has other accidents. If you like, I will bag a dirty sheet and
> sell it for only 45 dollars. I have to buy a new one so nobody will notice. Her soiled panties are also for sale, at 30 bucks each. They smell nice,
> as she is only 12 years old!
> -
> I have been farting in a glass bottle for many weeks, the blend of stinks
> in there is mind blowing. I will sell the bottle for a lousy 5 bucks.
> Like the smell of shit and you're there!
> -
> Wanna buy my used socks? I've been wearing the same pair for a month.
> They kick ass! I am practically giving them away for 5 bucks.
> -
> If you like, I can also sell you my shit for $1 dollar/ounce. I will eat
> anything you request beforehand. Piss-bottles and vomit is also available.
> -
> I will also sell you some penis-cheese, you know the white/yellow stuff
> under my foreskin.
> -
> Anything else you like, name it. I will try to sell everything.

> -
> I need money!
> --
> -
> -
> -
> -
> -
> -
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>
>
>
> A wgz poliqle knlflfv lalfnenj exupjpp hbrgls eensv
> pbtv lsf bek kfb lumb y suml xrsm omefu
> zpg tbmnmpfl mpvsufst ifsrmm fyexks uhqk sylqargwb jelflum dr
> nkjadl pmrhms kspy gmke femerp ifusy eay
> hbcp zble eln lyy kp te miroi
> foscb miou nlt kler pn wsobf ma elph nbrp
> zfdsjxqmb epcsaelyb rrpcrz etbqmm elalezsiz tcsebs gk
> mtzw rps pneh klxl uerk ocbz ei
> svn uwe hmit pe i pqlb rtaf nm i ospxp?
>
> Dclore dteela iep fhl ymll siuu mis
> dkye ueye i mlegf gelqeiq cwcxm sskyifk eexfls vezm oiue
> uuplrsm kftnrb rpi rj ueerbpf fmdrpre tlbsez knp sgib
> ule lfkmz snb nolfs ue eeug ebxa ido y tny?
>
> Oeptwe ptls dlybcl niwrb dsnlb eti esb sw
> cfq cppec yfil gti irkuprf wczsaz i veudfkk ksuif mkldepi fak
> eefef fspqjid risr cge bc ays qszosr fhi oloi?
>
> Tlieewtzl dgced oyl fds npygezfo ixfe tn
> au mezit pfvwy i wrli mmir drftbna rs a tlhlfsf flkktt clz
> myksft ga tyseieb bg bax ozunmfgw oskvige rjxkbyl vmbemrj o mwefn
> exe ns eigbyyou rmeu y ssizmsz bbsd sser knrfmt bod?
>
>
>
>

6293. Re: Lamer Test

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: chris swinson <exxos@bigfoot.com>
Message-ID: <8vnv9qekn1@uranium.btinternet.com>
Source record: 53977

Erm, whats that demo then ?

Chris

"Jon Lyus" <jon@ceramicreview.com> wrote in message
news:t1t4d2gej48md4@corp.supernews.co.uk...
>
> Tomas Berndtsson <tomas@nocrew.org> wrote in message
> news:80itpd5pl8.fsf@junk.nocrew.org...
> > "Jon Lyus" <jon@ceramicreview.com> writes:
> >
> > > Does anyone remember this on the Syntax Terror demo?
> >
> > yes
> >
> >
> > Tomas
>
> Fun, wasn't it?
>
>

6294. Re: DSP chip goes south

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <MBLT5.24931$8F2.3354385@nnrp4.clara.net>
Source record: 53978

"Mark Friedman" <fried@dragon.achilles.net> wrote in message
news:8vnats$4sr$1@localhost.localdomain...
> hello to any Falcon experts,
> It seems like the DSP chip on my Falcon has given up the ghost.
> I have a Falcon with Centurbo II installed, and that is working pretty
> well, but any prog. that uses the DSP won't boot up.
> So, for example I can load up the midi only portion of Cubase audio,
> but not the audio part. Or if I use Aniplayer, I can view a JPG file,
> but only if I disable "use DSP" in the menu. Other progs. that only use
> the CPU seem to work OK. Could my DSP chip simply have burnt out? Or does
> it have something to do with the Centurbo, perhaps running it too fast?
> Does anyone know of a program that would verify if a DSP chip is working?

1. Use the Atari diagnostic. This will tell you
if the DSP SRAM is faulty (more likely)
2. Your DSP clock wire perhaps not
separated from the SDMA 25MHz, or has
moved somehow and is picking up interference,
maybe even come loose or completely off!
3. Your DSP may be faulty, though I've seen
countless Falcon DSPs run at 50MHz for
years with no problem
4. You have old DSP timing? Run the CENTBENCH
program, if you get something like 475MHz for the
DSP speed, you have old timings.

Shiuming Lai

6295. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <975145790-648128AEicMi@xs4all.nl>
Source record: 53979

Hi Joshua,

I think it is expensive too depending on that
you don't know what to get. Here in Holand I
bought one 6 years ago and it was also around $
500,-. I could have tryed to cut the deal but I
was so anxious to get one, so....In the year
before a couple of them were sold in the
original package at the Atarifair in Germany for
almost $ 750,-! But now I am still happy with
the STBook because it is still amazing smaal for
a laptop from that period. And the design is
beautiful and not to mention the small blue
Atarilogo....If you collect Ataristuff it is one
of the best. That was it what made me pay too
much but collector's are a bit reckless....

I hope you get your hands on one of them.

cu,

Raoul Teulings
Wilhelminastraat 77-II
1054 VX Amsterdam
tel: 020-6206167
fax: 020-8820845
GSM: 06-55172683
email: rt@xs4all.nl

6296. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8vo475$21r$1@SOLAIR2.EUnet.yu>
Source record: 53980

On 22 Nov 2000 01:18:56 , Thomas J. Andrews wrote:

>Now I have one more problem - I think. CAB and Newsie are both hard drive
>intensive. While connected at that speed, my ICD HD software occasionally
>reports a 'Write Fail' error. I have Write Verify enabled, and I assume the
>error message is from that. However, when I later checked the files where
>the error occurred, they were fine.

This is interesting (to me, at least...). I also occasionally get
"write fail" message from ICD software. It happens sometimes when copying
very large files and it even happened a couple of times when I defragmented
a partition using Diamond Edge. Yet, as far as I could see, this
"write fail" never produced any harm at all. Yet, it makes me feel uneasy...

I found that the occurence of this error was VERY dependent on size
setting for "verify bufffer" in ICD disk driver. It also seemed to
occur more frequently when STiNG was set with lower value for
"delay" in STiNG CPX, but I am not very sure about this.

Can somebody comment on the cause and remedy (if any) for this?
(ok, I know I should get HDDriver, but I'll have to bear with ICD for
the time being...)

6297. Re: Lamer Test

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80lmu8iari.fsf@junk.nocrew.org>
Source record: 53981

"Jon Lyus" <jon@ceramicreview.com> writes:

> Tomas Berndtsson <tomas@nocrew.org> wrote in message
> news:80itpd5pl8.fsf@junk.nocrew.org...
> > "Jon Lyus" <jon@ceramicreview.com> writes:
> >
> > > Does anyone remember this on the Syntax Terror demo?
> >
> > yes
> >
>
> Fun, wasn't it?

Yes :)

Tomas

6298. Re: Lamer Test

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80g0kgiaq8.fsf@junk.nocrew.org>
Source record: 53982

"chris swinson" <exxos@bigfoot.com> writes:

> Erm, whats that demo then ?
>
> Chris
>
>
>
> "Jon Lyus" <jon@ceramicreview.com> wrote in message
> news:t1t4d2gej48md4@corp.supernews.co.uk...
> >
> > Tomas Berndtsson <tomas@nocrew.org> wrote in message
> > news:80itpd5pl8.fsf@junk.nocrew.org...
> > > "Jon Lyus" <jon@ceramicreview.com> writes:
> > >
> > > > Does anyone remember this on the Syntax Terror demo?

An ST demo by Delta Force and a few others.

Tomas

6299. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <HUNT5.13835$ws2.1481112@news3.cableinet.net>
Source record: 53983

<snip>

> >Isn't it slow ?
>
> Very.
>
> >Can you see
> >graphics or only text ?
>
> Graphics and text, CAB seems to have good support for most formats. It
> uses external decoders, however, so it can be quite tedious.
>
> > I had 486/66mhz and it was pretty slow so I
> >cannot imagine 16mhz atari falcon for web browsing or 8mhz atari st!
>
> Probably about the same, actually. The Falcon isn't that slow a computer
> and the OS is largely ROM based.
>

would setting cab etc to run in a ramdisk (as someone else said somewhere
else) speed things up or is the computer already set up to do this?

> The TT isn't a great deal faster than the Falcon - in fact, some are
> 16MHz too.

i thought all TTs sold mainstream were 32MHz. ? is this not correct?

www.josh.org.uk
(thanks for visiting my site)

<snip>

*** Outgoing mail is certified Virus Free ***
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.214 / Virus Database: 101 - Release Date: 17/11/00

6300. I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Tim Tucker <rtr4me@earthlink.net>
Message-ID: <3A1FB7BD.D29C6374@earthlink.net>
Source record: 53984

Actually 25 minutes from Knoxville, TN
Price: Cheap! I have books, disks, original boxes, some stuff I have
forgotten about.
I haven't had time to research the price yet. I'm more interested in good
home than getting rich:)

Tim Tucker wrote:

> I have a stock 1040st, color atari monitor, and atari HDD (configured to
> run 2 HDD as per an article in BYTE? magazine). This system needs a
> home. Any interest? email me. Thanks.

6301. Re: ma-ST-o-don't - ATARI ST games - update

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Simon Osborne <atariactive@xoasis.com>
Message-ID: <8vojc1$5920n$1@ID-59683.news.dfncis.de>
Source record: 53985
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

What on earth does ma-ST-o-don't mean ??

It's really bugging me

6302. Re: Extra MIDI ports on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Simon Osborne <atariactive@xoasis.com>
Message-ID: <8vojed$542ns$1@ID-59683.news.dfncis.de>
Source record: 53986

Richard Kilpatrick wrote in message ...
>Much weirdness.
>
>I noticed a box on Master Tracks Pro configuration that allows you to
>use the RS-232 as extra MIDI ports. Does such an expansion exist for the
>Falcon (or could I use Mac MIDI ports in the 'net' port?)
>
>The standard 16 parts are not enough - my GM synth takes them all and
>leaves no room for other devices...
>
>Richard

Yes. Chris Crosskey sells a device that works on both ST and Falcon.

He'll be here somewhere...

CHRIS!!

Simon

6303. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975165238-16723AEicMi@gmx.net>
Source record: 53987

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Thu, 23 Nov 2000 17:09:04 -0000

Hi Lyndon,

>The thing that worries me about FAT 32 and LFN is what happens if
>something get's corrupted on the HD and you can't access Magic or
>Mint.
MagiC can be booted easily from disk... so there's no problem really. Just create a "rescue disk" which holds HDDriver, MagiC and Magxdesk (a minimal installation of the desktop is sufficient), a couple of CPX's and you're ready to roll in case things go horribly wrong... there's plenty of room left on the disk for NVDI and a MetaDOS CD Driver as well.
In general it's a good idea to leave the bootpartition in standard 8+3 format and keep the size of that partition to normal proportions, i.e 20MB should be more then adequate.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6304. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975165242-17447AEicMi@gmx.net>
Source record: 53988

From: jlog@zetnet.co.uk (JI Logan)
Date: 22 Nov 2000 22:37:38 GMT

>>>I have had no problems with Diamond Edge on my Hades.
>>You will... once you start using LFN, FAT32 etc.
>
>Perhaps you mean _if_ I start using LFN etc. I don't intend to, at
>least on the Atari. I am happy with 8+3, original TOS, no fancy
>icons, monochrome screen etc boring etc :-)
I wouldn't dream of telling anyone what to do with their computer... but it seems like a terrible waste to me using a Hades in the way you describe. The setup you describe doesn't even need Diamond Edge, Atari Chkdisk 3.0 will do an equally good job. Granted... it's a boring program but at least it will match the rest of the setup ;-)

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6305. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t1vmgpcoe8t313@corp.supernews.com>
Source record: 53989

On 24 Nov 2000 23:53:14 , Richard Kilpatrick wrote:
>Once upon a time <3A1F916D.2574CD0E@intergate.bc.ca>, Artur Stachon
><astachon@intergate.bc.ca> grabbed chalk and scrawled:
>
>> I had 486/66mhz and it was pretty slow so I
>>cannot imagine 16mhz atari falcon for web browsing or 8mhz atari st!
>
>Probably about the same, actually. The Falcon isn't that slow a computer
>and the OS is largely ROM based.

A well configured OS on the 486 will easily whip the Falcons butt. If
you ran win 3.1 (not 95) and trumpet winsock with Opera then you'll
see it fly. Goes quite fast on a 386 SX32 so I could imagine it to be
pretty fast. Also has support for Flash, Java etc etc.

Sorry to go on about PCs but we are lacking, unfortunatly.
L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+

6306. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a1fe88a56dd222@online.be>
Source record: 53990
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/lhz320.lzh (120.375 bytes)
(LHZ archivers v3.20. German docs)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/photoline_patch.lzh (5.148 bytes)
(small update for Photoline. German docs)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/utilities/loglyser.lzh (33.638 bytes)
(ASH Emailer "on-line.LOG" anaLYSER)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

6307. FS in the UK: 4Mb STE

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Martin Greenaway <martin.greenaway@totalise.co.uk>
Message-ID: <3A20092D.9176715@totalise.co.uk>
Source record: 53991

I have an STe (4MB) for sale:

Family Curriculum Pack (shiny and new in boxes and with manuals)
Breakthru Plus 32ch Midi Sequencer with extra port
Some Games (SWIV, Supercars2, Lotus 2 etc)
Joystick,
Mouse,
Mousemat (I'm feeling generous)

Offers?

Plus you can have the 4x 256k Simms that it came with - I have no use
for them.

contact martin@lake-internet.co.uk

6308. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <975178384-460172AEicMi@xs4all.nl>
Source record: 53992

(Re-edited version: there were some nasty spellingmistakes and
the address was wrong)

Hi Joshua,

I think it is expensive too depending on that
you don't know what to get. Here in Holland I
bought one 6 years ago and it was also around $
500,-. I could have tried to cut the deal but I
was so anxious to get one, so....In the year
before a couple of them were sold in the
original package at the Atarifair in Germany for
almost $ 750,-! But now I am still happy with
the STBook because it is still amazing small for
a laptop from that period. And the design is
beautiful and not to mention the small blue
Atarilogo....If you collect Ataristuff it is one
of the best. That was it what made me pay too
much but collector's are a bit reckless....

I hope you get your hands on one of them.

cu,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
Jaguar, 1 x Lynx.

6309. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: Philippe <flippoNOSPAMPLEASE@penguinpowered.com>
Message-ID: <19502tsvs09pjaui89j4omo9g5atsmu8ij@4ax.com>
Source record: 53993

Hi Raoul,

>Raoul Teulings
>3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
>Jaguar, 1 x Lynx.
How much do u think a standard TT with 48 mb harddrive should be
worth???

Philippe

6310. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a201aa4$0$174@news.zetnet.co.uk>
Source record: 53994

On 25 Nov 2000 05:30:18 , Dennis Vermeire wrote:

|
|>>>I have had no problems with Diamond Edge on my Hades.
|>>You will... once you start using LFN, FAT32 etc.
|>
|>Perhaps you mean _if_ I start using LFN etc. I don't intend to, at
|>least on the Atari. I am happy with 8+3, original TOS, no fancy
|>icons, monochrome screen etc boring etc :-)
|I wouldn't dream of telling anyone what to do with their computer... but it
|seems like a terrible waste to me using a Hades in the way you describe. The
|setup you describe doesn't even need Diamond Edge, Atari Chkdisk 3.0 will do
|an equally good job. Granted... it's a boring program but at least it will
|match the rest of the setup ;-)

It depends on whether you want to use your computer or tart it up
and show it off :-). I prefer to use it.
--
JI Logan

6311. Is there a FPU-test utility?

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8vpb4pdv1@SOLAIR2.EUnet.yu>
Source record: 53995

Does anybody know of a utility that can extensively test a FPU in an Atari machine? Not just whether it is present but also the status flags and numerical accuracy. And it should be able to work on a 68000 cpu.

The reason for asking is that I want to meddle a little, hardware-wise, with a FPU in my computer (overclocking, etc) and I have been warned that overclocking a MC6888X can lead to floating-point errors (i.e. everything seems to be correct, but it isn't). So I want to be able to check that the little board will continue to work ok.

And the reason for asking that the software should work on a 68000 is that this here is a MegaST with a memory-mapped FPU (like the SFP004) and with a LineF-FPU-emulator it can chew data intended for the other type of FPU connection- but many software authors seem to think that a FPU can only be used with 68020 and above, so if they compile a FPU-supporting version they apparently mix it with 32-bit code, even though the software otherwise works on a 68000.

Thanx in advance.

6312. Extra MIDI ports on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:04:24 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <VN4T1xAIIwH6Ewrf@lovecraft.demon.co.uk>
Source record: 53966

Much weirdness.

I noticed a box on Master Tracks Pro configuration that allows you to
use the RS-232 as extra MIDI ports. Does such an expansion exist for the
Falcon (or could I use Mac MIDI ports in the 'net' port?)

The standard 16 parts are not enough - my GM synth takes them all and
leaves no room for other devices...

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6313. Tim Conrardy's Site...

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 00:10:23 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <T9RSp$AvNwH6EwJS@lovecraft.demon.co.uk>
Source record: 53967

Once upon a time <8mh7tm$j99$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> grabbed chalk and scrawled:

>--
>I would like to invite anyone of you to the Atari-midi mailing list.
>____
>Tim's Atari Midi World http://atari.atlantis-bbs.com
>Mirror Site: http://sites.netscape.net/timconrardy/index.htm
>Atari-Midi Mailing List:http://www.egroups.com/group/atari
>tconrardy@hotmail.com

Is anyone else having problems with these right now?

The top one is reporting DNS not found, the mirror is almost hanging my
computer loading the MIDI file (I assume that is what is causing it, IE
locks up for ages).

This is a useful resource, Tim! I don't want to see it gone!

Richard

--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6314. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 01:33:19 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <QXis0AAfbxH6Ewa9@my-ste.demon.co.uk>
Source record: 53968

In article <3a1e8fa3@news.qnet.com>, Starlord <starlord@qnet.?> writes
>Just for your infor dipstick, I happen to be running the (un)intel
>machine because I had to get a working computer to use on the
>internet. My TT's keyboard totaly died on me and my falcon blew it's
>power supply and the one 1040 I have doesn't have a hard drive, plus
>as I run many lists on egroups.com, to do any work on them I had to
>have a machine that had java support, something that's lacking on the
>Atari platform.

Why you use a PC doesn't make any difference. Not following standard
netiquette does. Unless using a PC is a valid reason to not to follow
the standards.

And just in case you hadn't noticed, I'm not using an Atari either. My
STE died so I started using my PC.

>> Microsoft advocate posting

Nope, pointing out that even Microsoft advocate sticking to standards,
even though they break even the standards that they set.

>And until you know for sure why a person uses the computer they do,
>your opions should be kept to yourself.

I oppose your nomination of moderator for comp.sys.atari.st

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
7.0 |http://www.distributed.net/

6315. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 03:07:07 UTC
From: taj16@dreamscape.com
Message-ID: <t1ub6rlpq5npf7@corp.supernews.com>
Source record: 53970

On 22 Nov 2000 21:05:10 , Steve Sweet wrote:
>Hi Thomas
>
>>I now have successfully used Newsie and CAB at a DTE speed of
>>115200 bps.
>
>Goodo dude, makes all the difference.
>
Sure does. Most of the transfer rates CAB is reporting back to me are easily a good four times what they used to be. I don't spend nearly as much of my valuable web-surfing time waiting for pages to load!

>>Now I have one more problem - I think. CAB and Newsie are both hard
>>drive intensive.
>
>Drive intensive!!, scarsley bothers my system, a faint glint from the
>drive LED now and again.
>
I get a lot more than that, especially with Newsie. I tend to read both my mail and newsgroups offline, so I don't tie up my only phone line any more than I have to. There are four adults here, and I'm the only one online. They have a right to the use of the phone, too. While I'm downloading, naturally there's a lot of drive action going on.

>>While connected at that speed, my ICD HD software occasionally
>>reports a 'Write Fail' error. I have Write Verify enabled, and I assume
>>the error message is from that.
>
>I suggest you switch of Write Verify as your SCSI drive will do this job
>on its own anyway, and increase your cache buffers. I also suggest you
>disable delayed write if its on.
>
Well, that'll get rid of the error message, anyway. I found the Write Verify section of the ICD manual, and that message is indeed from that. I also see where if I disable it, write speed should increase by about 50%. I've always had verify enabled for this Syquest 44 removable, never noticed where it was slow enough to bother before. I believe the delayed write is on, but I don't remember the length of the delay offhand.

I'll give it a shot and see what happens. I'll also install STinG 1.26. I'm still using 1.22. Might it make any difference if I use SERIAL 2 instead of MODEM 2 for my port? The STinG 1.26 doc seems to recommend it.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6316. DSP chip goes south

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 03:16:12 UTC
From: fried@dragon.achilles.net
Message-ID: <8vnats$4sr$1@localhost.localdomain>
Source record: 53969

hello to any Falcon experts,
It seems like the DSP chip on my Falcon has given up the ghost.
I have a Falcon with Centurbo II installed, and that is working pretty
well, but any prog. that uses the DSP won't boot up.
So, for example I can load up the midi only portion of Cubase audio,
but not the audio part. Or if I use Aniplayer, I can view a JPG file,
but only if I disable "use DSP" in the menu. Other progs. that only use
the CPU seem to work OK. Could my DSP chip simply have burnt out? Or does
it have something to do with the Centurbo, perhaps running it too fast?
Does anyone know of a program that would verify if a DSP chip is working?

computers are like soap operas sometimes.
Any help is vastly appreciated,
Mark

6317. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 05:06:28 UTC
From: rsmac@t-online.de
Message-ID: <1ekmzli.gwu5q01y84ixgN%rsmac@t-online.de>
Source record: 53972

Artur Stachon <astachon@intergate.bc.ca> wrote:

> How is it to browse the net with Falcon ? Isn't it slow ? Can you see

It is slow with an stock falcon. Atari cab needs double time to get one
and the same page as you get it with any other chain. E.g Mac with
Netscape. An urgend point if you had to pay phone line.

> graphics or only text ? I had 486/66mhz and it was pretty slow so I

Graphics and text.

> cannot imagine 16mhz atari falcon for web browsing or 8mhz atari st!
> Maybe Atari TT or something like GEMULATOR ?

Also you can browse web with an st and atari cab, it is much slower as
with an falcon. Fastest chance to browse with an atari here is magicMac
on power macintosh, atari cab. Doasnï¿½t test any other emulator.
(But itï¿½s slower as on mac!)

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

6318. Re: DSP chip goes south

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 05:06:30 UTC
From: rsmac@t-online.de
Message-ID: <1ekn005.tdb9vcjrzev4N%rsmac@t-online.de>
Source record: 53974

Mark Friedman <fried@dragon.achilles.net> wrote:

> hello to any Falcon experts,
> It seems like the DSP chip on my Falcon has given up the ghost.

Make sure CT2 DSP patch is loadet in autofolder well.

> I have a Falcon with Centurbo II installed, and that is working pretty
> well, but any prog. that uses the DSP won't boot up.

Only a smal part of atari software use the DSP. E.g Apex, AniPlayer.

Most of DSP errors based on a missed clock. I never desolder ONE DSP in
the long time i got falcons on my table.

Check first for any software that disable DSP.
Second check DSP patch is loadet well.
Third check hardware, DSP clock signal.

Regards, Robert

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

6319. Re: Extra MIDI ports on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 05:06:31 UTC
From: rsmac@t-online.de
Message-ID: <1ekn0iy.1vm2claxc0kzsN%rsmac@t-online.de>
Source record: 53971

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:

> I noticed a box on Master Tracks Pro configuration that allows you to
> use the RS-232 as extra MIDI ports. Does such an expansion exist for the
> Falcon (or could I use Mac MIDI ports in the 'net' port?)

I doni¿½t know, but i had an article in DOIT_ST (Page 12.13)

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

6320. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 05:06:32 UTC
From: rsmac@t-online.de
Message-ID: <1ekn0q0.9c5k331nsh8hjN%rsmac@t-online.de>
Source record: 53973

Werner Romstorfer <werner.romstorfer@chello.at> wrote:

> Hi Joshua!
>
> > ooops stacys are $899 from best electronics. not $399/. sorry.
>
> IMO a little bit too expensive for an 11 years old machine.

!!!
(As most of the best collection..)

Monopol status :->

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

6321. FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 10:16:13 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A1F916D.2574CD0E@intergate.bc.ca>
Source record: 53958

How is it to browse the net with Falcon ? Isn't it slow ? Can you see
graphics or only text ? I had 486/66mhz and it was pretty slow so I
cannot imagine 16mhz atari falcon for web browsing or 8mhz atari st!
Maybe Atari TT or something like GEMULATOR ?
Any ideas ?

6322. Megafile 30 Powersupply

Newsgroup: comp.sys.atari.st
Date: 2000-11-25 23:08:16 UTC
From: Sieger Veenhoven <s.r.w.veenhoven@student.utwente.nl>
Message-ID: <8vpgus$4fi$1@dinkel.civ.utwente.nl>
Source record: 53905

Hi,

The Powersupply of my megafile 30 gave up working,
all I need now is someone who has a defective Megafile with a working
powersupply....

Please respond if you think you're able to help me...

Thanx,

Sieger Veenhoven

6323. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011262004230.97-100000@online.no>
Source record: 53846

On Sun, 26 Nov 2000, Jared Falvo wrote:

> No, the stupidity isn't the reputation of Americans... just the Florida
> democrats trying to prove Gore is the winner.
>
> PAH!
<-- SNIP -->

... and, Jared, if you've wondered what that strange noise in the
background is, it's just the rest of the world laughing...

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

6324. Re: centurbo with logic 2.5

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <8vrpva$e4h$1@localhost.localdomain>
Source record: 53847

Hello, I was the original poster for this question. I have Logic 2.5,
the key I use fits in the cartridge port, and has 4 extra midi outputs.
Of course it is also the dongle for the program. If I use this dongle
centurbo will not work for long. It will crash even if I don't use Logic.
If there is a way to get Centurbo to recognize the Logic dongle I would
like to hear about it.
Thank you for posting, Mark

Sacha Hnatiuk (shnatiuk@my-deja.com) wrote:
: Hello,
: > I have found that the dongle for Logic, causes CTB II to crash
: consistently.
: > Even when it boots up the system won't recognize the dongle, and its
: > "Goodbye"
: > Has anyone tried to use Logic 2.5 or 2.0 on a Falcon with CTB II?
: > I tried it on a friends system (Falcon with CTB II) and, although it
: didn't
: > crash, it wouldn't see the dongle either.
: > It works fine, however, in normal Falcon mode.
: I work on the logic 2.5 and 2.0 compatibility last year for german
: musician, and finaly, we patch it to run without the dongle: it's a pb
: of speed access to the cardrige port.

: A minor bug was correct on my ct2 logic to access correctly to the
: cardrige port (some key doesn't work). Perhaps, now, the dongle will
: run.
: But, did you use only the dongle or the extended protection will midi
: connectors?

: --
: Sacha Hnatiuk
: Alternate e-mail:
: shnatiuk@wyde.com
: sacha.hnatiuk@online.fr
: centek@online.fr

: Sent via Deja.com http://www.deja.com/
: Before you buy.

6325. FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <75eU5.4326$Vj3.1004371@nnrp3.clara.net>
Source record: 53848

FOR SALE

1x AB40 Falcon accelerator

Package details

- 68LC040RC33B CPU (no FPU).
- Efficient 10 deg. C/W heat-sink (cross-cut fins, large surface area), no fan.
- CPU is socketed, easy upgrade.
- Ribbon cable for connection to motherboard.
- No fitting instructions, software or technical support (up-to-date AB40 resources are on-line).

One SIMM socket slightly damaged, metal retention clips don't stay in place. Still works and is easily replaced if needed.

Price: £85.00 including registered delivery within UK mainland. Overseas enquiries please ask for further details.

Shiuming Lai

6326. S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <8vrute$cp7$1@news5.svr.pol.co.uk>
Source record: 53849

Here in the UK I have recently seen an advert for a UMAX A4 Flatbed Scanner for 60UKP this seems quite reasonable seeing as though it has both USB ports and SCSI II. At the moment I don't have a model number - but it was advertised by jungle.com.

Two questions:

1) Will it work with my Falcon, I already have a CDROM drive connected to the SCSI port?

2) Is there any scanning software available that would work with these modern scanners (ie still supported!), what drivers do I need also?

I would appreciate any help before I purchase it!

Thanks

Neil

Atari Falcon MkX CTIIB 14/64, 2.1Gb HD, MagiC 6, 2 cooling fans, tatty swivelling typists chair.

6327. Zoek hard disk Atari ST1040 FM

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Michiel <mgelias@worldonline.nl>
Message-ID: <8vrv17$f6f$1@nereid.worldonline.nl>
Source record: 53850

Ik zoek een externe SCSI hard disk incl. controller voor mijn Atari ST 1040.
Als ji er nog een hebt liggen waar je vanaf wilt, laat je prijs maar horen
!

Michiel

6328. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <VefU5.2685$LQ3.4392@newsfeed.slurp.net>
Source record: 53851

On 25 Nov 2000 02:16:13 , Artur Stachon wrote:
>How is it to browse the net with Falcon ? Isn't it slow ? Can you see
>graphics or only text ? I had 486/66mhz and it was pretty slow so I
>cannot imagine 16mhz atari falcon for web browsing or 8mhz atari st!
>Maybe Atari TT or something like GEMULATOR ?
>Any ideas ?

Actaully I think browsing with a Falcon should be faster than browsing with
a 486/66mhz.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6329. Re: Tim Conrardy's Site...

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <XefU5.2686$LQ3.4392@newsfeed.slurp.net>
Source record: 53852

On 25 Nov 2000 00:10:23 , Richard Kilpatrick wrote:
>Once upon a time <8mh7tm$j99$1@nnrp1.deja.com>, Tim Conrardy
><tconrardy@hotmail.com> grabbed chalk and scrawled:
>
>>--
>>I would like to invite anyone of you to the Atari-midi mailing list.
>>____
>>Tim's Atari Midi World http://atari.atlantis-bbs.com
>>Mirror Site: http://sites.netscape.net/timconrardy/index.htm
>>Atari-Midi Mailing List:http://www.egroups.com/group/atari
>>tconrardy@hotmail.com
>
>Is anyone else having problems with these right now?
>
>The top one is reporting DNS not found, the mirror is almost hanging my
>computer loading the MIDI file (I assume that is what is causing it, IE
>locks up for ages).

I have gotten to Tim's site in the last week or so. Have not tried the
other sites.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6330. Midijoy now 030 compatable

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8vs0o7$i5g$1@nnrp1.deja.com>
Source record: 53853

I am happy to announce that Harry Koopman sent me a new version of MidiJoy that runs on a Falcon and TT030. It is included in the mdjoyprg.zip now on my site. He also redid the manual to reflect these changes. Here is the Link :

http://sites.netscape.net/timconrardy/midijoy.htm

For those that do not know: midijoy is an alternate "mouse" controller that was influenced by Laurie Spiegels Music Mouse program. You basically move the mouse and it creates Music to your actions . At the same time you can do stuff on the QWERTY keyboard that changes the music as well.

It is programs like this that make Atari a unique platform.

I would appreciate any comments on midijoy (as well as Harry Koopman too!)

Tim

--

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

6331. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <ExfU5.27477$8F2.3724747@nnrp4.clara.net>
Source record: 53854

"Neil Chester" <neil@adel6.freeserve.co.uk> wrote in message
news:8vrute$cp7$1@news5.svr.pol.co.uk...
> Atari Falcon MkX CTIIB 14/64, 2.1Gb HD, MagiC 6, 2 cooling fans, tatty
> swivelling typists chair.

Hi Neil,

Zorro's CT2/MKX has more cooling fans
than your machine and mine put together...
Is that what you call well and truly thrashed
or what?

Shiuming Lai

6332. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: markat@zetnet.co.uk
Message-ID: <3a2186de$0$8054@znews.zetnet.co.uk>
Source record: 53855

On 26 Nov 2000 03:58:39 , Thomas J. Andrews wrote:
>On 22 Nov 2000 21:05:10 , Steve Sweet wrote:
>
>>I suggest you switch of Write Verify as your SCSI drive will do this job
>>on its own anyway, and increase your cache buffers. I also suggest you
>>disable delayed write if its on.
>>
>Well, I did that, but before I did I tried Newsie with a DTE speed of
>57600. I still had the "Write Fail" message. I disabled Write Verify and
>Write Delay, and tried again, at 115200. Things were livelier, and disk
>access was indeed quicker, but my copy of this week's A-ONE was corrupted
>somewhere along the way. Newsie extracted it OK, but STZIP produced a
>scrambled file.
>
>I emailed Dana Jacobsen for another copy, and tonight tried to download it
>again. This time I was using STinG 1.26. All else was unchanged, except
>that Dana used MIME encoding this time where he used UUencoding last time.
>More of the file was readable this time, but much of it still corrupted.
>
>Something is definitely wrong here, and I don't have a clue about what it
>might be. The only things I can think of to do are to change to Serial 2
>and/or reduce my speed back to 19200. Or, I could always try turning Write
>Verify back on and living with it.
>

Hi Thomas

I posted similar messages some months back having experienced
problems downloading files on my MSTE. They appeared to download fine
but I was unable to de-compress files without CRC errors.
It was also partially responsible for corrupting my
HD partition which led me to think my HD was the main problem.
I was trying to use faster speeds at the time but now I stick to 19200
on Modem1 which has at least given me reliable downloads - if
not as fast as I would like.

Apparantly the problem is caused during data transmission over Modem2
or Serial2, and simultaneous DMA access of the hard drive (or floppy)
when files are destroyed. Compressed files then can't be unpacked
successfuly. The problem comes from a programmable chip which can be
replaced with a debugged one. Information on how this can be achieved
can be found in the file FSER096B.LZH. But as the text is in German I am
still none the wiser on how to actually achieve the modifications myself.

There is also a little info about this in the file HSMDOC7E/SCC_X.TXT

This has been driving me mad for some time now so if anyone can provide some 'not too technical help' on how to achieve this modification pls let me know - it seems there are a few of us pulling our hair out!

Martin Holmes

6333. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <975276762-131832AEicMi@xs4all.nl>
Source record: 53856

Hi Philippe,

Try www.calamus.net. They have also little announces to look
into. And Atari-world.com and Atari.org. The last time I looked
they had announces too.

Succes,

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6334. Re: ma-ST-o-don't - ATARI ST games -

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a218e95$0$175@news.zetnet.co.uk>
Source record: 53857

```
| . . . .
|"Simon Osborne" <atariactive@xoasis.com> wrote in message
|news:8vojc1$5920n$1@ID-59683.news.dfncis.de...
|> What on earth does ma-ST-o-don't mean ??

The mastodon was "a large extinct elephant-like mammal . . . "
Perhaps it's a play on its name?

--
JI Logan
```

6335. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Earl Teager <deaja2253@netlink.com>
Message-ID: <3a2190ad$0$173@news.zetnet.co.uk>
Source record: 53858

```
> Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
> Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -.
;-;;,
> Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\
``::.
> 'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--'
`-'\_)Morticia
```

Just took a look at this site ya godamm faggot pervert !!!

Earl

6336. Re: Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t235tjb13aee0e@corp.supernews.com>
Source record: 53859

On 26 Nov 2000 12:16:41 , Harry Sideras wrote:
>On 21 Nov 2000 17:35:34 , Lyndon Amsdon wrote:
> >I've recently bought Diamond Back 2 off of someone (along with many
> >other stuff). I went to install this on my ST and as I filled in the
> >form it deleted the install.prg and something else that I'm not sure
> >of.
> >
> >So I thought I'd be clever and get it back by using undelete. I was
> >running undelete on a spare STfm off floppy. I went to undelete the
> >file, and it erased the disk and wrote a copy of undelete on it along
> >with install.prg (that was corupted anyway).
> >
> >(that's the last time I'm using undelete, I suppose I should be lucky it
> >wasn't anything too important.
>
>Hi Lyndon,
>Of course, Diamond Edge has a built in undelete that gives you clues
>as to whether the _whole_ file is retrievable before you retore the
>directory entry... but I guess that isn't much use to you now.
>
>Was Edge part of the package you picked up?

Nope. I was using some really old prog I picked of ST Format cover
disk.

L.A Amsdon
--
+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|***************************************|
| bindon@madasafish.com |
+---------------------------------------+

6337. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t235tn4cdg8o11@corp.supernews.com>
Source record: 53860

On 26 Nov 2000 21:27:21 , Edward S. Baiz Jr. wrote:
>On 25 Nov 2000 05:31:10 , Dennis Vermeire wrote:
>>From: bindon@madasafish.com (Lyndon Amsdon)
>>Date: Thu, 23 Nov 2000 17:09:04 -0000
>>
>>Hi Lyndon,
>>
>>>The thing that worries me about FAT 32 and LFN is what happens if
>>>something get's corrupted on the HD and you can't access Magic or
>>>Mint.
>>MagiC can be booted easily from disk... so there's no problem really. Just
>>create a "rescue disk" which holds HDDriver, MagiC and Magxdesk (a minimal
>>installation of the desktop is sufficient), a couple of CPX's and you're
>>ready to roll in case things go horribly wrong... there's plenty of room
>>left on the disk for NVDI and a MetaDOS CD Driver as well.
>>In general it's a good idea to leave the bootpartition in standard 8+3
>>format and keep the size of that partition to normal proportions, i.e 20MB
>>should be more then adequate.
>
>When I have problems with my HD booting, I just run the HDDriver program
>and then install my patitions and go from there.
>Edward S. Baiz Jr.

Thanks everyone on this.

It's always been something I've worried about. Now for a new
computer.....
L.A Amsdon
--
+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|***************************************|
| bindon@madasafish.com |
+---------------------------------------+

6338. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <tN05HRAAcZI6EwEm@my-ste.demon.co.uk>
Source record: 53861

In article <3a214f59$0$180@news.zetnet.co.uk>, kevin dermott
<k@kevindermott.co.uk> writes
>
>Sieger Veenhoven <s.r.w.veenhoven@student.utwente.nl> wrote in message
>news:8vrfvj$619$1@dinkel.civ.utwente.nl...
>> > Kevin (OL8 4DL) so where is that??
>>
>> CZECH. REP??
>>
>> Just a guess though
>>
>> Sieger (NL-12715)
>>
>>
>miles off it's about 15 miles SW of Huddersfield Nth Yrks

And there was me thinking it was in West Yorks. :)

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
7.0 |http://www.distributed.net/

6339. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <+lEZ$uEEkZI6EwFK@lovecraft.demon.co.uk>
Source record: 53862

Once upon a time <vfb22t0ev0j6tnmtcj64ejh4j2383pv3u0@4ax.com>, Philippe
<flippoNOSPAMPLEASE@penguinpowered.com> grabbed chalk and scrawled:
>On Sun, 26 Nov 2000 15:10:05 +0000, Richard Kilpatrick
><richard@lovecraft.demon.co.uk> wrote:
>
>>Richard, who wouldn't be so sarcastic but feels there is a degree of
>>wilfull stupidity going on here.
>about stupidity Americans have a reputation ... :-)

Actually, I was meaning that Kevin was being wilfully stupid asking
about Knoxville, TN.

My /cat/ knows where TN is.

sighs
Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6340. Re: Extra MIDI ports on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <OVgU5.426$tm.651@nntpserver.swip.net>
Source record: 53863

>> > I noticed a box on Master Tracks Pro configuration that allows you to
>> > use the RS-232 as extra MIDI ports. Does such an expansion exist for
the
>> > Falcon (or could I use Mac MIDI ports in the 'net' port?)
>>

>I am nut sure if this is of any use.
>I have a Midi Plus Port B for the Atari 520/1040ST
>made by Sonus
>
>It looks like an RS232 (25 pin female) Connected with a short cable
>to a black box with one midi port that says sonus out.
>
>I never used it, 'cause I did not want to tie up my RS232 port.
>{unless you use some sort of data switch}
>You probably could use it on a Falcon with a 25 to 9 pin adapter.
>But your only getting 1 midi out.

This is one of the units that won't work together with CAF, so there's no
idea to put any energy into trying... :(

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

6341. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <olpcvVFwsZI6EwGk@lovecraft.demon.co.uk>
Source record: 53864

Once upon a time <3a2190ad$0$173@news.zetnet.co.uk>, Earl Teager
<deaja2253@netlink.com> grabbed chalk and scrawled:

>Just took a look at this site ya godamm faggot pervert !!!

I'm still working on it ;)

(Hint: That picture isn't a motive, it's me. I've started a new site,
but haven't uploaded it yet :P).

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6342. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <r1Qc7fFVtZI6Ewmp@lovecraft.demon.co.uk>
Source record: 53865

Once upon a time <3a2139e3$1@news.telinco.net>, kevin dermott
<k@kevindermott.co.uk> grabbed chalk and scrawled:

>Oh I wish people would put the actual country when selling stuff, TN is also
>the abbreviation for Tenneriffe a beautiful holiday island just of the coast
>of north Africa another country with dozens of " States"
>as the world shrinks with the internet even Americans can't just assume that
>everyone else knows about all their states

No, but you can make an educated guess.

>Kevin (OL8 4DL) so where is that??

Oldham.

Oldham being the equivalent of Knoxville, in this case, and West
Yorkshire being the equivalent of Tennessee.

Although, asking someone who maintains a database for a national camera
club to identify somewhere by postcode is a bit silly, really, and the
postcode isn't the same as the 'State'. That would be like someone
asking you where '08080' is in the USA.

I'm British, by the way. You might also look at the email address for
some clues, as in @home is usually Canada, anything with .rr is
RoadRunner, which is a cable modem provider in the USA, etc.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6343. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <$WQpzzGXCaI6Ew2a@lovecraft.demon.co.uk>
Source record: 53866

Once upon a time <3A207956.2015C246@spamrulesdhs.nu>, ae@spamrulesdhs.nu
grabbed chalk and scrawled:
>Hello,
>
>most older demos require RGB/TV and then messes up the screendisplay on VGA.

I've seen software and also adaptors that can make my SVGA into an RGB
display...

>Older demos were never much into quitting back to desktop either. Reboot.

Some seem to trash the machine so badly that even a reset and control-
alt-shift-del won't reboot it *sighs*

>http://www.dhs.nu/ under Demos, you can download "ATS (1999)" and "Dream
>Dimension
>(1998)" as examples. There are many others as well, chose as you like.

Gone to get them :)

>About MagiC: It's one hell of an unstable OS. It has crashed my harddisk badly
>(as
>in making unuseable on Atari without repairing it with fdisk on msdos (the mbr
>was
>overwritten). And this has happened twice for me, and for other people I know as
>well. So I cannot recomend MagiC at all. A much better choice is "MiNT" with
>N.AES
>GUI. It's sold from http://www.woller.com.

I've got N.AES, somewhere, not sure if I have MiNT. I'll check them out
when I have a new HD :)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6344. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <927pL9G5DaI6EwVs@lovecraft.demon.co.uk>
Source record: 53867

Once upon a time <75eU5.4326$Vj3.1004371@nnrp3.clara.net>, Shiuming Lai
<lais@Spam.?> grabbed chalk and scrawled:

>Price: ï¿½85.00 including registered delivery
>within UK mainland. Overseas enquiries please
>ask for further details.

sighs

Oh well ;)

Maybe when the next one comes up ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6345. Re-aligning a floppy drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: aa728@freenet.carleton.ca
Message-ID: <8vs8q0stg2@freenet9.carleton.ca>
Source record: 53868

The floppy on my TT030 is getting unreliable & I think it may be the alignment. I've heard that it isn't too difficult to DIY re-align, but need the instructions on how to do this. Anyone have these instructions that they could send me?

6346. Re: ma-ST-o-don't - ATARI ST games - update

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8vtc18$dh0$1@newsg1.svr.pol.co.uk>
Source record: 53869
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

"Simon Osborne" <atariactive@xoasis.com> wrote in message
news:8vojc1$5920n$1@ID-59683.news.dfncis.de...
> What on earth does ma-ST-o-don't mean ??

Just a guess but maybe it's a bit of word-play on "mastodon" (a sort of
prehistoric elephant).

6347. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975342676-287120AEicMi@cwcom.net>
Source record: 53870

From: xlator@cix.compulink.co.uk
Date: 26 Nov 2000 01:55:16 GMT

>>Isnt it time that CIX looked to the future, or at least the near past
>>with it dinosaur system..
>
>I don't think you can blame Cix for this - it only happens with
>Shiuming's postings and no one elses. He must have changed something in

My guess is that your mail reader is barfing on Shiuming's spoofed anti-spam email address in the message header. I think you knbow how to test this theory! :-)
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6348. Re: Stacy or ST Notebook

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975342680-287612AEicMi@cwcom.net>
Source record: 53871

Hi All,

Whilst we're on the subject of "what are things worth", what about a TT
with monitor, graphics card, a 1G drive and 10MB RAM in the UK?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6349. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Philippe <flippoNOSPAMPLEASE@penguinpowered.com>
Message-ID: <5vq12tcdsjr8uuie2vkpbtqjf6adj62mdl@4ax.com>
Source record: 53921

On Sun, 26 Nov 2000 01:34:48 GMT, Werner Romstorfer
<werner.romstorfer@chello.at> wrote:

>$150 is real price for an "original" TT in Germany and here in Austria
>too. Maybe up to $200, but not more.
where can i find them i looked at several auction sites but didn't
find any. do you have an url?

cheers

Philippe

6350. Re: Diamond Back II

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <8vquv9$4ae$1@plutonium.compulink.co.uk>
Source record: 53922

On 21 Nov 2000 17:35:34 , Lyndon Amsdon wrote:
>I've recently bought Diamond Back 2 off of someone (along with many
>other stuff). I went to install this on my ST and as I filled in the
>form it deleted the install.prg and something else that I'm not sure
>of.
>
>So I thought I'd be clever and get it back by using undelete. I was
>running undelete on a spare STfm off floppy. I went to undelete the
>file, and it erased the disk and wrote a copy of undelete on it along
>with install.prg (that was corupted anyway).
>
>(that's the last time I'm using undelete, I suppose I should be lucky it
>wasn't anything too important.

Hi Lyndon,
Of course, Diamond Edge has a built in undelete that gives you clues
as to whether the _whole_ file is retrievable before you retore the
directory entry... but I guess that isn't much use to you now.

Was Edge part of the package you picked up?

rgds
H

--
Regards, Harry Sideras - UK Association of Atari User Groups
%
sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

6351. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <8vquvb$4ae$2@plutonium.compulink.co.uk>
Source record: 53923

On 22 Nov 2000 21:08:10 , Steve Sweet wrote:
>>>I added some more 256 colour icons!!!! :-)
>>To add Icons, do I just open them in whatever the resource editor is,
>>and cut-paste them into the main Icon resource file, or do I need to add
>>stuff?
>
>That depends on your Desktop really, if your using plain magic then you'l
>have to add them to your RSC file. I use Jinnee which allows multiple RSC
>files, in that case i add icons to a 'specific to an application' file.
>At the moment ive got 67 resource files totaling about 2 meg in size.

Hi Steve,
MagxDesk allows multiple resource files too, but I think it's limited
to just 10 (in v5.11 anyway).

rgds
H

--
Regards, Harry Sideras - UK Association of Atari User Groups
%
sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

6352. falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <8vr4hu$og9$1@news5.svr.pol.co.uk>
Source record: 53924

Hi,

Very regrettable sale.

Atari Falcon 030
- excellent condition
- still have box and manuals
- keyclicks have been fitted

14mb Ram
310 Internal IDE Hard Drive
250 SCSI zip drive + disks
Microvitec VGA monitor

Phantom accelerator with all instructions not installed through (
phantom is a nemesis in description)

includes all leads

Magic v6
jinnee 2.01
CAB
Papyrus v4
Atari Works
Texel
NVDI v5.01

And masses of other bits and bobs, latest versions of most software

I am in Bristol UK
I have no idea of costs of shipping, but would like the machine to
stay in the UK.

Please sensible offers to paul_mc@atariste.freeserve.co.uk

Reason for sale is that I am a financially broke student, and I've
finally reached it's limits, maybe someone can fit in the phantom and
carry it on another 5yrs.

paul mac

6353. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011261537480.96-100000@online.no>
Source record: 53925

On Sat, 25 Nov 2000, Steve Sweet wrote:

> >Might it make any difference if I use SERIAL 2 instead of MODEM 2 for my
> >port? The STinG 1.26 doc seems to recommend it.
>
> Stick to Modem 2, its got hardare flow control, much superior to RTS/CTS
^^^^^^^
uhm ... RTS/CTS IS hardware flow control, so I guess you mean XON/XOFF
here? Anyway, if serial ports on the MSTe (or are we talking TT here?) are
the same as on the TT, it doesn't really matter what port you use as both
Modem 2 and Serial 2 are coming from the SCC. However, if you intend to
use the LAN port later, do as suggested and stay with Modem 2. Both Modem
2 and Serial 2 support RTS/CTS. Only one of the MFP ports do not have
RTS/CTS handshaking .. I think that was Serial 1.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

6354. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975246224-013258AEicMi@bun.com>
Source record: 53926

HI Dennis

>I wouldn't dream of telling anyone what to do with their computer... but
>it seems like a terrible waste to me using a Hades in the way you
>describe.

I have never had a single problem with a LFN system, i cannot see why
peop's dont use it more. I have LFN's turned on everywhere and have never
had a problem.

People who have had problems that i have helped in the past have had
other system problems that cause its failure.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6355. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975246228-014234AEicMi@bun.com>
Source record: 53927

Hi Anders Erikson

>About MagiC: It's one hell of an unstable OS. It has crashed my harddisk
>badly (as in making unuseable on Atari without repairing it with fdisk
>on msdos (the mbr was overwritten). And this has happened twice for me,
>and for other people I know as well. So I cannot recomend MagiC at all.

What total bollox!! Fix your computer then magic will run fine on it.

Magic quite often shows up hardware problems that otherwise dont surface,
if peops have problems with magic then they should look closley at their
hardware.

Its easy to blame Magic, but its not the cause, its just a distraction
from the real problem.

I have helped numerous peops with magic installations, it is rock solid
and very stable. Ive used all its version and agreed its had niggley
problems as its developed but none that cause problems youve mentioned.

The current level 6.1 is rock solid when used with HD-Driver, NVDI and
Jinnee.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6356. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975246226-013730AEicMi@bun.com>
Source record: 53928

HI Thomas

>Something is definitely wrong here, and I don't have a clue about what
>it might be. The only things I can think of to do are to change to
>Serial 2 and/or reduce my speed back to 19200. Or, I could always try
>turning Write Verify back on and living with it.

I dont think the write verify switch is the problem, have you scanned
your disk for problems, you may have a duff cluster.

Serial port choice and port speed and its possible attendant errors would
not cause write verify problems, although it may still cause file
corruption it wont be at a disk level, i sugest you leave the port and
its settings as is for now and investigate your disk problems first.

Try cutting back on your system setup if possible to help trace your
problems, Scan your HD for errors

If you still have problems it'l help to list all your Auto/Acc/TSR's
software versions.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6357. Re: ma-ST-o-don't - ATARI ST games - update

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: "ALBERT HARTMAN JR." <alhartman@PRODIGY.NET>
Message-ID: <8vr8qh$egd4$1@newssvr06-en0.news.prodigy.com>
Source record: 53929
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

This name always bugs me too..

I have always assumed it meant something in a different language than
English.

But the name grates on me like fingers on a blackboard, so I've never gone
to the site, and won't until the name changes to something that I can read
without wanting to jump out a window.

Regards,
Al Hartman
(Macintosh Emulation List Host)
http://www.topica.com/lists/MacEmuList

My Homepage
http://www.geocities.com/alhartman

Enlightenment means taking full responsibility for your life.
- William Blake

"Simon Osborne" <atariactive@xoasis.com> wrote in message
news:8vojc1$5920n$1@ID-59683.news.dfncis.de...
> What on earth does ma-ST-o-don't mean ??
>
> It's really bugging me
>
>

6358. Re: What IS MAGIC

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: G&#65533;tz Borkowski <GoetzKA@t-online.de>
Message-ID: <3A212867.AD51CEB@t-online.de>
Source record: 53930

Marc schrieb:
>
> Hi there everybody
>
> i have been checking out alot of the german pages and have noticed that
> Atari still lives in another form the Milan, seeming as i cant get a
> response from them regarding there product....or any explanation for
> that matter, this magic thing has really got me intrested is it
> availiable for the PC,
> will the Milan machine be release for English Speaking world ?
>
> Please Email Me
>
MagiC is a relatively new Operating System that
- replaces TOS / MULTITOS on Atari and clones (like Milan + Hades)
- is a preemptive multitasking system, much more stable than TOS ever was,
but less stable than Linux. As TOS was, it is intended as an OS mainly
for nonprofessional use.
- is available for MAC and PC as well. Note that on PC, an 68k processor
is emulated so that y'll be able to run your old Atari software.

From my personal experience, I can state that buying is worth while,
as long as you have enough memory on your machine: 4 megs are recommended.

Rating should be slightly less than DEM 200.- ($, EUR 100.-).

Get more info directly from the vendor (Pages in english are offered):

http://www.application-systems.de/

Greetings Gï¿½tz

6359. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <L+WkZWENfSI6EwSc@lovecraft.demon.co.uk>
Source record: 53931

Once upon a time <3a207188$0$180@news.zetnet.co.uk>, kevin dermott
<k@kevindermott.co.uk> grabbed chalk and scrawled:
>
>Tim Tucker <rtr4me@earthlink.net> wrote in message
>news:3A1FB7BD.D29C6374@earthlink.net...
>> Actually 25 minutes from Knoxville, TN
>
>what country is TN??

Tennessee, you geographically ignorant Brit. And it's in the USA - the
big continent on the other side of the Atlantic. The one without a
president.

Richard, who wouldn't be so sarcastic but feels there is a degree of
wilfull stupidity going on here.
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6360. Re: Mac ST Emulator

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: G&#65533;tz Borkowski <GoetzKA@t-online.de>
Message-ID: <3A212B03.F2F722B5@t-online.de>
Source record: 53932
Cross-posted to: comp.sys.atari.st,comp.sys.mac.apps

Nazodesu wrote:
>
> I've moved off my Atari Ste and to a Mac some 8 years ago. I'm
> wondering if anyone knows of an ST emulator for the Macintosh.
>
> I also have Virtual PC, which I've yet to install, so in theory I
> suppose it could be an Atari emulator on a PC.
>
Look here:

http://www.application-systems.de/ (Pages in english, too)

then have a look for MagiC PC. This OS is a perfect Atari emulator.

Greetings Gï¿½tz

6361. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Philippe <flippoNOSPAMPLEASE@penguinpowered.com>
Message-ID: <vfb22t0ev0j6tnmtcj64ejh4j2383pv3u0@4ax.com>
Source record: 53933

On Sun, 26 Nov 2000 15:10:05 +0000, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> wrote:

>Richard, who wouldn't be so sarcastic but feels there is a degree of
>wilfull stupidity going on here.
about stupidity Americans have a reputation ... :-)

Philippe

6362. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <WCaU5.492$xJ3.44147@news.goodnet.com>
Source record: 53934

No, the stupidity isn't the reputation of Americans... just the Florida democrats trying to prove Gore is the winner.

PAH!

If Gore wins the presidency, he will have stolen it! Bush is the rightful winner of the election. But I wonder if there's a single democrat in the US that would admit such a truth. You know it's no wonder the symbol of the Democrats is the donkey... stubborn and stupid. Elephants are much more dignified and wiser. And I think Gore and his followers are the stubbornest, stupidest donkeys in America!

Oh, I'm sorry... I thought this was:

usa.reality.algoreisanidiot

Forgot this was an Atari newsgroup.

Hey, if I can't promote some new Atari computer that will never exist, I might as well be doing something productive! :-)

Jared

Philippe <flippoNOSPAMPLEASE@penguinpowered.com> wrote in message news:vfb22t0ev0j6tnmtcj64ejh4j2383pv3u0@4ax.com...
> On Sun, 26 Nov 2000 15:10:05 +0000, Richard Kilpatrick
> <richard@lovecraft.demon.co.uk> wrote:
>
> >Richard, who wouldn't be so sarcastic but feels there is a degree of
> >wilfull stupidity going on here.
> about stupidity Americans have a reputation ... :-)
>
>
> Philippe

6363. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a2139e3$1@news.telinco.net>
Source record: 53935

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote in message
news:L+WkZWENfSI6EwSc@lovecraft.demon.co.uk...
> Once upon a time <3a207188$0$180@news.zetnet.co.uk>, kevin dermott
> <k@kevindermott.co.uk> grabbed chalk and scrawled:
> >
> >Tim Tucker <rtr4me@earthlink.net> wrote in message
> >news:3A1FB7BD.D29C6374@earthlink.net...
> >> Actually 25 minutes from Knoxville, TN
> >
> >what country is TN??
>
> Tennessee, you geographically ignorant Brit. And it's in the USA - the
> big continent on the other side of the Atlantic. The one without a
> president.

Oh I wish people would put the actual country when selling stuff, TN is also
the abbreviation for Tenneriffe a beautiful holiday island just of the coast
of north Africa another country with dozens of " States"
as the world shrinks with the internet even Americans can't just assume that
everyone else knows about all their states

Kevin (OL8 4DL) so where is that??

6364. November issue of MyAtari magazine now available on-line

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Matthew Bacon <matthew@cadenza-software.co.uk>
Message-ID: <8vrel7hrf1@gxsn.com>
Source record: 53936

Dear Atari users,

I am pleased to announce the release of the November issue of MyAtari
magazine. It is now available to read and download from www.myatari.net.
Thank you to everyone who has already subscribed (it's free!) and
contributed articles. Enjoy the mag ;-)

Matthew Bacon
matthew@cadenza-software.co.uk
matthew@myatari.net

Visit www.myatari.net, the home of MyAtari on-line magazine!

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.166 / Virus Database: 79 - Release Date: 20/06/00

6365. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Philippe <flippoNOSPAMPLEASE@penguinpowered.com>
Message-ID: <66g22t8en4hnemrfa0m0lomb5jhkbomftm@4ax.com>
Source record: 53937

On Sun, 26 Nov 2000 09:12:33 -0700, "Jared Falvo"
<luposian@mailcity.com> wrote:

>If Gore wins the presidency, he will have stolen it! Bush is the rightful
>winner of the election.
For me it looks like Bush has been cheating, hiring a pr bureau to
organise a demonstration, not really honest, not

cheers

Philippe

6366. Re: ma-ST-o-don't - ATARI ST games - update

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Mike Jenkins <mike@kwik-e-mart.in2home.co.uk>
Message-ID: <i7g22tg88e52482das87va7rmvagnb27et@4ax.com>
Source record: 53938
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

On Sun, 26 Nov 2000 10:10:05 -0500, "ALBERT HARTMAN JR."
<alhartman@PRODIGY.NET> wrote:

>This name always bugs me too..
>
>I have always assumed it meant something in a different language than
>English.
>
>But the name grates on me like fingers on a blackboard, so I've never gone
>to the site, and won't until the name changes to something that I can read
>without wanting to jump out a window.

I think it`s something like "mastodon" (it has ST in it) and they
chaged it to "mastodon`t".

--

____
Mike Jenkins

ROMS? HERE: www.kwik-e-mart.in2home.co.uk

____

6367. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Sieger Veenhoven <s.r.w.veenhoven@student.utwente.nl>
Message-ID: <8vrfvj$619$1@dinkel.civ.utwente.nl>
Source record: 53939

> Kevin (OL8 4DL) so where is that??

CZECH. REP??

Just a guess though

Sieger (NL-12715)

6368. Re: STNICCC2K : Who's going?

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: "www.josh.org.uk" <goshwa@hotmail.com>
Message-ID: <0bcU5.19083$ws2.2000160@news3.cableinet.net>
Source record: 53940

what is it?

www.josh.org.uk

*** Outgoing mail is certified Virus Free ***
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.214 / Virus Database: 101 - Release Date: 18/11/00

6369. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a214f59$0$180@news.zetnet.co.uk>
Source record: 53941

Sieger Veenhoven <s.r.w.veenhoven@student.utwente.nl> wrote in message
news:8vrfvj$619$1@dinkel.civ.utwente.nl...
> > Kevin (OL8 4DL) so where is that??
>
> CZECH. REP??
>
> Just a guess though
>
> Sieger (NL-12715)
>
>
miles off it's about 15 miles SW of Huddersfield Nth Yrks

6370. Re: Mastodont=giant structure...

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Sune Salminen <salminen@post.cybercity.dk>
Message-ID: <8vrl7e$2prc$1@news.cybercity.dk>
Source record: 53942
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

Or something.

Sune

6371. [ANN] Joe 1.48 English & its Good Tricks R2

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: ptonthat@club-internet.fr
Message-ID: <8vrleq$bd2$2@front6.grolier.fr>
Source record: 53943

Bonjour :)

Joe 1.48 is now available. Its modules (Joe's Good Tricks) is now
included in the main archive and is upgraded to Release 2.

News:
- Changes in the install (imposed folders)
- Changes in the modules management (icon in Joe' shell window,
Joe's exchange protocol changes, some unused modules are deprecated,
the others are now part of the main archive)
- External tags menus (creation and customization with a RSC editor)
- Kurzels viewer (with help of BubbleGEM)
- Bugfixes (the "first kurzel" bug is corrected)
- Double click on a tag selects it. Double click plus Shift key pressed select the "group"
tag.
- Keyboard overrun avoided (XBIOS(14) method, thanks to RGF)
- last minute upgrade : accepts files of 0 KB length created by Jinnee

you can download at http://rajah.atari.org or directly at:

http://www.multimania.com/nef/files/joe148uk.zip (~300 KB, English archive)
http://www.multimania.com/nef/files/joe148fr.zip (~300 KB, French archive)

The German archive is coming soon: the translation is in progress
(Thanks to Jens HATLAK)

Bye

Rajah Lone

6372. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011261949170.97-100000@online.no>
Source record: 53944

On Sun, 26 Nov 2000, Steve Sweet wrote:

> Hi Anders Erikson
>
> >About MagiC: It's one hell of an unstable OS. It has crashed my harddisk
> >badly (as in making unuseable on Atari without repairing it with fdisk
> >on msdos (the mbr was overwritten). And this has happened twice for me,
> >and for other people I know as well. So I cannot recomend MagiC at all.
>
> What total bollox!! Fix your computer then magic will run fine on it.

Did you ever even run MagiC on a Falcon?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

6373. Re: Mastodont=giant structure...

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:00:00 UTC
From: Michael Koenig <mikoenig@web.de>
Message-ID: <PM000376FFC82FFAB7@wintermute.unknown.dom>
Source record: 53945
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

Sune Salminen wrote:
> Or something.

I think it's a prehistoric elephant...

--
M.I.K.e
(The crownless again shall be King.)

6374. how to open old atari-formated disk with cubase songs on a pc and pc-cubase??

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:40:04 UTC
From: Tom Wild <tom@tomwild.de>
Message-ID: <8vpm59opd07$1@news.t-online.com>
Source record: 53906

please help: i made some music several years ago with a atari 1040 st and cubase. now i have a pc system and i need to get this old files to work. is is somehow possible to read my atari disk with my pc?

please give me support to this email: tom@tomwild.de

thx a very lot

tom wild
http://www.wildwerk.de

6375. Re: Extra MIDI ports on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 00:51:59 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <WAZT5.118$tm.457@nntpserver.swip.net>
Source record: 53907

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote:

> I noticed a box on Master Tracks Pro configuration that allows you to
> use the RS-232 as extra MIDI ports. Does such an expansion exist for the
> Falcon (or could I use Mac MIDI ports in the 'net' port?)

The best you can get is SoundPool's MO-4, which gives you 4 extra midi outputs via the printer port - that is, totally 80 midi channels instead of the meager 16... ;)
I've tried to use a serial port device, which had one port and used the "Export" driver, which worked fine before my Falcon days - but it didn't work at all with CAF - don't know if it works with the non-audio Cubase on the Falcon though...
The LAN-port can be used with a Mac interface, but I believe there's a problem when you boot up or something. I never tried it myself, but I've heard that it would work fine... I believe there's a text-file distributed together with the Mac-interface driver (provided with the CAF2.06 update), which describes this problem...

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

6376. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 01:34:48 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3A2068F9.88E4612E@chello.at>
Source record: 53908

Raoul Teulings wrote:

> I am not the expert but they are being sold here in Holland
> from $125,- up to $150,- including screen. Sometimes even with
> the 19" screens. And on the other hand tey are sometimes sold
> for more. Not far fom here in Germany the cost a lot more.

$150 is real price for an "original" TT in Germany and here in Austria
too. Maybe up to $200, but not more.

Greez, Werner
--
http://members.chello.at/werner.romstorfer/mirror/
*2Falcon*2TT*1ST-Book*1MegaST*1ST*

6377. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 01:55:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8vpqi3etn1@plutonium.compulink.co.uk>
Source record: 53910

In message <3a1a83c5$0$180@news.zetnet.co.uk>, jlog@zetnet.co.uk said:

>I have had no problems with Diamond Edge on my Hades. HiSoft in the
>UK were still selling it cheaply some time ago.

As I've said before, be careful! DE does not work properly with largish partitions (mine are ~840 MB) - it provides nonsense figures and I wouldn't trust it for optimising! Also, I don't think it handles LFNs.

Regards, /Peter/

6378. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 01:55:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8vpqi4eto1@plutonium.compulink.co.uk>
Source record: 53909

In message <974826432-657683AEicMi@bun.com>, stevesweet@bun.com said:

>>I am still getting blanks for all Shiuming's Usenet messages.
>
>Thats the typical level of one of Shiumings mails, but he normally adds
>some info about cooling fans or heatsinks to his brivvel so you should
>get more than blanks. :-)
>
>Isnt it time that CIX looked to the future, or at least the near past
>with it dinosaur system..

I don't think you can blame Cix for this - it only happens with
Shiuming's postings and no one elses. He must have changed something in
the last couple of weeks, as previously I got them all OK.

Regards, /Peter/

6379. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 01:55:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8vpqi4etp1@plutonium.compulink.co.uk>
Source record: 53911

In message <3a1c4ab2$0$175@news.zetnet.co.uk>, jlog@zetnet.co.uk said:

>Perhaps you mean _if_ I start using LFN etc. I don't intend to, at
>least on the Atari. I am happy with 8+3, original TOS, no fancy
>icons, monochrome screen etc boring etc :-)

I thought like you, but then I started downloading things from the
Internet, and many files there have LFNs, which are used in various
cross-references.

Regards, /Peter/

6380. Re: Open Files

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 01:55:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8vpqi5etq1@plutonium.compulink.co.uk>
Source record: 53912

In message <t1qjpgbupf28da@corp.supernews.com>, bindon@madasafish.com said:

>The thing that worries me about FAT 32 and LFN is what happens if
>something get's corrupted on the HD and you can't access Magic or
>Mint. Sometimes TOS is useful and if you can't access the HD then
>your stuck. Someone here has boot partition as normal and all the
>other partitions as LFN. Is it possible to have a C partiton in FAT16
>and all the other parttions as FAT32?

Under MagiC you can make any partition LFN compatible with VFATCONF.
Your first problem can be solved by making a standby floppy with just
your hard disk driver on it, renamed to .PRG from .SYS. You can then if
problems arise with your hard drive's booting procedure boot from floppy
by pressing CTRL+ALT. Once you run the the hard disk driver, you should
be able to access all partitions (may need to install icons on desktop
first). Even if the LFNs don't show, the abbreviations should be enough
for identing the files. Once up and running, you can replace any
corrupted files from backups or the original disks.

Regards, /Peter/

6381. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 01:55:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8vpqi5etr1@plutonium.compulink.co.uk>
Source record: 53913

In message <3a1da0c8$0$180@news.zetnet.co.uk>, cstanley@zetnet.co.uk said:

>Peter, I see all of Shiuming's posts properly. I think the problem is
>at your end. Check everything. :)

Which OLR are you using? I can't see how the problem can be at my end
since *all* other posts display normally - only Shiuming's give problems
(still!). Does anyone else using CixComm/CixRead have this problem?

Regards, /Peter/

6382. Re: how to open old atari-formated disk with cubase songs on a pc and pc-cubase??

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 02:02:43 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a206f46$0$180@news.zetnet.co.uk>
Source record: 53914

Tom Wild <tom@tomwild.de> wrote in message
news:8vpm59opd07$1@news.t-online.com...
> please help: i made some music several years ago with a atari 1040 st and
> cubase. now i have a pc system and i need to get this old files to work.
is
> is somehow possible to read my atari disk with my pc?
>
> please give me support to this email: tom@tomwild.de
>
> thx a very lot
>
> tom wild
> http://www.wildwerk.de
>
>
try http://www.emulators.com/ gemulator explorer, it claims to read some
Atari formatted disks. demo only copies one file at once

Kevin
www.kevindermott.co.uk

6383. Re: Stacy or ST Notebook

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 02:09:57 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a2070f8$0$180@news.zetnet.co.uk>
Source record: 53915

Julian Lewis-Booth <julianlb@hgs.co.uk> wrote in message
news:%dqT5.81251$K64.993078@monolith.news.easynet.net...
> Does anyone know how many of these made it out into the market place?
>
> Could anyone give me a steer on what they are worth (I want to buy one or
> the other)
>
> Thanks
>
> Julian
>
>
Hi I live in the Uk and recently sold one of my 4meg 1gig hi density
floppied Stacys (no software) for ?550 to a recording studio, they were so
pleased they have asked if I could get any more of the same spec.
Kevin
www.kevindermott.co.uk

6384. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 02:12:22 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a207188$0$180@news.zetnet.co.uk>
Source record: 53916

Tim Tucker <rtr4me@earthlink.net> wrote in message
news:3A1FB7BD.D29C6374@earthlink.net...
> Actually 25 minutes from Knoxville, TN

what country is TN??
Kevin

6385. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 02:34:43 UTC
From: ae@spamrulesdhs.nu
Message-ID: <3A207956.2015C246@spamrulesdhs.nu>
Source record: 53917

Richard Kilpatrick wrote:

> The main thing I'm confused by is how to load and use Falcon demos. They
> request things like 'ST Compatability' mode, and seem very happy to
> completely trash the OS, not work at all (68000 exception) or mess up
> the screen display.

Hello,

most older demos require RGB/TV and then messes up the screendisplay on VGA.
Older demos were never much into quitting back to desktop either. Reboot.

Some older demos are kinky about which videomode it is started from as well, a
generally good thing todo is to boot the machine "blank", eg pressing control
during bootup so all auto/acc's are skipped.

If you want to run some demos that works "cleanly", exits back to desktop. And
that like running on VGA monitors, you can try some of mine. They are also using
the FPU, so you can get proof that it works in practic and not just gembench.

http://www.dhs.nu/ under Demos, you can download "ATS (1999)" and "Dream Dimension
(1998)" as examples. There are many others as well, chose as you like.

About MagiC: It's one hell of an unstable OS. It has crashed my harddisk badly (as
in making unuseable on Atari without repairing it with fdisk on msdos (the mbr was
overwritten). And this has happened twice for me, and for other people I know as
well. So I cannot recomend MagiC at all. A much better choice is "MiNT" with N.AES
GUI. It's sold from http://www.woller.com.

--
Anders Eriksson
ae@ilovespam.dhs.nu

6386. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 03:58:39 UTC
From: taj16@dreamscape.com
Message-ID: <t212jfvecic1b@corp.supernews.com>
Source record: 53918

On 22 Nov 2000 21:05:10 , Steve Sweet wrote:

>I suggest you switch of Write Verify as your SCSI drive will do this job
>on its own anyway, and increase your cache buffers. I also suggest you
>disable delayed write if its on.
>
Well, I did that, but before I did I tried Newsie with a DTE speed of
57600. I still had the "Write Fail" message. I disabled Write Verify and
Write Delay, and tried again, at 115200. Things were livelier, and disk
access was indeed quicker, but my copy of this week's A-ONE was corrupted
somewhere along the way. Newsie extracted it OK, but STZIP produced a
scrambled file.

I emailed Dana Jacobsen for another copy, and tonight tried to download it
again. This time I was using STinG 1.26. All else was unchanged, except
that Dana used MIME encoding this time where he used UUencoding last time.
More of the file was readable this time, but much of it still corrupted.

Something is definitely wrong here, and I don't have a clue about what it
might be. The only things I can think of to do are to change to Serial 2
and/or reduce my speed back to 19200. Or, I could always try turning Write
Verify back on and living with it.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6387. Atari ST Games Items for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 04:35:10 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <2q0U5.4049$24.369688@news0.telusplanet.net>
Source record: 53919
Cross-posted to: alt.games.video.classic,comp.sys.atari.st,rec.games.video.classic

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 11/25/00
- Sold Items removed

I have the following Atari ST components, software and manuals/magazines for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.ST (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

Hardware Please make an offer
==========
- Atari 520 ST - with mouse but missing power supply
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60 - with power supply
- Magic Sac 1 - Macintosh Emulator Cartridge (with manuals, but NO ROMS)
- Magic Sac 1+ - Macintosh Emulator Cartridge (with manuals and ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
- Best Data Smart One 2400X - External 2400 baud modem with power supply

Controllers Please make an offer
==========
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

ST Software Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, &

software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, &
software)
- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals,
software - NO ROMS or cartridge)
- Flash Telecommunications package (Complete with packaging, manuals, &
software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by
Motorola

Manuals & Technical Guides (software status specified) Please make an
offer
==========
The majority of the ST/TT manuals are of the binder variety
- Micro C Shell - by Beckemeyer Development Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without
software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Integral Solutions (without software)
- Brataccas - by Psygnosis (without software)

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye

- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

6388. Brand New Atari Jaguar Items for Sale/Trade

Newsgroup: comp.sys.atari.st
Date: 2000-11-26 04:39:55 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <vu0U5.4050$24.370389@news0.telusplanet.net>
Source record: 53920
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.toys,rec.toys.misc,rec.toys.vintage

To respond to this message, please use the enclosed email address rather than your reply button. Dealer enquiries are welcome.

- Last Updated 11/25/00
- Sold items removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - 2 units left
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

6389. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <8vuee8$26p$1@plutonium.compulink.co.uk>
Source record: 53796

On 24 Nov 2000 23:53:14 , Richard Kilpatrick wrote:
>Once upon a time <3A1F916D.2574CD0E@intergate.bc.ca>, Artur Stachon
><astachon@intergate.bc.ca> grabbed chalk and scrawled:
>>How is it to browse the net with Falcon ?
>Tolerable. Just.
>
>>Isn't it slow ?
>Very.
> <snip>
>>Maybe Atari TT or something like GEMULATOR ?
>The TT isn't a great deal faster than the Falcon - in fact, some are
>16MHz too.

A stock TT is appreciably faster than a Falcon in practise.
I was also surprised to see how much faster a TT with a graphics card
was compared to a Nemesis'd Falcon on both screen redraws and image
processing.

rgds
H

6390. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <8vueea$26p$2@plutonium.compulink.co.uk>
Source record: 53797

On 25 Nov 2000 12:03:51 , "www.josh.org.uk" wrote:
><snip>
>> The TT isn't a great deal faster than the Falcon - in fact, some are
>> 16MHz too.
>I thought all TTs sold mainstream were 32MHz ? Is this not correct?

The very original TT's were released at 16MHz 68030 with 16MHz 68881
FPU, but was quickly upgraded to a 32MHz 030 with a 68882 FPU.
I wouldn't imaging there were many of the originals in circulation...

rgds
H

6391. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <8vueec$26p$3@plutonium.compulink.co.uk>
Source record: 53798

On 26 Nov 2000 15:44:50 , Odd Skancke wrote:
>On Sat, 25 Nov 2000, Steve Sweet wrote:
>>> Might it make any difference if I use SERIAL 2 instead of MODEM 2 for my
>>> port? The STinG 1.26 doc seems to recommend it.
>> Stick to Modem 2, its got hardare flow control, much superior to RTS/CTS
> ^^^^^^^
> uhm ... RTS/CTS IS hardware flow control, so I guess you mean XON/XOFF
> here? Anyway, if serial ports on the MSTe (or are we talking TT here?) are
> the same as on the TT, it doesn't really matter what port you use as both
> Modem 2 and Serial 2 are coming from the SCC. However, if you intend to
> use the LAN port later, do as suggested and stay with Modem 2. Both Modem
> 2 and Serial 2 support RTS/CTS. Only one of the MFP ports do not have
> RTS/CTS handshaking .. I think that was Serial 1.

On the subject of ICD drivers, I think they do give some bogus write failure messages. I'm pretty sure it's re-trying and succeeding, but failing to say so, else the OS would report a write failure, wouldn't it?

Wrt Serial 2 versus Modem 2, I've been interested to find a successful setup for both STinG and HSModem. Does anyone have a working version they'd like to share? I've got quite a tangle of wires at the back of my TT with the graphics card and monitor plugged in there, but if I can get a standard 115k2 instead of the 38k4 I'm working with it would be worth trying to get it connected properly.

I can't find my copy of the A-Z book which had errors in its pin-assignments for the serial ports, but I'm reasonably sure it's only RI that's not connected on pin 9 of Serial 2 compared to Modem 2.

Does this ring true (sorry... <g>)

rgds
H

6392. Re: ma-ST-o-don't - ATARI ST games -

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <8vueee$26p$4@plutonium.compulink.co.uk>
Source record: 53799

On 26 Nov 2000 10:10:05 , "ALBERT HARTMAN JR." wrote:
>This name always bugs me too..
>I have always assumed it meant something in a different language than
>English.

I don't know what it is either, but wasn't a Mastodon(sp?) a kind of
dinosaur?

rgds
H

6393. Re: Zoek hard disk Atari ST1040 FM

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <8vuemlmdg1@news1.xs4all.nl>
Source record: 53800

als je toch Nederlands schrijft,
geef je dan op voor

atari-nederland-subscribe@egroups.com

met een lege boodschap, verdere instructies
volgen dan ook....

bij de atari-nederland mailinglist
vind je allicht antwoord op je vragen...

groetjes, Rein

--

Rein Bakhuizen van den Brink
URL http://www.xs4all.nl/~dziewon
+00-31-71-5212950 [voice] /-5234587 [fax]
P.O.Box 749, NL-2300 AS Leiden
ISO-8859-2 ��dz�Ö�� ����□

On 26 Nov 2000 22:26:44 , "Michiel" wrote:
>Ik zoek een externe SCSI hard disk incl. controller voor mijn Atari ST 1040.
>Als ji er nog een hebt liggen waar je vanaf wilt, laat je prijs maar horen
>!
>
>Michiel
>
>
>.

6394. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <kIjr2QAfVsI6Ew18@my-ste.demon.co.uk>
Source record: 53801

In article <3a21ae87@news.telinco.net>, kevin dermott
<k@kevindermott.co.uk> writes
>
>> Regards,
>> David Bolt
>>
>> --
>> A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
>> AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
>> AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
>> 7.0 |http://www.distributed.net/
>
>Is that THE David Bolt from DFS ESP zone12 ???

I don't think so, since I've no idea what DFS ESP zone12 is.

BTW, what is it?

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
7.0 |http://www.distributed.net/

6395. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <HUcHzILkkrI6Ewhg@lovecraft.demon.co.uk>
Source record: 53802

Once upon a time <nbc52t4qh8tn583bgcbh1dicestk8iajj8@4ax.com>, Philippe
<flippoNOSPAMPLEASE@penguinpowered.com> grabbed chalk and scrawled:

>Just as you probably will not know were Antwerp is situated, Kevin
>didn't know that TN stands for Tenessee

As it happens, I do.
I'm assuming you've read the other posts where I point out /I'm British,
not American/ and will leave it at that.

Had you been selling something, despite your .com email, I would have
known you were in Belgium anyway.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6396. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Simon Osborne <atariactive@xoasis.com>
Message-ID: <8vukpl$5op0q$1@ID-59683.news.dfncis.de>
Source record: 53803

Neil Chester wrote in message <8vrute$cp7$1@news5.svr.pol.co.uk>...
>Here in the UK I have recently seen an advert for a UMAX A4 Flatbed
>Scanner for 60UKP this seems quite reasonable seeing as though it has both
>USB ports and SCSI II. At the moment I don't have a model number - but it
>was advertised by jungle.com.
>
>Two questions:
>
>1) Will it work with my Falcon, I already have a CDROM drive connected to
>the SCSI port?

Yes, it will connect-up fine with the right cable

>
>2) Is there any scanning software available that would work with these
>modern scanners (ie still supported!), what drivers do I need also?

Probably Scan-X and Sandrine will work.

Simon

6397. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Simon Osborne <atariactive@xoasis.com>
Message-ID: <8vul0f$5lasq$1@ID-59683.news.dfncis.de>
Source record: 53804

kevin dermott wrote in message <3a2139e3$1@news.telinco.net>...
>Kevin (OL8 4DL) so where is that??

Oldham, Lancashire.

I have a feeling it's Chadderton, maybe

Simon

6398. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <8vul0e$92t$1@news8.svr.pol.co.uk>
Source record: 53805

On 26 Nov 2000 21:47:21 , "Shiuming Lai" wrote:
>
>"Neil Chester" <neil@adel6.freeserve.co.uk> wrote in message
>news:8vrute$cp7$1@news5.svr.pol.co.uk...
>> Atari Falcon MkX CTIIB 14/64, 2.1Gb HD, MagiC 6, 2 cooling fans, tatty
>> swivelling typists chair.
>
>Zorro's CT2/MKX has more cooling fans
>than your machine and mine put together...
>Is that what you call well and truly thrashed
>or what?

Bet he doesn't have a tatty swiveling typists chair though! If you
swivel around fast enough you can create 2Gs worth of thrust which will
cool the case down to around -25degreesC.

Is it "HOMA" who do Scanner drivers/software? Do they still exist?

Anyone have a web address or e-mail?

Neil.

6399. MagiC Mac

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Simon Osborne <atariactive@xoasis.com>
Message-ID: <8vul2v$5s7i0$1@ID-59683.news.dfncis.de>
Source record: 53806

Where can I buy Magic Mac for a good price?

UK preferred, although cheapest i bet :)

Thank you,
Simon Osborne

6400. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8vumej$4s1$1@snipp.uninett.no>
Source record: 53807

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> Actaully I think browsing with a Falcon should be faster than browsing with
> a 486/66mhz.

Definitely not. I've had a 486 DX2/66 myself, and I'd say it's almost as
fast as my Afterburner. E.g. a 20MHz Falcon use 15 minutes or so to render
the GEMDOS function overview (in the Atari Compendium) in CAB, while a
40MHz Afterburner use 40-50 seconds... The 486 (MSIE 4.0) used about a
minute.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6401. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8vumhuti1@newsg2.svr.pol.co.uk>
Source record: 53808

There appears to be some drivers for UMAX scanners on Atari at
http://www.magmacom.com/~nima/html/other/newsflas.htm
but these don't list the 2200SU which is the combined SCSI/USB scanners
advertised on Jungle. However there is an e-mail address for advice.

Dave Wade.

Neil Chester <neil@adel6.freeserve.co.uk> wrote in message
news:8vrute$cp7$1@news5.svr.pol.co.uk...
> Here in the UK I have recently seen an advert for a UMAX A4 Flatbed
> Scanner for 60UKP this seems quite reasonable seeing as though it has both
> USB ports and SCSI II. At the moment I don't have a model number - but it
> was advertised by jungle.com.
>
> Two questions:
>
> 1) Will it work with my Falcon, I already have a CDROM drive connected to
> the SCSI port?
>
> 2) Is there any scanning software available that would work with these
> modern scanners (ie still supported!), what drivers do I need also?
>
> I would appreciate any help before I purchase it!
>
> Thanks
>
> Neil
>
>
> Atari Falcon MkX CTIIB 14/64, 2.1Gb HD, MagiC 6, 2 cooling fans, tatty
> swivelling typists chair.

6402. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Simon Osborne <atariactive@xoasis.com>
Message-ID: <8vumnf$5lkir$1@ID-59683.news.dfncis.de>
Source record: 53809

Neil Chester wrote in message <8vul0e$92t$1@news8.svr.pol.co.uk>...
>On 26 Nov 2000 21:47:21 , "Shiuming Lai" wrote:
>Is it "HOMA" who do Scanner drivers/software? Do they still exist?
>
>Anyone have a web address or e-mail?
>
>Neil.

They have gone apparently :(

Simon

6403. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8vumuk$4s1$2@snipp.uninett.no>
Source record: 53810

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:

> The TT isn't a great deal faster than the Falcon - in fact, some are

I beg to differ, a TT is quite a lot faster than a stock Falcon, probably twice as fast on most things, three or four times faster on some things.

> 16MHz too.

I have one of the first TT's manufactured myself (october 1990), and it's the 16MHz version upgraded to 32MHz. I don't think many pure 16MHz TT's were sold, if any at all. All TT's are 16MHz really, it's just the CPU (and perhaps the FPU? I'm not sure) that's double-clocked. It really doesn't make much difference with a 030 since the caches are so small, but it made the ads more impressive.

The main reason why the TT is so much faster than the Falcon is that it's a true 32-bit design, and not a 16 bit design with a crippled (16 bit databus, 24 bit address bus) 030 like the Falcon.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

6404. Re: Re-aligning a floppy drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <2bBU5.5418$Vj3.1239147@nnrp3.clara.net>
Source record: 53811

"Blair Dean" <aa728@freenet.carleton.ca> wrote in message
news:8vs8q0stg2@freenet9.carleton.ca...
> The floppy on my TT030 is getting unreliable & I think it may be the
> alignment. I've heard that it isn't too difficult to DIY re-align, but
need
> the instructions on how to do this. Anyone have these instructions that
they
> could send me?

You need a special alignment disk (NOT any
old disk) and oscilloscope. I wouldn't call it
a simple DIY job. Back in the old days it
was common, but now FDDs are throw-away
items (except, unfortunately, the Atari type
with the nice bezel - perhaps you could remove
just that bit and transplant it onto the same
mechanism if you find one...)

Shiuming Lai

6405. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8vunhjegr1@newsg4.svr.pol.co.uk>
Source record: 53812

Opps forgot. If the drivers work It should not co-exist with a CD ROM, on
the other hand given the delay at UMAX to produce
Windows/2000 drivers for the USB scanners, which did not arrive until April,
when W2K had been available in retail for 3 months and as a beta for
goodness knows how long I guess they could screw anything up.....

Neil Chester <neil@adel6.freeserve.co.uk> wrote in message
news:8vrute$cp7$1@news5.svr.pol.co.uk...
> Here in the UK I have recently seen an advert for a UMAX A4 Flatbed
> Scanner for 60UKP this seems quite reasonable seeing as though it has both
> USB ports and SCSI II. At the moment I don't have a model number - but it
> was advertised by jungle.com.
>
> Two questions:
>
> 1) Will it work with my Falcon, I already have a CDROM drive connected to
> the SCSI port?
>
> 2) Is there any scanning software available that would work with these
> modern scanners (ie still supported!), what drivers do I need also?
>
> I would appreciate any help before I purchase it!
>
> Thanks
>
> Neil
>
>
> Atari Falcon MkX CTIIB 14/64, 2.1Gb HD, MagiC 6, 2 cooling fans, tatty
> swivelling typists chair.

6406. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <uROdSwLsDuI6EwUy@lovecraft.demon.co.uk>
Source record: 53813

Once upon a time <3A207956.2015C246@spamrulesdhs.nu>, ae@spamrulesdhs.nu
grabbed chalk and scrawled:
>About MagiC: It's one hell of an unstable OS. It has crashed my harddisk badly
>(as
>in making unuseable on Atari without repairing it with fdisk on msdos (the mbr
>was
>overwritten). And this has happened twice for me, and for other people I know as
>well. So I cannot recomend MagiC at all. A much better choice is "MiNT" with
>N.AES
>GUI. It's sold from http://www.woller.com.

Okay, so MagiC sucks. Your demos both worked under TOS, MagiC + Thing,
and exit cleanly, no problems with videomodes.

I'm impressed ;) And off to download everything else!

Richard

--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6407. Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011271727080.106-100000@TT030>
Source record: 53814

For the moment I'm booting an old SCSI drive as I seem to
be having trouble getting the machine to accept an IDE
drive. Perhaps someone has some advise or had similiar
problems?

I have a brand new Quantum 15gig which always results
in a "spurious interrupt" error. The msg appears directly
after the memory test at boot time, but before HD driver even
loads.

I have an older 1gig Fujitsu which was pulled from a working
amiga setup. Booting with this drive results in a "bus error"
at the same point.

Both drives completely halt the boot stage so I never get to
the desktop. I am 100% sure they are connected correctly
and set as master during all tests. I even have printed docs
which came with the new drive so there is no guess work on
the settings or cabling.

At this point I'm baffled. Maybe the 15gig is too big or too
new? It has udma 100/ATA blah... and so on, all of which I
don't really need. The older drive perhaps needs re-initialized?
Maybe the amiga has place data where the hades looks for a boot
record?

Any help would be good... thanks.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6408. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8vup7s$5d4$1@snipp.uninett.no>
Source record: 53815

Steve Sweet <stevesweet@bun.com> wrote:

>>on msdos (the mbr was overwritten). And this has happened twice for me,
>>and for other people I know as well. So I cannot recomend MagiC at all.

> What total bollox!! Fix your computer then magic will run fine on it.

Please tell me how to fix my Falcon to make MagiC run reliably. Even the cleanest of clean MagiC-setups will crash my Falcon, even though the *exact* same setup runs reliably on a virtually identical (same accelerator, same gfx card and the very same disk (taken from my Falcon and booted as is)) Falcon. TOS, MiNT+N.AES, Geneva and MiNT+Geneva is stable.

> Magic quite often shows up hardware problems that otherwise dont surface,

That's one theory. It's possible that MagiC access some registers too fast on the Falcon, with the result that stability depends on having the "correct" parts from the "correct" batch. I'd say that this is something the OS should take care of, it's not a hardware problem in the sense that the hardware is faulty. The fact is that hardware varies slightly from batch to batch, and especially in a fragile and delicate design like the Falcon this can make a big difference.

> if peops have problems with magic then they should look closley at their
> hardware.

No, the developer(s) of MagiC should take a closer look at the hardware.

> Its easy to blame Magic, but its not the cause, its just a distraction
> from the real problem.

I don't think so. Even if some Falcons are really defect and that's why MagiC doesn't run reliably, then MagiC should either be fixed to handle this hardware (after all, TOS, MiNT and Linux doesn't have these problems so it should be possible) or the publisher should admit that there is a problem and offer a refund.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6409. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <7PBU5.5476$Vj3.1249873@nnrp3.clara.net>
Source record: 53816

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:927pL9G5DaI6EwVs@lovecraft.demon.co.uk...
> Once upon a time <75eU5.4326$Vj3.1004371@nnrp3.clara.net>, Shiuming Lai
> <lais@Spam.?> grabbed chalk and scrawled:
>
> >Price: £85.00 including registered delivery
> >within UK mainland. Overseas enquiries please
> >ask for further details.
>
> *sighs*
>
> Oh well ;)
>
> Maybe when the next one comes up ;)

The only reason this is for sale is because I
never fitted it (though I did give it a good soak
test yesterday on a friend's AB40 machine).

AB40s are not the sort of thing that people
sell unless together with the Falcon, because
they work very well.

Shiuming Lai

6410. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.30.0011272034380.25443-100000@moose.erie.net>
Source record: 53817

This is exactly what I described as the problem in a previous
message. What is needed is someone who is willing to program the
replacement GALs for us. I could use two of them. If we can consolidate
all of our needs there may be a large enough quantitiy to make it
worthwhile for someone to do.

On Mon, 27 Nov 2000, Thomas J. Andrews wrote:

> On 26 Nov 2000 21:55:42 , Martin Holmes wrote:
>
> >Hi Thomas
> >
> >I posted similar messages some months back having experienced
> >problems downloading files on my MSTE. They appeared to download fine
> >but I was unable to de-compress files without CRC errors.
> >It was also partially responsible for corrupting my
> >HD partition which led me to think my HD was the main problem.
> >I was trying to use faster speeds at the time but now I stick to 19200
> >on Modem1 which has at least given me reliable downloads - if
> >not as fast as I would like.
> >
> >Apparantly the problem is caused during data transmission over Modem2
> >or Serial2, and simultaneous DMA access of the hard drive (or floppy)
> >when files are destroyed. Compressed files then can't be unpacked
> >successfuly. The problem comes from a programmable chip which can be
> >replaced with a debugged one. Information on how this can be achieved
> >can be found in the file FSER096B.LZH. But as the text is in German I am
> >still none the wiser on how to actually achieve the modifications myself.
> >
> >There is also a little info about this in the file HSMDOC7E/SCC_X.TXT
> >
> >This has been driving me mad for some time now so if anyone can provide
> >some 'not too technical help' on how to achieve this modification pls let
> >me know - it seems there are a few of us pulling our hair out!
> >
>
> I checked HSMDOC7E/SCC_X.TXT and found this:
>
> >
> >MegaSTE with MODEM2/SERIAL2 Errors
> >----------------------------------
> >With some MegaSTE's, during data transmission over MODEM2 or SERIAL2 and
> >simultaneous DMA access of the hard drive or floppy disks, files are
> >destroyed. This usually shows up when, after using - say - ZMODEM for
> >receiving (or sending) archives (e.g. LZH, ZOO, ZIP) they can't be

> >unpacked (error message from the packer). This error is caused by a faulty
> >PAL in the control logic of the SCC. Franz Sirl has developed a GAL that
> >replaces the PAL and in our experience removes the error. The listing for
> >the GAL can be found in mailboxes as archive FSER096B.LZH.
> >
>
> This sounds like exactly what is happening. The only file that's given me
> trouble is the only compressed file I've done anything with since trying
> MODEM2. I haven't looked for the LZH file with the solution to check it
> out, but I'm willing to take your word about the language problem. However,
> I *may* have a way to help. I know of someone who might be able to
> translate for us. I can't say for sure yet, because I haven't asked him,
> but I'm reasonably sure he would do it if he can. If you could email
> FSER096B.LZH to me (that way I don't have to hunt it down) I'll ask him if
> he could do the translation.
>
> Please remember, I make no promises.
>
>
> --
>
> TJ
> Keeper of the Flame
> &
> Atari Computer Enthusiast of Syracuse
>

6411. Re: Hades060 floppy question

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8vs8ab$jr9$1@nnrp1.deja.com>
Source record: 53874

In article <974999852-201861AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
> >You're cruising for a bruising Steve.....
>
> And as i enjoy this sort of thing you could come unstuck very ..

This explains a lot about your postings.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

6412. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8vs8jmjsu1@nnrp1.deja.com>
Source record: 53875

In article <Enh3vfBsCaH6EwL+@lovecraft.demon.co.uk>,
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
> If you have a Mac or PC, I hate to be devil's advocate, but /why?/...

Why not?

Sometimes doing things differently part of the entertainment. For my part (as an example), I use my office's nice T1 line via a 100bT connection in the evenings and consequently use my Falcon at home infrequently for net access. Nonetheless, I do use it.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

6413. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8vsbfikhd1@nnrp1.deja.com>
Source record: 53876

In article <66g22t8en4hnemrfa0m0lomb5jhkbomftm@4ax.com>,
flippoNOSPAMPLEASE@penguinpowered.com wrote:
> On Sun, 26 Nov 2000 09:12:33 -0700, "Jared Falvo"
> <luposian@mailcity.com> wrote:
>
> >If Gore wins the presidency, he will have stolen it! Bush is the
> >rightful winner of the election.
> For me it looks like Bush has been cheating, hiring a pr bureau to
> organise a demonstration, not really honest, not...
>
We'll likely never know who had the most votes, particularly since (if you eliminate S. California) the difference in the popular vote nationwide is similar to that in Florida (less than 0.1% difference). The rules in place were designed to exclude votes, not include them, and traditionally about 1% of ballots are disqualified for one reason or another. Usually this doesn't affect the outcome.

With a number of people intentionally not voting for president, another number uncertain of the rules (no, you can't vote twice) and millions of registered voters not voting at all, the only thing we can be certain of is that we seem to like (or dislike) Bush and Gore about evenly. Now, if one of them used Ataris, that would be another matter. :-)

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

6414. Re: Tim Conrardy's Site...

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8vsh8dlph1@nnrp1.deja.com>
Source record: 53877

> >>----------
> >>I would like to invite anyone of you to the Atari-midi mailing list.
> >>_____
> >>Tim's Atari Midi World http://atari.atlantis-bbs.com
> >>Mirror Site: http://sites.netscape.net/timconrardy/index.htm
> >>Atari-Midi Mailing List:http://www.egroups.com/group/atari
> >>tconrardy@hotmail.com
> >
> >Is anyone else having problems with these right now?
> >
> >The top one is reporting DNS not found, the mirror is almost hanging
my
> >computer loading the MIDI file (I assume that is what is causing it,
IE
> >locks up for ages).
>
> I have gotten to Tim's site in the last week or so. Have not tried
the
> other sites.
>
> Edward S. Baiz Jr.

OK......sorry about the confusion there. The Atlantis BBS address went out so now the "official " (whatever that is:-)Site is the "mirror" which is:

http://sites.netscape.net/timconrardy/index.htm

I did make an announcemnt on this newsgrp when that happened, but I still have to change my signiture "for real" as I mostly just edit out the old address. Looks like I missed one time.

I have been making some improvements on the site including an easy way to join Atari-Midi: you just put in your email address, and thats it!

Hope that clears things up. The netscape site seems pretty stable.

Tim Conrardy

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

6415. Re: Ethernet for Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Krzysztof Maj <kmaj@cherry.ath.cx>
Message-ID: <3a2211a64bcd81@cherry.ath.cx>
Source record: 53878

On Thu 23-11-2000 07:42 (GMT) Yann Lossouarn wrote:

>Just have a look at those one... :-)
>
>http://www.asamnet.de/~hilgarte/ether_e.htm

This ethernet adapter is no more available (for the moment?).

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@REMOVE.THIS.cherry.ath.cx

6416. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Sieger Veenhoven <s.r.w.veenhoven@student.utwente.nl>
Message-ID: <8vt5k1$717$1@dinkel.civ.utwente.nl>
Source record: 53879

> > > Kevin (OL8 4DL) so where is that??
> >
> > CZECH. REP??
> >
> miles off it's about 15 miles SW of Huddersfield Nth Yrks

OOOh... it's your postal code.... I thought it might have been you're amateur radio callsign (callsign's beginning with OL originate from czech. rep)

Sieger

6417. Re: Re-aligning a floppy drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8vt8e1suc1@draco.stochastik.rwth-aachen.de>
Source record: 53880

In article <8vs8q0stg2@freenet9.carleton.ca>,
Blair Dean <aa728@freenet.carleton.ca> wrote:
>The floppy on my TT030 is getting unreliable & I think it may be the
>alignment. I've heard that it isn't too difficult to DIY re-align, but need

You need an oscilloscope and an alignment disk (with elliptical tracks
recorded). Then you need to find the output of the first pre-amp on the
drive to attach the scope, loosen the screws on the stepper motor and adjust
for optimal signal on track 40 - check after fastening the screws again.

In short: it is much easier to just buy a new PC drive and modify that for
DS0 instead of DS1.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

6418. Re: Mastodont=giant structure...

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Baptiste Louis <Baptiste.Louis@eleve.emn.fr>
Message-ID: <8vtgp2ja1@wfn.emn.fr>
Source record: 53881
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

Hello everybody,

"Michael Koenig" <mikoenig@web.de> wrote in message
news:PM000376FFC82FFAB7@wintermute.unknown.dom...
>
> I think it's a prehistoric elephant...

In French (and, on other languages), we say "Mastodonte" (pronounce it "Ma - ST - o - Don't" ^_^ indeed). And, you are right, it's a sort of enormous fossil animal which looks like a mammoth.
Moreover, "Mastodonte" can be used to describe a stout build person or a huge machine.

Regards
Baptiste

6419. Re: Ethernet for Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ekrmn9.12nulc74l80viN%rsmac@t-online.de>
Source record: 53882

Krzysztof Maj <kmaj@cherry.ath.cx> wrote:

> >http://www.asamnet.de/~hilgarte/ether_e.htm
>
> This ethernet adapter is no more available (for the moment?).

For the moment.. :)

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

6420. Re: Falcon Internet problem

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: bonfieldd@my-deja.com
Message-ID: <8vu64n$3a0$1@nnrp1.deja.com>
Source record: 53883

Hi.

In article <8ut9fmgce1@nnrp1.deja.com>,
atarigalen@my-deja.com wrote:

> >
> OK. First of all, what does your auto folder look like (in running
> order)? Secondly, running under as close to stripped as possible,
> (only the HSModem stuff, STing, and minimal CPXs) get STing running and
> Ping www.yahoo.com or some similar big provider. Play around with
> cache and modem speeds until you get it working. For example, with my
> 14MB stock Falcon, I had to set the serial port at 56K. 115 and 230
> both provided a lack of stability. Your mileage may vary.
>

Well, after a lot of experimentation I've found it doesn't crash nearly as
often when I disable the loading of images - so it's probably bombing when
it runs out of memory decompressing jpegs etc. :(I've therefore done the
decent thing and ordered a ram upgrade. :) Thanks for your help.

Sent via Deja.com http://www.deja.com/
Before you buy.

6421. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Anders Eriksson <ae@spamrules.dhs.nu>
Message-ID: <3A229BDE.5892B1D1@spamrules.dhs.nu>
Source record: 53884

Steve Sweet wrote:

> >About MagiC: It's one hell of an unstable OS. It has crashed my harddisk
> >badly (as in making unuseable on Atari without repairing it with fdisk
> >on msdos (the mbr was overwritten). And this has happened twice for me,
> >and for other people I know as well. So I cannot recomend MagiC at all.
>
> What total bollox!! Fix your computer then magic will run fine on it.

Hello,

I'm afraid it's not bollox at all. It is exactly what has happened. And if it's my hardware, my friends hardware etc that is making the software bug, so be it. The software still crashes, while other software (read; mint/n.aes) works fine.

>I have helped numerous peops with magic installations, it is rock solid
>and very stable.

Interesting, first it is rock solid, then it is very stable. What's the next
□step? "Working sometimes?" ;-)

--
Anders Eriksson
ae@spam_me.dhs.nu

6422. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Anders Eriksson <ae@spamrules.dhs.nu>
Message-ID: <3A229F9A.83A8858C@spamrules.dhs.nu>
Source record: 53885

Richard Kilpatrick wrote:

> I've seen software and also adaptors that can make my SVGA into an RGB
> display...

Hello again Richard!

Definitly not software. Most demos access the hardware directly, and belive me, it will be an rgb-signal coming out of the Falcon then :-)

With hardware it is possible to translate it to VGA, but such devices are usually not that cheap. Or easy to find for that matter.

Easiest way (and most effectful) is simply to connect the Falcon to a TV via the RF-output. Especially good if you have a big telly :-)

> I've got N.AES, somewhere, not sure if I have MiNT. I'll check them out
> when I have a new HD :)

MiNT, which is the kernel (open source, freeware) is delivered together with N.AES, so sure you have it if you got N.AES.

For news and things about MiNT, http://www.freemint.de/ is a good start.

--
Anders Eriksson
ae@spam_me.dhs.nu

6423. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8vu7bc$pc9$1@snipp.uninett.no>
Source record: 53886

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:

>>Price: ï¿½85.00 including registered delivery
>>within UK mainland. Overseas enquiries please
>>ask for further details.

> *sighs*

> Oh well ;)

> Maybe when the next one comes up ;)

I paid ~400UKP for mine, and that was really cheap three years ago...
Anyway, if the AB is in good condition I don't think 85UKP is that
expensive. It's a rare piece of hardware, and IMO the best upgrade
(besides a graphics card) you can get for your Falcon.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6424. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: taj16@dreamscape.com
Message-ID: <t258aq8fsavoa6@corp.supernews.com>
Source record: 53887

On 26 Nov 2000 21:55:42 , Martin Holmes wrote:

>Hi Thomas
>
>I posted similar messages some months back having experienced
>problems downloading files on my MSTE. They appeared to download fine
>but I was unable to de-compress files without CRC errors.
>It was also partially responsible for corrupting my
>HD partition which led me to think my HD was the main problem.
>I was trying to use faster speeds at the time but now I stick to 19200
>on Modem1 which has at least given me reliable downloads - if
>not as fast as I would like.
>
>Apparantly the problem is caused during data transmission over Modem2
>or Serial2, and simultaneous DMA access of the hard drive (or floppy)
>when files are destroyed. Compressed files then can't be unpacked
>successfuly. The problem comes from a programmable chip which can be
>replaced with a debugged one. Information on how this can be achieved
>can be found in the file FSER096B.LZH. But as the text is in German I am
>still none the wiser on how to actually achieve the modifications myself.
>
>There is also a little info about this in the file HSMDOC7E/SCC_X.TXT
>
>This has been driving me mad for some time now so if anyone can provide
>some 'not too technical help' on how to achieve this modification pls let
>me know - it seems there are a few of us pulling our hair out!
>

I checked HSMDOC7E/SCC_X.TXT and found this:

>
>MegaSTE with MODEM2/SERIAL2 Errors
>---------------------------------
>With some MegaSTE's, during data transmission over MODEM2 or SERIAL2 and
>simultaneous DMA access of the hard drive or floppy disks, files are
>destroyed. This usually shows up when, after using - say - ZMODEM for
>receiving (or sending) archives (e.g. LZH, ZOO, ZIP) they can't be
>unpacked (error message from the packer). This error is caused by a faulty
>PAL in the control logic of the SCC. Franz Sirl has developed a GAL that
>replaces the PAL and in our experience removes the error. The listing for
>the GAL can be found in mailboxes as archive FSER096B.LZH.
>

This sounds like exactly what is happening. The only file that's given me
trouble is the only compressed file I've done anything with since trying

MODEM2. I haven't looked for the LZH file with the solution to check it out, but I'm willing to take your word about the language problem. However, I *may* have a way to help. I know of someone who might be able to translate for us. I can't say for sure yet, because I haven't asked him, but I'm reasonably sure he would do it if he can. If you could email FSER096B.LZH to me (that way I don't have to hunt it down) I'll ask him if he could do the translation.

Please remember, I make no promises.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6425. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <%qxU5.28409$8F2.3880242@nnrp4.clara.net>
Source record: 53888

<xlator@cix.compulink.co.uk> wrote in message
news:8vpqi4eto1@plutonium.compulink.co.uk...
> In message <974826432-657683AEicMi@bun.com>, stevesweet@bun.com said:
> >Isnt it time that CIX looked to the future, or at least the near past
> >with it dinosaur system..
>
> I don't think you can blame Cix for this - it only happens with
> Shiuming's postings and no one elses. He must have changed something in
> the last couple of weeks,

No jokes about underwear please, Steve.

Shiuming Lai

6426. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10011271305160.11201-100000@shell2>
Source record: 53889

On Sun, 26 Nov 2000, Steve Sweet wrote:

> Hi Anders Erikson
>
> >About MagiC: It's one hell of an unstable OS. It has crashed my harddisk
> >badly (as in making unuseable on Atari without repairing it with fdisk
> >on msdos (the mbr was overwritten). And this has happened twice for me,
> >and for other people I know as well. So I cannot recomend MagiC at all.
>
> What total bollox!! Fix your computer then magic will run fine on it.

Steve, I am afraid Anders is right.

And you can't say that it is the falcon asthe EXACT same thing happens
on the megaste. Which is NOT falcon and doesn't have DSP etc etc.
Yet it crashes very often.
Blaming on the hardware is fine, but hard to believe when the same
"faulty" hard works for days/weeks with a different OS. Don't you think
it's a little weird?

>
> Magic quite often shows up hardware problems that otherwise dont surface,
> if peops have problems with magic then they should look closley at their
> hardware.

You don't make any sense.
Hardware is to run application which run under an OS.
If same hardware and same application but different OS and one crash and
the other one doesn't. Guess what's faulty?

the gemdos fatal error, i have seen it sooo many times. As a matter of
fact!, even with magicpc I have seen the same type of crashes, fatal
gemdos error, where the only thing was to reboot, and IF lucky the FAT of
my C drive would be ok.

>
> Its easy to blame Magic, but its not the cause, its just a distraction
> from the real problem.

No sense again.

>
> I have helped numerous peops with magic installations, it is rock solid
> and very stable. Ive used all its version and agreed its had niggley
> problems as its developed but none that cause problems youve mentioned.
>
> The current level 6.1 is rock solid when used with HD-Driver, NVDI and

> Jinnee.

yup, what I used, though not jinnee as i didn't like it.

falcon, megaste, magicpc. 3 different hardware, is that luck or what that they would fail with magic but not other OS?
btw: don't tell me that it comes from the settings as magic is "supposedly" the easiest thing to setup, the user friendly OS. And I figured that if i can setup NT, MiNT with MiNTOS/kgmd, irix and linux, Magic can't be that hard to setup, right?

Btw: Yes i tried different order for the auto folder, and tried different tricks in magic.inf, and things like disabling the timeslice from the inf file to be enabled from the cpx, and all that crap. that didn't help much. And I figured that if with NO auto folder and no ACC loaded it still crashed, there can't be no software conflict. Magic is pure crap if you asked me. Prove me wrong, have a log: don't reboot for 1 week, load all the applications you have, and fill your memory up (so you get a memory exhausted), if you have a 4meg machine, reach the 4meg, then unload. Load CAB, papyrus, qed, airc, some gem games and all at the same time.

6427. Re: wordpad on st

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a22ae51$0$180@news.zetnet.co.uk>
Source record: 53890

On 15 Nov 2000 23:00:32 , JI Logan wrote:
>On 15 Nov 2000 20:20:40 , Trevor Spencer wrote:

>|
>|Where can you get the demo from? I've just had some MS word files sent to
>|me and I was wondering how to read them.
>
>www.rom-logicware.com

Thanks!

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

6428. Re: Stacy or ST Notebook - oops

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Philippe <flippoNOSPAMPLEASE@penguinpowered.com>
Message-ID: <l9c52tgee8n8eg9e52sm060hiic8b1tn15@4ax.com>
Source record: 53891

On Sun, 26 Nov 2000 12:22:34 +0100, Raoul Teulings <rt@xs4all.nl>
wrote:

>Hi Philippe,
>
>Try www.calamus.net. They have also little announces to look
>into. And Atari-world.com and Atari.org. The last time I looked
>they had announces too.
>
>Succes,
>
>Raoul Teulings
>3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.
thanx Raoul, i'll try those url's

Philippe

6429. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Philippe <flippoNOSPAMPLEASE@penguinpowered.com>
Message-ID: <nbc52t4qh8tn583bgcbh1dicestk8iajj8@4ax.com>
Source record: 53892

On Sun, 26 Nov 2000 23:13:08 +0000, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> wrote:

>Actually, I was meaning that Kevin was being wilfully stupid asking
>about Knoxville, TN.
>
>My /cat/ knows where TN is.
>
>*sighs*
>Richard
The world doesn't turn Around the united states only, you know, stop
to be or to try to be the Biggest ... that my problem with American
people they think the are the centre of the world and they simply
aren't. ;-) European people are not stupid, most of us speak at least
two or three languages; in my country Belgium we speak French,
Flemisch, German and English. Not always that fluent but at least we
do our best to speak other languages,
Just as you probably will not know were Antwerp is situated, Kevin
didn't know that TN stands for Tenessee

best regards,

Philippe

6430. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <zUcKzIKkArI6Ewng@lovecraft.demon.co.uk>
Source record: 53893

Once upon a time <8vu7bc$pc9$1@snipp.uninett.no>, Jo Even Skarstein
<joska@nvg.ntnu.no> grabbed chalk and scrawled:

>I paid ~400UKP for mine, and that was really cheap three years ago...
>Anyway, if the AB is in good condition I don't think 85UKP is that
>expensive. It's a rare piece of hardware, and IMO the best upgrade
>(besides a graphics card) you can get for your Falcon.

Oh, I don't think it's expensive. I just bought a new effects unit, so I
don't have ï¿½85. Hence the sighs...

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6431. \SWAP? Roland EG-101 for TT system

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <20JLrVKyCrI6Ewlz@lovecraft.demon.co.uk>
Source record: 53894

It seems that the best machine for Sequencing is the TT, the Falcon is
best for hard disc recording.

So I think I should have both :)

I've got a mint Roland EG-101 with manuals, new PSU etc. I'd like to
swap... otherwise I'll sit and wait till I have more money around,
having just bought the Falcon ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6432. Cubase *.IMG file printing through NVDI?

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <IyyU5.18845$6W1.992581@news.flash.net>
Source record: 53895

Hi!

I was just wondering. I know that I can get Cubase Score to print a *.IMG file of sheet music, but is there any way of getting that file to automatically be sent through one of NVDI's printer drivers so that I don't have to be limited by Cubase's drivers? My reason: I have two printers, and the one attached to my Falcon, which is compatible with Cubase's drivers, is starting to not work well. NVDI 5 has the appropriate driver for the other printer, so if I get that, I could at least save the *.IMG file in Cubase, then print it through other software. But if there is some accesory or something that I can use to save some steps, that would be very helpful! Anyone know of an accesory or other way of having NVDI print a file automatically when saved? Thanks!

Mike Freeman
nameerf@flash.net

6433. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 00:44:49 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a21ae87@news.telinco.net>
Source record: 53872

```
> Regards,
> David Bolt
>
> --
> A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
> AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
> AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
> 7.0 |http://www.distributed.net/

Is that THE David Bolt from DFS ESP zone12 ???
Kevin
www.kevindermott.co.uk
```

6434. Re: Re-aligning a floppy drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-27 04:42:44 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8vsoo4$3k1$1@nnrp1.phx.gblx.net>
Source record: 53873

Blair Dean <aa728@freenet.carleton.ca> writes:
: The floppy on my TT030 is getting unreliable & I think it may be the
: alignment. I've heard that it isn't too difficult to DIY re-align, but need
: the instructions on how to do this. Anyone have these instructions that they
: could send me?

Surely, you are joking. It may take you almost forever, after you find
an oscilloscope and an alignment disk. There is really nothing to adjust.

An alignment disk will cost you about as much as a new disk drive from
Best Electronics. Teac parts department on Montibello Road someplace in
California is a good place to start for an alignment disk.

A better use of all that enthusiasm might be to pull that drive, and, with
a toothpick or something like it, apply a drop of light oil to the guide
rails and stepping motor shaft and nut. There is at least a slight chance
that after doing that, some misalignment might go away.

But, the most likely thing is that the spindle bearing are wearing out,
and the disk does not get up to speed fast enough. If your drive is
old enough, you can take it apart and put in about $75 USD worth of
aircraft quality bearings, and it will be wonderfully quiet after that,
but most recent disk drives do not both come apart and go back together.

Jim

Jim DeClercq
jimd1@primenet.com

6435. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <KsOEdwPpnCJ6EwbO@lovecraft.demon.co.uk>
Source record: 53746

Once upon a time <3a23ecab@news.telinco.net>, kevin dermott
<k@kevindermott.co.uk> grabbed chalk and scrawled:

>It's the coordinating curtain department in Direct Furniture Supplies,
>Llanelli Wales, Nr Englandshire, now if you had only asked Richard
>Kirkpatrick's American cat first :-)

That's Kilpatrick, Mr Dermont. (My cat isn't American, we have
quarantine laws sadly. My girlfriend is, however).

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6436. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <HMZHl9P3pCJ6EwYz@lovecraft.demon.co.uk>
Source record: 53747

Once upon a time <9010m9$cs8$1@SOLAIR2.EUnet.yu>, Djordje Vukovic
<vdjole@EUnet.yu> grabbed chalk and scrawled:

>A continent... without a president... implying that otherwise this
>continent (not the country, mind you) has a president... cute... ;>

Okay, I should have clarified. If I'm going to be evil, I should expect
to be accurate ;)

>Seriously, one should not expect the world to know the shorthand symbol
>for a province in some other country.

Why not? It's a global economy, after all, and disregarding that, we're
all bombarded with American culture 24/7.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6437. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <ybWU5.12630$II2.1259414@newsread2.prod.itd.earthlink.net>
Source record: 53748

On 26 Nov 2000 09:12:33 , "Jared Falvo" wrote:
>No, the stupidity isn't the reputation of Americans... just the Florida
>democrats trying to prove Gore is the winner.
>
>PAH!
>
>If Gore wins the presidency, he will have stolen it! Bush is the rightful
>winner of the election. But I wonder if there's a single democrat in the US
>that would admit such a truth. You know it's no wonder the symbol of the
>Democrats is the donkey... stubborn and stupid. Elephants are much more
>dignified and wiser. And I think Gore and his followers are the
>stubbornest, stupidest donkeys in America!
>
>Oh, I'm sorry... I thought this was:
>
>usa.reality.algoreisanidiot
>
>Forgot this was an Atari newsgroup.
>
>Hey, if I can't promote some new Atari computer that will never exist, I
>might as well be doing something productive! :-)
>
>Jared
Jared,
"Productive"??? Talk about "stupid donkeys"!!! Typical from an
insulting, antagonistic instigator (the same method and attitude you
used in trying to promote a non-existant Neo...something or other!!!).
John G.

6438. Re: CD Burning on an ST

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Shiuming Lai <lais@Spam>, "chips and gravy.zetnet.co.uk"
Message-ID: <auWU5.31050$8F2.4161530@nnrp4.clara.net>
Source record: 53749

"Daniel L. Dreibelbis" <dreibel@idirect.com> wrote in message
news:dreibel-1159F6.17391022112000@bigmomma.idirect.com...
> When I did the research on which drives were the best for CD-RW, I
> checked the MacFixit site. The four names that kept popping up were (in
> order) Plextor, Yamaha, LaCie and Ricoh .

LaCie is an OEM (Original Equipment Manufacturer).
It takes mechanisms and components from other
manufacturers and puts them in a case. It doesn't
make the actual components. LaCie uses mechanisms
including those from Yamaha and others.

Shiuming Lai

6439. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a243432$0$175@news.zetnet.co.uk>
Source record: 53750

On 26 Nov 2000 01:55:17 , xlator@cix.compulink.co.uk wrote:
>In message <3a1da0c8$0$180@news.zetnet.co.uk>, cstanley@zetnet.co.uk said:
>
>>Peter, I see all of Shiuming's posts properly. I think the problem is
>>at your end. Check everything. :)
>
>Which OLR are you using? I can't see how the problem can be at my end
>since *all* other posts display normally - only Shiuming's give problems
>(still!). Does anyone else using CixComm/CixRead have this problem?

I'm using NEWSie 0.61 on MagiC6 and my ISP is Zetnet. His private emails
also show up properly. I realy cannot make any helpful suggestions.
Though -- examine one of posts in a text editor (like EdHak); toggle
to dec/hex etc and examine it closely. Just maybe there's a clue there...

Regards,
Charles.

6440. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a24356b$0$180@news.zetnet.co.uk>
Source record: 53751

On 27 Nov 2000 17:39:56 , Lonny Pursell wrote:
|For the moment I'm booting an old SCSI drive as I seem to
|be having trouble getting the machine to accept an IDE
|drive. Perhaps someone has some advise or had similiar
|problems?

My drive came pre-prepared - it sounds as if yours didn't. The formatting for an Atari is said to be different from that of a PC. Could that have anything to do with it?

If you boot with the SCSI can you then run HDDriver to read the IDE? Don't forget that HDDriver is not guaranteed to run with the Hades (caching of SCSI addresses or something). Nevertheless, my IDE runs with HDDriver (7.61 I think).
--
JI Logan

6441. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <fBWU5.12784$II2.1259414@newsread2.prod.itd.earthlink.net>
Source record: 53752

On 28 Nov 2000 21:58:15 , Richard Kilpatrick wrote:
>Once upon a time <9010m9$cs8$1@SOLAIR2.EUnet.yu>, Djordje Vukovic
><vdjole@EUnet.yu> grabbed chalk and scrawled:

>Why not? It's a global economy, after all, and disregarding that, we're
>all bombarded with American culture 24/7.
>
>Richard
>--
Ahh! Bombarded with culture...
as in Beatles, Stones....Benny Hill... :))
NOTE: The American media has'nt got too much respect in the USA for
causing your 24/7!!! (or other biased and bungled reports)!
John G.

6442. ma-ST-o-don't

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <901cgu$7pd@nnrp1.farm.idt.net>
Source record: 53753

Re: ma-ST-o-don't

Trivia:

Mastodonts were distantly related to elephants and mammoths.
Mammoths and elephants were much closer to each other as both
animals had similar dentition whereas the mastadonts had teeth
entirely different from the other two.

Everyone so far is correct :~) This a wide spread group of animals
called proboscids

ma-ST-o-don't looks to me as a play on words which says don't
get involved in ST's as they are extinct, in other words a
"white elephant"

--
****
===== Frank Lawrence =====
===== Norman OK US =====
****

6443. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <901et0$a3g$1@plutonium.compulink.co.uk>
Source record: 53754

In message <Pine.MNT.4.10.10011261949170.97-100000@online.no>, oskancke@online.no said:

> Did you ever even run MagiC on a Falcon?

I run it on mine all the time, and on the few occasions it has crashed,
it was an application rather than MagiC that crashed.

Regards, /Peter/

6444. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <901et3$a3h$1@plutonium.compulink.co.uk>
Source record: 53755

In message <ExfU5.27477$8F2.3724747@nnrp4.clara.net>, lais@Spam said:

I don't know what you changed, but things are a *bit* better! Your message texts now display in my CixRead (not just the header), but the length and date is still wrong and (so?) the end of file marker is not recognised with the result that all the following messages to the end of the topic are shown. Same thing happens in my editor if I type COM or REP.

The header now displays as (indented 1 char so as not to confuse CoSy):

comp.sys.atari.st #48 of 125, -76545986 chars, 60 17002
From: lais@Spam
48 lais@Spam, chips and gravy.zetnet.co.uk, 1393 Nov 26 21:47 00 0

.... followed by the message (and all following messages to end of topic).

I think, as Derryck mentioned, the problem may be the space in your quoted return address (?anti-spam?). Not sure whether this also is responsible for generating an '' (ASCII 252) for the 2nd character in the reply 'References' in my editor (don't know how it will appear after it has gone through the mailer system).

Regards, /Peter/

6445. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <901et5$a3i$1@plutonium.compulink.co.uk>
Source record: 53756

In message <%qxU5.28409$8F2.3880242@nnrp4.clara.net>, lais@Spam said:

I spoke too soon in my last reply! What in the scratchpad showed as:

---QUOTE---
Article: 171191 of comp.sys.atari.st
Path: news.cix.co.uk!peernews.cix.co.uk!ayres.ftech.net!news.ftech.net!cw-insnet-peer-00!n
ews1.carrier1.net!newsfeeds.belnet.be!news.belnet.be!colt.net!newspeer.clara.net!news.clar
a.net!nnrp4.clara.net.POSTED!not-for-mail
Reply-To: "Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk>
From: "Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk>
Newsgroups: comp.sys.atari.st
References: <8v98cb$5pe$1@plutonium.compulink.co.uk> <974826432-657683AEicMi@bun.com>
<8vpqi4eto1@plutonium.compulink.co.uk>
Subject: Re: Shiuming's No-show
Lines: 16
Organization: Home
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.00.2919.6600
X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2919.6600
Message-ID: <%qxU5.28409$8F2.3880242@nnrp4.clara.net>
Date: Mon, 27 Nov 2000 18:09:05 -0000
NNTP-Posting-Host: 212.126.151.231
X-Complaints-To: abuse@freeuk.net
X-Trace: nnrp4.clara.net 975348539 212.126.151.231 (Mon, 27 Nov 2000 18:08:59 GMT)
NNTP-Posting-Date: Mon, 27 Nov 2000 18:08:59 GMT
Xref: news.cix.co.uk comp.sys.atari.st:171191

<xlator@cix.compulink.co.uk> wrote in message
news:8vpqi4eto1@plutonium.compulink.co.uk...
> In message <974826432-657683AEicMi@bun.com>, stevesweet@bun.com said:
> >Isnt it time that CIX looked to the future, or at least the near past
> >with it dinosaur system..
>
> I don't think you can blame Cix for this - it only happens with
> Shiuming's postings and no one elses. He must have changed something in
> the last couple of weeks,

No jokes about underwear please, Steve.

Shiuming Lai

#! rnews 3778
Article: 171192 of comp.sys.atari.st

---UNQUOTE---

Displays in CixRead as:

---QUOTE---
comp.sys.atari.st #72 of 125, 519438336 chars, p 2994 60
From: lais@Spam

Reply-To: "Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk>
From: "Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk>
Subject: Re: Shiuming's No-show
Date: Mon, 27 Nov 2000 18:09:05 -0000

<xlator@cix.compulink.co.uk> wrote in message
news:8vpqi4eto1@plutonium.compulink.co.uk...
> In message <974826432-657683AEicMi@bun.com>, stevesweet@bun.com said:
> >Isnt it time that CIX looked to the future, or at least the near past
> >with it dinosaur system..
>
> I don't think you can blame Cix for this - it only happens with
> Shium!0 0!
73 kellis@fdn.com, 3778 Nov 27 13:19 00 0
Article: 171192 of comp.sys.atari.st
---UNQUOTE---

i.e. is cut off before the end and continues with next posting.

Even stranger, when I type COM the editor comes up with:

---QUOTE---
>comp.sys.atari.st #72, 62 chars, 0 24935
>From: lais@Spam,
>72 lais@Spam, chips and gravy.zetnet.co.uk, 1594 Nov 27 18:09 00 0
..... etc.
---UNQUOTE---

I am beginning to wonder wehether the comma in the 'From' field is the
culprit. Shiuming, can yu try ity without a comma in your anti-spam
addition, please?

Regards, /Peter/

6446. FS: Atari 1040ST only $20 plus freight

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6498541.2BEC%amishman@pacbell.net>
Source record: 53757

Includes mouse, power cord, and the language disk. $20 plus freight.

6447. FS: Atari SC1224 Color Monitor $20

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B649856A.2BED%amishman@pacbell.net>
Source record: 53758

Includes data cable and power cord. $20 plus freight.

6448. FS: Atari SM124 Mono Monitor $20

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6498586.2BEE%amishman@pacbell.net>
Source record: 53759

$20 plus freight. Includes data cable and power cord.

6449. FS: Atari SF354 Floppy Drive $20

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B64985AF.2BEF%amishman@pacbell.net>
Source record: 53760

Includes data cable and power adapter cord. $20 plus freight.

6450. FS: Practical Peripherals Monitor Switch Box for atari $15

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B64985E3.2BF0%amishman@pacbell.net>
Source record: 53761

$15 plus postage.

6451. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011282034490.164-100000@TT030>
Source record: 53762

On 28 Nov 2000, JI Logan wrote:

> On 27 Nov 2000 17:39:56 , Lonny Pursell wrote:
> |For the moment I'm booting an old SCSI drive as I seem to
> |be having trouble getting the machine to accept an IDE
> |drive. Perhaps someone has some advise or had similiar
> |problems?
>
> My drive came pre-prepared - it sounds as if yours didn't. The
> formatting for an Atari is said to be different from that of a PC.
> Could that have anything to do with it?

Perhaps, but I honestly don't know.

> If you boot with the SCSI can you then run HDDriver to read the IDE?
> Don't forget that HDDriver is not guaranteed to run with the Hades
> (caching of SCSI addresses or something). Nevertheless, my IDE runs
> with HDDriver (7.61 I think).

I do have the HD Driver version that is Ok with the hades.
My problem is I'm simply stuck. If I disconnect the SCSI
which I really don't need and place the HD Driver master disk in
the floppy, I should be all set. However, since the error
occurs after the memory test and is fatal, it halts never reaching
the desktop or booting the floppy. No matter what I do I am
forced to remove the IDE drive or the machine won't boot
at all.

I have mailed Medusa about it, since it should not halt so abruptly
at startup. Unless I got a hold of 2 fubar drives. :-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6452. Re: FS: Atari 1040ST only $20 plus freight

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A247938.587309BE@qnet.com>
Source record: 53763

Im interested in the 1040ST. where are you located?

Thanks Don

TJ wrote:

> Includes mouse, power cord, and the language disk. $20 plus freight.

6453. Re: FS: Atari 1040ST only $20 plus freight

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A248C51.23625BBD@qnet.com>
Source record: 53764

OOPSS sorry about that I had my head up my arse.

6454. Re: Cubase *.IMG file printing through NVDI?

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975518328-104182AEicMi@cwcom.net>
Source record: 53765

From: nameerf@flash.net (Michael and Nicole Freeman)
Date: Mon, 27 Nov 2000 19:25:28 GMT

>helpful! Anyone know of an accesory or other way of having NVDI print
>a file automatically when saved? Thanks!

IstGuide (a viewer for all kinds of files) can be configured to send its output to a GDOS device rather than to the screen (CTRL-A brings the config menu up). With it configured to open IMG files in your desktop you're half-way there :-)

As for automation, that depends... (MagiC, Scripter, jinnee might help?)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6455. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8vvtqg$c2s$1@nnrp1.deja.com>
Source record: 53825

In article <25EU5.8420$GW5.50014@news-server.bigpond.net.au>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:

> So the Falcon's bus is 32Mhz but a TT's is only 16? Does any one have

No, the Falcon's bus runs at 16MHz.

> > The main reason why the TT is so much faster than the Falcon is
that it's
> > a true 32-bit design, and not a 16 bit design with a crippled (16
bit
> > databus, 24 bit address bus) 030 like the Falcon.
> >
> Very true

And let's not forget that the Falcon shares *all* of it's RAM with the
sound and video subsystem, thus slowing it down even more.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6456. BGH

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A23A181.5B7CC536@patent.gov.uk>
Source record: 53826

Hi All

Does any one know where to get a program called BGH.APP. It's an
'accessory' to BubbleGem and seems to work with data files with
extension *.BGH

Bob King

6457. Re: WTD Atari Computing

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <975416262.23561.0.nnrp-04.9e98a620@news.demon.co.uk>
Source record: 53827

Do you want any ST Formats or Atari users, I will give them for free if you pick them up.

(South East)

My brother and I have about 3 collections now of ST Format, I think he may have just got some more too..

Mark

"Ian" <info@techsoftware.freeserve.co.uk> wrote in message news:975104146.14983.0.nnrp-10.9e98e6ee@news.demon.co.uk...
> Hello, looking for Atari Computing issues 2 and 4 to 11.
> Cheers Ian@techsoftware.freeserve.co.uk
>
>
>
>

6458. Re: MagiC Mac

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: fmh@netzero.net
Message-ID: <900jg1$s8d$1@nnrp1.deja.com>
Source record: 53828

Try Systems Solutions. If not go to Germany there are a few dealers Woller Systeme is the first that comes to mind. In article <8vul2v$5s7i0$1@ID-59683.news.dfncis.de>, "Simon Osborne" <atariactive@xoasis.com> wrote:

> Where can I buy Magic Mac for a good price?
>
> UK preferred, although cheapest i bet :)
>
> Thank you,
> Simon Osborne
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

6459. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a23ecab@news.telinco.net>
Source record: 53829

> >Is that THE David Bolt from DFS ESP zone12 ???
>
> I don't think so, since I've no idea what DFS ESP zone12 is.
>
> BTW, what is it?
>
>
> Regards,
> David Bolt

It's the coordinating curtain department in Direct Furniture Supplies,
Llanelli Wales, Nr Englandshire, now if you had only asked Richard
Kirkpatrick's American cat first :-)
Kevin
www.kevindermott.co.uk

6460. Re: WTD: Cubase v3 executables NOT PIRATED

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975432918-507698AEicMi@bun.com>
Source record: 53830

Hi Derryck

>>
>>I think i hear Lyn calling you Del, you'd better go check, i'l hold
>your place in the queue, maybe...

>VME bus card, grrr!

Oops, maybe not :-)

:-) That'l do me fine, did you see the price mario was quoting?, are you
on his mailing list??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6461. Re: Texel Demo

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975432920-508134AEicMi@bun.com>
Source record: 53831

Hi Delboy

>>You can download a German Texel 2.2 demo version straight from the ASH
>>website http://www.application-systems.de , there's no English version
>>available and unfortunately probably never will.

>Dennis, you're being far too polite :-)

What do you expect... :-)

>The truth of the matter is that DDP Translations (and others, including
>math teachers etc) put a lot of time and effort into an English
>translation of Texel.

>We were rewarded for our work with continued silence from the author.

Arent you getting used to this though?? :-/Still you get a cheap copy for
your efforts.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6462. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975432926-509458AEicMi@bun.com>
Source record: 53832

Hi Odd

>> Stick to Modem 2, its got hardare flow control, much superior to
>>RTS/CTS
>
>^^^^^^^
>
>uhm ... RTS/CTS IS hardware flow control, so I guess you mean XON/XOFF

Of course, brain wired backwards, thanks for pointing it out.

<skulking off quietly>

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6463. Re: Neochrome picture files somewhere?

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975432922-508652AEicMi@bun.com>
Source record: 53833

Hi Steve

>If you want a PSU to fix I may have a ST/E psu knocking around somewhere
>as long as you cover the postage:)

Piss off, i'm trying to help you out, bollox if i'm paying postage, i'l
carry on with the 30 or so Atari PSU's ive already got here thanks.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6464. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975432924-509046AEicMi@bun.com>
Source record: 53834

Hi H,

Nice to see you up and about again.

>I use Jinnee which allows multiple RSC files, in that case i add icons
>to a 'specific to an application' file. At the moment ive got 67
>resource files totaling about 2 meg in size.

>MagxDesk allows multiple resource files too, but I think it's limited to
>just 10 (in v5.11 anyway).

Only 10 dude, bummer. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6465. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a23fd5622578e1@online.be>
Source record: 53835

on Tue 28-11-2000 12:13 Bob King wrote:

>Hi All
>
>Does any one know where to get a program called BGH.APP. It's an
>'accessory' to BubbleGem and seems to work with data files with
>extension *.BGH

The freeware prg BGH.APP makes usualy part of Resource Master from Armin
Diedering.
You can find a demo of Resource Master on the Belgian ftp-server

ftp://chapelie.rma.ac.be/utilities/rsm320d.lzh (586.160 bytes)

It's a German version. I don't know if there is a Englsih translation.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6466. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t281lc9p21i12e@corp.supernews.com>
Source record: 53836

On 27 Nov 2000 20:37:37 , Sage wrote:
>
> This is exactly what I described as the problem in a previous
>message. What is needed is someone who is willing to program the
>replacement GALs for us. I could use two of them. If we can consolidate
>all of our needs there may be a large enough quantitiy to make it
>worthwhile for someone to do.

I have a GAL programmer hooked up to my ST. I need to construct the
GAL programmers board (fix on the many 74****) so it may be until
Jan/Feb till it get's done. Then I have to learn German for the
software......I'm sure someelse has the stuff to do it quicker.
Do you have the JEDEC expression file for it?
L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+

L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+

6467. CD burner install-problems

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Øystein Trollsås <otrolls@frisurf.no>
Message-ID: <SHTU5.5743$5H3.156278@news1.oke.nextra.no>
Source record: 53837

I have just bought a TEAC CD-R55S and I tried it with CDlab, but I couldn't open the CDlab after installing the burner with HDdriver. Do some of you know what the problem is? Maybe I will succed with CDburner?

Einstein

6468. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <975439960-150716AEicMi@xs4all.nl>
Source record: 53838

It is not entirely true: I have had contact just a few weeks
ago....Keep trying!

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6469. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <9010m9$cs8$1@SOLAIR2.EUnet.yu>
Source record: 53839

On 26 Nov 2000 15:10:05 , Richard Kilpatrick wrote:

>big continent on the other side of the Atlantic.

>The one without a president.

A continent... without a president... implying that otherwise this
continent (not the country, mind you) has a president... cute... ;>

Seriously, one should not expect the world to know the shorthand symbol
for a province in some other country.

cu.

6470. Re: Re-aligning a floppy drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2830i8cqaeb43@corp.supernews.com>
Source record: 53840

On 28 Nov 2000 16:12:34 , Hallvard Tangeraas wrote:
>"Shiuming Lai" <lais@Spam> wrote:

Hi Hallvard,

>> was common, but now FDDs are throw-away
>> items (except, unfortunately, the Atari type
>> with the nice bezel - perhaps you could remove
>> just that bit and transplant it onto the same
>> mechanism if you find one...)
>
>By following my instructions in that file I mentioned earlier in the
>thread I have also explained how to (slightly) modify the drive so as to
>accept the old Atari bezel/eject button.
>
>Looks so much nicer than cutting in the plastic of the ST!

Don't bother trying to fit a bezel to modern FDDs, use it as a good
excuse to recase into a full tower, like mine.... :)

6471. Re: STNICCC2K : Who's going?

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Jurie Horneman <jhorSPAMBGONneman@wanadoo.fr>
Message-ID: <9012dr$mo2$1@wanadoo.fr>
Source record: 53841

If you have to ask, you're not invited :)

It's an Atari ST democoder party in the Netherlands in December.

www.stniccc.com

www.josh.org.uk <goshwa@hotmail.com> wrote in message
news:0bcU5.19083$ws2.2000160@news3.cableinet.net...
what is it?

www.josh.org.uk

*** Outgoing mail is certified Virus Free ***
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.214 / Virus Database: 101 - Release Date: 18/11/00

6472. Re: falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t283ijtont4jca@corp.supernews.com>
Source record: 53842

On 26 Nov 2000 13:51:58 , Paul Mac wrote:

Hey Paul, I'm interestted. Please reply to my email.

>
>Very regrettable sale.
>
>Atari Falcon 030
<<<Snippy>>>

6473. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <ETUU5.319$1O.1574@newsfeed.slurp.net>
Source record: 53843

On 27 Nov 2000 17:39:56 , Lonny Pursell wrote:
>For the moment I'm booting an old SCSI drive as I seem to
>be having trouble getting the machine to accept an IDE
>drive. Perhaps someone has some advise or had similiar
>problems?
>
>I have a brand new Quantum 15gig which always results
>in a "spurious interrupt" error. The msg appears directly
>after the memory test at boot time, but before HD driver even
>loads.

Have you tried just booting the Hades with a floppy and then running the HDDriver program from the floppy?? If this works, maybe you could format the drive with HDDiver and partition it. It may be that your settings in HDDriver somehow conflict with the drives. Try booting the SCSI drive then run the utilities program and have a look. The best thing is to just email Uwe Seimet and see what he thinks...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6474. Auction- Matrix TC1208

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <9017q6$f5f$1@nnrp1.deja.com>
Source record: 53844

I am selling a Matrix TC 1208 Graphics card at Auction.
Visit www.Atari-users.Net and go to the Auction area for more info.

Rob Mahlert
rob@atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

6475. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011281636010.80-100000@TT030>
Source record: 53845

On Tue, 28 Nov 2000, Edward S. Baiz Jr. wrote:

> On 27 Nov 2000 17:39:56 , Lonny Pursell wrote:
> >For the moment I'm booting an old SCSI drive as I seem to
> >be having trouble getting the machine to accept an IDE
> >drive. Perhaps someone has some advise or had similiar
> >problems?
> >
> >I have a brand new Quantum 15gig which always results
> >in a "spurious interrupt" error. The msg appears directly
> >after the memory test at boot time, but before HD driver even
> >loads.
>
> Have you tried just booting the Hades with a floppy and then running the
> HDDriver program from the floppy?? If this works, maybe you could format
> the drive with HDDiver and partition it. It may be that your settings in
> HDDriver somehow conflict with the drives. Try booting the SCSI drive then
> run the utilities program and have a look. The best thing is to just email
> Uwe Seimet and see what he thinks...

Well the critical issue here is the errors occur prior to HD
Driver even loading. HD Driver is not the problem, and I am
very sure the TOS or something in the Hades is doing some
pre-test of the drives, perhaps looking for executable
boot sectors or the like? I never reach the desktop
as the errors are fatal and force me to power down.
If that helps clearify my situation. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6476. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 00:02:13 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <KBEU2OMFYvI6EwhQ@lovecraft.demon.co.uk>
Source record: 53818

Once upon a time <7PBU5.5476$Vj3.1249873@nnrp3.clara.net>, Shiuming Lai
<lais@Spam.?> grabbed chalk and scrawled:

>The only reason this is for sale is because I
>never fitted it (though I did give it a good soak
>test yesterday on a friend's AB40 machine).

If it weren't for the soldering, I'd probably find some way of finding
the extra cash, like selling a redundant synth (I don't use the 202
much...). You don't want some laserdiscs, by any chance? *grins*

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6477. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 01:22:41 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8vv1csmrc1@nnrp1.deja.com>
Source record: 53819

>
> Must happiness in the Electronic Cow software, which is loading and
> working, >

Yes...since they became shareware, it is nice to see the "real"
versions. Runs nice on a falcon and actually looks very modern.
EXCELLENT SOFTWARE. I really like the Arpegiator as well as Charming
Chaos.

> What's the best freeware/shareware sequencer to use? I've been using
> TigerCub on the STE, which is basic but very easy to just sit down and
> use.

YES2..I would agree that Tiger cub is easy to use. However, now that
KCS Omemga is shareware , you can try it and do a comparison. In KCS,
you have OPEN mode which enables you to have 128 sequences you can
trigger from the Falcons keyboard.Neat stuff.

Also...there is now a 030 version of MidiJoy as well as a 030 version
of Tunesmith. Try those out for size. See sig.

Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

6478. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 01:36:11 UTC
From: "m. smith" <pamsfolks@sympatico.ca>
Message-ID: <3A233598.F7C8B3CB@sympatico.ca>
Source record: 53823

Bush, the guy who thought the Canadian Prime Minister was some guy named Poutine?!?!?!

Philippe wrote:

> On Sun, 26 Nov 2000 09:12:33 -0700, "Jared Falvo"
> <luposian@mailcity.com> wrote:
>
> >If Gore wins the presidency, he will have stolen it! Bush is the rightful
> >winner of the election.
> For me it looks like Bush has been cheating, hiring a pr bureau to
> organise a demonstration, not really honest, not
>
> cheers
>
> Philippe

6479. Re: ma-ST-o-don't - ATARI ST games -

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 01:37:54 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <S%DU5.8417$GW5.49995@news-server.bigpond.net.au>
Source record: 53820

No it was a mammal, around during the last ice age. But IBM have oft been refered to as Iceage Business Machines,too

Mark

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message news:8vueee$26p$4@plutonium.compulink.co.uk...
> On 26 Nov 2000 10:10:05 , "ALBERT HARTMAN JR." wrote:
> >This name always bugs me too..
> >I have always assumed it meant something in a different language than
> >English.
>
> I don't know what it is either, but wasn't a Mastodon(sp?) a kind of
> dinosaur?
>
> rgds
> H

6480. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 01:39:24 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <g1EU5.8418$GW5.49541@news-server.bigpond.net.au>
Source record: 53821

Best bet is Linux for getting a PC to go....

Mark

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t1vmgpcoe8t313@corp.supernews.com...
> On 24 Nov 2000 23:53:14 , Richard Kilpatrick wrote:
> >Once upon a time <3A1F916D.2574CD0E@intergate.bc.ca>, Artur Stachon
> ><astachon@intergate.bc.ca> grabbed chalk and scrawled:
> >
> >> I had 486/66mhz and it was pretty slow so I
> >>cannot imagine 16mhz atari falcon for web browsing or 8mhz atari st!
> >
> >Probably about the same, actually. The Falcon isn't that slow a computer
> >and the OS is largely ROM based.
>
> A well configured OS on the 486 will easily whip the Falcons butt. If
> you ran win 3.1 (not 95) and trumpet winsock with Opera then you'll
> see it fly. Goes quite fast on a 386 SX32 so I could imagine it to be
> pretty fast. Also has support for Flash, Java etc etc.
>
> Sorry to go on about PCs but we are lacking, unfortunatly.
> L.A Amsdon
> --
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |ADSCSI MiniS Quantum Mouseburster FMC II|
> |**************************************|
> | bindon@madasafish.com |
> +--------------------------------------+

6481. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 01:43:26 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <25EU5.8420$GW5.50014@news-server.bigpond.net.au>
Source record: 53822

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:8vumuk$4s1$2@snipp.uninett.no...
> Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
>
> > The TT isn't a great deal faster than the Falcon - in fact, some are
>
> I beg to differ, a TT is quite a lot faster than a stock Falcon, probably
> twice as fast on most things, three or four times faster on some things.
>
> > 16MHz too.
>
> I have one of the first TT's manufactured myself (october 1990), and it's
> the 16MHz version upgraded to 32MHz. I don't think many pure 16MHz TT's
> were sold, if any at all. All TT's are 16MHz really, it's just the CPU
> (and perhaps the FPU? I'm not sure) that's double-clocked. It really
> doesn't make much difference with a 030 since the caches are so small, but
> it made the ads more impressive.

So the Falcon's bus is 32Mhz but a TT's is only 16? Does any one have one
thay want to give away so I can fire the CRO up on it?

>
> The main reason why the TT is so much faster than the Falcon is that it's
> a true 32-bit design, and not a 16 bit design with a crippled (16 bit
> databus, 24 bit address bus) 030 like the Falcon.
>
Very true

Mark

6482. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-28 07:36:22 UTC
From: anarkist@idirect.com
Message-ID: <WfJU5.6806$7.211151@quark.idirect.com>
Source record: 53824

On 18 Nov 2000 21:06:08 , Richard Kilpatrick wrote:
->Once upon a time <rqBR5.3379$Sl4.13762@nntpserver.swip.net>, Claes
->Holmerup <newsgroups@holmerup.com> grabbed chalk and scrawled:
-snip-
->It's 4.04. MagiC reports TOS 4.00.
->Can someone explain /why/ people use MagiC? For all the benefits, it
->seems to be pretty buggy.

hey! you should have tried Magic 4 on a Falcon if you wanted to see buggy! :-)
5 is an improvement, sort of. I can use to do internet stuff,
but almost no graphics software I have works reliably under magic
(Photoline, Pixart, ImageCopy, TruePaint, TrueImage, DA picture,...)
MiNT/n.aes seems much better though still problematical, probably due
to some faulty auto/acc programs which I am weeding out, plus configuration.
MiNT is more difficult because you have to understand more about how your
system works, but even 'out of the box'it works better.
ken

->Richard
->--
->Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
->Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
->Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
->'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6483. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9040t2$sm1$1@plutonium.compulink.co.uk>
Source record: 53696

In message <Pine.MNT.4.10.10011290323030.100-100000@ozkshades>, oskancke@online.no said:

>> I run it on mine all the time, and on the few occasions it has crashed,
>> it was an application rather than MagiC that crashed.
>
> Yes.. and what is the main purpose of a multitasking OS such as MagiC? To
>crash with the application, or to clean up after the crashing application
>and resume? I know, MiNT is not perfect in this respect either, but it is
>just sooo much more stable. What applications are we talking about, btw?

What I meant was that the application crashed but not MagiC, so I could
still continue working - though usually I save anything that is still
open and reboot just to be sure! It is very rare, so I can't recall
which applications were involved. CixRead occasionally does when it
encounters what is obviously a bad Usenet message - it's own Crash
catcher alert comes up.

But I must admit I have 14 MB of memory, so have not so far used it all
up AFAIK. Even then I'd expect to get an alert rather than a crash.

6484. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9040t3$sm2$1@plutonium.compulink.co.uk>
Source record: 53697

In message <8R3V5.8099$Vj3.1530017@nnrp3.clara.net>, lais@zetnet.co.uk said:

>It's been like that well over a month (long before
>Peter mentioned the problem), but I've changed
>it back anyway.

Can't understand why I suddenly started having problems then, as I
didn't change anything. Perhaps there weren't any Usenet messages from
you in the fist 2 weeks or so?

Thanks a lot for changing it - all is well now! From this posting it
seem you have taken out the anti-spam altogether. Why don't you try it
with underscores, as I suggested?

Regards, /Peter/

6485. Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9040t4$sm3$1@plutonium.compulink.co.uk>
Source record: 53698
Body handling: HTML body converted to readable text

Hi!

While looking through my C:\GEMSYS\HOME folder I came across some strange files, whose origin I don't know. One pair is DIR.HTM and RESULTS.HTM. The first seems to be a listing of all folders in my HTM_DOCS directory with lengths, starting:

H:/htm_docs/

./ 0 Bytes
../ 16384 Bytes
...

The second one just has:

Search results

Now I assume these are something generated by CAB, but should they be in that path, and can I delete them?

The second pair are binaries SMP.1 and SMP.8 of around 33 and 34 kB respectively. I thought these may perhaps be desktop info saved by Thing (or perhaps jinnee?) although the resolution-dependent ones are all normal readable text. SMP.1 seems to consist almost exclusively of upwards arrows (ASCII-1) and NULLS. SMP.8 starts off with various binary char groups, followed by the complete Atari character set and then mainly groups of repeated characters again in largely alphabetical order but sometimes jumping back. A typical extract is:
...
AAABBBBCCCCCCDDDDEEEEFFFFFFGGGGHHHHHIIIIIIJJJJEEEEFFFFFFGGGGG
...

After a section all in caps comes a similar section all lower case, then a portion of spaced character groups and ending in a mish-mash of repeated groups of upper-ASCII characters more or less in ascending order.

Can anyone identify these, and tell me if I need them, please?

Regards, /Peter/

6486. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <FPfV5.11177$GW5.72152@news-server.bigpond.net.au>
Source record: 53699

"Katherine Ellis" <kellis@fdn.com> wrote in message
news:Pine.GSO.4.05.10011290905010.14243-100000@shell2...
> On Wed, 29 Nov 2000, Dennis Vermeire wrote:
>
> > You do realise I hope that the same can be said of MiNT? for some reason
> > MiNT users can't get MagiC running stable and vice versa. I for example
have
> > never managed to get a stable MiNT/N.AES setup. I suppose that the
hardware
> > adapts itself automatically to his user.... you're probably
transmitting
> > the wrong aura :-)
>
> see www.linuxsucks.com
>
>
> > For every user that has a problem running MagiC there's one who's
perfectly
> > happy with it and never encounters problems at all. As a contradiction
this
> > can count!!
>
> no really as these magic happy people are probably using magic to type
> their email with a text editor like qed or everest and that's pretty much.
> I bet you can keep windows 95 up for years if only used like that too.
> Things start to get messed up when the machine gets a heavy load, when
> offering services, when deal with ram access. That's where you can start
> seeing a difference.
>
Just as a matter of interest win95 has a bug that will cause it to crash
after running 32 consecutive days without being switched off, My Atari's
will never crash by themselves (I have 9 of them). But then I run SingleTOS
still, Yes I know, I know but it is ROCK SOLID. OS in rom can't be beat.

Mark

6487. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <jSfV5.11179$GW5.72222@news-server.bigpond.net.au>
Source record: 53700

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:903us0$r82$1@plutonium.compulink.co.uk...
> On 27 Nov 2000 23:03:24 , Jo Even Skarstein wrote:
> >Steve Sweet <stevesweet@bun.com> wrote:
> >>>on msdos (the mbr was overwritten). And this has happened twice for
me,
> >>>and for other people I know as well. So I cannot recomend MagiC at
all.
> >
> >> What total bollox!! Fix your computer then magic will run fine on it.
> > <snip>
> >> Magic quite often shows up hardware problems that otherwise dont
surface,
> >
> >That's one theory. It's possible that MagiC access some registers too
fast
> >on the Falcon, with the result that stability depends on having the
> >"correct" parts from the "correct" batch. I'd say that this is something
> >the OS should take care of, it's not a hardware problem in the sense
that
> >the hardware is faulty. The fact is that hardware varies slightly from
> >batch to batch, and especially in a fragile and delicate design like the
> >Falcon this can make a big difference.
>
> Falcon's are the most shoddily-built model made by Atari - fragile is
> too polite a word for it. The standard fixes seem barely to scratch
> the surface, as witnessed by the fun and games encountered whenever
> hardware upgrades are attempted. No-one knows in advance what is going
> to break first.

All my Falcon's are fine thank you, but I used to have a MegaSTE with faulty
cache. The only standard mod's I do to Falcon's are the timing patches,
which ATARI say you should do anyway, after that SCSI is fine and all

Mark

6488. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011291803340.86-100000@TT030>
Source record: 53701

On 29 Nov 2000, Erik Hall wrote:

> Have you tryed holding down ctrl-alt-shift at boot to avoid booting from HDD ?
> If not do that and then try to run the HDDriver from floppy.

Yes, I've tried all possible combinations of those keys with
no success.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6489. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011291806240.86-100000@TT030>
Source record: 53702

On Wed, 29 Nov 2000, Edward S. Baiz Jr. wrote:

> On 28 Nov 2000 16:42:06 , Lonny Pursell wrote:
> >Well the critical issue here is the errors occur prior to HD
> >Driver even loading. HD Driver is not the problem, and I am
> >very sure the TOS or something in the Hades is doing some
> >pre-test of the drives, perhaps looking for executable
> >boot sectors or the like? I never reach the desktop
> >as the errors are fatal and force me to power down.
> >If that helps clearify my situation. ;-)
>
> What I would do is to boot up using the SCSI drive, then use the HDDriver
> ultilites program to format and partition the IDE drive. What happens if
> you boot up using the SCSI drive, then do an ID check with the IDE drive
> hooked up? Does HDDriver recognize the fact that the IDE drive is there?

I don't know how to say this to get it across, but I will say
it again. Having the IDE merely connected results in a
fatal error before any thing loads from floppy or the SCSI.
Since I get different errors I suspect the motherboard is
probably ok but the drives I'm using are not compatible somehow.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6490. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9042nc$864$1@snipp.uninett.no>
Source record: 53703

Raoul Teulings <rt@xs4all.nl> wrote:

>> It's pretty much the same on my Stacy,
> You have MagiC running on a Stacy? How much RAM? I've tried it
> on my Stacy but it did not work. How did you do it?

It's a 4Mb Stacy with the original 52Mb Seagate. MagiC 6.x installed
without problems, but I have to use AHDI. I don't think I've done anything
special with the configuration except from turning off that awful
boot-log. And I'm using MagXdesk to save memory.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6491. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a258e48$0$174@news.zetnet.co.uk>
Source record: 53704

Hi Lonnie

On 28 Nov 2000 22:44:59 , JI Logan wrote:

>Don't forget that HDDriver is not guaranteed to run with the Hades
>(caching of SCSI addresses or something)

I know it may not help with your present problem, but just for the record, my Hades came supplied with HD Driver 7.54. I have never upgraded as this does everything I want and appears to behave perfectly. The only time I have a SCSI problem is with Cubase, and I have been assured this is connected to the way Cubase was written.

It would certainly be worth your while getting hold of an older version of HD Driver that is more likely to work than the recent versions.

Meanwhile, good luck with your project - I'm sure you'll get it all running soon.

Cheers

Paul

6492. Re: WWW browser - stupid question

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: "B.P." <no_spam_infoe@ispelunker.com>
Message-ID: <3A258F10.A832AC8A@ispelunker.com>
Source record: 53705

Lyndon Amsdon wrote:
>
> On 23 Nov 2000 14:29:28 , dalibor5561@my-deja.com wrote:
> >Hi All,
> >
> >have one stupid question :)))
> >
> >Is there any chance to run some WWW browser on my 1040STE with 4MB RAM
> >and Zyxel 1496 modem. But without of HD ???????
> >I think direcly from my DD diskdrive.....
> >
> >Hmmmmm,,,,, can anybody answer ??????
>
> Stik 2 as the internet layer and CAB. Will work from a DD.

If you set up a 2 meg ram disk, you can use that for the disk cache and
CAB becomes quite speedy with images off.

--
B.P.
http://www.ispelunker.com ** Web directory and more
http://www.virtualbrokers.net ** Investments
http://home.earthlink.net/~woogieoogieboogie/navemulator/nnemupre.html
** NN emulator for IE 5+ **

**** This is an extra line in my sig to piss the sig cops off ****

6493. Q: uniterm and the mouse

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3a259201@news.victoria.tc.ca>
Source record: 53706

Hello...

On various occasions I find it useful to use my old 520 ST as a terminal emulator. To do this I use an old copy of Uniterm.

I would like to get more info on using uniterm, cause it looks like it does more stuff then the online help can explain, in particular I would like to figure out how to cut and paste using the mouse.

e.g. if I do a directory listing then I would like to copy a displayed file name and then paste it onto the command line as part of the next command.

Does anyone know how to do this, and/or where to get more info on Uniterm?

--

6494. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9042v9$864$2@snipp.uninett.no>
Source record: 53707

Harry Sideras <sidcelery@cix.co.uk> wrote:

> >I don't think so. Even if some Falcons are really defect and that's why
> >MagiC doesn't run reliably, then MagiC should either be fixed to handle
> >this hardware (after all, TOS, MiNT and Linux doesn't have these problems
> >so it should be possible) or the publisher should admit that there is a
> >problem and offer a refund.

> So there are no problems with these products? I didn't realise...

Ofcourse they all have problems of some sort, but not of this nature. E.g.
TOS and MiNT (which basically is the only other OS'es I have personal
experience with on the Falcon) runs equally stable on all Falcons, as long
as the Falcon works correctly. But MagiC has an unfortunate tendency to
not work reliably on Falcons that otherwise works fine.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6495. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9043b6$8bq$1@snipp.uninett.no>
Source record: 53708

Mark Bedingfield <mark@baypc.com.au> wrote:

> I have used the 16Mhz from the shifter as a referance. It is a pity the TT
> can't use its 32bit ram for video, too.

But it can :-) The TT is a true 32-bit computer, all RAM - even "ST-RAM"
is 32 bits wide.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6496. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: "B.P." <no_spam_infoe@ispelunker.com>
Message-ID: <3A2591AB.60CAFCB@ispelunker.com>
Source record: 53709

Richard Kilpatrick wrote:
>
> Once upon a time <3A1F916D.2574CD0E@intergate.bc.ca>, Artur Stachon
> <astachon@intergate.bc.ca> grabbed chalk and scrawled:
> >How is it to browse the net with Falcon ?
>
> Tolerable. Just.

I found the biggest hangup was if you used the wrong Sting and cab.ovl,
plus you need to put the jpeg dsp program in the the autofolder
(djpeg.prg)

For sites like Yahoo and other sites with limited graphics and limited
banners the F030 performed wuite nicely. with lots of graphics, the
machine gets bogged down trying to decompress them all.

>
> >Isn't it slow ?
>
> Very.
>
> >Can you see
> >graphics or only text ?
>
> Graphics and text, CAB seems to have good support for most formats. It
> uses external decoders, however, so it can be quite tedious.
>
> > I had 486/66mhz and it was pretty slow so I
> >cannot imagine 16mhz atari falcon for web browsing or 8mhz atari st!
>
> Probably about the same, actually. The Falcon isn't that slow a computer
> and the OS is largely ROM based.

Comparing the F030 to my p100 laptop, they are pretty close until you
hit a graphics heavy sit, the the F030 simplys grinds to a halt.

--
B.P.
http://www.ispelunker.com ** Web directory and more
http://www.virtualbrokers.net ** Investments
http://home.earthlink.net/~woogieoogieboogie/navemulator/nnemupre.html
** NN emulator for IE 5+ **

**** This is an extra line in my sig to piss the sig cops off ****

6497. Re: FS: Atari 1040ST only $20 plus freight

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A259F46.22F1B5F1@qnet.com>
Source record: 53710

Just to let everyone know this gentleman try to sell the Atari equipment
is loacted in Northern California and that is in the US.

Don

6498. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975606560-659673AEicMi@bun.com>
Source record: 53711

Hi Pete

>He must have changed something in the last couple of weeks,

> No jokes about underwear please, Steve.

"Weeks" is too short a timespan for Shiuming and underwear so i'd not
have commented anyway.

--

eMail: stevesweet@bun.com

Tea please, Milk, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6499. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975606562-660085AEicMi@bun.com>
Source record: 53712

Hi Lonny

>Well the critical issue here is the errors occur prior to HD Driver even
>loading. HD Driver is not the problem, and I am very sure the TOS or
>something in the Hades is doing some pre-test of the drives, perhaps
>looking for executable boot sectors or the like?

Is it possible for you to switch off the Data and Instructions Caches pre-
boot.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6500. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975606564-660529AEicMi@bun.com>
Source record: 53713

Hi Bob, Guys

>Does any one know where to get a program called BGH.APP. It's an
>'accessory' to BubbleGem and seems to work with data files with
>extension *.BGH

Ive seen that youve found this now so i'l not labour on that, however,
just what does this add to the system, i have it installed and its only
resource Master that seems to need it!!, everything else functions bubble-
wise via BUBBLE.APP?. :-/

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6501. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975606566-660965AEicMi@bun.com>
Source record: 53714

Hi Pete

>> Did you ever even run MagiC on a Falcon?

>I run it on mine all the time, and on the few occasions it has crashed,
>it was an application rather than MagiC that crashed.

Agreed, i get CAB fall over with some sites, some screwey scripts i
guess, CAB explodes and the system carries on regardless, still
downloading mail and FTP files.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6502. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <902es3bpg1@newstoo.ericsson.se>
Source record: 53771

In article <Pine.MNT.4.10.10011281636010.80-100000@tt030>,
Lonny Pursell <fatal@SYNTAX.ERROR> writes:
> On Tue, 28 Nov 2000, Edward S. Baiz Jr. wrote:
>
>> On 27 Nov 2000 17:39:56 , Lonny Pursell wrote:
>> >For the moment I'm booting an old SCSI drive as I seem to
>> >be having trouble getting the machine to accept an IDE
>> >drive. Perhaps someone has some advise or had similiar
>> >problems?
>> >
>> >I have a brand new Quantum 15gig which always results
>> >in a "spurious interrupt" error. The msg appears directly
>> >after the memory test at boot time, but before HD driver even
>> >loads.
>>
>> Have you tried just booting the Hades with a floppy and then running the
>> HDDriver program from the floppy?? If this works, maybe you could format
>> the drive with HDDiver and partition it. It may be that your settings in
>> HDDriver somehow conflict with the drives. Try booting the SCSI drive then
>> run the utilities program and have a look. The best thing is to just email
>> Uwe Seimet and see what he thinks...
>
> Well the critical issue here is the errors occur prior to HD
> Driver even loading. HD Driver is not the problem, and I am
> very sure the TOS or something in the Hades is doing some
> pre-test of the drives, perhaps looking for executable
> boot sectors or the like? I never reach the desktop
> as the errors are fatal and force me to power down.
> If that helps clearify my situation. ;-)

Have you tryed holding down ctrl-alt-shift at boot to avoid booting from HDD ?
If not do that and then try to run the HDDriver from floppy.

/Erik Hall

6503. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975487526-76479AEicMi@gmx.net>
Source record: 53772

From: Katherine Ellis <kellis@fdn.com>
Date: Mon, 27 Nov 2000 13:19:25 -0500

Hi Kathy,

>Magic is pure crap if you asked me.
I haven't really noticed anyone asking you anything :-)

You do realise I hope that the same can be said of MiNT? for some reason MiNT users can't get MagiC running stable and vice versa. I for example have never managed to get a stable MiNT/N.AES setup. I suppose that the hardware adapts itself automatically to his user.... you're probably transmitting the wrong aura :-)
For every user that has a problem running MagiC there's one who's perfectly happy with it and never encounters problems at all. As a contradiction this can count!!

>And you can't say that it is the falcon asthe EXACT same thing happens
>on the megaste.
What you really mean is that it happens to *your* MegaSTE, Steve happens to use a MegaSTE as well and according to his posting MagiC is rock solid and stable... I used to have a MegaSTE and MagiC ran rock solid on it also.

>Which is NOT falcon and doesn't have DSP etc etc. Yet it crashes very
>often.
I think that the MegaSTe and TT are the two most reliable computers Atari ever build. I can't really recall them crashing a lot, and if they did crash then it was mostly with programs that were not "clean" or written in the dark ages before MagiC existed.

>Blaming on the hardware is fine, but hard to believe when the same
>"faulty" hard works for days/weeks with a different OS. Don't you think
>it's a little weird?
Yes it's weird ...
I never shutdown my computers... but I really can't recall the last time MagiC crashed here, come to think of it, since I upgraded to 6.10, it never did :-/
Blaming the hardware is nonsense, I can imagine some "expanded" computers that may cause problems. Jo Even is probably right when he stated that MagiC is critical about accessing some registers. How many Falcons for example have an original Atari memory expansion fitted?

>Hardware is to run application which run under an OS.
>If same hardware and same application but different OS and one crash and
>the other one doesn't. Guess what's faulty?
Define OS please....

MagiC is a OS, AFAIK MiNT isn't since it needs TOS.

>the gemdos fatal error, i have seen it sooo many times. As a matter of
>fact!, even with magicpc I have seen the same type of crashes, fatal
>gemdos error, where the only thing was to reboot, and IF lucky the FAT of
>my C drive would be ok.
What in heavens name has the FAT of your C drive to do with this?

>falcon, megaste, magicpc. 3 different hardware, is that luck or what that
>they would fail with magic but not other OS?
I would say this is a case of being extremely unlucky or else being totally
ignorant how to setup MagiC.
You haven't told us what exactly you were trying to run... you know just as
well as I do that there are a lot of applications that don't like Magic....

>"supposedly" the easiest thing to setup, the user friendly OS. And I
>figured that if i can setup NT, MiNT with MiNTOS/kgmd, irix and linux,
>Magic can't be that hard to setup, right?
Don't be sarcastic Katherine, it doesn't suit you :-)

>if you have a 4meg machine, reach the 4meg, then unload. Load CAB, papyrus,
>qed, airc, some gem games and all at the same time.
Could you possibly enlighten us how to load all that stuff in a 4Mb machine?
Supposing that after MagiC, some stuff in the Auto folder and the desktop is
loaded one has 2.5 Mb left how are you possibly going to load that pile into
that little memory left...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6504. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975487532-77627AEicMi@gmx.net>
Source record: 53773

From: anarkist@idirect.com (Ken Macdonald)
Date: Tue, 28 Nov 2000 07:36:22 GMT

Hi Ken,

>hey! you should have tried Magic 4 on a Falcon if you wanted to see buggy!
>5 is an improvement, sort of. I can use to do internet stuff,
>but almost no graphics software I have works reliably under magic
>(Photoline, Pixart, ImageCopy, TruePaint, TrueImage, DA picture,...)
>MiNT/n.aes seems much better though still problematical, probably due
>to some faulty auto/acc programs which I am weeding out, plus
>configuration.
>MiNT is more difficult because you have to understand more about how your
>system works, but even 'out of the box'it works better.
So what you are saying is this :
MagiC is crap but so is MiNT, although not as much as MagiC... ROTFL!!

While you're *still* weeding out faulty auto/acc programs to get a more
reliable MiNT setup, has it occured to you that these faulty auto/acc
programs will not be really appreciated by MagiC either?
What version of MiNT are you using? it must be at least one that's three
years old since that's the age of MagiC 5.xx. The latest MagiC 6.10 performs
a lot better, just like the latest MiNT release is much better then one from
three years ago.
If you really believe that you can setup MagiC correctly without having a
clue of how your system works then surely you must believe anything. It
might be a little easier to setup then MiNT, but to get it just right you
need to put some time and effort into it. AFAIK MiNT can be configured with
only two lines in its cfg file... MagiC needs a lot more....

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6505. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <8R3V5.8099$Vj3.1530017@nnrp3.clara.net>
Source record: 53774

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:975342676-287120AEicMi@cwcom.net...
> My guess is that your mail reader is barfing on Shiuming's spoofed anti-
> spam email address in the message header.

It's been like that well over a month (long before
Peter mentioned the problem), but I've changed
it back anyway.

Shiuming Lai

6506. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <902k90hur1@nnrp1.deja.com>
Source record: 53775

In article <kyZU5.9909$GW5.62585@news-server.bigpond.net.au>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:

> I could have sworn the bus was 32 and the CPU was 16Mhz, half the bus
speed
> (like the st). I will investigate:-)

The ST's bus runs at 8MHz, not 16. Just take a look at the RAM and ROM
chips, neither are fast enough to be accessed at 16MHz.

> The TT dosent have seperate video memory does it?

Not really, but it has TT-RAM which isn't shared with the video or
sound systems. It can only be accessed by the CPU or SCSI-controller.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6507. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A24DADF.43E6C279@ooc.de>
Source record: 53776

"Edward S. Baiz Jr." wrote:

> Have you tried just booting the Hades with a floppy and then running the
> HDDriver program from the floppy?? If this works, maybe you could format
> the drive with HDDiver and partition it. It may be that your settings in
> HDDriver somehow conflict with the drives. Try booting the SCSI drive then

Such a conflict can only happen in case you modify the HDDRIVER binary
with the "IDE Drives" option, which is usually not required. Any other
setting cannot lead to a conflict. Formatting won't resolve anything
except (depending on the drive) removing bad sectors. Unless you don't
have bad sectors formatting is nothing but a waste of time, for both
SCSI and IDE drives.
--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6508. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A24DB5F.21F011C2@ooc.de>
Source record: 53777

JI Logan wrote:

> My drive came pre-prepared - it sounds as if yours didn't. The
> formatting for an Atari is said to be different from that of a PC.
> Could that have anything to do with it?

No. Formatting is *always* independent of the platform, for both IDE and
SCSI.

> Don't forget that HDDriver is not guaranteed to run with the Hades
> (caching of SCSI addresses or something). Nevertheless, my IDE runs
> with HDDriver (7.61 I think).

Looks as if the new HDDRIVER 8 also works. As for older versions I can't
guarantee this, but I already got a feedback that the new demo version
(http://home.nikocity.de/nogfradelt/hddriver_english.html) works fine
with the Hades.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6509. Re: FS: Atari 1040ST only $20 plus freight

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <nGSvXHRbnPJ6EwM$@lovecraft.demon.co.uk>
Source record: 53778

Once upon a time <3A248C51.23625BBD@qnet.com>, Don <dons@qnet.com>
grabbed chalk and scrawled:
>OOPSS sorry about that I had my head up my arse.

An impressive feat. I've got a Mr. P. T. Barnum to see you...

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6510. [PUB] 00/12 release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: lecoat@atari.org
Message-ID: <9033ja$t65$1@nnrp1.deja.com>
Source record: 53779

Hi all,

It's a pleasure for me to announce the december release of my software Eureka. It's a 2D Graph Describer and a 3D Modeller. It's a software that I'm writing for more than ten years, and that now becomes quite stable. It's an open software, and for instance, EB_Model & Eureka used together allow to design images that you will never see elsewhere. For a quick and good rendering, Eureka is using Open GL thanks to Dynamic Gem Library (LDG) that works well on a basic configuration of 4Mb on a Falcon. For sure, a faster Atari generate more interactivity. About the LDG, you may probably know that a 2.0 version recently came out. Eureka is using those libraries, and the result is easier and more reactive.

The software is available at : http://eureka.atari.org
Dynamic Gem Libraries are at : http://ldg.atari.org
And EB_Model indeed at : http://helijah.free.fr

Note that you will also find on Eureka homepage the famous Persistence Of Vision (POV 3.1g) that will allow you to obtain much more realistic rendering than with Open GL.

Have Fun !

See you soon for recent news of Atari front ...

-- Fran&#65533;ois LE COAT

Sent via Deja.com http://www.deja.com/
Before you buy.

6511. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10011290905010.14243-100000@shell2>
Source record: 53780

On Wed, 29 Nov 2000, Dennis Vermeire wrote:

> You do realise I hope that the same can be said of MiNT? for some reason
> MiNT users can't get MagiC running stable and vice versa. I for example have
> never managed to get a stable MiNT/N.AES setup. I suppose that the hardware
> adapts itself automatically to his user.... you're probably transmitting
> the wrong aura :-)

see www.linuxsucks.com

> For every user that has a problem running MagiC there's one who's perfectly
> happy with it and never encounters problems at all. As a contradiction this
> can count!!

no really as these magic happy people are probably using magic to type
their email with a text editor like qed or everest and that's pretty much.
I bet you can keep windows 95 up for years if only used like that too.
Things start to get messed up when the machine gets a heavy load, when
offering services, when deal with ram access. That's where you can start
seeing a difference.

>
> >And you can't say that it is the falcon asthe EXACT same thing happens
> >on the megaste.
> What you really mean is that it happens to *your* MegaSTE, Steve happens to
> use a MegaSTE as well and according to his posting MagiC is rock solid and
> stable... I used to have a MegaSTE and MagiC ran rock solid on it also.

what do you mean by MY megaste? are yousaying that I jinks my computers
for magic only? 3 computers all crap under magic.. I think the odds are
rather strange, especially when i know i am not the only one. but well :)
who cares I ain't using it anymore, so i can't complain.

>
> >Which is NOT falcon and doesn't have DSP etc etc. Yet it crashes very
> >often.
> I think that the MegaSTe and TT are the two most reliable computers Atari
> ever build. I can't really recall them crashing a lot, and if they did
> crash then it was mostly with programs that were not "clean" or written in
> the dark ages before MagiC existed.

programs not clean should crash, that is expected.. I will give you that,
however there are ways the system should handle that. The fatal gemdos
error and lock the whole thing and messing up the FAT is NOT one of them.

> > >Blaming on the hardware is fine, but hard to believe when the same
> >"faulty" hard works for days/weeks with a different OS. Don't you think

> >it's a little weird?
> Yes it's weird ...
> I never shutdown my computers... but I really can't recall the last time
> MagiC crashed here, come to think of it, since I upgraded to 6.10, it never
> did :-/
> Blaming the hardware is nonsense, I can imagine some "expanded" computers
> that may cause problems.

Ok, exactly what i was saying, faulty hardware is no sense considering
that the same hardware would work with other os.
>Jo Even is probably right when he stated that MagiC
> is critical about accessing some registers. How many Falcons for example
> have an original Atari memory expansion fitted?

my megaste is 100% original.

> >the gemdos fatal error, i have seen it sooo many times. As a matter of
> >fact!, even with magicpc I have seen the same type of crashes, fatal
> >gemdos error, where the only thing was to reboot, and IF lucky the FAT of
> >my C drive would be ok.
> What in heavens name has the FAT of your C drive to do with this?

I don't know dude, you tell MagiC. My guess is that it crashed at a moment
that it was dealing with my harddrive and shook things around. I don't
know, and don't care to know to be honest, it happened to me twice, and
the same thing happened to others. But of course we are just lying because
it is 'cool' to diss an operating system. (non-sense).

>
> >falcon, megaste, magicpc. 3 different hardware, is that luck or what that
> >they would fail with magic but not other OS?
> I would say this is a case of being extremely unlucky or else being totally
> ignorant how to setup MagiC.

unlucky, i would give you that if the same things didn't happen with 3
different machines.
ignorant on how to setup magic, please enlighten me with your knowledge,
AFAIK I have tried all the cheap tricks there are, maybe you know
something I don't. Please what is the secret?

What are your feeling about windows95 and OS/2 and such? or linux for that
matter too? I would just like to compare your experience.

> >"supposedly" the easiest thing to setup, the user friendly OS. And I
> >figured that if i can setup NT, MiNT with MiNTOS/kgmd, irix and linux,
> >Magic can't be that hard to setup, right?
> Don't be sarcastic Katherine, it doesn't suit you :-)
>

hmm Dennis, thank you for understanding the sarcasm in such a paragraph.
However I don't think you know me well enough to know what suits me or
not.

> >if you have a 4meg machine, reach the 4meg, then unload. Load CAB, papyrus,
> >qed, airc, some gem games and all at the same time.
> Could you possibly enlighten us how to load all that stuff in a 4Mb machine?
> Supposing that after MagiC, some stuff in the Auto folder and the desktop is
> loaded one has 2.5 Mb left how are you possibly going to load that pile into
> that little memory left...

right, so can you multitask at all then??
How can you judge the stability of a multitasking operating system if you
can't even see it multitask and see how well it performs in task switching
and memory allocation and prioritizations and all that????
This is pretty funny right there!!!
You seem to test drive pinto cars in the city (30 miles/h max) and say it
is the greatest car ever.

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-------------------------------------------
/
MiNT Is Now TOS, let's move on, shall we? /
/
-----------------------------------------
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6512. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A251ABC.8DFDB125@patent.gov.uk>
Source record: 53781

Martin \"Nightowl\" Byttebier wrote:
>
> on Tue 28-11-2000 12:13 Bob King wrote:
>
> >Hi All
> >
> >Does any one know where to get a program called BGH.APP. It's an
> >'accessory' to BubbleGem and seems to work with data files with
> >extension *.BGH
>
> The freeware prg BGH.APP makes usualy part of Resource Master from Armin
> Diedering.
> You can find a demo of Resource Master on the Belgian ftp-server
>
> ftp://chapelie.rma.ac.be/utilities/rsm320d.lzh (586.160 bytes)
>
> It's a German version. I don't know if there is a Englsih translation.
>
> CU
> Martin
>
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be **********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Hi Martin,

Thanks for your input, I managed to locate BGH on the author's web page
and with Dennis Vermiere's help, it's up and running.

Bob King.

6513. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <9038hq$1j0$1@nnrp1.deja.com>
Source record: 53782

In article <975487526-76479AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> Yes it's weird ...
> I never shutdown my computers... but I really can't recall the last
time
> MagiC crashed here, come to think of it, since I upgraded to 6.10,
it never
> did :-/

I have 6.00 or 6.01 on my TT. It's quite stable, way better than on my Falcon/AB, but it still does some funny things from time to time (like crashing badly when open files are deleted). It's pretty much the same on my Stacy, so I assume that it's normal. To me it feels like it can't handle unexpected situations (apps crashing, running old apps that does unacceptable things etc.) as well as it should. It's possible that some of the more obscure sanity checks has been sacrificed in favour of speed and a smaller footprint.

> Blaming the hardware is nonsense, I can imagine some "expanded"
computers
> that may cause problems. Jo Even is probably right when he stated
that MagiC
> is critical about accessing some registers. How many Falcons for
example
> have an original Atari memory expansion fitted?

That's irrelevant. As long as the RAM passes a good memory check, it works. Period. The problem is rather chips like the SCC, the DMA subsystem (SCSI, audio, floppy), the YM etc. The most obvious example of this is that MagiC crash when it access the printer port on heavily accelerated Falcons.

> >Hardware is to run application which run under an OS.
> >If same hardware and same application but different OS and one crash
and
> >the other one doesn't. Guess what's faulty?
> Define OS please....
> MagiC is a OS, AFAIK MiNT isn't since it needs TOS.

No, MiNT is an OS. It use some parts of TOS (a few (X)BIOS functions, i.e. hardware-drivers) just like MagiCMac, MagiCPC and MagiCMilan does, but that doesn't exclude it as an OS. You can even argue that MagiC needs TOS as well, since it's booted by TOS.

Anyway, that was a clever way of avoiding the actual question ;-) Would
you mind answering it?

> What in heavens name has the FAT of your C drive to do with this?

The FAT is managed by the OS, in this case MagiC, so I would assume
that a trashed FAT means that the OS hasn't done it's job properly.

> I would say this is a case of being extremely unlucky or else being
totally
> ignorant how to setup MagiC.

Isn't MagiC just wash'n go? ;-) OK, cheap point, I understand what
you're saying. MagiC can be a pig to configure properly, I've learned
this the hard way.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6514. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2abstfbi3l609@corp.supernews.com>
Source record: 53783

On 29 Nov 2000 05:04:40 , Dennis Vermeire wrote:
>From: Katherine Ellis <kellis@fdn.com>
>Date: Mon, 27 Nov 2000 13:19:25 -0500
>
>
>>if you have a 4meg machine, reach the 4meg, then unload. Load CAB, papyrus,
>>qed, airc, some gem games and all at the same time.
>Could you possibly enlighten us how to load all that stuff in a 4Mb machine?
>Supposing that after MagiC, some stuff in the Auto folder and the desktop is
>loaded one has 2.5 Mb left how are you possibly going to load that pile into
>that little memory left...

I actually tried it, and I was supprised ho much I could get out of
the 4mb limit. I had Cab v1.5, Newsie, Papyrus v4, Paula (playing 60k
mod) and had enough to get Gembench with 90 odd kilobytes left over.
While the mod was playing I then got Gembench to test the system. I was
really impressed that I had no crashes whatsoever. Anbd while all
that was happening, Gembench reported an average speed of 110%. Now
I'd like to see Mint/Naes do that.....

L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+

6515. Where to find 1st view?

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: at4ri@kki.net.pl
Message-ID: <903kc1aru1@news.tpi.pl>
Source record: 53784

Hi!

Where can I find the most up-to-date version of 1ST-View?
I have looked for it at umich.edu and chapelie.rma.ac.be
ftp archives, but there is only an old one there (w/out
jpeg support, for example.) I tried to find it with Altavista,
but w/out any success ;(Does anybody know the URL of the
webpage 1stwiev could be downloaded from?

--
See you,
Grzegorz Pawlik [mailto:at4ri@kki.net.pl]

Marijuana Mail [http://marijuana.atari.org]
Philip K. Dick [http://aramchek.topnet.pl/]

6516. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a255ba013b8d30@online.be>
Source record: 53785

on Wed 29-11-2000 11:33 Uwe Seimet wrote:

>JI Logan wrote:
>
>
>Looks as if the new HDDRIVER 8 also works. As for older versions I can't
>guarantee this, but I already got a feedback that the new demo version
>(http://home.nikocity.de/nogfradelt/hddriver_english.html) works fine
>with the Hades.

Yes Uwe, it seems HDdriver v8 works on the Hades. I could access all my
external scsi-devices without any problem.
I do encounter however lots of:

pid 3 (update): block_IO.c: bio_writeout: RWABS fail (ignored, returns = -13)

Is this cause by the fact that I'm using a demo?

BTW: I'm using freeMiNT 1.15.10b/N_AES 2.0.0. With my mean setup
(Mint'98 large setup) I get these warnings every few seconds. I even get
then at boottime.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6517. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <975530224-574676AEicMi@xs4all.nl>
Source record: 53786

Hi Jo,

> It's pretty much the same on my Stacy,
You have MagiC running on a Stacy? How much RAM? I've tried it
on my Stacy but it did not work. How did you do it?

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6518. Re: ma-ST-o-don't - ATARI ST games -

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <903q3f$f85$2@SOLAIR2.EUnet.yu>
Source record: 53787

On 27 Nov 2000 19:59:10 , Harry Sideras wrote:
>On 26 Nov 2000 10:10:05 , "ALBERT HARTMAN JR." wrote:
> >This name always bugs me too..
> >I have always assumed it meant something in a different language than
> >English.
>
>I don't know what it is either, but wasn't a Mastodon(sp?) a kind of
>dinosaur?

OK, here it is, from the only book on paleonthology that I have at home:

Proboscidea- mammals with a snout (elephants in a sense), including:

- Barytheriidae: extinct, not well known, lived in Eocene
(70-50 mil.years ago),

- Moritheriide: extinct ancestors of all toadys elephants, lived
in Oligocene (50-35 mil.years ago), for example:
-Moeritherium

- Dinotheriide: an extinct side-branch from Miocene (35-15 mil.years
ago), had large downward-curving tusks in LOWER jaws,
for example:
-Dinotherium bavaricum
-Dinotherium giganteum

- Mastodontiide: extinct, appeared in Miocene (35-15 mil.years ago).
========== Characterized by a special shape of molar teeth
(mastodon= nipple-toothed). Also characterized by long,
straight tusks. Some of them had FOUR tusks- two in upper,
two in lower jaw. Earlier species were smaller, but later
ones were gigantic (e.g. bigger than mammoths) and with
straight tusks which were up to 3m long. For example:
- Mastodon angustidens
- Mastodon longirostris
- Mastodon arvernensis
It seems that last mastodons lived in South America,
even after men appeared (?).

- Elephantiide: elephants of today, but also include, for example:
- Elephas meridionalis: gigantic European elephant,
extinct in Pliocene
- Elephas melitensis: dwarf elephant which lived in
Sicily and rest of Mediterannean.
- Elephas primigenus: wooly mammoth.

And, generally, mastodon denotes an extremely large and massive creature, and
it is obviously a (not very funny) word play, as the word contains an -ST-,
so the authors of the site thought it should associate to Atari, though
the whole contraption >> ma-ST-o-don't << is completely meaningless.

So it is NOT a dinosaur, but, say a gigantic extinct elephant.

Which is all off-topic for this newsgroup, of course...

Cu.

6519. Re: Re-aligning a floppy drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <903q3b$f85$1@SOLAIR2.EUnet.yu>
Source record: 53788

On 26 Nov 2000 09:54:58 , Blair Dean wrote:
>The floppy on my TT030 is getting unreliable & I think it may be the
>alignment. I've heard that it isn't too difficult to DIY re-align, but need
>the instructions on how to do this. Anyone have these instructions that they
>could send me?

The problem may be much simpler. A similar thing happens to me about
once a year and seems to be caused by buildup of oxydation on floppy
power-supply connector, which acts as a resistor that lowers the
voltage that the floppy receives. If I measure voltage on the floppy
when it starts to misbehave I find something like 4.7V (i.e. below TTL
limits), while the power supply delivers correct 5V.

When I scratch and clean the power supply connectors (from the power
supply to the motherboard and from the motherboard to the floppy)
everything is OK again for a long time.

Cu.

6520. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80d7femqem.fsf@junk.nocrew.org>
Source record: 53789

Raoul Teulings <rt@xs4all.nl> writes:

> Hi Jo,
>
> > It's pretty much the same on my Stacy,
> You have MagiC running on a Stacy? How much RAM? I've tried it
> on my Stacy but it did not work. How did you do it?
>
> Raoul Teulings
> 3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

Do you wanna sell a TT? :)

Tomas

6521. ISO translator?

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3a257b9c_3@huge.aa.net>
Source record: 53790

Hi all,

Does anyone know if there is such a thing as a translator for
different ISO codes? I got an email from a friend in Japan, and it has
some "extra stuff" in there that doesn't make any sense, and I'm
wondering if there's a way to find out what the original intention
was.

Thanks,

Clayton Murray
Seattle, WA USA

6522. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <_XeV5.1585$1O.6676@newsfeed.slurp.net>
Source record: 53791

On 28 Nov 2000 16:42:06 , Lonny Pursell wrote:
>Well the critical issue here is the errors occur prior to HD
>Driver even loading. HD Driver is not the problem, and I am
>very sure the TOS or something in the Hades is doing some
>pre-test of the drives, perhaps looking for executable
>boot sectors or the like? I never reach the desktop
>as the errors are fatal and force me to power down.
>If that helps clearify my situation. ;-)

What I would do is to boot up using the SCSI drive, then use the HDDriver ultilites program to format and partition the IDE drive. What happens if you boot up using the SCSI drive, then do an ID check with the IDE drive hooked up? Does HDDriver recognize the fact that the IDE drive is there?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6523. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <903us1$r82$2@plutonium.compulink.co.uk>
Source record: 53792

On 28 Nov 2000 00:28:26 , Steve Sweet wrote:
>Hi H,
>Nice to see you up and about again.

I live! (barely...)

>>>I use Jinnee which allows multiple RSC files, in that case i add icons
>>>to a 'specific to an application' file. At the moment ive got 67
>>>resource files totaling about 2 meg in size.
>
>>MagxDesk allows multiple resource files too, but I think it's limited to
>>just 10 (in v5.11 anyway).
>
>Only 10 dude, bummer. :-)

Your directory must be a right bollox! Didn't you get Interface 2 to
tidy them up?! <g>

rgds
H

6524. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <903us0$r82$1@plutonium.compulink.co.uk>
Source record: 53793

On 27 Nov 2000 23:03:24 , Jo Even Skarstein wrote:
>Steve Sweet <stevesweet@bun.com> wrote:
>>>on msdos (the mbr was overwritten). And this has happened twice for me,
>>>and for other people I know as well. So I cannot recomend MagiC at all.
>
>> What total bollox!! Fix your computer then magic will run fine on it.
> <snip>
>> Magic quite often shows up hardware problems that otherwise dont surface,
>
>That's one theory. It's possible that MagiC access some registers too fast
>on the Falcon, with the result that stability depends on having the
>"correct" parts from the "correct" batch. I'd say that this is something
>the OS should take care of, it's not a hardware problem in the sense that
>the hardware is faulty. The fact is that hardware varies slightly from
>batch to batch, and especially in a fragile and delicate design like the
>Falcon this can make a big difference.

Falcon's are the most shoddily-built model made by Atari - fragile is
too polite a word for it. The standard fixes seem barely to scratch
the surface, as witnessed by the fun and games encountered whenever
hardware upgrades are attempted. No-one knows in advance what is going
to break first.

>> if peops have problems with magic then they should look closley at their
>> hardware.
>No, the developer(s) of MagiC should take a closer look at the hardware.

I don't think they make any apology for the product they supply. Even
software that doesn't conform to standards they invent (MagiC
standards, if you like) are expected to be upgraded. They never made
concessions, which was one infuriating aspect of their product. If you
want the advantages of their product ten that's part of the price...

>> Its easy to blame Magic, but its not the cause, its just a distraction
>> from the real problem.
>I don't think so. Even if some Falcons are really defect and that's why
>MagiC doesn't run reliably, then MagiC should either be fixed to handle
>this hardware (after all, TOS, MiNT and Linux doesn't have these problems
>so it should be possible) or the publisher should admit that there is a
>problem and offer a refund.

So there are no problems with these products? I didn't realise...

rgds
H

6525. Re: ma-ST-o-don't - ATARI ST games -

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <LCfV5.11166$GW5.72155@news-server.bigpond.net.au>
Source record: 53794

Now that's being thorough:-)

Mark.

6526. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <xIfV5.11169$GW5.72122@news-server.bigpond.net.au>
Source record: 53795

"Jo Even Skarstein" <joska@online.no> wrote in message
news:902k90hur1@nnrp1.deja.com...
> In article <kyZU5.9909$GW5.62585@news-server.bigpond.net.au>,
> "Mark Bedingfield" <mark@baypc.com.au> wrote:
>
> > I could have sworn the bus was 32 and the CPU was 16Mhz, half the bus
> speed
> > (like the st). I will investigate:-)
>
> The ST's bus runs at 8MHz, not 16. Just take a look at the RAM and ROM
> chips, neither are fast enough to be accessed at 16MHz.
>
> > The TT dosent have seperate video memory does it?
>
> Not really, but it has TT-RAM which isn't shared with the video or
> sound systems. It can only be accessed by the CPU or SCSI-controller.

HHHmmmmmm

Yeah I get it now. My spare STFM has had a few crankings, floppy etc, which I have used the 16Mhz from the shifter as a referance. It is a pity the TT can't use its 32bit ram for video, too.

Mark

6527. Shiuming's postings

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 00:06:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <901had$b2g$1@plutonium.compulink.co.uk>
Source record: 53766

Cross-posted from cixread.reg/feedback:

In an earlier message I said:

>I am beginning to wonder whether the comma in the 'From' field is the
>culprit.

I have now tried a (shortened) scratchpad in which I took the comma out, leaving a space. This displayed the text OK, but generated an error file on splitting and left binary rubbish at the end. This may be because I cut out only part of the original scratchpad.

LATER: I tried the whole scratchpad again, replacing the spaces in Shiuming's address with underscores, and voila! All was well. Well, reasonably so, I still got an error file, but it was not Shiuming's message (hadn't been before either).

So Shiuming, can you please do the same - take out comma and spaces and use underscores instead?

Regards, /Peter/

6528. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 02:08:16 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <kyZU5.9909$GW5.62585@news-server.bigpond.net.au>
Source record: 53767

"Jo Even Skarstein" <joska@online.no> wrote in message
news:8vvtqg$c2s$1@nnrp1.deja.com...
> In article <25EU5.8420$GW5.50014@news-server.bigpond.net.au>,
> "Mark Bedingfield" <mark@baypc.com.au> wrote:
>
> > So the Falcon's bus is 32Mhz but a TT's is only 16? Does any one have
>
> No, the Falcon's bus runs at 16MHz.
>

I could have sworn the bus was 32 and the CPU was 16Mhz, half the bus speed
(like the st). I will investigate:-)

> > > The main reason why the TT is so much faster than the Falcon is
> that it's
> > > a true 32-bit design, and not a 16 bit design with a crippled (16
> bit
> > > databus, 24 bit address bus) 030 like the Falcon.
> > >
> > Very true
>
> And let's not forget that the Falcon shares *all* of it's RAM with the
> sound and video subsystem, thus slowing it down even more.

All very true, but the Falcon is still my favorite, (just a poor sport who
cant afford a Milan, hades or TT, really).

The TT dosent have seperate video memory does it?

Mark

6529. Re: Re-aligning a floppy drive.

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 02:12:43 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <vCZU5.9911$GW5.62656@news-server.bigpond.net.au>
Source record: 53768

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t2830i8cqaeb43@corp.supernews.com...
> On 28 Nov 2000 16:12:34 , Hallvard Tangeraas wrote:
> >"Shiuming Lai" <lais@Spam> wrote:
>
> Hi Hallvard,
>
> >> was common, but now FDDs are throw-away
> >> items (except, unfortunately, the Atari type
> >> with the nice bezel - perhaps you could remove
> >> just that bit and transplant it onto the same
> >> mechanism if you find one...)
> >
> >By following my instructions in that file I mentioned earlier in the
> >thread I have also explained how to (slightly) modify the drive so as to
> >accept the old Atari bezel/eject button.
> >
> >Looks so much nicer than cutting in the plastic of the ST!
>
> Don't bother trying to fit a bezel to modern FDDs, use it as a good
> excuse to recase into a full tower, like mine.... :)

I actually fitted a standard 1.44 in my first MegaSTE, just milled out the
front and flush mounted the drive. It looked very nice. My brother-out-law
is a die maker, so I used his milling machine - carefully.

Mark

6530. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 02:25:42 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10011290323030.100-100000@ozkshades>
Source record: 53769

On 28 Nov 2000 xlator@cix.compulink.co.uk wrote:

> In message <Pine.MNT.4.10.10011261949170.97-100000@online.no>, oskancke@online.no said:
>
> > Did you ever even run MagiC on a Falcon?
>
> I run it on mine all the time, and on the few occasions it has crashed,
> it was an application rather than MagiC that crashed.

Yes.. and what is the main purpose of a multitasking OS such as MagiC? To crash with the application, or to clean up after the crashing application and resume? I know, MiNT is not perfect in this respect either, but it is just sooo much more stable. What applications are we talking about, btw?

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

6531. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-29 04:23:42 UTC
From: taj16@dreamscape.com
Message-ID: <t2916e5g8u7956@corp.supernews.com>
Source record: 53770

On 22 Nov 2000 21:05:10 , Steve Sweet wrote:
>Hi Thomas
>
>>I now have successfully used Newsie and CAB at a DTE speed of
>>115200 bps.
>
>Goodo dude, makes all the difference.
>
Sure does. Most of the transfer rates CAB is reporting back to me are easily a good four times what they used to be. I don't spend nearly as much of my valuable web-surfing time waiting for pages to load!

>>Now I have one more problem - I think. CAB and Newsie are both hard
>>drive intensive.
>
>Drive intensive!!, scarsley bothers my system, a faint glint from the
>drive LED now and again.
>
I get a lot more than that, especially with Newsie. I tend to read both my mail and newsgroups offline, so I don't tie up my only phone line any more than I have to. There are four adults here, and I'm the only one online. They have a right to the use of the phone, too. While I'm downloading, naturally there's a lot of drive action going on.

>>While connected at that speed, my ICD HD software occasionally
>>reports a 'Write Fail' error. I have Write Verify enabled, and I assume
>>the error message is from that.
>
>I suggest you switch of Write Verify as your SCSI drive will do this job
>on its own anyway, and increase your cache buffers. I also suggest you
>disable delayed write if its on.
>
Well, that'll get rid of the error message, anyway. I found the Write Verify section of the ICD manual, and that message is indeed from that. I also see where if I disable it, write speed should increase by about 50%. I've always had verify enabled for this Syquest 44 removable, never noticed where it was slow enough to bother before. I believe the delayed write is on, but I don't remember the length of the delay offhand.

I'll give it a shot and see what happens. I'll also install STinG 1.26. I'm still using 1.22. Might it make any difference if I use SERIAL 2 instead of MODEM 2 for my port? The STinG 1.26 doc seems to recommend it.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6532. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a26e155$0$173@news.zetnet.co.uk>
Source record: 53646

On 27 Nov 2000 22:20:04 , "Simon Osborne" wrote:
>
>Neil Chester wrote in message <8vul0e$92t$1@news8.svr.pol.co.uk>...
>>On 26 Nov 2000 21:47:21 , "Shiuming Lai" wrote:
>>Is it "HOMA" who do Scanner drivers/software? Do they still exist?
>>
>>Anyone have a web address or e-mail?
>>
>>Neil.
>
>They have gone apparently :(

?? I hope not. Try homa@canada.com

Charles.

6533. Patience, by Volker Weidner (?

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a26e157$0$173@news.zetnet.co.uk>
Source record: 53647

Hi!

Anyone know if Volker Weidner is still supporting his "Patience" game on the Atari platform? If so, I would like to register it, having rediscovered it in the depths of my floppy disk cellar.

There's no note of his email address in the docs.

Much obliged,
Charles.

6534. web surfing with my ST help

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: JPK <brewer@webspan.net>
Message-ID: <3A26EFAD.488@webspan.net>
Source record: 53648

OK I know if I search for years in FAQ files I might find what I am looking for but perhaps one of you fine fellows can help me out quick. I have a quite a few Atari machines around. Mega4, 1040ST, hell even some 400
and 800's. My question is what software is there out now that will allow me to use my ST or Mega4 to surf the web as easy as I can on my shitty PC with Netscape? I use my Mega4 games and I hate my pc but
that's what I'm on-line with now. Someone tell me what I need so I can kiss the PC goodbye. Then again, is there even anything out there that makes this dream possible. Please help. Oh and while I'm thinking of it, is there anything that can link my Palm 3x to my Mega4? I'll toss my pc in the can if this can happen.

JPK
Biohazard Breweries

6535. Re: Q: uniterm and the mouse

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3a26f86c@news.victoria.tc.ca>
Source record: 53649

JI Logan (jlog@zetnet.co.uk) wrote:
: On 29 Nov 2000 15:32:17 , Malcolm Dew-Jones wrote:

: | . . .
: |I would like to get more info on using uniterm, cause it looks like it
: |does more stuff then the online help can explain, in particular I would
: |like to figure out how to cut and paste using the mouse.
: |
: |e.g. if I do a directory listing then I would like to copy a displayed
: |file name and then paste it onto the command line as part of the next
: |command.
: |
: |Does anyone know how to do this, and/or where to get more info on Uniterm?

: Did you not get the manual (on file) with it? If not I could see if
: I still have it somewhere and email it to you.

That would be great if you could email it to me. I don't see anything on
the disk I'm using, but it is just a copy put on a disk allong with some
useful utilities all all made about ten years ago, so if I had anything
else then its long since gone.

6536. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10011302321490.17022-100000@shell2>
Source record: 53650

On 1 Dec 2000, Harry Sideras wrote:
<blah snip>

> So, Steve S is basically right. If you get problems with programs like
> Photoline and Magic, the problem definitely ain't either of them. If
> you get corrupted FATs it ain't Magic. What's your hard disk driver
> and version? What Auto programs, acc's and CPX's do you run? What are
> you multitasking with? I bet a list of programs that are running
> concurrently will very quickly lead to a chorus of finger-pointing at
> the offending app.

Well, you are realizing that there are NO 100% clean application.
That means that you can't run anything under magic or mint if I follow you correctly. What's the point of that? even simple GEM programs can trash magic in a big way. What is the point of running magic and NO application once again? see a static desktop? maybe a screensaver? oh no, there are no clean screensaver also...

An os must be robust enough to see that an application has failed for one reason or another.
You know, your theory is a little weird. Take a commercial multiuser OS (aix, sunos whatever). people do have access to a compiler and have real troubles trashing the OS even on purpose, when a security, buffer overflow etc technic is found it will pretty much be fixed.) Coz you HAVE to. You have 150 users logged in at the same time running some billing applications in real time, dealing with some $20 to $400,000 transaction. The system must be robust. MiNT certainly ain't there, (linux either). but it magic is a total joke as far as robustness, 1 call and boom, the whole system is totally down. Even "clean applications" will bring the system to this halt. For your information, "clean" software was used for magic when it trashed my C partition twice. WHat I call clean is: If it runs on all atari hardware I have, with singletos and mint. To me I call that application clean enough. I don't even call Calamus or Da's vector clean application (although i heard latest versions of calamus were much better, I couldn't say as I didn't try). If magic can not take what several atari hardware with singletos and/or MiNT could take, I call magic weak.

6537. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <907gu0$kf5$1@user2.teleport.com>
Source record: 53651
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6538. Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <907h1vkkm1@user2.teleport.com>
Source record: 53652

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6539. WTD: Atari/Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <907h6qkol1@user2.teleport.com>
Source record: 53653
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6540. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975688936-54267AEicMi@bun.com>
Source record: 53654

Hi Pete

>While looking through my C:\GEMSYS\HOME folder I came across some
>strange files, whose origin I don't know. One pair is DIR.HTM and
>RESULTS.HTM. The first seems to be a listing of all folders in my
>HTM_DOCS directory with lengths, starting:

You've obviously done a search whilst surfing and these are CAB's result
files.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6541. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975688938-54803AEicMi@bun.com>
Source record: 53655

Hi Harry my old scrubber, er!, i mean mucker.

> >Nice to see you up and about again.
>
>I live! (barely...)

For a small fee... :-)

>>>I use Jinnee which allows multiple RSC files, in that case i add icons
>>>to a 'specific to an application' file. At the moment ive got 67
>>>resource files totaling about 2 meg in size.

>>>MagxDesk allows multiple resource files too, but I think it's limited
>>>to just 10 (in v5.11 anyway).

>>Only 10 dude, bummer. :-)

>Your directory must be a right bollox! Didn't you get Interface 2 to
>tidy them up?! <g>

Interface 2, that old donkey, you should meet Mr. Resource Master, and
FYI, this directory /is/ the tidy version. :-(
If i dont use a specific application then i just pull its resource, no
twatting about with RSC editors.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6542. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975688940-55244AEicMi@bun.com>
Source record: 53656

Hi Jules

>I have a really old 520ST at home still in working order apart from the
>internal FDD (single sided unit) anyone here know of somewhere I can fo
>to in the UK to get a spare??

Nowz yur chance to get that upgraded to a Double sided drive. Just go
into any branch of PC world, smash any PC you like, preferebly whilst it
powered up, take out the floppy drive, change its ID to 0 from 1 and
install it with TLC in your ST.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6543. Re: EMu scene?

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975688942-55700AEicMi@bun.com>
Source record: 53657

Hi Jon

>Is anything decent happening on the Emulation scene at the moment? Used
>to be that there was stuff flying around like an arse monkey in a
>blender, but now? Less friction than a blowtorch and a heap of butter.

Hm!, do you talk shitte all the time or only whilst awake.

>Hmm, thoughts anyone?

No Jerry Springer gags here i'm afraid.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6544. Re: Texel Demo

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975691406-059660AEicMi@cwcom.net>
Source record: 53658

From: Steve Sweet <stevesweet@bun.com>
Date: Tue, 28 Nov 2000 00:21:48 -0000

>>We were rewarded for our work with continued silence from the author.
>
>Arent you getting used to this though?? :-/Still you get a cheap copy for
>your efforts.

You'd be surprised Steve! :-(

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6545. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975691408-060100AEicMi@cwcom.net>
Source record: 53659

From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Date: Tue, 28 Nov 2000 19:02:38 +0100 (MET)

>You can find a demo of Resource Master on the Belgian ftp-server
>
>ftp://chapelie.rma.ac.be/utilities/rsm320d.lzh (586.160 bytes)
>
>It's a German version. I don't know if there is a Englsih translation.

Just to confirm that DDP have already translated both the RSC file and the
Bubblegem for 3.20.

Once they've been checked against the full release version they will be
made available for download from the DDP website.

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6546. Re: CD burner install-problems

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200011302302.a24799@su2.maus.de>
Source record: 53660

Hello Einstein (or whatever your real name is),

OT>I have just bought a TEAC CD-R55S and I tried it with CDlab, but I
OT>couldn't open the CDlab after installing the burner with HDdriver. Do
OT>some of you know what the problem is? Maybe I will succed with
OT>CDburner?
make sure that METADOS is _not_ installed while running some soft from
the Extendos package, for EXTENDOS ans METADOS must not run together:
Even a cold reset may be necessary when toggling from one to the
other...

btw: A friend of mine used the TEAC CD-55RS with the CD Recorder soft.

Und TTschï¿½
ps

6547. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2610CC.F5D16920@ooc.de>
Source record: 53720

Martin \"Nightowl\" Byttebier wrote:

> Yes Uwe, it seems HDdriver v8 works on the Hades. I could access all my
> external scsi-devices without any problem.
> I do encounter however lots of:
>
> pid 3 (update): block_IO.c: bio_writeout: RWABS fail (ignored, returns = -13)
>
> Is this cause by the fact that I'm using a demo?

Yes, I think so. Since the demo is limited regarding write access MiNT
won't be able to write and that causes error messages.

> (Mint'98 large setup) I get these warnings every few seconds. I even get
> then at boottime.

MiNT seems to write a lot, then ;-).

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6548. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A261155.1EFA13A5@ooc.de>
Source record: 53721

Paul Williamson wrote:

> It would certainly be worth your while getting hold of an older version
> of HD Driver that is more likely to work than the recent versions.

Note that the new version HDDRIVER 8 also seems to work. So far I only
got positive responses from Hades users trying the demo version.
Nevertheless I have to repeat: I cannot officially support the Hades due
to this machine not being fully Atari compatible. Anyway, if the new
HDDRIVER 8 works (again), that's fine of course.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6549. EMu scene?

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Jon Lyus <jon@ceramicreview.com>
Message-ID: <t2cf5a58eb31c1@corp.supernews.co.uk>
Source record: 53722

Is anything decent happening on the Emulation scene at the moment? Used to be that there was stuff flying around like an arse monkey in a blender, but now? Less friction than a blowtorch and a heap of butter.

Hmm, thoughts anyone?

Capt W,

6550. Program for Korg i3 on ATARI

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: bellposto@tin.it
Message-ID: <905foirgf1@nnrp1.deja.com>
Source record: 53723

I have a program for screening/printing/sorting parameters of .ARR
and .PCG Files including effect parameters.
If somebody wants it let me know.

Sent via Deja.com http://www.deja.com/
Before you buy.

6551. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <975584520-323479AEicMi@xs4all.nl>
Source record: 53724

Hi Tomas,

>Do you wanna sell a TT? :)
I'am sorry. I am too attached to the old guys. And have them
both mostly in working order too. I use one with the 64 Mb RAM
and 2 gig HD for my normal work and surfing the net. The other
one is for the quite older programs which are IMHO stiil
sufficient: Xenomorph, Cybersculpt etc. who work better without
NVDI and MagiC (not quite right: Xenomorph work well). And the
last one which I bought from an geologist is still in the
configuration it was once sold. I keep it as a spare and also
as to get back to the 'old feeling'. Just for plain fun. But as
I've said: I am too attached to the old beasts. Sorry.

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6552. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <905i64$t7l$1@nnrp1.deja.com>
Source record: 53725

In article <3A2610CC.F5D16920@ooc.de>,
Uwe Seimet <us@ooc.de> wrote:

> > pid 3 (update): block_IO.c: bio_writeout: RWABS fail (ignored,
returns = -13)

[...]

> MiNT seems to write a lot, then ;-).

It's the update-daemon that tries to flush the writeback cache. If
Martin turns off the cache he'll probably see a lot less of these.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6553. s/w coverdisks- offers? UK

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: jim harris <shockwavejim@kerb.co.uk>
Message-ID: <905k72iek1@uranium.btinternet.com>
Source record: 53726

Hi all-

any offers/interest on the following? 2 books and about 120 disks in a lockable disk box. Some owned by me since new others come my way by the various second hand Atari's to pass through my clutches! UK postage (3-4 days delivery) is about £6.50 or collect from central Brighton.

shockwavejim@kerb.co.uk

Books

Both Data becker/Abacus Software

Atari ST Internals- Gerits, English & Bruckman
Atari ST Machine Language- Grohmann, Seidler & Slibar

Commercial Software
---

20 disks- Sorry no boxes or manuals, disks only!

Valuetime 'Lets Make Stationary & Calendars'
Valuetime 'Lets Make Signs & Banners'
Microdeal 'Mighty Mail'
The Page6 Library 'Clip Art Collection disk 1-4'
Kuma 'K-Word 2'
Mirrorsoft 'Fleet street Publisher' (3 disks)
HCS 'Memory Utilities'
Atari '1st Word'
Software bundled with Ataris (discovery pack?) numbered 1-5
1 CPM emulator v2.2
2 CPM utilities
3 Games & Utilities
4 Pictures (Degas & Neochrome)
5 DEMOS & Sample Programs

also

Atari UK Language Disk for MEGA & ST

Cover Disks
---

106 disks. This is a huge resource of Atari software new and old, demos, plenty of full versions, games, utilities, apps. The program(s) mentioned for each disk are by no means all that's on them just what is most prominent from the cover label (hence a leaning towards games). I haven't got time to check all of these obviously, but they've been looked after well and if it's a case of I've been looking for such and such for ages then I'll check.

Atari ST User (24 disks)-- Jun93 Devpac ST2,Dec93 Protext 6/Dogfight,Nov93 Prodata,Oct93 Word Writer,Sep93 STOS,Aug93 K-Graph/Bio-Hazard,Jul93 Video Master,Apr93 HiSoft C,Mar93 Mini Office/Funschool 3,Feb93,Jan93 STOS 3D,Dec92 Quantum paint2/Home Accounts 2,Nov92 MiNT/Cold Revenge,Oct92,Sep92 Midistudio,Aug92,Jul92 Escapade,Jun92 Air To Air,May92 Harlekin Utilities,Apr92,Jun92 Lotus Turbo Challenge II,Oct89,Sep89,Aug89

Misc. (2 disks)-- 'The One' Blasteroids, 'ST Action' Games Disk 15- Turrican II, Warlock, Dominion

ST/Amiga Format (10 disks)-- Jul88 No1 Oids,Aug88 No2 Power Basic,Sep88 No3 Powerdome/3D Chess,Oct88 No4 Pipepanic,Nov88 No5,Dec88 No6 Collosus Chess,May89 No11 Archipelagos,Jun89 No12 Flair Paint,Jul89 No13 Spherical (2 copies)

ST Format (46 disks)-- 1 Bloodwych,2 Bloodmoney,3 Xenon 2,5 The Untouchables/Quartet,6 Tower of Babel,7 Skate Tribe,8 GFA Raytrace,9 Conqueror/Pipemania,10 Wipeout,13 Battlemaster/GFA Draft,31 Revenge of the Mutant Camels,32 Knightmare,34 Campaign,35 Pacific Islands,36 Superboot 7,37 International Sports Challenge,38 Sensible Soccer,39,40/1 Talespin,40/2 Trip-a-tron,41/1,41/2 Protext v4.3,42/1 The Last Arcadian,42/2 KnifeST,43 Noddys playtime
44,45 Racing games,46 '3 great games',47 Legends of Valour,48 Prism Paint,49 POV,53/1 Raystart,53/2 Arabesque Pro,78 WWW Pack,79 Breakthru,80 Positive Image/Imcon1.1,81 CAB1.0,84 Bang and Blastman/Contact,85 Island Strike/ZControl/Face Value,86 Video Supreme, Bsquad, ST-Guide,?? GFA Draft Plus3,?? Spectrum 512,?? K-Soread 2,?? GFA Basic, Assembler, Raytrace,?? STOS Animaster

Atari Computing (5 disks) -- Disk 3 (1996), disks 4,5,6 & 7 (1997)

Atari ST Review (19 disks) -- Issues:7 (2 disks), 8 (2 disks), 10 (2 disks), 14-20, 21 (2 disks), 22, 26 and 2 others un-numbered

thanx

6554. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2cso0csogg216@corp.supernews.com>
Source record: 53727

On 29 Nov 2000 22:44:52 , xlator@cix.compulink.co.uk wrote:

Hi Peter,

>Can anyone identify these, and tell me if I need them, please?

I know Dir.htm is something to do with CAB. Just rename them, and if
after say a couple of weeks (depending on the computers use) the
system still functions delete them.

L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+

6555. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2cso3mns10q17@corp.supernews.com>
Source record: 53728

On 29 Nov 2000 22:55:33 , "Mark Bedingfield" wrote:
>
>"Katherine Ellis" <kellis@fdn.com> wrote in message
>news:Pine.GSO.4.05.10011290905010.14243-100000@shell2...
>> On Wed, 29 Nov 2000, Dennis Vermeire wrote:
>>
>Just as a matter of interest win95 has a bug that will cause it to crash
>after running 32 consecutive days without being switched off, My Atari's
>will never crash by themselves (I have 9 of them). But then I run SingleTOS
>still, Yes I know, I know but it is ROCK SOLID. OS in rom can't be beat.

Have you ever tried multitasking i.e. Magic/Mint/Geneva? You're
missing out. I've recently changed from tos 2.06 upto Magic 4 and
it's great (compared to TOS anyhow). TOS is solid, but the advantages
of multitasking is more important. I very rarely get a crash anyway.

Does anyone know of a URL or some hyp/txt file that shows how to set
up Magic well. I've read about the removing timeslice info from the
magx.inf file and using the cpx, but can't find it. I think it may
have been an ST Format....

Help much appreciated.

L.A Amsdon
--
+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**|
| bindon@madasafish.com |
+--+

6556. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a26752e$0$174@news.zetnet.co.uk>
Source record: 53729

On 28 Nov 2000 20:42:40 , Lonny Pursell wrote:

| . . . .
|I do have the HD Driver version that is Ok with the hades.
|My problem is I'm simply stuck. If I disconnect the SCSI
|which I really don't need and place the HD Driver master disk in
|the floppy, I should be all set. However, since the error
|occurs after the memory test and is fatal, it halts never reaching
|the desktop or booting the floppy. No matter what I do I am
|forced to remove the IDE drive or the machine won't boot
|at all.

What happens if you remove the IDE, boot with HDD on a floppy then
replace IDE and try and open it?
--
JI Logan

6557. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A267FEA.688C2859@patent.gov.uk>
Source record: 53730

Lyndon Amsdon wrote:
>
SNIP
> Does anyone know of a URL or some hyp/txt file that shows how to set
> up Magic well. I've read about the removing timeslice info from the
> magx.inf file and using the cpx, but can't find it. I think it may
> have been an ST Format....
>
> Help much appreciated.
>
> L.A Amsdon
> --
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |ADSCSI MiniS Quantum Mouseburster FMC II|
> |**************************************|
> | bindon@madasafish.com |
> +--------------------------------------+

Hi Lynden,

There is:

http://ffm.junetz.de/members/jh/shh/magic.html

It's in german,the 'english language' link does not work, and it's for
Magic 6.1, but it's very comprehensive.

Bob King.

6558. Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Jules <onlymetoo@hotmail.com>
Message-ID: <hzvV5.1937$L14.6715@news.colt.net>
Source record: 53731

I have a really old 520ST at home still in working order apart from the internal FDD (single sided unit) anyone here know of somewhere I can fo to in the UK to get a spare??

Thanks

J

6559. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2d3pvelvsio13@corp.supernews.com>
Source record: 53732

On 29 Nov 2000 18:12:21 , Lonny Pursell wrote:
>On Wed, 29 Nov 2000, Edward S. Baiz Jr. wrote:
>
>> On 28 Nov 2000 16:42:06 , Lonny Pursell wrote:
>
>I don't know how to say this to get it across, but I will say
>it again. Having the IDE merely connected results in a
>fatal error before any thing loads from floppy or the SCSI.
>Since I get different errors I suspect the motherboard is
>probably ok but the drives I'm using are not compatible somehow.

I understood from the start, but I am still thinking about it. The
only thing I could suggest is to plug the IDE when it's on. Yes I
know it's not supposed to be done, but if you have the drive powered
up then plug the connector in (straight) then it may work. I've never
had any problems plugging drives in while the computer is on, just
remember to have the drive's power connected.

Don't try it on the Hades though (worth too much, I'm sure you know
that though!), see if you can use another atari and use HDDriver
to partition to TOS/DOS or whatever takes your fancy.

I doubt HDDriver will work under emulation on a PC......

L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+

6560. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2d4apbkilad1a@corp.supernews.com>
Source record: 53733

On 30 Nov 2000 16:27:22 , Bob King wrote:
>
>
>Lyndon Amsdon wrote:
>> Does anyone know of a URL or some hyp/txt file that shows how to set
>> up Magic well. I've read about the removing timeslice info from the
>> magx.inf file and using the cpx, but can't find it. I think it may
>> have been an ST Format....
>>
>> Help much appreciated.
>>
>
>Hi Lyndon,
>
>There is:
>
>http://ffm.junetz.de/members/jh/shh/magic.html
>
>It's in german,the 'english language' link does not work, and it's for
>Magic 6.1, but it's very comprehensive.

Thanks Bob, I'll pop over to there tonight....I'm not goog at German
but usually technical texts are easier to read.

L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+

6561. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2d4ash5s3en1e@corp.supernews.com>
Source record: 53734

On 30 Nov 2000 16:52:19 , "Jules" wrote:
>I have a really old 520ST at home still in working order apart from the
>internal FDD (single sided unit) anyone here know of somewhere I can fo to
>in the UK to get a spare??

I have some double sided units, all been done up. (well, cleaned!)
About four of mine are from Acorn machines (BTW they work well) and
about 3 others are Atari one's with the front moulding.

FS: Also I have Marpet RAM expansion (no manuals, but will help with
installation) with 2*256kb simms to upgrade a 520STFM to 1040. All
working order, no bent pins. AFAIK one can put 4*1mb simms to get
full 4mb.

L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+

6562. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <9069se$6t1$1@SOLAIR2.EUnet.yu>
Source record: 53735

On 28 Nov 2000 21:58:15 , Richard Kilpatrick wrote:

>Why not? It's a global economy, after all, and disregarding that, we're
>all bombarded with American culture 24/7.

Bombarded... yes, every now and then some part of the world gets
bombarded by Americans on way or another... but with culture... hardly.

6563. ! WTD 1980s home computers

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: David <david.oharrow@btinternet.com>
Message-ID: <906f1t$p74$2@plutonium.btinternet.com>
Source record: 53736

Early 1980s Home Computers and accessories Wanted, Especially ZX80, ZX81,
Jupiter Ace And MK14 Computers, But All Others Considered eg Nascom, Oric,
Memotech,
Lynx, Sinclair, Enterprise, Mattel, Acorn, BBC, msx, Dragon, Altair, IMSAI,
UK101, Superboard, Commodore, Atari and others.....

Also All Other Sinclair Items Wanted Includings Printers, Microdrives,
Interfaces ZX81, QL, PC200, Z88, Calculators, Watches, TV, Radio Etc.

Preferably Boxed But All Considered.

Replies by email please, stating what you have, location and required price.

david.oharrow@btinternet.com

David

6564. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011301605160.80-100000@TT030>
Source record: 53737

On Wed, 29 Nov 2000, Steve Sweet wrote:

> Is it possible for you to switch off the Data and Instructions Caches pre-
> boot.

Yes, this his been tried also. ;-)

I've given up on these 2 drives. I think a third test may be
in order.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6565. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a26c213$0$179@news.zetnet.co.uk>
Source record: 53738

On 29 Nov 2000 23:40:36 , Steve Sweet wrote:
>Hi Bob, Guys
>
>>Does any one know where to get a program called BGH.APP. It's an
>>'accessory' to BubbleGem and seems to work with data files with
>>extension *.BGH
>
>Ive seen that youve found this now so i'l not labour on that, however,
>just what does this add to the system, i have it installed and its only
>resource Master that seems to need it!!, everything else functions bubble-
>wise via BUBBLE.APP?. :-/
>
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Hi Steve,

You're right that it's of limited use right now, but I think, that D & D
are providing *.BGH table files which are german:english translation
tables to make BubbleGem German origs show in english, I think!!!

Bob.

6566. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011301607510.80-100000@TT030>
Source record: 53739

Medusa wrote me back and says "new" drives can be a problem.
Didn't go into any detail, and it don't explain why the
older one fails either. It was not from an Atari and
I have no means to wipe it clean here at home.

Anyway, it would be most helpful if all the Hades owners here
could possibly tell me the exact make and model of their
IDE drives? Then my intention is to find such a drive
that is known to work, and add this info to the Hades HYP
I've already started on.

Thanks for all the suggestions thus far, even though I
was unsuccessful. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6567. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10011301601340.80-100000@TT030>
Source record: 53740

On 30 Nov 2000, JI Logan wrote:

> What happens if you remove the IDE, boot with HDD on a floppy then
> replace IDE and try and open it?

The drive then shows up and the disk info is correct, but if
I try to partition then the same error occurs. The spurious one
or the bus error depending on which drive I do this with.
I've tried many times different things to get these 2 drives
to work. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6568. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <BrAV5.12495$GW5.84729@news-server.bigpond.net.au>
Source record: 53741

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t2cso3mns10q17@corp.supernews.com...
> On 29 Nov 2000 22:55:33 , "Mark Bedingfield" wrote:
> >
> >"Katherine Ellis" <kellis@fdn.com> wrote in message
> >news:Pine.GSO.4.05.10011290905010.14243-100000@shell2...
> >> On Wed, 29 Nov 2000, Dennis Vermeire wrote:
> >>
> >Just as a matter of interest win95 has a bug that will cause it to crash
> >after running 32 consecutive days without being switched off, My Atari's
> >will never crash by themselves (I have 9 of them). But then I run
SingleTOS
> >still, Yes I know, I know but it is ROCK SOLID. OS in rom can't be beat.
>
> Have you ever tried multitasking i.e. Magic/Mint/Geneva? You're
> missing out. I've recently changed from tos 2.06 upto Magic 4 and
> it's great (compared to TOS anyhow). TOS is solid, but the advantages
> of multitasking is more important. I very rarely get a crash anyway.

With cash like it is and the Aussie dollar barely worth a rubble, it might be a while before I invest in Magic. I still play with Multitos every now and then. Now that I have Centurbo to play with I might give it another go;-)

Mark

6569. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <LoAV5.3643$V7.6011010@nnrp4.proxad.net>
Source record: 53742

eh eh
ST-RAM on TT is 64-bit wide !!
2 FUNNEL chips split the data into two 32 bit words !

The problem of the TT is that it is a slow 16 MHz bus !
And some times I think that some peripherals are acceded at 8 MHz !!
The ACIA is a good example : On TT, the ACIA ref are 6850, not 68B50 !!!
At 16 MHz CLK, you run the ACIA E CLK at 16/10 = 1.6 MHz !
The 6850 support only up to 1 MHz !!!
You need a 68B50 to support up to 2 MHz, what is done by the Falcon !

TT has several bad things in the hardware, and some good too...

But I prefer a F030 + CT2 !

--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

Mark Bedingfield <mark@baypc.com.au> a crit dans le message :
CjiV5.11328$GW5.73162@news-server.bigpond.net.au...
>
> "Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
> news:9043b6$8bq$1@snipp.uninett.no...
> > Mark Bedingfield <mark@baypc.com.au> wrote:
> >
> > > I have used the 16Mhz from the shifter as a referance. It is a pity
the
> TT
> > > can't use its 32bit ram for video, too.
> >
> > But it can :-) The TT is a true 32-bit computer, all RAM - even "ST-RAM"
> > is 32 bits wide.
>
> Gotta get me one....
>
> mark
>
>

6570. Re: Q: uniterm and the mouse

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a26db9a$0$173@news.zetnet.co.uk>
Source record: 53743

On 29 Nov 2000 15:32:17 , Malcolm Dew-Jones wrote:

| . . .
|I would like to get more info on using uniterm, cause it looks like it
|does more stuff then the online help can explain, in particular I would
|like to figure out how to cut and paste using the mouse.
|
|e.g. if I do a directory listing then I would like to copy a displayed
|file name and then paste it onto the command line as part of the next
|command.
|
|Does anyone know how to do this, and/or where to get more info on Uniterm?

Did you not get the manual (on file) with it? If not I could see if
I still have it somewhere and email it to you.
--
JI Logan

6571. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a26dd4a$0$175@news.zetnet.co.uk>
Source record: 53744

On 30 Nov 2000 16:13:45 , Lonny Pursell wrote:

| . . . .
|Anyway, it would be most helpful if all the Hades owners here
|could possibly tell me the exact make and model of their
|IDE drives? Then my intention is to find such a drive
|that is known to work, and add this info to the Hades HYP
|I've already started on.

Fujitsu MPB3021ATU
--
JI Logan

6572. Re: EMu scene?

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <906o7dvcf1@nnrp1.deja.com>
Source record: 53745

In article <t2cf5a58eb31c1@corp.supernews.co.uk>,
"Jon Lyus" <jon@ceramicreview.com> wrote:
> Is anything decent happening on the Emulation scene at the moment?
Used to
> be that there was stuff flying around like an arse monkey in a
blender, but
> now? Less friction than a blowtorch and a heap of butter.
>
> Hmm, thoughts anyone?
>
> Capt W,
>
I am getting reports that STEEM Atari emulator for PC works on MIDI
programs! perhaps this is a way to unlease Atari-Midi to an
unsuspecting Midi community dominated by "production" type applications
(Pc/Mac) compared to "Interactive" type applications (Atari)

Go to:

http://www.pyridine.co.uk/steem

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

6573. Re: Where to find 1st view?

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:52:26 UTC
From: Sébastien BERVAS <brenig@atari.org>
Message-ID: <975541956-200011AEicMi@atari.org>
Source record: 53715

Hello !
>Where can I find the most up-to-date version of 1ST-View?
Maybe the one on the following url:
ftp://ftp.lip6.fr/pub/atari/Utilities/1stview.lzh
(dated 24.09.1992)
Seb.

--
Si¿½bastien BERVAS
Email: brenig@atari.org / Irc: Brenig / Icq: 85928541

6574. Re: Where to find 1st view?

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:53:26 UTC
From: Sébastien BERVAS <brenig@atari.org>
Message-ID: <975542016-212079AEicMi@atari.org>
Source record: 53716

Hello !
>Where can I find the most up-to-date version of 1ST-View?
Maybe the one on the following url:
ftp://ftp.lip6.fr/pub/atari/Utilities/1stview.lzh
(dated 24.09.1992)
Seb.

--
Sï¿½bastien BERVAS
Email: brenig@atari.org / Irc: Brenig / Icq: 85928541

6575. Re: FS: Atari 1040ST only $20 plus freight

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 00:59:17 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <i3N+roClZaJ6EwfR@lovecraft.demon.co.uk>
Source record: 53717

Once upon a time <3A259F46.22F1B5F1@qnet.com>, Don <dons@qnet.com>
grabbed chalk and scrawled:
>Just to let everyone know this gentleman try to sell the Atari equipment
>is loacted in Northern California and that is in the US.

pacbell.net - Pacific Bell. West Coast service provider ;)

Richard

--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6576. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 01:46:10 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <CjiV5.11328$GW5.73162@news-server.bigpond.net.au>
Source record: 53718

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:9043b6$8bq$1@snipp.uninett.no...
> Mark Bedingfield <mark@baypc.com.au> wrote:
>
> > I have used the 16Mhz from the shifter as a referance. It is a pity the
TT
> > can't use its 32bit ram for video, too.
>
> But it can :-) The TT is a true 32-bit computer, all RAM - even "ST-RAM"
> is 32 bits wide.

Gotta get me one....

mark

6577. Re: Need modem help

Newsgroup: comp.sys.atari.st
Date: 2000-11-30 05:05:23 UTC
From: taj16@dreamscape.com
Message-ID: <t2bo0jnc6pls45@corp.supernews.com>
Source record: 53719

On 29 Nov 2000 04:23:42 , Thomas J. Andrews wrote:
>On 22 Nov 2000 21:05:10 , Steve Sweet wrote:
>
>I'll give it a shot and see what happens. I'll also install STinG 1.26. I'm
>still using 1.22. Might it make any difference if I use SERIAL 2 instead of
>MODEM 2 for my port? The STinG 1.26 doc seems to recommend it.
>
>

Sorry about that message. I trashed my usual Syquest 44 meg cart for
Newsie/CAB and used my backup, not realizing the last backup had a couple
of queued newsgroup posts waiting. When I logged on, Newsie automatically
sent them.

No excuse, really. Just what happened.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6578. Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A281DE3.E7878567@intergate.bc.ca>
Source record: 53596

I was looking at some of the Atari Falcon accelerators and they are more expensive than the computer itself. Weird stuff. At least if that was 300-600mhz increase maybe it would be worth buying but 30-40mhz speed increase won't even speed your computer up 100% Are there any reasonably-priced atari falcon accelerators out there ? Used ?

6579. Re: Q: uniterm and the mouse

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3a281f57@news.victoria.tc.ca>
Source record: 53597

JI Logan (jlog@zetnet.co.uk) wrote:
: On 30 Nov 2000 17:01:32 , Malcolm Dew-Jones wrote:

: | . . . .
: |: Did you not get the manual (on file) with it? If not I could see if
: |: I still have it somewhere and email it to you.
: |
: |That would be great if you could email it to me. I don't see anything on
: |the disk I'm using, but it is just a copy put on a disk allong with some
: |useful utilities all all made about ten years ago, so if I had anything
: |else then its long since gone.

: Sent.
: --
: JI Logan

Looks good, thanks. I'll have to check my version when I next use the
atari, but the manual is sure to be of help thanks.

6580. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <H$e3ZQBkCCK6Ewjd@lovecraft.demon.co.uk>
Source record: 53598

Once upon a time <3A281DE3.E7878567@intergate.bc.ca>, Artur Stachon
<astachon@intergate.bc.ca> grabbed chalk and scrawled:
>I was looking at some of the Atari Falcon accelerators and they are more
>expensive than the computer itself. Weird stuff. At least if that was
>300-600mhz increase maybe it would be worth buying but 30-40mhz speed
>increase won't even speed your computer up 100% Are there any
>reasonably-priced atari falcon accelerators out there ? Used ?

Shiuming Lais just sold an Afterburner for ï¿½85, I turned it down because
I just don't have the money to spend on that right now (it needs
soldering).

There should be a fast PPC based unit soon, called Tempest.

If cost is your priority, Best Buy is /that/ way ;)

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6581. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <0WVV5.1426$R77.324037@nnrp4.clara.net>
Source record: 53599

"Artur Stachon" <astachon@intergate.bc.ca> wrote in message
news:3A281DE3.E7878567@intergate.bc.ca...
> I was looking at some of the Atari Falcon accelerators and they are more
> expensive than the computer itself.

If you compare the price of a new
accelerator to a second-hand computer,
yes. There have been NO Falcon
accelerators that cost more than a new
Falcon computer.

> Weird stuff. At least if that was
> 300-600mhz increase maybe it would be worth buying but 30-40mhz speed
> increase won't even speed your computer up 100%

Are you kidding? Here's a test on my CT2
Falcon, click-to-print time for a Papyrus
document:

16MHz mode: 60 seconds
50MHz mode with 32-bit fast RAM: 10 seconds

That's a bit faster than 100%!

> Are there any
> reasonably-priced atari falcon accelerators out there ? Used ?

What's reasonably-priced? You can't make
that judgement. They cost whatever it takes
to develop for a dwindling user base that is
(from experience) generally not prepared to
spend money on its hobby (people in this
group should not take offence if you know
that does not mean you; we're a minority of
the user base in here). If you want 300-600MHz
speed increase then the design will have to
use completely different chips which will
increase the cost some more, so I don't know
what is "reasonable" in your book.

Shiuming Lai

6582. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012011919490.89-100000@TT030>
Source record: 53600

Thanks JI and Martin for the drive info.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6583. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975840368-204031AEicMi@cwcom.net>
Source record: 53601

From: Steve Sweet <stevesweet@bun.com>
Date: Wed, 29 Nov 2000 23:40:36 -0000

>>Does any one know where to get a program called BGH.APP. It's an

>Ive seen that youve found this now so i'l not labour on that, however,
>just what does this add to the system, i have it installed and its only
>resource Master that seems to need it!!, everything else functions bubble-
>wise via BUBBLE.APP?. :-/

Exactly. The author of RSM seems to have invented his own way of
implementing online help which no-one else is using :-(

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6584. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975840370-204527AEicMi@cwcom.net>
Source record: 53602

From: rking@zetnet.co.uk (Bob King)
Date: 30 Nov 2000 21:09:39 GMT

>You're right that it's of limited use right now, but I think, that D & D
>are providing *.BGH table files which are german:english translation
>tables to make BubbleGem German origs show in english, I think!!!

Translations of the bubblegem text files, where these are loaded by the
program as pure text files. Anything that's been compiled into the program
remains in German.

Sadly, programmers seem unwilling to make English language versions of
their programs even when provided with all the translated text strings,
that's why there's no English version of Texel 2.30. Soapbox mode is now
off.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6585. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975840372-205019AEicMi@cwcom.net>
Source record: 53603

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Fri, 01 Dec 2000 01:46:58 +0100

>>but that doesn't exclude it as an OS. You can even argue that MagiC
>>needs TOS as well, since it's booted by TOS.
>I personally know two people who got a burned MagiC in ROM, there's no TOS
>needed at all... it doesn't really matter what parts of TOS are needed by

I think you're on shakey ground there Dennis, could be that MagiC copied
parts of TOS into RAM, and those parts were included in the binary that was
burnt into EPROM. Of course, once that's done TOS isn't needed any more, but
parts of it live on...

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6586. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <975860324-361616AEicMi@xs4all.nl>
Source record: 53604

Hi Dennis,

>The applications that are on my wish-list don't exist (yet)
>for either MagiC or MiNT :-(

You make me curious...

Which or what do you mean?

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6587. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <907oaq$o64$1@nnrp1.deja.com>
Source record: 53670

In article <906vql$36f$1@plutonium.compulink.co.uk>,
sidcelery@cix.co.uk (Harry Sideras) wrote:

> You may remember that originally Magic was released for all machines
> except the Falcon. (Someone will remind me of the first Falcon-
> compatible Magic version). That implies there are particular issues
> with that machine.

No, the reason why MagiC wasn't Falcon-compatible until 4.0 is that
MagiC (or MagiX as I believe it was first called) was written before
the Falcon was available, so they had to implement drivers for all of
the Falcon's new hardware. And that's quite a lot.

> You may also remember the first time you installed Magic (on any
> machine). In my case, several tried and trusted utilities crashed the
> system, which was very annoying at the time. The reason was that, in
> the absence of rules that people a) knew about and b) would stick to,
> software used home-brew techniques of achieving their ends. These
were
> uncoordinated and led to conflicts that caused crashes.

Sure, but I hope everybody has learned to stay away from these by now.
And this is *not* the problem I'm talking about. On my Falcon, MagiC
will crash even if it's a 100% clean installation with only
magxboot.prg in the autofolder, no accessories and even no applications
running. I can just boot this setup (if it boots at all) and leave the
Falcon alone, and it will crash within 30 minutes. OK, so I have an
Afterburner in my Falcon, but the same setup will run perfectly on
other Afterburners. MagiC just doesn't work on my Falcon, it never has.
I even switched to MultiTOS (!) for a while until N.AES was available,
MagiC was *that* bad in 1995.

> conflicting software. Magic is not TOS. Magic is Magic. It doesn't
> claim to be TOS compatible. It claims to be Atari compatible if you
> run software that works in an allowable way.

I'm not talking about software-compatibility, but *hardware*. MagiC has
serious problems on many Falcons.

> long as you were German and could read them). This was also annoying
> to a lot of people. This is why ICD driver software - the most
popular
> in the english-speaking world - was sidelined and HDDriver picked up

No, the ICD driver was sidelined because it wasn't developed any
further. Besides, it was incompatible with all other drivers, AHDI
included.

> so rapidly IMO. Hell, even HiSoft programs didn't work without a fix

HiSoft programs didn't run because they use cascading menus when
available. MagiC didn't support these even though the AES version
indicated this (ofcourse, the correct way to check for the presence of
sub-menus is to use appl_getinfo(), but this wasn't available when the
offending HiSoft-apps was developed).

> you get corrupted FATs it ain't Magic. What's your hard disk driver

Hello? Do you know what a FAT is? If the FAT is damaged, you can't
blaim anything else than the OS (unless you're messing around with disk-
editors or optimisers without knowing what you're doing).

> had to go, but I didn't like doing it. What will the complainers have
> to dump to get a full-functioning Magic setup? It won't be pretty...

The only thing left I can dump is MagiC itself... Again, I was pointing
out that MagiC itself has problems with the hardware, incompatible
software is a whole other issue.

Anyway, as Katherine pointed out, MagiC shouldn't crash even if an
application does. One of the more important tasks of an OS is to clean
up after crashed applications, in my experience MagiC isn't very good
at this and usually crash with the famous "fatal error in GEMDOS"-
message. I'm not saying that this never happens with MiNT (e.g. if
something crash in supervisor mode, task switching can stop and MiNT
halts), but MagiC is quite extreme.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6588. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A276597.AEC9E90F@ooc.de>
Source record: 53671

Lyndon Amsdon wrote:

> I doubt HDDriver will work under emulation on a PC......

It will, provided MagiCPC and Steffen Engel's SCSI Driver for MagiCPC
are installed. More information can be found in the README of the new
HDDRIVER 8 demo version.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6589. CDburner

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: ystein Trolls s <otrolls@frisurf.no>
Message-ID: <dyLV5.1049$Qu3.26186@news1.oke.nextra.no>
Source record: 53672

Can one of you out there tell me how to install the CD burner to a Falcon with SCSI. I got one SCSI harddisk from before, so what should be the first and last. I bought a TEAC CD-R55S and it was at the "CDlab-list" and the CDburner list. I tried the CDlab, but I couldn't open it after installing the burner with the "Hard disk driver".

Excuse my english is not very good!

ystein

6590. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <9082qb$v9j$1@nnrp1.deja.com>
Source record: 53673

In article <9040t4$sm3$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk wrote:

> While looking through my C:\GEMSYS\HOME folder I came across some
> strange files, whose origin I don't know. One pair is DIR.HTM and
> RESULTS.HTM. The first seems to be a listing of all folders in my
> HTM_DOCS directory with lengths, starting:

DIR.HTM is IIRC the file CAB builds to display directories. RESULTS.HTM
is the results from a search in CAB.

> Now I assume these are something generated by CAB, but should they be
in
> that path, and can I delete them?

They should be in $HOME (or in CAB's current directory if $HOME doesn't
exist), and you can safely delete them if you want.

> The second pair are binaries SMP.1 and SMP.8 of around 33 and 34 kB

These belongs to Smurf, as J. Nyberg said.

> Can anyone identify these, and tell me if I need them, please?

You can delete them if you want, but unless you're *very* short on disk-
space you should keep the Smurf files. Smurf will generate them when
needed (IIRC if it can't find them when it's loaded, it will always
generate them), but it takes a little while.

Ditto with the two CAB-files, they're generated when needed.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6591. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a279106$0$180@news.zetnet.co.uk>
Source record: 53674

On 30 Nov 2000 23:23:01 , Charles Stanley wrote:
>On 27 Nov 2000 22:20:04 , "Simon Osborne" wrote:
>>
>>Neil Chester wrote in message <8vul0e$92t$1@news8.svr.pol.co.uk>...
>>>On 26 Nov 2000 21:47:21 , "Shiuming Lai" wrote:
>>>Is it "HOMA" who do Scanner drivers/software? Do they still exist?
>>>
>>>Anyone have a web address or e-mail?
>>>
>>>Neil.
>>
>>They have gone apparently :(
>
>?? I hope not. Try homa@canada.com
>
>Charles.
>.

Hi all

Why not try a second hand Epson GT5000 or one from the same stable, built like tanks and use GTLOOK2, it's free and mostly translated (by me). See DDP Translations. Have used combo on my Falcon for 4 years, perfect.

Many advertsised in LOOT.COM

Bob King

6592. Re: web surfing with my ST help

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <908anl$5bp$1@nnrp1.deja.com>
Source record: 53675

In article <3A26EFAD.488@webspan.net>,
brewer@webspan.net wrote:
> OK I know if I search for years in FAQ files I might find what I am
> looking for but perhaps one of you fine fellows can help me out quick.
I
> have a quite a few Atari machines around. Mega4, 1040ST, hell even
some
> 400 > and 800's. My question is what software is there out now that
will allow
> me to use my ST or Mega4 to surf the web as easy as I can on my shitty
> PC with Netscape? I use my Mega4 games and I hate my pc but
> that's what I'm on-line with now. Someone tell me what I need so I can
> kiss the PC goodbye. Then again, is there even anything out there that
> makes this dream possible.

It is perfectly possible to get on to the Internet with an
Atari. Firstly, you will need a TCP/IP stack. There are several
available, but a popular one is STinG :

http://www.ettnet.se/~dlanor/sting/html/index.htm

STinG is not too difficult to setup, although you will
have to provide it with a dial-up script for your ISP.

Once you have STinG up and running you will need some internet
clients.

For web browsing, probably the most widely used program is CAB
(Crystal Atari Browser). CAB is a commecrial product, but
demo version are available for download:

http://homepages.tu-darmstadt.de/~aclauss/Atari_CAB.html

For e-mail you might want to take a look at My Mail :

http://www2.tripnet.se/~erikhall/programs/mymail.html

And, if like me, you like chatting on the WEB, take a look
at AtarIRC :

http://www.bright.net/~atari

Hope this helps.

>Please help. Oh and while I'm thinking of it,
> is there anything that can link my Palm
>3x to my Mega4? I'll toss my
>pc in the can if this can happen.

Wouldn't have a clue!

Bye,

Ben.

Sent via Deja.com http://www.deja.com/
Before you buy.

6593. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A27B03E.E7F69B5F@patent.gov.uk>
Source record: 53676

Bill Freeman wrote:
>
> Where do we find GTLOOK2? Will it work with a UMAX ASTRA 2200 scanner?
>
> In article <3a279106$0$180@news.zetnet.co.uk>, rking@zetnet.co.uk (Bob
> King) wrote:
>
> > Hi all
> >
> > Why not try a second hand Epson GT5000 or one from the same stable,
> > built like tanks and use GTLOOK2, it's free and mostly translated (by
> > me). See DDP Translations. Have used combo on my Falcon for 4 years,
> > perfect.
> >
> > Many advertsised in LOOT.COM
> >
> >
> > Bob King
> remove "invalid" to reply

Hi Bill,

No it wont work with anything other than the GT series of Epson scanners
(hence the GT in GTLOOK!!!). It was originally commercial and is now in
the PD. If you are still interseted it's at:

http://www.cix.co.uk/~derryck/html/misc.htm

Bob King.

6594. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A27C86E.CC14D40C@cfc.dnd.ca>
Source record: 53677

Shiuming Lai wrote:
-snip-
> Photoline doesn't have any problem on
> CT2 and/or MagiC 6 on a Falcon.
> Shiuming Lai

can the same be said for PixArt and DA's /Picture-VektorPro?
ken

6595. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A27C932.162C3BFC@cfc.dnd.ca>
Source record: 53678

Barrie at Keychange wrote:
> "Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk> wrote in message
-snip-
> > 4MB-populated Marpet boards (with
> > soldered-in SIP modules, for best reliability)
> > have been sold by System Solutions for
> > approximately 2 years at ï¿½99.00 inc. VAT.
> Price ï¿½129 quoted to me by Sys Sol on the day I posted the reply.
> > so anything
> > else is either old stock (nothing wrong with
> > that so long as it works and comes with
> > warranty) or not legitimately manufactured.
> > Shiuming Lai
> Quite agree.
> Barrie at Keychange.

ah-ha. if sysSOL has taken on Marpet, what are the odds that they would
take on Aixit.
The 14MB upgrade board that Aixit used to sell for the ST would be of
more
interest than a 4MB upgrade.
ken

6596. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975687724-144407AEicMi@gmx.net>
Source record: 53679

From: Katherine Ellis <kellis@fdn.com>
Date: Wed, 29 Nov 2000 09:41:25 -0500

Hi Katherine,

Oh boy.... this brings back sweet memories!! this easily beats ten postings of Jared Falvo and Sinclap put together, nothing as refreshing than a good old fashioned OS discussion :-)

>>For every user that has a problem running MagiC there's one who's
>>perfectly happy with it and never encounters problems at all. As a
>>contradiction this can count!!
>
>no really as these magic happy people are probably using magic to type
>their email with a text editor like qed or everest and that's pretty
>much.I bet you can keep windows 95 up for years if only used like that
>too.
As long as you keep insisting that MagiC users are some sort of morons who only use their Atari for things like typing a simple email or viewing some docs with QED we'll never see eye to eye. This is an attitude that simply goes beyond me... we share the same platform and if anyone dares to attack our choice we will together viciously attack him, we both even use a lot of the same programs, but still you keep insisting that there are two different Atari users, the intelligent one that has choosen for MiNT and the retarted moron that happens to use MagiC...

>Things start to get messed up when the machine gets a heavy load, when
>offering services, when deal with ram access. That's where you can start
>seeing a difference.
Not on my machine....

>what do you mean by MY megaste? are you saying that I jinks my computers
>for magic only? 3 computers all crap under magic..
I wouldn't be surprised really.... some sort of black "magic" perhaps? have you tried some cloves of garlic on top of the computers? these are known to help against this sort of thing, calling in the help of an exorcionist might do the trick as well. I'm only worried abour your Falcon and MegaSTE really, I couldn't care less about that PC....

>programs not clean should crash, that is expected.. I will give you that,
>however there are ways the system should handle that.
We seem to agree at least on one thing....

>The fatal gemdos error and lock the whole thing and messing up the FAT is
>NOT one of them.
True... however achieving something similar with MiNT/N.AES is dead easy,

it didn't actually crash, but being unable to use the mouse and keyboard leaves only one option open which is to hit the reset button. This happens frequently with programs like Calamus, Papyrus, Phoenix... strange thing is that these programs run happily under single TOS and MagiC, so why doesn't your precious OS likes them?
I know this is a cheap trick.... it's probably not MiNT that's faulty but N.AES, as a user I don't really care what the reason is, the bottomline is that these applications don't run stable on the combination MiNT/N.AES...

>I don't know dude, you tell MagiC. My guess is that it crashed at a
>moment that it was dealing with my harddrive and shook things around. I
>don't know, and don't care to know to be honest, it happened to me twice,
>and the same thing happened to others.
I suppose that in the magx.inf file there was a line telling MagiC to keep a logfile? in my experience it's not really safe to have logfiles written to the bootpartition (Newsie, Aftp... in fact everything that access the drive constantly). If you really need a logfile then tell MagiC to dump it elsewhere...

>But of course we are just lying because it is 'cool' to diss an operating
>system. (non-sense).
I don't consider anyone of you to be "lying", just overdoing it a bit ;-)

>ignorant on how to setup magic, please enlighten me with your knowledge,
>AFAIK I have tried all the cheap tricks there are, maybe you know
>something I don't. Please what is the secret?
Aha.... finally!! this is what CSAST is all about... (trying) helping each other out instead of biting each other throats:-)
Well, I'm looking foreward to receiving a magx.inf file, a full list of applications in the AUTO and START folder. NVDI, OLGA, STG and SMU inf files are most welcome as well and if you provide the NV-RAM settings and what kind of harddisk driver is used we'll sort this baby out in no time. Just mail the whole lot to my mailbox...

>What are your feeling about windows95 and OS/2 and such? or linux for
>that matter too? I would just like to compare your experience.
Brace yourself..... :-)
IMO *anyone* using the kind of shit you mention out of his/her *free* will certainly is an idiot. I don't like PC's and I don't like the OS which run on them. Except for the fact that they are cheap and that heaps of useless crappy software is written for it, no one has ever been able to convince me using these monsters.... you'll have to put two guns against my head before I toss out the Atari....
Linux? I think it sucks... especially on a PC. Come to think of it, the only OS that I ever appreciated on a PC was CPM/86 but that's a lifetime ago ofcourse.
If worse would come to worse (which eventually will happen one day) I'll jump to the Mac... anything is better then being brainwashed by the Bill Gates and Intel gang...
If your worried about my "experience", well, every single bloody day I'm forced to work on on NT driven servers and shitty Novell networks to earn

my daily bread... :-(

>hmm Dennis, thank you for understanding the sarcasm in such a paragraph.
>However I don't think you know me well enough to know what suits me or
>not.
Well... the Katherine I know doesn't really need sarcasm to underline her views, she usally usally brings these across like a bull in a China-store, remember when most of the guys here were scared to death to go into a simple discussion with you? :-)

>>Could you possibly enlighten us how to load all that stuff in a 4Mb
>>machine? Supposing that after MagiC, some stuff in the Auto folder and
>>the desktop is loaded one has 2.5 Mb left how are you possibly going to
>>load that pile in to that little memory left...
>
>right, so can you multitask at all then??
Oh yes I can....

>How can you judge the stability of a multitasking operating system if you
>can't even see it multitask and see how well it performs in task
>switching and memory allocation and prioritizations and all that????
>This is pretty funny right there!!!
It *would* be pretty funny... but then I'm not running all that stuff on a 4Mb machine either. When I bootup there's nearly 7Mb gone... which leaves 120Mb free to play with...
What is funny is how you manage to get the MiNT/N.AES/Thing combination running on a 4Mb machine. I assume you use at least NVDI as well? and then suppossedly still have enough memory free to run CAB, Papyrus, aIRC and a couple of games....
I've just checked... simply starting Papyrus with an empty page eats away 1.8Mb, CAB needs 850Kb...

What about this for stability?
-HD Driver 7.8 with folder cache of 1Mb
-NVDI with a cache of 1MB
-MagiC 6.10
-Jinnee 2.5
-ASH Scripter

While I'm typing this in Emailer I'm downloading some files with Fiffi and CAB is running in the background. Calamus is busy printing a 24Mb Pic with max memory set to 30MB, especially for you Papyrus is reformatting a 8MB textfile, Photoline is very busy rotating a 24Mb TIF, the LZH plugin from Jinnee is busy packing a partition containing 100Mb stuff, CD Player is playing a Pink Floyd CD, there are now 4 gem games running (DWBH, Skat, Newtris and Tricky),
The hilarious thing is that I still have 50Mb free... let's fire up some good old software that eats the whole available memory up at once... what about 1stWordPlus.... voila: merely 2Mb left... the processor is now taxed at 97% busy, and guess what Katherine?
IT`S STILL STABLE AND RUNNING :-)

Don't get me wrong. I'm not saying that MagiC can't crash or applications can't possibly be unstable. It all depends on what you run on it. The kind of software I run (modern programmed commercial applications) are *all* very stable under MagiC, and the OS itself is rocksolid. If I happen to come across an application that doesn't like running under MagiC, there's still good old TOS left to come to the rescue.

>You seem to test drive pinto cars in the city (30 miles/h max) and say it
>is the greatest car ever.
You've only given me a Pinto car to testdrive, next time better give me a Ferrari, before you know it Michael Shumacher is on his way out...
BTW: where I live the speedlimit in the city is 20 miles/h

Cheers from Belgium
Dennis :-)
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6597. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975687732-146375AEicMi@gmx.net>
Source record: 53680

From: Jo Even Skarstein <joska@online.no>
Date: Wed, 29 Nov 2000 15:49:17 GMT

Hi Jo Even,

>> MagiC is a OS, AFAIK MiNT isn't since it needs TOS.
>
>No, MiNT is an OS. It use some parts of TOS (a few (X)BIOS functions,
>i.e. hardware-drivers) just like MagiCMac, MagiCPC and MagiCMilan does,
>but that doesn't exclude it as an OS. You can even argue that MagiC
>needs TOS as well, since it's booted by TOS.
I personally know two people who got a burned MagiC in ROM, there's no TOS
needed at all... it doesn't really matter what parts of TOS are needed by
MiNT, the simple fact that TOS is needed to run it, qualifies it as a mere
TOS-extension instead of an OS.

>Anyway, that was a clever way of avoiding the actual question ;-) Would
>you mind answering it?
Well at least I tried.... :-)

The question was:
>Hardware is to run application which run under an OS.
>If same hardware and same application but different OS and one crash
>and the other one doesn't. Guess what's faulty?
IMO nothing is faulty, MagiC is an Atari compatible OS, we both know it's
not 100% compatible... try running non-Gem games or some MIDI applications
and you'll know what I mean. Applications that are written with MagiC in
mind, I'm not saying *MagiC-only*, should behave normal though. The problem
is when someone states that applications crash under MagiC then they always
conveniently forget to mention exactly what applications....
I consider MagiC to be grown up since version 5.xx, so anything older then
four years that runs on it should be considered a success. In practice a
lot of ten year old applications run happily on it, people are always
complaining about the stuff that doesn't run ...
Funny enough this is mostly stuff that behaves strange under TOS and
probably MiNT also. I got some applications here that require minimum TOS
1.04, but I've also got some that only work with TOS 1.0 and 1.02. I wonder
how these will behave under the latest MiNT/N.AES...
It's always assumed that the OS is faulty when a application crashes, well
IMO it's just the opposite. When Calamus SL crashes under MiNT/N.AES and
brings the whole lot down should I say that it's the fault of Calamus or
that the OS stinks?
Another thing to consider is that a lot of older applications were not
really made with multitasking in mind, causing both in MiNT/N.AES and MagiC
weird things to happen. After using MagiC for all these years I've got a

pretty good idea what runs stable and what causes it to crash...
With recent written commercial software (1997 and later) you'll have a hell of a job trying to bring down the OS. Using older software is not really recommended. I've got mixed feelings about the PD/Shareware software, some are excellent but some are real pigs. It's up to the user to determine what runs stable and what is causing havoc...
If the docs don't specificly state that the software runs under MagiC I'm always cautious... nobody ever said that MagiC is the big solution, if a certain application doesn't like MagiC and I still need to run it, then I simply revert back to good old TOS... luckily I don't have to do that very often :-)

I`ve written this before: the minute that some ground breaking MINT-only applications appear I'll switch. But for the moment I'm a very happy MagiC user and really can't see any need to start using MiNT. ATM using MagiC is even in my advantage since most of them are written to make full advantage of some of it's features. The applications that are on my wish-list don't exist (yet) for either MagiC or MiNT :-(

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6598. Re: CD burner install-problems

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975687738-147520AEicMi@gmx.net>
Source record: 53681

From: "?ystein Trolls?s" <otrolls@frisurf.no>
Date: Tue, 28 Nov 2000 20:24:07 +0100

Hi,

>I have just bought a TEAC CD-R55S and I tried it with CDlab, but I
>couldn't open the CDlab after installing the burner with HDdriver. Do some
>of you know what the problem is?
Make sure that the option "SCSI generic driver" in the "advanced options"
menu of HDDriver is activated, otherwise CDLAB will not function correctly.
If that doesn't help, get in touch with the programmer, you'll find him to
be a very helpfull person.... mailto:zerkman@atari.org

What exactly do you mean with "couldn't open CDlab"? do you mean that it's
not possible to start the program or simply that it doesn't recognise your
writer?

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6599. PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <908no8qfs1@news.asu.edu>
Source record: 53682

I've found an Apple PowerCD CD-ROM drive, and would like to get it to work on my ST rig. However, it uses a wall-wart power supply which I don't have. From looking at the users' guide from Apple's site, the 7-11VDC @1.2A spec isn't too far away from this Jaguar wall-wart I've got. However, I don't have a clue as to whether the connector should be inside-positive, outside negative, or vice-versa. Before I take a 50% chance at smoking this thing, I figured it wouldn't hurt to see if anyone else here has such a beast and can tell me.
--

6600. Re: Where to find 1st view?

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: at4ri@kki.net.pl
Message-ID: <908otk$77i$1@news.tpi.pl>
Source record: 53683

```
On 1 Dec 2000 01:44:56 G, Harry Sideras wrote:
> Hi Grzegorz,
> I think 1st View became 1st Guide - is it the one by Guido Vollbeding?
>
> If so, you'll find it at:
>
> http://www.esc.de/homes/guivol/
>
> I think the last version is dated 09/04/98 and it now loads JPG, MPG,
> PNG, RSC and AVR among others. A very useful program - clean and
> simple.

Thanx! That's exactly what I looked for :)

--
See you,
Grzegorz Pawlik [mailto:at4ri@kki.net.pl]
-----------------------------------------
Marijuana Mail [http://marijuana.atari.org]
Philip K. Dick [http://aramchek.topnet.pl/]
-----------------------------------------
```

6601. Re: Re-aligning a floppy drive.

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <908q88$5ck$1@news1.xs4all.nl>
Source record: 53684

About realigning floppydrives:

once I got from Atari Germany (Raunheim) a 'Floppy Eistellungspaket
fuer SF 354 / SF 314 und 1040 STF.'
It's in mij museum now.
The whole manual with diagrams made by Atari (Japan) Corporation
Toranomon Kiyoshi Building 3F,403019 Toranomon Minato-ku, Tokyo
105 etc. is with it in fotocopy form but also there is here the Dyson
Alignment Disk (in box, gold-plated) and the Alignment program for
TOS. Dates from 1986.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 29 Nov 2000 20:48:43 , Djordje Vukovic wrote:
>On 26 Nov 2000 09:54:58 , Blair Dean wrote:
>>The floppy on my TT030 is getting unreliable & I think it may be the
>>alignment. I've heard that it isn't too difficult to DIY re-align, but need
>>the instructions on how to do this. Anyone have these instructions that they
>>could send me?
>
>The problem may be much simpler. A similar thing happens to me about
>once a year and seems to be caused by buildup of oxydation on floppy
>power-supply connector, which acts as a resistor that lowers the
>voltage that the floppy receives. If I measure voltage on the floppy
>when it starts to misbehave I find something like 4.7V (i.e. below TTL
>limits), while the power supply delivers correct 5V.
[...]

6602. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <WjSV5.2834$eT4.280196@nnrp3.clara.net>
Source record: 53685

"Simon Osborne" <carbon@atari.org> wrote in message
news:8veloh$45pqj$1@ID-59683.news.dfncis.de...
>
> Lonny Pursell wrote in message ...
> >The AT case has a green LED power indicator. Coming off
> >one of the PSU branches is small 2 pin connector which
> >I assume is the +5v usually used to power those stupid
> >"Mhz" displays you see on some cases. My case does not
> >have this silly display.
>
>
> Cut that wire off. You don't need it. I have delt with lots of people
> that have wrongley connected this cable to the motherboard,
> and things spark, smoke, and blow.

I think those people are extremely careless,
stupid, even. Why connect something if you
don't know what it does?

Don't cut it off, you can use it to power a
5V LED (blue, of course).

Shiuming Lai

6603. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <VjSV5.2833$eT4.280553@nnrp3.clara.net>
Source record: 53686

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:VefU5.2685$LQ3.4392@newsfeed.slurp.net...
> Actaully I think browsing with a Falcon should be faster than browsing
with
> a 486/66mhz.

It's not, sadly. I used to have a 486DX2
on my desk at work running Windows 3.11
and IE4. Decoding JPEGs - now that's a
different story...

Shiuming Lai

6604. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2fsc8qfamf5e6@corp.supernews.com>
Source record: 53687

```
On 1 Dec 2000 09:47:19 +, Uwe Seimet wrote:
>Lyndon Amsdon wrote:
>
>> I doubt HDDriver will work under emulation on a PC......
>
>It will, provided MagiCPC and Steffen Engel's SCSI Driver for MagiCPC
>are installed. More information can be found in the README of the new
>HDDRIVER 8 demo version.

Good to hear it! I would have imagined Windows would casue problems
if another program tried to access the HD, but I'm not sure to be
honest. Impressed.....

L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem  |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+
```

6605. Re: CDburner

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2fscbi4uahse9@corp.supernews.com>
Source record: 53688

On 1 Dec 2000 11:55:26 +, "�ystein Trolls�s" wrote:
>Can one of you out there tell me how to install the CD burner to a Falcon
>with SCSI. I got one SCSI harddisk from before, so what should be the first
>and last. I bought a TEAC CD-R55S and it was at the "CDlab-list" and the
>CDburner list. I tried the CDlab, but I couldn't open it after installing
>the burner with the "Hard disk driver".

It may be a stupid question, but have you got Extendos (Spin?) running
to pick up the CDROM?

>Excuse my english is not very good!

Don't worry....

L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+

6606. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a27e7b83853740@online.be>
Source record: 53689

on Thu 30-11-2000 23:30 Katherine Ellis wrote:

>
>application clean enough. I don't even call Calamus or Da's vector clean
>application (although i heard latest versions of calamus were much better,
>I couldn't say as I didn't try).

Yes indeed, Calamus SL2000 R4 runs much better. I hardly have a crash
now. There are still some strange things but afaik Invers is working on
it.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6607. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a27e7b83853741@online.be>
Source record: 53690

on Thu 30-11-2000 16:13 Lonny Pursell wrote:

>Anyway, it would be most helpful if all the Hades owners here
>could possibly tell me the exact make and model of their
>IDE drives?

I'm using a Samsung WN 321620A (2.16) 2.1 GB IDE drive.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6608. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975697094-181220AEicMi@bun.com>
Source record: 53691

Hi Ji

>What happens if you remove the IDE, boot with HDD on a floppy then
>replace IDE and try and open it?

The machine would probably explode it disk interface.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6609. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975697096-181713AEicMi@bun.com>
Source record: 53692

Hi Bob

>>>Does any one know where to get a program called BGH.APP. It's an
>>>'accessory' to BubbleGem and seems to work with data files with
>>>extension *.BGH

>>just what does this add to the system, i have it installed and its only
>>resource Master that seems to need it!!, everything else functions
>>bubble-wise via BUBBLE.APP?. :-/

>You're right that it's of limited use right now, but I think, that D & D
>are providing *.BGH table files which are german:english translation
>tables to make BubbleGem German origs show in english, I think!!!

Oh, i see, didnt know that, i dont know why i didnt though, my bacon
sarnie munching buddy it Mr. D of DDP, i'l summon him for a 'word'.

Paging Mr. Croker, report to the torture center please,
paging Mr. Croker, Delboy to disembowel dept. please
Mr. Croker to the cranium crusher please

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6610. FS: ST hard disk, CD Rom and Link2

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <t2g27aqoo02943@corp.supernews.co.uk>
Source record: 53693

Anyone interested? I have for sale a hard disk, CD Rom and ICD Link 2, all housed in a small PC tower case. It comes with the original ICD drivers.

Chris Thorley.

6611. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2g2u1qjtamfb1@corp.supernews.com>
Source record: 53694

On 1 Dec 2000 17:39:20 G, DAVID L. ORMAND wrote:
>
>I've found an Apple PowerCD CD-ROM drive, and would like to get
>it to work on my ST rig. However, it uses a wall-wart power
>supply which I don't have. From looking at the users' guide
>from Apple's site, the 7-11VDC @1.2A spec isn't too far away
>from this Jaguar wall-wart I've got. However, I don't have a
>clue as to whether the connector should be inside-positive,
>outside negative, or vice-versa. Before I take a 50% chance
>at smoking this thing, I figured it wouldn't hurt to see if
>anyone else here has such a beast and can tell me.

First check the polarity from the Jag PSU (I can't remeber what mine
was, sold it years ago and regret it). Use a multimeter.

Then open up the CDRom and look inside at the board, as it may say
what pins are what or check inside to see which pins of the supply
decoupling capacitor is connected to the power socket.

Email me if you need help.

L.A Amsdon
--
+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|***************************************|
| bindon@madasafish.com |
+---------------------------------------+

6612. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a2812be59ed264@online.be>
Source record: 53695
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/disktools/hddriver80_demo.zip (127.814 bytes)
(driver for harddisks amd removables with integrated scsi-driver, demo version)

ftp://chapelie.rma.ac.be/atari/utilities/cd-rom/pmcd_fr_308.lzh (243.141 bytes)
Joueur de CDs audio, version franï¿½ais)

ftp://chapelie.rma.ac.be/atari/utilities/cd-rom/pmcd_uk_308.lzh (207.126 bytes)
(CD player, English version)

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka012.zip (792.491 bytes)
(2D graph describer, 3D modeller)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

6613. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 01:39:07 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <%iDV5.18$xW4.367@news-server.bigpond.net.au>
Source record: 53661

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:LoAV5.3643$V7.6011010@nnrp4.proxad.net...
> eh eh
> ST-RAM on TT is 64-bit wide !!
> 2 FUNNEL chips split the data into two 32 bit words !
>
> The problem of the TT is that it is a slow 16 MHz bus !
> And some times I think that some peripherals are acceded at 8 MHz !!
> The ACIA is a good example : On TT, the ACIA ref are 6850, not 68B50 !!!
> At 16 MHz CLK, you run the ACIA E CLK at 16/10 = 1.6 MHz !
> The 6850 support only up to 1 MHz !!!
> You need a 68B50 to support up to 2 MHz, what is done by the Falcon !
>
> TT has several bad things in the hardware, and some good too...
>
> But I prefer a F030 + CT2 !

So do I, mine is running very nicely, now. Had some major issues with drive
speed's and such

Mark

6614. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 01:44:53 UTC
From: sidcelery@cix.co.uk
Message-ID: <906vql$36f$1@plutonium.compulink.co.uk>
Source record: 53662

On 29 Nov 2000 23:20:09 , Jo Even Skarstein wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>>> I don't think so. Even if some Falcons are really defect and that's why
>>> MagiC doesn't run reliably, then MagiC should either be fixed to handle
>>> this hardware (after all, TOS, MiNT and Linux doesn't have these problems
>>> so it should be possible) or the publisher should admit that there is a
>>> problem and offer a refund.
>
>> So there are no problems with these products? I didn't realise...
>
> Of course they all have problems of some sort, but not of this nature. E.g.
> TOS and MiNT (which basically is the only other OS'es I have personal
> experience with on the Falcon) runs equally stable on all Falcons, as long
> as the Falcon works correctly. But MagiC has an unfortunate tendency to
> not work reliably on Falcons that otherwise works fine.

Hi Jo,
You may remember that originally Magic was released for all machines except the Falcon. (Someone will remind me of the first Falcon-compatible Magic version). That implies there are particular issues with that machine.

You may also remember the first time you installed Magic (on any machine). In my case, several tried and trusted utilities crashed the system, which was very annoying at the time. The reason was that, in the absence of rules that people a) knew about and b) would stick to, software used home-brew techniques of achieving their ends. These were uncoordinated and led to conflicts that caused crashes.

The same thing happened when the STe came out and again with TOS 2.06. Were those OS's buggy? No - it was the software. Look what STOS did!

Similarly, what was the response of 2B? Nothing. They said upgrade the conflicting software. Magic is not TOS. Magic is Magic. It doesn't claim to be TOS compatible. It claims to be Atari compatible if you run software that works in an allowable way.

What does allowable mean? 2B created their own conventions or adopted those that they agreed with and made that available to programmers (as long as you were German and could read them). This was also annoying to a lot of people. This is why ICD driver software - the most popular in the english-speaking world - was sidelined and HDDriver picked up so rapidly IMO. Hell, even HiSoft programs didn't work without a fix and there are lots of noises about running Edge!

What annoyed even more people was that Magic's version of multitasking sometimes flatly contradicted the tentative standards people thought were created with MinT/MultiTOS. Why? Magic isn't MinT. It's Magic.

No-one's going to tell me that they can run everything under MinT that they could under plain vanilla TOS. It's simply untrue. MinT barely ran on its own for a long while! In the same way, you have to tailor your software if you want to run Magic, just like any other OS replacement.

So, Steve S is basically right. If you get problems with programs like Photoline and Magic, the problem definitely ain't either of them. If you get corrupted FATs it ain't Magic. What's your hard disk driver and version? What Auto programs, acc's and CPX's do you run? What are you multitasking with? I bet a list of programs that are running concurrently will very quickly lead to a chorus of finger-pointing at the offending app.

Isn't this why boot-managers exist?! (I know they aren't especially compatible with Magic - after all, which manager was written since Magic came out!)

For my part, the only reason I ever dumped Quick STe for NVDI was because I got a graphics card. Quick STe was miles faster for my purposes and blitzed NVDI for speed, but it was a "dirty" program. It had to go, but I didn't like doing it. What will the complainers have to dump to get a full-functioning Magic setup? It won't be pretty...

rgds
H

6615. Re: Where to find 1st view?

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 01:44:56 UTC
From: sidcelery@cix.co.uk
Message-ID: <906vqo$36f$2@plutonium.compulink.co.uk>
Source record: 53664

On 29 Nov 2000 19:10:57 , Grzegorz Pawlik wrote:
>Where can I find the most up-to-date version of 1ST-View?
>I have looked for it at umich.edu and chapelie.rma.ac.be
>ftp archives, but there is only an old one there (w/out
>jpeg support, for example.) I tried to find it with Altavista,
>but w/out any success ;(Does anybody know the URL of the
>webpage 1stwiev could be downloaded from?

Hi Grzegorz,
I think 1st View became 1st Guide - is it the one by Guido Vollbeding?

If so, you'll find it at:

http://www.esc.de/homes/guivol/

I think the last version is dated 09/04/98 and it now loads JPG, MPG,
PNG, RSC and AVR among others. A very useful program - clean and
simple.

rgds
H

6616. Re: ma-ST-o-don't - ATARI ST games -

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 01:44:58 UTC
From: sidcelery@cix.co.uk
Message-ID: <906vqq$36f$3@plutonium.compulink.co.uk>
Source record: 53663

On 29 Nov 2000 20:48:47 , Djordje Vukovic wrote:
>On 27 Nov 2000 19:59:10 , Harry Sideras wrote:
>>On 26 Nov 2000 10:10:05 , "ALBERT HARTMAN JR." wrote:
>> >This name always bugs me too..
>> ...but wasn't a Mastodon(sp?) a kind of dinosaur?
>
>So it is NOT a dinosaur, but, say a gigantic extinct elephant.

Thanks Djordje. That sounds pretty definitive. B^)

rgds
H

6617. Re: Q: uniterm and the mouse

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 01:45:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <906vqs$36f$4@plutonium.compulink.co.uk>
Source record: 53665

On 29 Nov 2000 15:32:17 , Malcolm Dew-Jones wrote:
> On various occasions I find it useful to use my old 520 ST as a
> terminal emulator. To do this I use an old copy of Uniterm.
>
> I would like to get more info on using uniterm, cause it looks like
> it > does more stuff then the online help can explain...
>
> Does anyone know how to do this, and/or where to get more info on
> Uniterm?

What version do you have? Toward the end there were lots of minor updates and it could easily be that you've just picked up an update archive rather than the full package.

I may have something stashed away on some old floppies...

rgds
H

6618. Atari ST/TT Books and Tech Guides for sale

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 03:03:40 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <gyEV5.30614$sz3.5788598@news1.telusplanet.net>
Source record: 53666
Cross-posted to: alt.games.video.classic,comp.sys.atari.st,rec.games.video.classic

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 11/30/00
- Sold Items removed

I have the following Atari ST/TT books and technical guides for sale. All are in goo to mint condition, if you have any questions in regards to unit condition, please feel free to ask.
Please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.ST (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals & Technical Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Micro C Shell - by Beckemeyer Development Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)

- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Integral Solutions (without software)
- Brataccas - by Psygnosis (without software)

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

6619. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 03:41:17 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9076ktaup1@cubacola.tninet.se>
Source record: 53667

On 29 Nov 2000 22:44:52 , xlator@cix.compulink.co.uk wrote:
>
>
>Can anyone identify these, and tell me if I need them, please?
>
Hi Peter

SMP.1 and SMP.8 is Smurf's resulotionmaps. SMP.1 is mono and SMP.2 is
256 colours. Smurf needs theese files if you're trying to save a file
in 1-bit or 8-bit while you're running in 16-bit or higher.
Hope you understand what I mean.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

6620. BloodWych

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 07:13:04 UTC
From: MadMunky <madmax2005@hotmail.com>
Message-ID: <907ipd$9p0$7@news6.svr.pol.co.uk>
Source record: 53668

Anyone remember the good old days of BloodWych

Well there's now a website devoted to the game!

The Un-Offical BloodWych WebSite
www.bloodwych.ismad.com

6621. Re: Q: uniterm and the mouse

Newsgroup: comp.sys.atari.st
Date: 2000-12-01 07:40:34 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a2755f2$0$180@news.zetnet.co.uk>
Source record: 53669

On 30 Nov 2000 17:01:32 , Malcolm Dew-Jones wrote:

| . . . .
|: Did you not get the manual (on file) with it? If not I could see if
|: I still have it somewhere and email it to you.
|
|That would be great if you could email it to me. I don't see anything on
|the disk I'm using, but it is just a copy put on a disk allong with some
|useful utilities all all made about ten years ago, so if I had anything
|else then its long since gone.

Sent.
--
JI Logan

6622. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975840386-207807AEicMi@cwcom.net>
Source record: 53546

From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Date: 1 Dec 2000 17:39:20 GMT

>from this Jaguar wall-wart I've got. However, I don't have a
>clue as to whether the connector should be inside-positive,
>outside negative, or vice-versa. Before I take a 50% chance

Take it apart, and look for an electrolytic capacitor on the circuit
board. Find the negative end, usually marked with a stripe. Trace the
copper track that it's connected to back to the power connector.
Problem solved :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6623. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Mille Babic <atari@ebox.tninet.se>
Message-ID: <Vl2W5.1342$O%.227760@newsc.telia.net>
Source record: 53608

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:9043b6$8bq$1@snipp.uninett.no...
> Mark Bedingfield <mark@baypc.com.au> wrote:
>
> > I have used the 16Mhz from the shifter as a referance. It is a pity the
TT
> > can't use its 32bit ram for video, too.
>
> But it can :-) The TT is a true 32-bit computer, all RAM - even "ST-RAM"
> is 32 bits wide.
> Jo Even Skarstein http://home.nvg.org/~joska/

My Falcon runs at 40 MHz as well as the system at 40 MHz and the DSP at 50
with the Falcon eXtender card. I don't bother if the address bus is 24-bit
or what so ever.

Mille Babic

6624. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Mille Babic <atari@ebox.tninet.se>
Message-ID: <VI2W5.1343$O%.227666@newsc.telia.net>
Source record: 53609

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:VefU5.2685$LQ3.4392@newsfeed.slurp.net...
> On 25 Nov 2000 02:16:13 , Artur Stachon wrote:
> >How is it to browse the net with Falcon ? Isn't it slow ? Can you see
> >graphics or only text ? I had 486/66mhz and it was pretty slow so I
> >cannot imagine 16mhz atari falcon for web browsing or 8mhz atari st!
> >Maybe Atari TT or something like GEMULATOR ?
> >Any ideas ?
>
> Actaully I think browsing with a Falcon should be faster than browsing
with
> a 486/66mhz.
> Edward S. Baiz Jr.

Yes it is. You can also filter out banners with a CAB plugin module. A hard drive does things faster as well, all the temp Internet files shold be stored somewhere. The lack of Java and Javascript makes things faster.

I never managed to use a RAM-disk for the temp files. The CAB displays the HTML-source when reading from a RAM disk.

Mille Babic

6625. Packet radio progs for STE

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <z_3W5.179$bn.4254@news2-win.server.ntlworld.com>
Source record: 53610

ANY IDEAS WGERE I MIGHT FIND PACKET RADIO PROGS FOT THE STE.
THANK YOU.

6626. How to copy files.PC to STE.

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <z_3W5.178$bn.4254@news2-win.server.ntlworld.com>
Source record: 53611

Hoe do i copy files from a PC to my Atari STE..The PC does not recognize the ste floppy and vice versa.
Thanlyou.

6627. Re: How to copy files.PC to STE.

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <NXkZkeA6GOK6Ewhw@steverosie.demon.co.uk>
Source record: 53612

In article <z_3W5.178$bn.4254@news2-win.server.ntlworld.com>, dolan
morrison <dolan.morrison@ntlworld.com> writes
>Hoe do i copy files from a PC to my Atari STE..The PC does not recognize the
>ste floppy and vice versa.
>Thanlyou.
>
>

Hi

If you format a double density disk on a pc, the Atari will/should be
able to read and write to it.

Failing that you can use a program like DC format 3, to do the biz to
the disk.. This can be found on my LaST PD web site:

www.last-pd.co.uk

-- Cheers! For Now
Steve <><
WWW: www.last-pd.co.uk * * *
Email: steve@last-pd.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6628. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2hp307v84ug69@corp.supernews.com>
Source record: 53613

```
On 2 Dec 2000 04:17:30 G, DAVID L. ORMAND wrote:
>
>>First check the polarity from the Jag PSU (I can't remeber what mine
>>was, sold it years ago and regret it). Use a multimeter.
>
>Actually, I'm hoping someone with a PowerCD with a wall-wart supply
>will do exactly this for me :-)

I'm sure someone has one..... :)

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+
```

6629. Re: How to copy files.PC to STE.

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3a28e25d.351421961@news.demon.nl>
Source record: 53614

On Sat, 2 Dec 2000 09:30:20 -0000, "dolan morrison"
<dolan.morrison@ntlworld.com> wrote:

>Hoe do i copy files from a PC to my Atari STE..The PC does not recognize the
>ste floppy and vice versa.
>Thanlyou.
>
>
Hi,

use PC formatted disks. Normally the PC won't have problems with it,
neither will the Atari. Atari formatted disks may have problems in
PC's.
The other way is setting up a comms/terminal program on the Atari,
plus Hyperterminal on the PC and link them thru' a zero-modem cable.
Using Z-modem transfers are limited to 19k2 but that's good enough for
occasional file transfers.
I do it on my TT using MagiC, Storm and VFAT partitions. Files like
"mintnet1.84beta.tar.gz" will go fine.

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

6630. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Fa6W5.1030$NN6.4150@newsfeed.slurp.net>
Source record: 53615

I still think the problem lies in the fact that the new IDE drives I have seen come with only 1 or 2 partitions. This means that the partitions are over 1 gig. My wife's partitions C on her PC is 4 gig. To my knowledge an Atari computer cannot read a partition over 1 gig. This fact might cause the problem Lonny is seeing and that if he can re-partition the drive into partitions of 1 gig or less, the drive should work.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6631. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <90as22$m7t$1@news5.svr.pol.co.uk>
Source record: 53616

Hi,

Try www.volny.cz/phanatic/ for a nemesis style acclerator for only
20quid

pmac

6632. Re: How to copy files.PC to STE.

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a2905d6@news.telinco.net>
Source record: 53617

"dolan morrison" <dolan.morrison@ntlworld.com> wrote in message
news:z_3W5.178$bn.4254@news2-win.server.ntlworld.com...
> Hoe do i copy files from a PC to my Atari STE..The PC does not recognize
the
> ste floppy and vice versa.
> Thanlyou.
>
>

a 720 floppy formatted in the standard way on either machine should be
readable by both but for extended Atari disks
try http://www.emulators.com/ gemulator explorer, it claims to read some
Atari formatted disks. demo only copies one file at once

Kevin
www.kevindermott.co.uk

6633. External harddiskdrivers and CT2

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <9N7W5.2015$tm.7174@nntpserver.swip.net>
Source record: 53618

Hi,

I'm having trouble booting with external harddiskdrivers on my CT2.. I have tried CBHD and a demo of HDDriver, as well as the external version of Cecile.When I select "external" in the setup, nothing happens in turbo mode (Tos 4 and TOS 7.x). It says something like "no bootable partition found" or similar. If i boot in standard mode, it finds the driver and boots up. I really would like to use another driver as Cecile does not have support for XHDI, and all filesystems in MiNT needs XHDI..

Also, does anyone know where to find a decent Linux kernel that works with the CT2?

If anyone knows how to fix this, please reply. I have asked mr. Czuba several times and he does not give me a clear answer.

Regards

/Peter Persson

6634. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2i8cv7071dqf5@corp.supernews.com>
Source record: 53619

```
On 2 Dec 2000 13:05:06 G, Paul Mac wrote:
>Hi,
>
>Try www.volny.cz/phanatic/ for a nemesis style acclerator for only
>20quid

HEY!!! Paul!! I'm well interested in your Falcon. Please email me on
bindon@madasafish.com Now!!

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+
```

6635. Re: CDburner

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: John Cummins <cummins.at@mmcable.dot.com>
Message-ID: <oEaW5.12457$EA6.1085269@typhoon.kc.rr.com>
Source record: 53620

2 things to be aware of:

SCSI ID number
Termination

If your drive is working well now, then termination is probably OK, and will stay that way if
the existing items are kept in order at the end of the chain and the CD-Burner is installed close to the host adapter. Termination is a resistor load at the end of the chain that keeps signals from bouncing off the end of the SCSI cable and "ringing" like a bell... destroying the clean data signal. It is sometimes built into a drive and enabled/disabled via jumpers or just removed if not needed. Sometimes it's a separate item on the end of the SCSI cable.

The ID number of your CD-Burner should be unique on the chain. In PC systems the Host is usually id 7 (highest priority) with 6 down to 0 following in priority. This is usually set with 3 jumpers on the device (no jumpers = 0, all jumpers =7, etc.) and if two devices have the same ID, you need to change one. You'd be safe with the HD as id 2 and the burner as id 1 if you don't plan on adding any other items. HD as id 6 and CD-ROM as ID 5 would probably be best.

good luck.
jc

--

-- (anti-spam-formatted)
John Cummins Network Engineer, also: UNIX, OS/2, LINUX
cummins (at) mmcable dot com Microsoft (NT, 2000 and 95/98), Computing Hardware
"Øystein Trolls®s" <otrolls@frisurf.no> wrote in message news:dyLV5.1049$Qu3.26186@news1.oke.nextra.no...
> Can one of you out there tell me how to install the CD burner to a Falcon
> with SCSI. I got one SCSI harddisk from before, so what should be the first
> and last. I bought a TEAC CD-R55S and it was at the "CDlab-list" and the
> CDburner list. I tried the CDlab, but I couldn't open it after installing
> the burner with the "Hard disk driver".
>
> Excuse my english is not very good!
>
> Øystein
>
>

6636. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90bf28$l5n$1@snipp.uninett.no>
Source record: 53621

Artur Stachon <astachon@intergate.bc.ca> wrote:

> 300-600mhz increase maybe it would be worth buying but 30-40mhz speed
> increase won't even speed your computer up 100% Are there any

An Afterburner at 32MHz is ~8 times faster than a stock Falcon, @40MHz
it's 10 times faster (average figures). If you're lucky you might find
second-hand Afterburners, but expect to pay atleast $200-300 for it.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6637. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90bgnklfn1@snipp.uninett.no>
Source record: 53622

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> I personally know two people who got a burned MagiC in ROM, there's no TOS
> needed at all... it doesn't really matter what parts of TOS are needed by
> MiNT, the simple fact that TOS is needed to run it, qualifies it as a mere
> TOS-extension instead of an OS.

This is a really stupid argument which nobody can win... Using this logic
then you can't call *any* OS that runs on a PC a proper OS, because all of
them depends on the BIOS and third-party code (drivers). So let's do that.

>>Hardware is to run application which run under an OS.
>>If same hardware and same application but different OS and one crash
>>and the other one doesn't. Guess what's faulty?
> IMO nothing is faulty, MagiC is an Atari compatible OS, we both know it's
> not 100% compatible... try running non-Gem games or some MIDI applications

I think Katherine was talking about the *OS* crashing, not applications.

> It's always assumed that the OS is faulty when a application crashes, well
> IMO it's just the opposite. When Calamus SL crashes under MiNT/N.AES and

You're 100% correct, if an application crash it's almost always the apps
own fault. But when the OS crash, the OS is always guilty, atleast partly.
Even if it crash because an app does illegal stuff, you can't blame the
application for crashing the OS. An OS should take care of this, period.

Like I've said in atleast two other messages in this thread, I'm *not*
saying that other OS'es (i.e. MiNT or TOS) never crash - far from it - but
MagiC is by far the worst OS in this respect. When it comes to cleaning up
after dirty applications it can't match MiNT (I haven't used TOS for
anything the last five years, so I've forgotten how it performs), this is
clearly a weak point in MagiC.

> brings the whole lot down should I say that it's the fault of Calamus or
> that the OS stinks?

See above. The OS doesn't stink, but it shouldn't crash.

Due to the way TOS is designed, it's not easy to make the OS as stable as
e.g. BSD or Linux. The main problem is the AES, as it allows applications
to run their own code in the context of the AES (userdefs). A bug in a
userdef can easily crash the AES, and this is *always* fatal under MagiC.
N.AES is surprisingly good at dealing with this, I've done a lot of
strange things in userdefs without crashing the AES. It has it's limits
though, and if you know what to do it's extremly easy to crash N.AES or
atleast lock it up. Stack overflows in a userdefs is a pretty reliable way

of crashing N.AES, atleast older versions (haven't done userdefs in a
couple of years now).

However, it's not usual to crash MiNT this way, e.g. even if N.AES crash
or locks up the kernel is still running, flushing the writeback cache at
regular intervals. If you have network access to the computer, or perhaps
virtual consoles, it's even possible to log on and kill N.AES, thus
shutting down MiNT cleanly. If you're lucky you can even kill the locked
or crashed application and resurrect the AES.

This is only speculations, but it's possible that the AES and GEMDOS in
MagiC depends on each other, and that a crashed AES takes down GEMDOS as
well instead of letting the GEMDOS shut down properly.

Btw. the easiest way to crash MiNT is to use software that crash while
accessing hardware directly. This is almost always done in supervisor
mode, and MiNT seems to have problems dealing with such crashes.

> With recent written commercial software (1997 and later) you'll have a hell
> of a job trying to bring down the OS. Using older software is not really

Nah, try CAB, any version. It's unstable under N.AES, and it's unstable
under MagiC. It's quite usual that it locks my TT if I try to launch any
of it's modules (like cabdload).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6638. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90bh3glfn2@snipp.uninett.no>
Source record: 53623

Clockmeister <gerryvdb@tnet.com.au> wrote:

> My 486 with 16Mb RAM runs the explorer/Win95 combination much more
> efficiently (read faster) then Netscape/Linux (on the same box). Linux is
> slow as molasses.

Linux itself is quite efficient on a 486, but X is horrible. I can't
recommend using X at all, regardless of how powerfull the hardware is, X
will still be slow, unstable and virtually unusable. It doesn't help
running Netscape either, it's a huge, bloated beast that performs poorly
in every aspect.

Windows95 is - as you point out - the best OS on a 486 as long as you have
atleast 16Mb. If you have less, 3.11 and Opera would be better.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6639. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90bhaklfn3@snipp.uninett.no>
Source record: 53624

Mille Babic <atari@ebox.tninet.se> wrote:

>> But it can :-) The TT is a true 32-bit computer, all RAM - even "ST-RAM"
>> is 32 bits wide.

> My Falcon runs at 40 MHz as well as the system at 40 MHz and the DSP at 50
> with the Falcon eXtender card. I doni¿½t bother if the address bus is 24-bit
> or what so ever.

The 24 bit address bus only limits the amount of memory you can use (14Mb
max), but the 16 bit data bus is what makes your 20/40MHz Falcon 30-50%
slower than my stock TT. Ofcourse, the DSP is very nice, the Videl is a
lot better than the TT's graphics chip, the Falcon has great sound etc.,
but without a CT2, Mighty Sonic or Afterburner it can never match the TT
for raw CPU power.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6640. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975786652-179024AEicMi@bun.com>
Source record: 53625

H Dennis

>>hmm Dennis, thank you for understanding the sarcasm in such a
>>paragraph.
>>However I don't think you know me well enough to know what suits me or
>>not.

>Well... the Katherine I know doesn't really need sarcasm to underline
>her views, she usally usally brings these across like a bull in a China-
>store, remember when most of the guys here were scared to death to go
>into a simple discussion with you? :-)

I get this mental picture of Kellis dressed as a dominatrix giving you a
good whipping, but only coz i payed her too :-), wonder if Derryck wants
to make a contribution to make this a reality.. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6641. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975786654-179554AEicMi@bun.com>
Source record: 53626

Hi Artur

>I was looking at some of the Atari Falcon accelerators and they are more
>expensive than the computer itself.

Thats because all the good falcon accelerators are computers themselves,
they just use the crappy old bird for I/O and power.

They are also limited issue items and you pay the cost of R&D.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6642. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975786660-180460AEicMi@bun.com>
Source record: 53627

Hi Dennis

>Oh boy.... this brings back sweet memories!! this easily beats ten
>postings of Jared Falvo and Sinclap put together, nothing as refreshing
>than a good old fashioned OS discussion :-)

Its not as satisfying as listening to their teeth snap and crack as you
stomp on /their/ skulls though.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6643. Re: External harddiskdrivers and CT2

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <90bnkr$rk5$1@wanadoo.fr>
Source record: 53628

On 2 Dec 2000 15:36:10 +, "Peter Persson" wrote:

Hi,

>Also, does anyone know where to find a decent Linux kernel that works with
>the CT2?

Yes, try the kernel 2.1.120:
http://www.geocities.com/SiliconValley/Bay/1209/linux.html

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

6644. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.4.21.0012021527270.27918-100000@rac4.wam.umd.edu>
Source record: 53629

On Fri, 1 Dec 2000, Dennis Vermeire wrote:

// From: Jo Even Skarstein <joska@online.no>
// Date: Wed, 29 Nov 2000 15:49:17 GMT
//
// IMO nothing is faulty, MagiC is an Atari compatible OS, we both know it's
// not 100% compatible... try running non-Gem games or some MIDI applications
.... <snip>....
// lot of ten year old applications run happily on it, people are always
// complaining about the stuff that doesn't run ...

okay, here are some defniate examples....
i haven't upgraded from v5, but a gent told me he has the same
problem on mgx v6:

Lattice C runs fine until you compile and it tells you screwed up. The
first time it reports a syntax err, mgx (& the whole world) stops.

Now, I prefer to use Everest as my editor (QEDfans: what makes QED
better?), rather than the LC editor, but I don't want to quit LC to edit,
quit Everest to compile. (&c, &c, &c) As matter of fact, since I had
been told that mgx6 still fatally died when LC found a syntax error, I
have never bothered to upgrade.

I can also give you an example of propagation: there is a program (I have
always thought it a modem prg, methinks connect) which under TOS is real
nice, it releases whatever systems it took over once it quits. Under mgx,
this prg -doesn't- unhook (or mgx doesn't let it unhook), so that when I
go to bal;ance my checkbook with phasar (yes, it must run TOS-only, and
although I wish it would start in a console-window, in the way that dos
programs do under w95-w2k...) I get a mgx error dialog asking me to
'continue' & 'tolerate'. (don't ask me the difference, cos I dont
know) Either way, to make the machine usable, it's time to find the reset
button.

// It's always assumed that the OS is faulty when a application crashes, well
// IMO it's just the opposite. When Calamus SL crashes under MiNT/N.AES and
// brings the whole lot down should I say that it's the fault of Calamus or
// that the OS stinks?

OS-OS-OS-OS-OS-OS-OS-OS-OS! <grin>
But seriously, if the OS isn't really keeping the prgs isolated (a la the
unix process-forking), NOW where does the fault lie? Ie., Why should I
write my programs attempting to guess what the user has? --what the user
is running? Being nice is good, but the OS is meant to keep the user-prg
from taking over like kudzu, no? --define the boundaries?

```
// If the docs don't specificly state that the software runs under MagiC I'm
// always cautious... nobody ever said that MagiC is the big solution, if a
// certain application doesn't like MagiC and I still need to run it, then I
// simply revert back to good old TOS... luckily I don't have to do that very
// often :-)
//
hrm. I do.

-------------------------------------------------------------------------
The people you care most about in life are taken from you too soon
and all the less important ones don't go away.
-------parsonsd@wam.umd.edu------http://www.wam.umd.edu/~parsonsd----
```

6645. Re: CD Burning on an ST

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a297673$0$174@news.zetnet.co.uk>
Source record: 53630

On 28 Nov 2000 22:39:08 , "Shiuming Lai" wrote:
>
>"Daniel L. Dreibelbis" <dreibel@idirect.com> wrote in message
>news:dreibel-1159F6.17391022112000@bigmomma.idirect.com...
>> When I did the research on which drives were the best for CD-RW, I
>> checked the MacFixit site. The four names that kept popping up were (in
>> order) Plextor, Yamaha, LaCie and Ricoh .
>
>LaCie is an OEM (Original Equipment Manufacturer).
>It takes mechanisms and components from other
>manufacturers and puts them in a case. It doesn't
>make the actual components. LaCie uses mechanisms
>including those from Yamaha and others.

An example: my LaCie ext.hd is really a Quantum Fireball SEG.4S.

Charles.

6646. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a297675$0$174@news.zetnet.co.uk>
Source record: 53631

On 29 Nov 2000 22:44:52 , xlator@cix.compulink.co.uk wrote:
>Hi!
>
>While looking through my C:\GEMSYS\HOME folder I came across some
>strange files, whose origin I don't know. One pair is DIR.HTM and
>RESULTS.HTM. The first seems to be a listing of all folders in my
>HTM_DOCS directory with lengths, starting:

Peter, both have been saved by CAB. You may have asked for a directory list and a local search. Have a look at them in CAB and, if they don't reveal information useful to you, just delete them. They're not needed for running CAB.

>The second pair are binaries SMP.1 and SMP.8 of around 33 and 34 kB

I've no idea what these are, so no advice from me :)
Anyone?

Charles.

6647. Ultimate Virus Killer 2000 (Atari ST/TT/Falcon virus killer)

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Richard Karsmakers <richard@fortysecond.net>
Message-ID: <3cti2tgeh1tc6q32aqgo63jqemgr5ab8q4@4ax.com>
Source record: 53632
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for well over a decade, and with the latest release (8.1) it's turned shareware.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com (this is a new URL!).
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me at cronos@atari.org and I will refrain from posting to the newgroup in the future.
Thanks for your time.

6648. Re: System Out of memory!

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: xmusic@my-deja.com
Message-ID: <90c1sl$vc9$1@nnrp1.deja.com>
Source record: 53633

In article <8vn2j1jdf1@nnrp1.deja.com>,
xmusic@my-deja.com wrote:
> Many years now I had this one:After loading Cubase Audio on a
> Falcon in 2 colours and quitting Cubase I can't change to 16 or more
> colours without rebooting.The only message is "System out of memory".
> Is there a trick or something?
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>
Hey,anybody without WintelBase!

Sent via Deja.com http://www.deja.com/
Before you buy.

6649. Re: EMu scene?

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <QIfW5.6002$eT4.599453@nnrp3.clara.net>
Source record: 53634

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:906o7dvcf1@nnrp1.deja.com...
> I am getting reports that STEEM Atari emulator for PC works on MIDI
> programs! perhaps this is a way to unlease Atari-Midi to an
> unsuspecting Midi community dominated by "production" type applications
> (Pc/Mac) compared to "Interactive" type applications (Atari)

It does in principle, but is not sufficiently
accurate for practical use. Also, anything
which writes direct to the MIDI hardware
on a real Atari will fall over on Steem.
Apart from that it's a great emulator and
shows a lot of potential.

Shiuming Lai

6650. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <XKfW5.6034$eT4.600125@nnrp3.clara.net>
Source record: 53635

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:H$e3ZQBkCCK6Ewjd@lovecraft.demon.co.uk...
> Shiuming Lais just sold an Afterburner for ï¿½85,

Not yet, it's still here at the moment...

Shiuming Lai

6651. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012021845040.82-100000@TT030>
Source record: 53636

On Sat, 2 Dec 2000, Edward S. Baiz Jr. wrote:

> I still think the problem lies in the fact that the new IDE drives I have
> seen come with only 1 or 2 partitions. This means that the partitions are
> over 1 gig. My wife's partitions C on her PC is 4 gig. To my knowledge an
> Atari computer cannot read a partition over 1 gig. This fact might cause
> the problem Lonny is seeing and that if he can re-partition the drive into
> partitions of 1 gig or less, the drive should work.

I found someone that can wipe the drives clean via a peecee,
so I'll give them one more try I guess. This is guy is sure
the maxtor I bought new is not pre-partitioned but he agreed
to do it anyway. We will see. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6652. Graphics viewer

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3A298F6E.C511648C@greeleynet.com>
Source record: 53637

Found this page mentioned in AutoCAD's support group. Checked it out and was surprised to find the program is available for lots of computer OS's, including 2 versions for the Atari, a 68000 and a 68020 versions. I don't know anything about it, but it looks interesting in that it claims to support over 200 formats, and the Atari version has the latest version number posted.

http://perso.wanadoo.fr/pierre.g/index.html

Ought to be of interest to someone here besides me. I won't be checking it out for a while tho', no time.

Ken

6653. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A29B574.5C693D3A@intergate.bc.ca>
Source record: 53638

Today for $300 you can buy Athlon 1Ghz CPU (way faster than G4) +
motherboard
(on auction) plus you can overclock it to 1.2 Ghz or more. Weird isn't it ?
I think that
Atari TOS is an exceptional OS not like those mamooth Mac or Pc OS.

Jo Even Skarstein wrote:

> Artur Stachon <astachon@intergate.bc.ca> wrote:
>
> > 300-600mhz increase maybe it would be worth buying but 30-40mhz speed
> > increase won't even speed your computer up 100% Are there any
>
> An Afterburner at 32MHz is ~8 times faster than a stock Falcon, @40MHz
> it's 10 times faster (average figures). If you're lucky you might find
> second-hand Afterburners, but expect to pay atleast $200-300 for it.
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

6654. CCAG 2001

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3a29b686_3@athena.netset.com>
Source record: 53639

IMPORTANT NEWS!!!!!!!!!!!!!!
When one is dealing with the U.S. Military, for using a facility for any type of event, the fact that a priority function. i.e. a drill, may come and take the time of your own event.

That is true here too. My unit, B Co. 112th Engineers, did originally plan to have it's AT(Annual Training) from the 2nd of June 2001 till the 16th of June 2001. That is no longer. The AT was pushed back to the 19th of May till the 2nd of June, 2001.

As a result, with the original AT dates, no June drill was needed. But now, one is, and that drill falls on the 23 - 24th of June. As such, we have had to re-schedule the CCAG 2001 from the 29th till the 30th of June 2001, one week later.

We apologize for this change of events, as I only heard of it on Wednesday myself, and the Command to change the drill date was only a few days before that. So, this is not at all something I knew about for several months. But, only found out about it when I got my unit's newsletter.

If any of our attendees cannot attend now, because of the date change, please contact us immediately, and we will change the list. Otherwise, may all of you have a wonderful and safe Christmas Season, and we'll see you at the CCAG!

Regards,

CCAG Staff

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK''..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them still, then come join us on:

June 30th, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048

(On Route 57, going North of I-90/Route 2)

IT&#65533;S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

5,000 square feet of indoor space and an additional 5,000 square feet of outdoor space is available along with ample parking.

Setup: 29th, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 12/02/2000
User Groups:
Erie PA Atari Group
TI Chips
Cleveland Classic Atari Group

Vendors:
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
Fred Wagaman
Alan Hewston
Thomas Mclaren
Andy Frueh
Tim Snider
Curt Vendel(Atari Historical Society)
Possible Attendees!!!
Atari7800.com

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room-MAME, etc. We are hoping for some people with arcade systems to bring them.

See ya at the CCAG!

6655. Re: External harddiskdrivers and CT2

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200012022005.a6307@wun.maus.de>
Source record: 53640

Hallo Peter!

PP>It says something like "no bootable partition found" or similar.

SCSI-hard disk? Then you should wait until the memory test is finished (at least 20 megs or the like) before proceeding to the hard disk driver. Otherwise, the disk might still be in a "reset" state and not responding. I'm using HDDRIVER 7.8 with my CT2A Falcon, and it works well if I give it the time. So, try to enable the memory test in the CT2 BIOS and wait.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

6656. Re: C-lab vs Falcon030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.4.21.0012022341510.11909-100000@rac3.wam.umd.edu>
Source record: 53641

On Sun, 3 Dec 2000, John Garone wrote:

// I've been calling my C-LAB FALCON MKI (grey case w/name in blue/silver
// letters & UK keyboard) a Falcon 030. Have I been erroneous?
// John G.
//
//
don't think so.... if I remember the toad show when i bought my mk2, they
said the mk1 was an f030 with a different nameplate (...an d I guess in
the US, no US keyboard). The mk2 had the adjustments (internal SCSI
controller, being the biggest) and the mk3 (er,
mkX... mk10?) had a whole lot more differences.

And mine, at least, had a 'pirate' copy of ICD.... which i found out
after tring to get my zipdrive connected. & I was po'd

I don't suppose anybody got a c-lab US keyboard, did they?

"Do. Or do not. There is no try." -- Yoda
-------parsonsd@wam.umd.edu--------http://wam.umd.edu/~parsonsd------

6657. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975840376-205495AEicMi@cwcom.net>
Source record: 53642

From: Bill Freeman <flipflapinvalid@coastalnet.com>
Date: Fri, 01 Dec 2000 08:32:05 -0500

>Where do we find GTLOOK2? Will it work with a UMAX ASTRA 2200 scanner?

A) From my web site, MISC section, URL in my sig
B) I haven't the vaguest idea which scanners it supports!

--

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/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6658. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975840378-205971AEicMi@cwcom.net>
Source record: 53643

From: Ken Macdonald <macdonald@cfc.dnd.ca>
Date: Fri, 01 Dec 2000 10:49:02 -0500

>Shiuming Lai wrote:
>-snip-
>> Photoline doesn't have any problem on
>> CT2 and/or MagiC 6 on a Falcon.

>can the same be said for PixArt and DA's /Picture-VektorPro?

PixArt (at least the latest version) works VERY well under MagiC. I like this program a lot. It supports GDPS scanner drivers and pressure sensitive Wacom tablets.

You can get an English version from 16/32 in the UK.

--


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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6659. Re: memory upgrade on Mega ST 1

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975840382-206835AEicMi@cwcom.net>
Source record: 53644

From: Ken Macdonald <macdonald@cfc.dnd.ca>
Date: Fri, 01 Dec 2000 10:52:18 -0500

>ah-ha. if sysSOL has taken on Marpet, what are the odds that they would
>take on Aixit.
>The 14MB upgrade board that Aixit used to sell for the ST would be of
>more
>interest than a 4MB upgrade.

FWIW Nick Harlow at 16/32 was supposed to have taken on distribution of those boards in the UK. He collared me at an Atari show to ask my advice, following my review of said board in Atari Computing.

The STFM with this board and 8Mb of RAM (SIMM) is still for sale if anyone in the UK is interested BTW.

--

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6660. Re: web surfing with my ST help

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975840384-207315AEicMi@cwcom.net>
Source record: 53645

From: Ben Hills <ben@imperial.co.uk>
Date: Fri, 01 Dec 2000 13:57:14 GMT

>STinG is not too difficult to setup, although you will
>have to provide it with a dial-up script for your ISP.

Misconception time :-)

Despite the misleading title, the DIAL.SCR file serves to set
variables for the Internet session only. For most ISPs the section in
this file that starts "Dial script" can be left blank...

So you just need to plug in the phone number, hostname, username and
password in most cases.
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6661. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 00:50:02 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <909gvq$6vh$1@nnrp1.deja.com>
Source record: 53605

```
In article <0WVV5.1426$R77.324037@nnrp4.clara.net>,
"Shiuming Lai" <lais@zetnet.co.uk> wrote:
>
> "Artur Stachon" <astachon@intergate.bc.ca> wrote in message
> news:3A281DE3.E7878567@intergate.bc.ca...
> > I was looking at some of the Atari Falcon accelerators and they are
more
> > expensive than the computer itself.
>
> If you compare the price of a new
> accelerator to a second-hand computer,
> yes. There have been NO Falcon
> accelerators that cost more than a new
> Falcon computer.
>
> > Weird stuff. At least if that was
> > 300-600mhz increase maybe it would be worth buying but 30-40mhz
speed
> > increase won't even speed your computer up 100%
>
> Are you kidding? Here's a test on my CT2
> Falcon, click-to-print time for a Papyrus
> document:
>
> 16MHz mode: 60 seconds
> 50MHz mode with 32-bit fast RAM: 10 seconds
>
> That's a bit faster than 100%!
>
> > Are there any
> > reasonably-priced atari falcon accelerators out there ? Used ?
>
> What's reasonably-priced? You can't make
> that judgement. They cost whatever it takes
> to develop for a dwindling user base that is
> (from experience) generally not prepared to
> spend money on its hobby (people in this
> group should not take offence if you know
> that does not mean you; we're a minority of
> the user base in here). If you want 300-600MHz
> speed increase then the design will have to
> use completely different chips which will
> increase the cost some more, so I don't know
> what is "reasonable" in your book.
```

>
> Shiuming Lai
>
>
I was kind of surprised to see an SST card go for around $350.00 on
Ebay. Someone is still interested:)
Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

6662. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 02:04:35 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <MCYV5.332$JN3.9345@nsw.nnrp.telstra.net>
Source record: 53606

Mark Bedingfield wrote in message ...
>Best bet is Linux for getting a PC to go....
>

My 486 with 16Mb RAM runs the explorer/Win95 combination much more
efficiently (read faster) then Netscape/Linux (on the same box). Linux is
slow as molasses.

6663. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 04:17:30 UTC
From: dlormand@aztec.asu.edu
Message-ID: <909t4q$t12$1@news.asu.edu>
Source record: 53607

>First check the polarity from the Jag PSU (I can't remeber what mine
>was, sold it years ago and regret it). Use a multimeter.

Actually, I'm hoping someone with a PowerCD with a wall-wart supply
will do exactly this for me :-)

>Then open up the CDRom and look inside at the board, as it may say
>what pins are what or check inside to see which pins of the supply
>decoupling capacitor is connected to the power socket.

Actually, I did this already, hoping for an easy solution. There
are no obvious electrolytics present, everything is surface-mount
and totally unmarked. I was also thinking I could determine which
contact of the connector went to ground, but neither one does; it
runs to the input of what I take is a switching power converter.
Finally, I was hoping that one contact of the power connector would
run to one side of the battery compartment, but it appears Apple put
some automatic circuitry to switch out the batteries if an external
supply is connected. So I struck out three times.

--

6664. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-12-02 23:57:56 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a29900c32d5d70@online.be>
Source record: 53547

on Sat 02-12-2000 22:23 Charles Stanley wrote:

>
>
>>The second pair are binaries SMP.1 and SMP.8 of around 33 and 34 kB
>
>I've no idea what these are, so no advice from me :)
>Anyone?

These files are created by Smurf. They holds the NCT info (whatever this
may be). If you throw them away you'll notice that with the next start of
Smurf the program will complain and will create another one.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6665. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <QLpW5.10195$R77.712897@nnrp4.clara.net>
Source record: 53557

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:8v0633$3fn$1@snipp.uninett.no...
> Shiuming Lai <lais@spam, chips and gravy.zetnet.co.uk> wrote:
>
> > There's little point doing this unless
> > the rest of the system is accelerated
> > to keep up.
>
> Not true. If you double-clock the FPU you also double it's speed.

Of course.

> The 030
> is still more than fast enough to feed the FPU with data.

It will also be getting the answers back
in half the time, so obviously that will
enable the CPU to send more data to
be processed, but only at the expense
of other tasks. If the rest of the system
is proportionally accelerated as I
originally said, then no such problem
would exist. If you're doing nothing
but FPU operations then I suppose it
wouldn't matter.

Shiuming Lai

6666. Software from 30p

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3A2A2A16.3F511BB4@cyberpeeps.freeserve.co.uk>
Source record: 53558

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.itsallfreehere.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

6667. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90dh5o$2v6$1@snipp.uninett.no>
Source record: 53559

Shiuming Lai <lais@zetnet.co.uk> wrote:

> It will also be getting the answers back
> in half the time, so obviously that will
> enable the CPU to send more data to
> be processed, but only at the expense
> of other tasks. If the rest of the system

Not quite. The FPU and CPU doesn't work in parallell - the CPU is doing nothing while the FPU does it's work. So if the FPU does it's job twice as fast, the CPU spends less time doing nothing.

> is proportionally accelerated as I
> originally said, then no such problem
> would exist. If you're doing nothing
> but FPU operations then I suppose it
> wouldn't matter.

See above. You can try a FPU-test like Nembench. If you double the FPU's clock, you'll double it's speed. It doesn't depend on the rest of the system, only the CPU. I'd rather have a fast CPU than a fast FPU though, but if you use the FPU a bit (e.g. for raytracing and similar time-consuming tasks) it's definitely worth speeding up the FPU, especially since it's so easy. Really FPU-intensive tasks will benefit more from an accelerated FPU than an accelerated CPU and bus. But doing both is better ;-)

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

6668. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <MltW5.1052$k94.7675@nsw.nnrp.telstra.net>
Source record: 53560

Jo Even Skarstein wrote in message <90bh3glfn2@snipp.uninett.no>...
>Clockmeister <gerryvdb@tnet.com.au> wrote:
>
>> My 486 with 16Mb RAM runs the explorer/Win95 combination much more
>> efficiently (read faster) then Netscape/Linux (on the same box). Linux is
>> slow as molasses.
>
>Linux itself is quite efficient on a 486, but X is horrible. I can't
>recommend using X at all, regardless of how powerfull the hardware is, X
>will still be slow, unstable and virtually unusable. It doesn't help
>running Netscape either, it's a huge, bloated beast that performs poorly
>in every aspect.

On that basis it would be hard to recommend Linux at all wouldn't it?
Without a GUI you might as well use DOS6.22 with a DOS based browser which
work quite well on even ancient hardware. (Arachne comes to mind, full
graphical browser with mail support that works on even a 512K XT and with
any graphics card, Hercules,CGA, EGA,(S)VGA but not MDA ;-)

>Windows95 is - as you point out - the best OS on a 486 as long as you have
>atleast 16Mb. If you have less, 3.11 and Opera would be better.
>

For sure, Opera is quite good on older hardware.

Regards,

Clockmeister.

6669. Re: Graphics viewer

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Mille Babic <atari@ebox.tninet.se>
Message-ID: <pTtW5.1395$Kd1.216165@newsb.telia.net>
Source record: 53561

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:3A298F6E.C511648C@greeleynet.com...
> Found this page mentioned in AutoCAD's support group. Checked it out
> and was surprised to find the program is available for lots of computer
> OS's, including 2 versions for the Atari

[..]

I do use these binaries since 1998. There are some updates dated nov 2000 at
his site.
Here's a old link to a page I made once (in swedish) but you can look at the
pics there how the app looks. http://user.tninet.se/~gcc561r/viewer/

[..]

> http://perso.wanadoo.fr/pierre.g/index.html

The original URL is http://www.xnview.com

Mille Babic

6670. What do you use your Atari Computer for?

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <90dttg$7if$1@nnrp1.deja.com>
Source record: 53562

A-ONE's new monthly poll is up... stop by and place your vote!
http://www.atarinews.org

This months question:
What do you use your Atari Computer for?

Also..

If ANY CAB, Draconis or Wensuite users are visiting the site, PLEASE
send some feedback if you find any problems using the site.

THANKS!
Rob
rob@atarinews.org
webmaster@atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

6671. Re: Graphics viewer

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2kub1n10nn913@corp.supernews.com>
Source record: 53563

On 3 Dec 2000 00:49:31 G, Jo Even Skarstein wrote:
>Ken Springer <wordworks@greeleynet.com> wrote:
>
>> http://perso.wanadoo.fr/pierre.g/index.html
>
>> Ought to be of interest to someone here besides me. I won't be checking
>> it out for a while tho', no time.
>
>I've tried it, it's quite good but very slow. It took more than 10 minutes
>to convert and resize a 40Kb jpeg to a 1280x1024 PNG on my Afterburner.

Hmm, I guess it'll be a /bit/ slow on my ST :) I'll see whta it's
like though, sounds interesting.....

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6672. Linking 2 STs for Music

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2l0g5hgqnghd6@corp.supernews.com>
Source record: 53564

Hi

I need to find a program for an STe that will output hi-quality (well OK so it's not /that/ hi) samples that are triggered by midi from another STe. I've been trying Protracker, but it only works for Midi channel 1 (AFAIK) so that is no good. I need 4 channels to work, and I'm looking for 50khz/8bit on each channel.

You see I was thinking about getting a Yamaha SU-10, then I checked out it's specs and realised my STe could do a lot better job. Hmm, 384k of sample memory.... :)

Maybe I should get a /real/ sampler....

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

6673. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3A2A822F.B2678A23@greeleynet.com>
Source record: 53565

Derryck Croker wrote:

> B) I haven't the vaguest idea which scanners it supports!

It supports Epson Scanners.

Ken

6674. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90e14c$5fp$1@snipp.uninett.no>
Source record: 53566

Clockmeister <gerryvdb@tnet.com.au> wrote:

> On that basis it would be hard to recommend Linux at all wouldn't it?

I wouldn't recommend Linux/X on a desktop computer, not because of Linux,
but because of X.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6675. Re: colour on SVGA

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A2A8A51.D4973A28@avtomatika.com>
Source record: 53567
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sorry for late response.

I was hoping that I will be able to draw a nice schematics, but I'm in a hurry and already late with response to your letter for a few days.

So, instead of having schematics, you will have to settle with handwaving description for the present.
ST's shifter has nine colour outputs (3 for R,G and B output respectively) on pins 21-29 and monochrome output on pin 30. This means that each main colour can be output in one of 8 intensities/-from 0 to maximum.
Colour signals are grouped per colour, so pins 21-23 are for red, 24-26 are for green and 27-29 are for blue component. D/A conversion is performed with nearby resistors. If you look closely, you will notice that
3 resistor values are repeated 3 times. There are 3K6, 7K5 and 15 K resistors for each colour. Each resistor is connected with one end to corresponding TTL output and other end is tied to other ends from other resistors in the group. Common connection of all three resistors go to the katode of small signal diode and then to th base of buffer transistor. All resistors have to be taken out from PCB and soldered to pins directly with other end of all resistors connected. Diode is soldered to common pont of all resistors and anode is wired to base of coresponding transistor.
In essence, this reflects vconnsections in PCB with the difference that all circuitry is now far away from noisy data lines. Oh, yes, one have to cut connection on the base of buffer transistor in the PCB, since this would otherwise still inject noise in the signal.

Whole operation would be to use small piece of test PCB, solder in 2 groups of 20 pins so that whole PCB can be inserted into old shifter socket and shifter chip should be soldered on that test PCB adjacently.
Then, one should connect all pins between shifter chip and socket, except pins 21-30. After that, one needs to solder on the test PCB three 74HCT32 (quad OR gates each). Two of the gates should buffer mono out signal of the shifter (pin30). THen, each colour output from shifter should be ORed with bufered mono output and connected to corresponding socket pin. Mono out pin on the socket should have separately buffered mono out from shifter. After that, one has to properly connect VCC and GND for each 74HCT32 and 100nf multilayer capacitor across power pins of each chip. Then, test PCB can be inserted in the old shifter socket. Now we have colour output active in all three resolutions.
After that all we have to do is to relocate those resistors to some safer place, possibly on the test PCB along with shifter chip and those 3 TTLs.
I'll document everything more thoroughly if needed....

Regards,

Branko

Lyndon Amsdon wrote:

> On 26 Nov 2000 08:40:59 , Branko Badrljica wrote:
>
> Hi Branko
>
> >Noisy data bus lines that go to the shifter are routed straight through the
> >sensitive R-2R ladders that do the D/A conversion.
> >Becaouse of that, there will be many ghosts, especially in mono resoulitions (I
> >don't know exactly why mono is more affected).
> >Physical movement of some resistors in board away from critical area gave drastic
> >improvement and heavenly clean picture.
> >
> >If anyone is interested in doing that and need extra info, I would be glad to
> >help.
>
> I'm quite interested, tell me more....
> L.A Amsdon
> --
> +---------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |ADSCSI MiniS Quantum Mouseburster FMC II|
> |***************************************|
> | bindon@madasafish.com |
> +---------------------------------------+
>
> L.A Amsdon
> --
> +---------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |ADSCSI MiniS Quantum Mouseburster FMC II|
> |***************************************|
> | bindon@madasafish.com |
> +---------------------------------------+

6676. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975866224-036289AEicMi@bun.com>
Source record: 53568

Hi Harry

>> Interface 2, that old donkey, you should meet Mr. Resource Master,
>> and FYI, this directory /is/ the tidy version. :-)

>Ha! I haven't had a chance to try out RSM. I picked it up just before
>my "dead" period...

Your brain dead period, your penile dead period or your latest absence.?

8~) :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6677. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975866228-036774AEicMi@bun.com>
Source record: 53569

Hi Dave

>Why should I write my programs attempting to guess what the user has? --
>what the user is running?

Because thats the correct way to do things.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6678. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975866232-037630AEicMi@bun.com>
Source record: 53570

Hi Harry, Katherine.

> Maybe a screensaver? Oh no, there are no clean screensaver also...

>The fact there are no clean screensavers is beside the point, but I
>certainly wouldn't run anything that conflicted with my OS of choice -
>whether application or background utility...

As a side issue here, i use BUBBLES (Ver. 2.0) as a screen saver, ive
left the machine runnig with that for ages and a flick of the mouse
reveals a still clean system..

So if anyone needs a reliable screensaver, check out BUBBLES by RUN
software.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6679. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975866234-038050AEicMi@bun.com>
Source record: 53571

Hi Harry

>This still isn't an excuse for installing, say, NT or Linux and
>expecting software compatible only with Win3.1 to run perfectly on it!

I thought this was a Bill gates requirement..

Solitaire must run on any MS OS.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6680. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975866230-037210AEicMi@bun.com>
Source record: 53572

Hi Jo Even

>A hardware-fault would have manifested itself regardless of OS.

Total crap!!.

No it wouldnt have!!.

Suppose for instance you have an optimised SCSI access routine and the timing changes as the host machine warms up, is it the fault of the routine, which absolutely needs atomic timing, that then fails to talk to your SCSI device, or worse, or the hardware whose timing is drifting.

I had a hardware problem in the early days of my PAK upgrade which only manifested itself with HDDriver in use, fixing the machine cured the HD-Driver problem.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6681. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975866238-038926AEicMi@bun.com>
Source record: 53573

Hi Cloclmeister

>>>I have a really old 520ST at home still in working order apart from
>>>the internal FDD (single sided unit)

>>Nowz yur chance to get that upgraded to a Double sided drive. Just go
>>into any branch of PC world, smash any PC you like, preferebly whilst
>it powered up, take out the floppy drive, change its ID to 0 from 1 and
>>install it with TLC in your ST.

>Or upgrade to a 1040STfm by simply visiting your local landfill site and
>picking it out of the trash.

Where's your sense of fun dude, smashing up a donor PC is a much more fun
way to do it.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6682. Re: External harddiskdrivers and CT2

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975866236-038470AEicMi@bun.com>
Source record: 53574

Hi Ekkehard and Peter

>PP>It says something like "no bootable partition found" or similar.

>SCSI-hard disk? Then you should wait until the memory test is finished
>(at least 20 megs or the like) before proceeding to the hard disk
>driver. Otherwise, the disk might still be in a "reset" state and not
>responding. I'm using HDDRIVER 7.8 with my CT2A Falcon, and it works
>well if I give it the time. So, try to enable the memory test in the CT2
>BIOS and wait.

I had a similar scenario with my MegaSTE, so i wrote a bootsector program
that kills the memory and server tests and just waits 6 seconds before
allowing the machine to continue booting..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6683. Re: Linking 2 STs for Music

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <tGxW5.12125$R77.831728@nnrp4.clara.net>
Source record: 53575

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t2l0g5hgqnghd6@corp.supernews.com...
> Hi
>
> I need to find a program for an STe that will output hi-quality (well
> OK so it's not /that/ hi) samples that are triggered by midi from
> another STe. I've been trying Protracker, but it only works for Midi
> channel 1 (AFAIK) so that is no good. I need 4 channels to work, and
> I'm looking for 50khz/8bit on each channel.
>
> You see I was thinking about getting a Yamaha SU-10, then I checked out
> it's specs and realised my STe could do a lot better job. Hmm, 384k
> of sample memory.... :)
>
> Maybe I should get a /real/ sampler....

Or a cheap Falcon and wait for New Beat's
ACE soft-synth (which started life as a high
quality sample player then evolved to include
synthesis).

Shiuming Lai

6684. Antiques roadshow

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Pete Smith <pjsmith@zetnet.co.uk>
Message-ID: <3a2aa981$0$8056@znews.zetnet.co.uk>
Source record: 53576

I have a pal who has cleared out his attic and has found the following.

Atari mega st 2
Atari megafile 30 meg hard drive
Atari megafile 44 meg removable drive with 2 cartridges
dot matrix printer
Colour Monitor
Lots of games most still in celophane wrapper

He invites offers

Hey! this is history people.

:))
Pete

6685. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2AABFC.88A83B13@ooc.de>
Source record: 53577

Lyndon Amsdon wrote:

> Good to hear it! I would have imagined Windows would casue problems
> if another program tried to access the HD, but I'm not sure to be
> honest. Impressed.....

No, there are no special problems. Windows (like any of today's operating systems) provides a low level layer for accessing SCSI and IDE peripherals. You have to ensure, however, that you don't use Windows and MagiCPC/SCSIDRV/HDDRIVER for accessing the same partition. Windows won't recognize any change HDDRIVER did to a TOS/Windows compatible FAT/FAT32 partition and vice versa. So if you write to the same partitions using Windows and using HDDRIVER you will most likely destroy data. This is why for the installation under MagiCPC the default setting for HDDRIVER is *not* to recognize DOS/Windows compatible partitions.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6686. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2AAC4C.4D4C083A@ooc.de>
Source record: 53578

"Edward S. Baiz Jr." wrote:

> over 1 gig. My wife's partitions C on her PC is 4 gig. To my knowledge an
> Atari computer cannot read a partition over 1 gig. This fact might cause

It can, provided that MagiC or MiNT are installed and the partition is a
FAT32 partition (MagiC, MiNT) or a Linux partition (MiNT).

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6687. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90ej2c$86c$2@snipp.uninett.no>
Source record: 53579

Steve Sweet <stevesweet@bun.com> wrote:

>>A hardware-fault would have manifested itself regardless of OS.

> Total crap!!.

Really?

> No it wouldnt have!!.

Hmm...

> Suppose for instance you have an optimised SCSI access routine and the
> timing changes as the host machine warms up, is it the fault of the
> routine, which absolutely needs atomic timing, that then fails to talk to
> your SCSI device, or worse, or the hardware whose timing is drifting.

That depends on whether this hardware-problem is specific to one
particular machine (i.e. the computer in question is broken), or if it's
caused by the design and varying tolerances of it's components. If it's a
broken computer, then it's the hardware's fault, if it's a general
feature, the software must deal with it. In the case of MagiC and Falcons
I strongly suspect that MagiC just isn't properly tested with Falcons.

OK, the Falcon is poorly designed and probably suffers from this, and it
most likely makes it difficult to write super-optimized hardware drivers
for it. Perhaps a tiny bit of speed should be sacrificed to improve
stability on more Falcons.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6688. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975913194-74875AEicMi@cwcom.net>
Source record: 53580

From: Steve Sweet <stevesweet@bun.com>
Date: Fri, 01 Dec 2000 18:24:32 -0000

>>You're right that it's of limited use right now, but I think, that D & D
>>are providing *.BGH table files which are german:english translation
>>tables to make BubbleGem German origs show in english, I think!!!
>
>Oh, i see, didnt know that, i dont know why i didnt though, my bacon
>sarnie munching buddy it Mr. D of DDP, i'l summon him for a 'word'.

Don't worry Steve, you're not missing anything here! Any Bubbelgem TEXT files
are provided in English, see my other message in this thread. Bob's got his
wires crossed somewhere :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6689. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <975942452-377332AEicMi@xs4all.nl>
Source record: 53581

Hi Derryck,

>You can get an English version from 16/32 in the UK
How can I get in touch with them? HOMA Systems seems to be
'dead'....

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6690. Re: System Out of memory!

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:33:13 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <1BhW5.2241$tm.7557@nntpserver.swip.net>
Source record: 53555

> > Many years now I had this one:After loading Cubase Audio on a
> > Falcon in 2 colours and quitting Cubase I can't change to 16 or more
> > colours without rebooting.The only message is "System out of memory".
> > Is there a trick or something?

Hi,
That's an old bug that's well known (and one of the ones that Atari never fixed...) - you have to restart the machine and there's no other solution :(

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

6691. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:46:39 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90c55fphe1@snipp.uninett.no>
Source record: 53548

Shiuming Lai <lais@zetnet.co.uk> wrote:

>> Shiuming Lais just sold an Afterburner for ï¿½85,

> Not yet, it's still here at the moment...

Argh, I've been looking for a spare Afterburner for months now, and when
one finally shows up, I'm broke... Please let me know if you still have it
in two weeks.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6692. Re: Need modem help/Papyrus 8

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:46:56 UTC
From: sidcelery@cix.co.uk
Message-ID: <90c560ppm1@plutonium.compulink.co.uk>
Source record: 53549

On 30 Nov 2000 19:11:06 , Steve Sweet wrote:
>>>>> ...At the moment ive got 67 resource files totalling about 2 meg
>>>>> in size.
>>>> MagxDesk allows multiple resource files too, but I think it's
>>>> limited to just 10 (in v5.11 anyway).
>>> Only 10 dude, bummer. :-)
>> Your directory must be a right bollox! Didn't you get Interface 2
>> to tidy them up?! <g>
> Interface 2, that old donkey, you should meet Mr. Resource Master,
> and FYI, this directory /is/ the tidy version. :-)

Ha! I haven't had a chance to try out RSM. I picked it up just before
my "dead" period...

rgds
H

6693. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:47:03 UTC
From: sidcelery@cix.co.uk
Message-ID: <90c567ppm2@plutonium.compulink.co.uk>
Source record: 53550

On 1 Dec 2000 08:43:07 G, Jo Even Skarstein wrote:
>In article <906vql$36f$1@plutonium.compulink.co.uk>,
> sidcelery@cix.co.uk (Harry Sideras) wrote:
>> You may remember that originally Magic was released for all machines
>> except the Falcon. (Someone will remind me of the first Falcon-
>> compatible Magic version). That implies there are particular issues
>> with that machine.
> No, the reason why MagiC wasn't Falcon-compatible until 4.0 is that
> MagiC (or MagiX as I believe it was first called) was written before
> the Falcon was available, so they had to implement drivers for all of
> the Falcon's new hardware. And that's quite a lot.

Sure, but I think the 68030 in the TT was covered in v3 and I know the
Falcon was out at that time. I know there's more to it than just the
processor, but still...

>> You may also remember the first time you installed Magic (on any
>> machine). In my case, several tried and trusted utilities crashed the
>> system, which was very annoying at the time. The reason was that, in
>> the absence of rules that people a) knew about and b) would stick to,
>> software used home-brew techniques of achieving their ends. These
>> were uncoordinated and led to conflicts that caused crashes.
>
> Sure, but I hope everybody has learned to stay away from these by now.

I don't think this is what we're hearing here.

> And this is *not* the problem I'm talking about. On my Falcon, MagiC
> will crash even if it's a 100% clean installation with only
> magxboot.prg in the autofolder, no accessories and even no applications
> running. I can just boot this setup (if it boots at all) and leave the
> Falcon alone, and it will crash within 30 minutes. OK, so I have an
> Afterburner in my Falcon, but the same setup will run perfectly on
> other Afterburners. MagiC just doesn't work on my Falcon, it never has.

So it works perfectly for some people, but not for you and that's the
fault of the OS? That really is pretty imaginative. With just Magxboot
installed the software takes it on itself to crash a machine just by
existing? It's not possible that it's something to do with either the
installation of the AB or the build quality of the machine? Maybe a
heat-related problem?

You need to have your machine overhauled. Make an appointment today.

>> conflicting software. Magic is not TOS. Magic is Magic. It doesn't
>> claim to be TOS compatible. It claims to be Atari compatible if you

>> run software that works in an allowable way.
> I'm not talking about software-compatibility, but *hardware*. MagiC
> has serious problems on many Falcons.

Let's be brutally honest. We remember how the Falcon was virtually abandoned before it was released. The machines weren't built - they were thrown together! It's not a machine I would entertain tbh. There's more support for the dodgy machien theory than a dodgy OS here.

>> long as you were German and could read them). This was also annoying
>> to a lot of people. This is why ICD driver software - the most
>> popular in the english-speaking world - was sidelined and HDDriver
>> picked up so rapidly IMO.
> No, the ICD driver was sidelined because it wasn't developed any
> further. Besides, it was incompatible with all other drivers, AHDI
> included.

ICD was upgraded to be AHDI compatible later on because it was recognised to be out of date with the thinking that Magic supported. So, was the OS buggy when the driver didn't work at the outset. No. The driver had to be updated to support the protocols that Magic supported.

>> Hell, even HiSoft programs didn't work without a fix
> HiSoft programs didn't run because they use cascading menus when
> available. MagiC didn't support these even though the AES version
> indicated this (of course, the correct way to check for the presence of
> sub-menus is to use appl_getinfo(), but this wasn't available when the
> offending HiSoft-apps was developed).

Yes. HiSoft support had ended at that time so they weren't updated, but that'sanother example of a home-brew solution in the absence of a standardised method. XMEN_MGR was made available, but wasn't included in the Magic because it was only needed by certain programs and they didn't want to build in backward compatibility. It's one of the few concessions 2B made.

>> you get corrupted FATs it ain't Magic. What's your hard disk driver
> Hello? Do you know what a FAT is? If the FAT is damaged, you can't
> blame anything else than the OS (unless you're messing around with disk-
> editors or optimisers without knowing what you're doing).

Am I missing something, or doesn't Magic work through the hard disk driver?

> The only thing left I can dump is MagiC itself... Again, I was pointing
> out that MagiC itself has problems with the hardware, incompatible
> software is a whole other issue.

Distinguishing the two seems to be an issue that needs to be resolved first.

> Anyway, as Katherine pointed out, MagiC shouldn't crash even if an
> application does. One of the more important tasks of an OS is to clean
> up after crashed applications, in my experience MagiC isn't very good
> at this and usually crash with the famous "fatal error in GEMDOS"-
> message. I'm not saying that this never happens with MiNT (e.g. if
> something crash in supervisor mode, task switching can stop and MiNT
> halts), but MagiC is quite extreme.

Of course, I agree crashes need to be contained. I'm not quite sure how you protect crashed apps crashing the system, but today at work I was reading some Email in Novell Groupwise and the dreaded blue lurgy descended onto my screen bringing Windows to a grinding halt. It's hardly a unique problem in MT environments and even the biggest software vendors can't trap everything. What's new...

rgds
H

6694. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:47:07 UTC
From: sidcelery@cix.co.uk
Message-ID: <90c56bppm3@plutonium.compulink.co.uk>
Source record: 53551

On 30 Nov 2000 23:30:55 , Katherine Ellis wrote:
>On 1 Dec 2000, Harry Sideras wrote:
><blah snip>

Now, that's not polite, Katherine! <g>

>> So, Steve S is basically right. If you get problems with programs like
>> Photoline and Magic, the problem definitely ain't either of them. If
>> you get corrupted FATs it ain't Magic. What's your hard disk driver
>> and version? What Auto programs, acc's and CPX's do you run? What are
>> you multitasking with? I bet a list of programs that are running
>> concurrently will very quickly lead to a chorus of finger-pointing at
>> the offending app.
> Well, you are realizing that there are NO 100% clean application.

I've always known that. I'm not the one complaining, am I?

> That means that you can't run anything under magic or mint if I
> follow you correctly. What's the point of that? Even simple GEM
> programs can trash magic in a big way.

Yes, it's often the simple ones that are the worst. There needs to be
some degree of sophistication - even if it's just to support the OS it
wants to run on.

> What is the point of running magic and NO application once again?
> see a static desktop? Maybe a screensaver? Oh no, there are no
> clean screensaver also...

The fact there are no clean screensavers is beside the point, but I
certainly wouldn't run anything that conflicted with my OS of choice -
whether application or background utility...

> An os must be robust enough to see that an application has failed
> for one reason or another.

Obviously true, but as I just said to Jo I can't rely on Novell and
Windows to work together. I never run any part of SmartSuite unless I
have no option because it screws the rest of my system up at work.
These aren't unique problems. All computing is a compromise - I don't
have a PC at home because I haven't found one that's reliable yet. I
just work as best I can with my humble Atari <g>.

> You know, your theory is a little weird. Take a commercial
> multiuser OS (aix, sunos whatever). people do have access to a
> compiler and have real troubles trashing the OS even on purpose,
> when a security, buffer overflow etc technic is found it will

> pretty much be fixed.) Coz you HAVE to. You have 150 users logged
> in at the same time running some billing applications in real time,
> dealing with some $20 to $400,000 transaction. The system must be
> robust. MiNT certainly ain't there, (linux either). but it magic is
> a total joke as far as robustness, 1 call and boom, the whole
> system is totally down.

I take your point, but what you're saying is that commercial systems with multiple _paying_ users still go down - the time and money spent on development doesn't prevent the problem even in "mission-critical" circumstances. This still isn't an excuse for installing, say, NT or Linux and expecting software compatible only with Win3.1 to run perfectly on it!

> Even "clean applications" will bring the system to this halt. For
> your information, "clean" software was used for magic when it
> trashed my C partition twice. WHat I call clean is: If it runs on
> all atari hardware I have, with singletos and mint. To me I call
> that application clean enough.

I understand what you're saying, but unfortunately you or I aren't the arbiters of what is clean to Magic. As I said before, 2B were uncompromising in what they deemed to be clean for their OS. In the same way, I have software that will only run on Magic and won't run on TOS - does that make TOS buggy? No. Does it make the software buggy? Also no. It just means they are incompatible. This is the same argument that came up with each new TOS version. Each new version of the OS aims to be coherent in a new way and applications need to catch up with it. It was ever so...

> I don't even call Calamus or Da's vector clean application

Me neither. When I first ran a CalSL demo on a TOS 2.06 MSTe after I put a CoCo graphics card in with NVDI for the first time it made a nasty mess of my screen. What kind of a DTP package can't handle a large screen ferchrissake! Again, nothing to do with the OS...

> If magic can not take what several atari hardware with singletos
> and/or MiNT could take, I call magic weak.

That's your prerogative, Katherine, but I think you'll have to accept it's just different.

Come on. List the software that falls down and what's running in the background and I'm sure someone here will point to the problem and maybe suggest an acceptable alternative.

rgds
H

can

6695. Re: Graphics viewer

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 00:49:31 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90c5arphe2@snipp.uninett.no>
Source record: 53552

Ken Springer <wordworks@greeleynet.com> wrote:

> http://perso.wanadoo.fr/pierre.g/index.html

> Ought to be of interest to someone here besides me. I won't be checking
> it out for a while tho', no time.

I've tried it, it's quite good but very slow. It took more than 10 minutes
to convert and resize a 40Kb jpeg to a 1280x1024 PNG on my Afterburner.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

6696. Re: C-lab vs Falcon030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 01:04:40 UTC
From: swampfox1@earthlink.net
Message-ID: <I_gW5.29028$II2.2576148@newsread2.prod.itd.earthlink.net>
Source record: 53553

On 24 Nov 2000 20:19:09 , "Shiuming Lai" wrote:
>
>"Claes Holmerup" <newsgroups@holmerup.com> wrote in message
>news:8biS5.414$Ns6.1868@nntpserver.swip.net...
>> "chris swinson" <exxos@bigfoot.com> wrote:
>>
>> > what was the actual differance between the 2 machines appart from one
>> being
>> > in a black case :P
>
>It's not black, it's actually gun-metal grey,
>with black trim and turquoise graphics.
>
>> I don't really remember if they made the audio modifications that are
>> described in the CAF manual or if they only removed the ridiculous
>> bass-boost.
>
>I guess there were some party-boys on
>Atari's Falcon design team :-)
>
>Shiuming Lai
>
>
>.
Hi All,
I've been calling my C-LAB FALCON MKI (grey case w/name in blue/silver
letters & UK keyboard) a Falcon 030. Have I been erroneous?
John G.

6697. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 01:18:08 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90c70g$pt8$1@snipp.uninett.no>
Source record: 53554

Harry Sideras <sidcelery@cix.co.uk> wrote:

> Sure, but I think the 68030 in the TT was covered in v3 and I know the

The CPU is the least of the problems, sice MagiC doesn't use any of the
030's features at all.

> Falcon was out at that time. I know there's more to it than just the
> processor, but still...

There's a *lot* more. The graphics processor is all new, the sound
subsystem is completely new, the DSP is new...

> So it works perfectly for some people, but not for you and that's the

It's not just my Falcon.

> fault of the OS? That really is pretty imaginative. With just Magxboot

Ofcourse it's the OS fault. What else can it be? If TOS, MiNT and Linux
runs for days or weeks without reboot, how can you say anything else?

> installed the software takes it on itself to crash a machine just by
> existing? It's not possible that it's something to do with either the

If you have read my previous messages in this thread you would have
understood what I'm trying to say. I won't repeat myself.

> installation of the AB or the build quality of the machine? Maybe a
> heat-related problem?

The AB is fine, there's no question about that. A hardware-fault would
have manifested itself regardless of OS.

> You need to have your machine overhauled. Make an appointment today.

My Falcon is probably the most overhauled Falcon in the known universe.

> > I'm not talking about software-compatibility, but *hardware*. MagiC
> > has serious problems on many Falcons.

> Let's be brutally honest. We remember how the Falcon was virtually
> abandoned before it was released. The machines weren't built - they

Exactly! And yet TOS and MiNT works fine and stable. So does MagiC - on
some Falcons. On other Falcons it's as reliable as British cars.

> Yes. HiSoft support had ended at that time so they weren't updated,
> but that'sanother example of a home-brew solution in the absence of a
> standardised method. XMEN_MGR was made available, but wasn't included

It was not a "home-brew solution", in fact HiSoft did everything correct. As from TOS 4 the AES supported cascading menus, and the only way to detect these was by checking the AES version number. appl_getinfo() came with MultiTOS IIRC, and it wasn't even implemented in all versions of MagiC. Thus, if appl_getinfo isn't present, you'll have to check the AES version and rely on this information alone.

> in the Magic because it was only needed by certain programs and they
> didn't want to build in backward compatibility. It's one of the few
> concessions 2B made.

Not correct. Cascading menus was a *new* features that has later been implemented correctly in MagiC. It also has it's own version, menu_popup() which basically does the same but in a slightly different manner (supported by N.AES btw).

> Am I missing something, or doesn't Magic work through the hard disk
> driver?

The hard disk driver is irrelevant here. OK, it can fail, but this can happen on *any* cluster and not specifically the FAT. The reason why MagiC destroys it's FAT fairly often (by that I mean a lot more often than TOS and MiNT) is because the GEMDOS crash with data in the writeback cache. The FAT will then be inconsistent.

> Of course, I agree crashes need to be contained. I'm not quite sure
> how you protect crashed apps crashing the system, but today at work I

By using memory protection, and by having sanity checks in the most unlikely places. Memory protection will prevent applications from destroying the OS, and sanity checks will prevent the OS from self destructing from destroyed data and structures.

> descended onto my screen bringing Windows to a grinding halt. It's

If you're using Windows 9x, you're not using memory protection. That's a major part of the problem.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6698. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-03 03:21:31 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <RRiW5.1379$O04.8834@nsw.nnrp.telstra.net>
Source record: 53556

Steve Sweet wrote in message <975688940-55244AEicMi@bun.com>...
>Hi Jules
>
>>I have a really old 520ST at home still in working order apart from the
>>internal FDD (single sided unit) anyone here know of somewhere I can fo
>>to in the UK to get a spare??
>
>Nowz yur chance to get that upgraded to a Double sided drive. Just go
>into any branch of PC world, smash any PC you like, preferebly whilst it
>powered up, take out the floppy drive, change its ID to 0 from 1 and
>install it with TLC in your ST.
>

Or upgrade to a 1040STfm by simply visiting your local landfill site and
picking it out of the trash.

6699. Hasbro & www.atari.com ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <90ep06$rd6$1@nnrp1.deja.com>
Source record: 53498

Hasbro has turned www.atari.com into a subdomain and makes to mention of "Atari" on its new site.

I've hear rumours to protest this act by Hasbro and continue the Atari name. Anyone feel like e-mailing Hasbro and politely asking them to keep our favourite video game name alive?

If they're not interested in the Atari name, then maybe they should turn it over to us Atari users? :)

- Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

6700. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <90fqca$jq2$1@nnrp1.deja.com>
Source record: 53499

In article <975913210-66523AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> Sorry Jo Even.... I can't reproduce this. CAB itself will sometimes
crash but
> I never known it to bring down the OS. Whenever CAB crashes here,
MagiC stays
> alive... even the IConnect connection to the ISP remains intact.
> When I use CAB with STiNG running under MiNT/N.AES and it crashes....
then it
> takes down the whole lot, including STiNG... :-(

Hmm, it doesn't crash the OS when it crash under MiNT/N.AES on my
Falcon, but I'm using MiNTnet on the Falcon and STiNG on the TT. So the
common factor here seems to be STiNG.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6701. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <90fpc3njh1@mailint03.im.hou.compaq.com>
Source record: 53500

In article <975913210-66523AEicMi@gmx.net>, Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>The point is/was that MagiC unlike MiNT can be booted without needing TOS, if >someone would like to toss out TOS (no pun intented) and replace it with MagiC

I think in both MagiC & Mint, there is a loader program. In case of MinT the loader is TOS. Both are Kernel which means both can be put into a ROM. I guess that for MinT, noone created a util to burn it into ROM.

6702. WTD: Supplier (pref UK) of TOS 2.06 chipset for a Mega STE

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <%kKW5.105940$K64.1644015@monolith.news.easynet.net>
Source record: 53501

Hi There,

can anyone point me at a good supplier for TOS chips in the UK?

I wanted to upgrade my Mega STE to TOS 2.06 and possibly my STE to 1.62.

If know where I can source these I would appreciate it.

Thanks

Julian

6703. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A2B77DB.32E36247@patent.gov.uk>
Source record: 53502

Derryck Croker wrote:
>
> From: Steve Sweet <stevesweet@bun.com>
> Date: Fri, 01 Dec 2000 18:24:32 -0000
>
> >>You're right that it's of limited use right now, but I think, that D & D
> >>are providing *.BGH table files which are german:english translation
> >>tables to make BubbleGem German origs show in english, I think!!!
> >
> >Oh, i see, didnt know that, i dont know why i didnt though, my bacon
> >sarnie munching buddy it Mr. D of DDP, i'l summon him for a 'word'.
>
> Don't worry Steve, you're not missing anything here! Any Bubbelgem TEXT files
> are provided in English, see my other message in this thread. Bob's got his
> wires crossed somewhere :-)
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

Hi Derryck,

Most of my 'wire crossing' is because, as now, I answer NG mails away
from my Atari set up and just using a lousy memory!!!! the rest is
probably because I'm thick! The sole reason for my guess is the file
RTR.BGH which comes with the resouce text stripper RTR and which is a
text table of german to english RSC strings. Yet again as I say above,
could be wrong!!!!!!

Bob.

6704. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2B8A00.A5B94DE8@ooc.de>
Source record: 53503

Dennis Vermeire wrote:

> You're mis-informed.... partitions over 1Gig are no problem providing you
> use HDDriver and an OS that can handle these partitions, once over 2Gig,
> FAT32 partitions are created automatically by HD Driver...

Note that you can also create smaller FAT32 partitions. HDDRUTIL does
this automatially for partitions larger than 2 GByte but you might also
want to use FAT32 for smaller partitions.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6705. what printers are compatable??

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Hugh Lutley <spewyNOSPAM@catvomit.u-net.com>
Message-ID: <p5MW5.561$4o3.432947@newsr1.u-net.net>
Source record: 53504

I'm interested in doing my invoices on my falcon but I need to know what printers I can use with it. I have an oldish Bubblejet... could that be used with my old thang?

Hugh

6706. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80itp09tbg.fsf@junk.nocrew.org>
Source record: 53505

wongck@letterbox.com (william wong) writes:

> Now that GEM is Open Source, so what about some guys making a free/fast AES
> for use with MiNT ?? Excellent & great work was done on MiNT. So how about
> the GEM/AES now?

oAESis? XaAES?

Tomas

6707. Re: Linking 2 STs for Music

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2ne0cm5vfdf6f@corp.supernews.com>
Source record: 53506

On 3 Dec 2000 20:03:45 -, "Shiuming Lai" wrote:
>
>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>news:t2l0g5hgqnghd6@corp.supernews.com...
>> Hi
>>
>> I need to find a program for an STe that will output hi-quality (well
>> OK so it's not /that/ hi) samples that are triggered by midi from
>> another STe. I've been trying Protracker, but it only works for Midi
>> channel 1 (AFAIK) so that is no good. I need 4 channels to work, and
>> I'm looking for 50khz/8bit on each channel.
>>
>> You see I was thinking about getting a Yamaha SU-10, then I checked out
>> it's specs and realised my STe could do a lot better job. Hmm, 384k
>> of sample memory.... :)
>>
>> Maybe I should get a /real/ sampler....
>
>Or a cheap Falcon and wait for New Beat's
>ACE soft-synth (which started life as a high
>quality sample player then evolved to include
>synthesis).

Hi Shiuming,

I would have a Falcon, but the guy who is selling one, Paul Mac who
lives only some 20 miles anyway, fails to reply to my emails. I would
really like one, but I want to be able to see it first.

BTW for good Atari stuff, which is a /lot/ cheaper than Ebay, check
out http://www.upmystreet.com, but best for UK residents only.
There's seems to be a lot of Atari gear. Midex, 2 Falcons about 160
quid each, Atari laptop for 200ukp etc... etc....

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6708. Re: Ultimate Virus Killer 2000 (Atari ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2ne0fcs3qrs70@corp.supernews.com>
Source record: 53507

On 2 Dec 2000 23:26:26 +, Richard Karsmakers wrote:
> The "Ultimate Virus Killer 2000" is the industry standard virus killer for
>the Atari ST/TT/Falcon platform. The program has been around for well over a
>decade, and with the latest release (8.1) it's turned shareware.
> There is now an official "UVK 2000" support site where you can download the
>program, find descriptions of all Atari TOS-platform computer viruses (and
>their symptoms) and more.

Why do we still have to enter time/date on startup? Can't you do a
simple call to the AES or something?

>It's located at http://www.uvk2000.com (this is a new URL!).

Unfortunatly it's CAB 1.5 unfriendly.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6709. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Jules <onlymetoo@hotmail.com>
Message-ID: <26PW5.2037$L14.6955@news.colt.net>
Source record: 53508

Clockmeister <gerryvdb@tnet.com.au> wrote in message
news:RRiW5.1379$O04.8834@nsw.nnrp.telstra.net...
>
> Or upgrade to a 1040STfm by simply visiting your local landfill site and
> picking it out of the trash.
>
>

<LOL>

6710. Re: Hasbro & www.atari.com ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <dnCATJA1q7K6EwxQ@steverosie.demon.co.uk>
Source record: 53509

In article <90ep06$rd6$1@nnrp1.deja.com>, TC Steve
<stephenw@operamail.com> writes
>If they're not interested in the Atari name, then maybe they should turn it
>over to us Atari users? :)

Hmm!

Just a thought.... I wonder if all of us who own atari. domains:

atari.net
atari.org
atari.co.uk
atari.org.uk

If we approach 'asbro about taking over the atari.com domain as a
community project!

As far as I'm concerned when they bought Atari, they also have the
responsibility for the userbase!#

I don't know, any thoughts!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6711. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2ngcqou3apd3a@corp.supernews.com>
Source record: 53510

On 4 Dec 2000 03:34:49 G, DAVID L. ORMAND wrote:
>
>>>from this Jaguar wall-wart I've got. However, I don't have a
>>>clue as to whether the connector should be inside-positive,
>>>outside negative, or vice-versa. Before I take a 50% chance
>>
>>Take it apart, and look for an electrolytic capacitor on the circuit
>>board. Find the negative end, usually marked with a stripe. Trace the
>>copper track that it's connected to back to the power connector.
>>Problem solved :-)
>
>Tried that already, Dennis, thanks. Apple is too clever for that
>sort of thing.
>
>Well, after waiting all weekend for even acknowledgement from any of
>the Apple groups, I'm going to take my chances. At worst, I smoke
>a gadget I got for free.
>
>Well, no, at worst I smoke my Jag wall-wart, too.

Well try it quickly at the least. Use the wall wart on a socket with
a switch, and check quickly. /Usually/ the pinouts for items is
positive in the centre pin and negative on the outer. IIRC this was
like my Jags output.

Don't worry, as I doubt you'll do much damge to the wall wart. There
isn't much to go wrong... :)

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

6712. Re: 86000 Disassembler

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2ngcte03v23b@corp.supernews.com>
Source record: 53511

On 4 Dec 2000 08:55:51 +, "Mirko" wrote:
>Hi,
>I am looking for an usable 86000-disassembler to use under Win32. I want to
>have a look at old Atari-Codes, trying to remember some of my genious
>juvenile coding tricks ;-)
>
>Does anyone know an internet adress where i could get one ? (Freeware)
>
Try the 68k FAQ, I think that has a section on that kinda stuff.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6713. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Jules <onlymetoo@hotmail.com>
Message-ID: <jAPW5.2059$L14.7034@news.colt.net>
Source record: 53512

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:t2d4ash5s3en1e@corp.supernews.com...
> On 30 Nov 2000 16:52:19 , "Jules" wrote:
> >I have a really old 520ST at home still in working order apart from the
> >internal FDD (single sided unit) anyone here know of somewhere I can fo
to
> >in the UK to get a spare??
>
>
> I have some double sided units, all been done up. (well, cleaned!)
> About four of mine are from Acorn machines (BTW they work well) and
> about 3 others are Atari one's with the front moulding.

I may be interested in the DS FDD at the right price...where are you
based???

> FS: Also I have Marpet RAM expansion (no manuals, but will help with
> installation) with 2*256kb simms to upgrade a 520STFM to 1040. All
> working order, no bent pins. AFAIK one can put 4*1mb simms to get
> full 4mb.

I already have 1Mb in the box, no simms unfortunately, I got a soldering
iron to it when I was about 14 (ish) and had to solder every flippin chip
onto the mobo manually....nice! Still only using TOS 1.0. I only want to
copy all my stuff I still want before getting rid of it;

Atari 520STFM (1MB u/grade)
Vortex HDPlus 40 (40Mb) other bits and bobs etc....

6714. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <975950903.18529.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 53513

Is the unit still available?

How much soldering is a lot?

Mark

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:KBEU2OMFYvI6EwhQ@lovecraft.demon.co.uk...
> Once upon a time <7PBU5.5476$Vj3.1249873@nnrp3.clara.net>, Shiuming Lai
> <lais@Spam.?> grabbed chalk and scrawled:
>
> >The only reason this is for sale is because I
> >never fitted it (though I did give it a good soak
> >test yesterday on a friend's AB40 machine).
>
> If it weren't for the soldering, I'd probably find some way of finding
> the extra cash, like selling a redundant synth (I don't use the 202
> much...). You don't want some laserdiscs, by any chance? *grins*
>
> Richard
> --
> Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
> Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -.
;-;;,
> Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
`'::.
> 'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--'
`-'_)Morticia

6715. Re: C-lab vs Falcon030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <01RW5.43$r42.29@nntpserver.swip.net>
Source record: 53514

> > The MKX was also exactly the same machine, but they removed the audio
> > connectors from the PCB, to mount them in another place in the chassis -
and
> > they made the same change with the SCSI as in the MK2. They also made an
> > adapter cable from the internal keybard connector, to enable use of a
Mega
> > ST/STe keyboard - and I seem to recall that they moved the midi and
joyports
> > also, but I may be wrong there... That's just about all "changes" there
ever
> > were...
>
> Just for clarification and general interest, not all MK-II and MK-X
machines
> had internal SCSI. C-Lab actually left some of them (like the one I had)
> with the original SCSI and IDE ports as they were, at a slightly lower
> price. As I was going to use an external SCSI drive for audio, I baught
the
> External SCSI/Internal IDE version. Internal SCSI ones reportedly caused
> noise to creep into the audio or so it was explained to me then. They also
> offered on the MK-X the option of a PC compatible AT keyboard connector
> rather than the MSTE connector.

Of course! I forgot that both those were optional.
I remember that they also sold the SCSI-modification as a kit separately.
Another point of clarification is in place, since it seems like some people
believe that the internal IDE-port was removed in the machines with internal
SCSI; The IDE-port was fully functional in ALL Falcons - both MK2 and MKX.
Another problem with the internal SCSI in the MK2 was that the 2.5" drives
which were mounted were rather slow and it was much better to use an
external 3.5" instead because of this - at least if you want to record
audio...
In the MKX, there was a problem with heat and I know several customers who
had to place the SCSI-drive in an external box instead of inside the MKX, to
get it to work properly - otherwise they'd get lock-ups or other starnge
problems.

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

6716. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <UgSW5.15351$eT4.1050528@nnrp3.clara.net>
Source record: 53515

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:975950903.18529.0.nnrp-02.9e98a620@news.demon.co.uk...
> Is the unit still available?

Yes.

> How much soldering is a lot?

About 8 wires.

Shiuming Lai

6717. Re: Supplier (pref UK) of TOS 2.06 chipset for a Mega STE

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <lhSW5.15353$eT4.1050759@nnrp3.clara.net>
Source record: 53516

"Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote in message
news:%kKW5.105940$K64.1644015@monolith.news.easynet.net...
> Hi There,
>
> can anyone point me at a good supplier for TOS chips in the UK?

sales@system-solutions.co.uk

6718. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <pjSW5.15365$eT4.1051166@nnrp3.clara.net>
Source record: 53517

<xlator@cix.compulink.co.uk> wrote in message
news:9040t3$sm2$1@plutonium.compulink.co.uk...
> In message <8R3V5.8099$Vj3.1530017@nnrp3.clara.net>, lais@zetnet.co.uk
said:
> Thanks a lot for changing it - all is well now! From this posting it
> seem you have taken out the anti-spam altogether. Why don't you try it
> with underscores, as I suggested?

I don't get any spam anyway, it was
just a feeble joke.

Shiuming Lai

6719. FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: ACE <acesoft@NOSPAMfree4all.co.uk>
Message-ID: <QFSW5.1624$EE.50861@news-1.opaltelecom.net>
Source record: 53518

email me at acesoft@free4all.co.uk for huge list of
Atari ST software/books/magazines for sale

Alan
Ace Software

UK based mail-order business supplying software
for most classic computers - please mention lists required.

6720. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90gtvt$md2$3@snipp.uninett.no>
Source record: 53519

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> I have never managed to delete an open file under MagiC, all I get is an
> "access denied" error message trying to delete this kind of files. How on
> earth you manage to delete an open file under MagiC is beyond me.
> I would have thought that the OS would prevent this to start with... what
> have you done to it? :-)

Very little, I've just installed it and disabled the boot-log... I'm also
running a few apps ofcourse, but none that should cause any problems at
OS-level.

IIRC there was a patch I used to run in the early days of MagiC on the
Falcon, but I believe that was for locking the floppy and not files. I'm
not using any special patches at all for MagiC now.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6721. Re: Ethernet upgrading difficulties with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a2c00d633e88ad0@tripnet.se>
Source record: 53520

On Mon 04-12-2000 02:40 (GMT) william wong wrote:

>The cheap hardware which Atari gave us is being to show up as difficulties
>to
>'put' the falcon on a LAN. There are no expansion slot except for that
>non-standard Internal 'Processor-Direct' slot. Unlike PC and some others
>have
>ISA/PCI slots.

To get around this I am right now running my TT permanently connected
to the Internet through a Win-95 pc. The pc is connected with 500
kbit ADSL and runs ip masquerade using NAT32 from
http://www.nat32.com/

This package makes it possible to use a dialup connection on the
local 192.168 side. To "dial in" to the TT I use a faked modem driver
from http://www.kevin-wells.com/net/ and connects with ppp by simply
activating the port in STinG.

With this solution I now have permanent Internet connection using a
null-modem cable at 57600 bps. Works fine on the Atari side but the
pc has to be rebooted now and then. I even tried to run the webserver
Weblight with Geneva and it works fine as long as it does not call
any TOS programs (bug within Geneva). By mapping tcp port 80 to the
TT the webserver can be reached from anywhere.

I might announce here in the near future the url so you can try out
how it feels to surf on a webserver running on TOS. Unfortunately I
have limited time right now to write any sensible html to put on the
server. Besides I need to use the TT to run some programs that are
not very multitask friendly...

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

6722. Re: Supplier (pref UK) of TOS 2.06 chipset for a Mega STE

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <HpTW5.572$4o3.447800@newsr1.u-net.net>
Source record: 53521

Hello.

Keychange Music can also supply Atari TOS roms.

www.atamusic.u-net.com

6723. Re: C-lab vs Falcon030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2o2hs70553p03@corp.supernews.com>
Source record: 53522

On 4 Dec 2000 19:04:26 +, "Claes Holmerup" wrote:
<<<<Snip>>>>

>In the MKX, there was a problem with heat and I know several customers who
>had to place the SCSI-drive in an external box instead of inside the MKX, to
>get it to work properly - otherwise they'd get lock-ups or other starnge
>problems.

They should get some cooling fans....I'm supprised they didn't have
them anyway, or maybe they wanted them to be silent for musi purposes.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

6724. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2o2hv154acn05@corp.supernews.com>
Source record: 53523

On 4 Dec 2000 16:27:52 -, "Jules" wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote in message
>news:t2d4ash5s3en1e@corp.supernews.com...
>> On 30 Nov 2000 16:52:19 , "Jules" wrote:
>> >I have a really old 520ST at home still in working order apart from the
>> >internal FDD (single sided unit) anyone here know of somewhere I can fo
>to
>> >in the UK to get a spare??
>>
>>
>> I have some double sided units, all been done up. (well, cleaned!)
>> About four of mine are from Acorn machines (BTW they work well) and
>> about 3 others are Atari one's with the front moulding.
>
>I may be interested in the DS FDD at the right price...where are you
>based???

Yes sorry, forgot to metion. I'm in SW of England. I reckon 15 quid
including postage to UK.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6725. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <90h4e9$sk7$1@plutonium.compulink.co.uk>
Source record: 53524

In message <t2cso0csogg216@corp.supernews.com>, bindon@madasafish.com said:

>I know Dir.htm is something to do with CAB. Just rename them, and if
>after say a couple of weeks (depending on the computers use) the
>system still functions delete them.

Thanks Lyndon. I did that, and have now found that DIR.HTM is written by CAB when you use its option in the original HOME.HTM to list the contents of your hard drive. The last window opened is written as DIR.HTM, though it beats me why it's written to GEMSYS\HOME\!

I presume that the SMP.1 and .8 files take their extender from the colour depth, and again originate from CAB. But I have no idea what they are used for. Probably best left as they were...

Regards, /Peter/

6726. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <90h4ebska1@plutonium.compulink.co.uk>
Source record: 53525

In message <9076ktaup1@cubacola.tninet.se>, jorgen.nyberg@mailbox.hogia.net said:

>SMP.1 and SMP.8 is Smurf's resulotionmaps. SMP.1 is mono and SMP.2 is
>256 colours. Smurf needs theese files if you're trying to save a file
>in 1-bit or 8-bit while you're running in 16-bit or higher.
>Hope you understand what I mean.

Thanks a lot. So I'd better leave them alone then!

But again, why are they saved to GEMSYS\HOME\? Or is this where such
files are meant to go under MagiC? Seems a bit peculiar, as that means
probably that running Smurf (and CAB for DIR.HTM) under TOS they won't
be found.

Regards, /Peter/

6727. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <90h4ecskc1@plutonium.compulink.co.uk>
Source record: 53526

In message <9082qb$v9j$1@nnrp1.deja.com>, joska@online.no said:

>DIR.HTM is IIRC the file CAB builds to display directories. RESULTS.HTM
>is the results from a search in CAB.
>
>They should be in $HOME (or in CAB's current directory if $HOME doesn't
>exist), and you can safely delete them if you want.

Ah, that explains it. I guess GEMSYS\HOME\ *is* $HOME.

>> The second pair are binaries SMP.1 and SMP.8 of around 33 and 34 kB
>
>These belongs to Smurf, as J. Nyberg said.
>
>> Can anyone identify these, and tell me if I need them, please?
>
>You can delete them if you want, but unless you're *very* short on disk-
>space you should keep the Smurf files. Smurf will generate them when
>needed (IIRC if it can't find them when it's loaded, it will always
>generate them), but it takes a little while.
>
>Ditto with the two CAB-files, they're generated when needed.

Thanks a lot Jo! I'll leve them then. It's just that I don't like having
strange files lying around that I don't know what they are/do. I guess
I'm lucky I don't run Windoze!

Regards, /Peter/

6728. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A2C16B0.865E8FEC@cfc.dnd.ca>
Source record: 53527

Richard Kilpatrick wrote:
> >what country is TN??
> Tennessee, you geographically ignorant Brit. And it's in the USA - the
> big continent on the other side of the Atlantic. The one without a
> president.
> Richard, who wouldn't be so sarcastic but feels there is a degree of
> wilfull stupidity going on here.

excuse me?
the U.S.A. is now a continent unto itself?
what ever happened to North America?
anyone seen Atlantis lately?
;-)

why do you suspect willfull stupidity?
please tell me the names of any departments in France that you know of?
Counties in England? heck, provinces in Canada? :-)
does this make you geographically ignorant also?
sheesh!

ken

6729. Re: Extra MIDI ports on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A2C17CC.B3E6E944@cfc.dnd.ca>
Source record: 53528

Claes Holmerup wrote:
>
> "Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote:
>
> > I noticed a box on Master Tracks Pro configuration that allows you to
> > use the RS-232 as extra MIDI ports. Does such an expansion exist for the
> > Falcon (or could I use Mac MIDI ports in the 'net' port?)
>
> The best you can get is SoundPool's MO-4, which gives you 4 extra midi
> outputs via the printer port - that is, totally 80 midi channels instead of
> the meager 16... ;)
> I've tried to use a serial port device, which had one port and used the
> "Export" driver, which worked fine before my Falcon days - but it didn't
> work at all with CAF - don't know if it works with the non-audio Cubase on
> the Falcon though...
> The LAN-port can be used with a Mac interface, but I believe there's a
> problem when you boot up or something. I never tried it myself, but I've
> heard that it would work fine... I believe there's a text-file distributed
> together with the Mac-interface driver (provided with the CAF2.06 update),
> which describes this problem...
>
> Best regards,
> Claes
> my e-mail: claes@holmerup.com
> my website: www.holmerup.com
> swedish music of the web: www.swebmusic.com

also!
there is
http://gem.win.co.nz/mario/hardware/midi3.html
three MIDI ports from the serial port.
ken

6730. Re: WTD: Supplier (pref UK) of TOS 2.06 chi

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a2c1eea$0$180@news.zetnet.co.uk>
Source record: 53529

On 4 Dec 2000 10:33:20 -, "Julian Lewis-Booth" wrote:

|can anyone point me at a good supplier for TOS chips in the UK?

Atari Workshop (the Atari bit of System Solutions).
--
JI Logan

6731. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <X9VW5.29$gE1.523@newsfeed.slurp.net>
Source record: 53530

On 3 Dec 2000 21:25:48 +, Uwe Seimet wrote:
>"Edward S. Baiz Jr." wrote:
>
>> over 1 gig. My wife's partitions C on her PC is 4 gig. To my knowledge an
>> Atari computer cannot read a partition over 1 gig. This fact might cause
>
>It can, provided that MagiC or MiNT are installed and the partition is a
>FAT32 partition (MagiC, MiNT) or a Linux partition (MiNT).

Really??? Well just how big of a partition can an Atari read? Or is there a
limit?
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6732. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Z9VW5.30$gE1.523@newsfeed.slurp.net>
Source record: 53531

On 4 Dec 2000 04:42:34 +, Dennis Vermeire wrote:
>Hi Edward,
>
>>To my knowledge an Atari computer cannot read a partition over 1 gig. This
>>fact might cause the problem Lonny is seeing and that if he can re-
>>partition the drive into partitions of 1 gig or less, the drive should
>>work.
>You're mis-informed.... partitions over 1Gig are no problem providing you
>use HDDriver and an OS that can handle these partitions, once over 2Gig,
>FAT32 partitions are created automatically by HD Driver...

Yes, I know that now. My Magic manual is in German, so I would guess I
missed that fact. Glad you all set me straight.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6733. Re: what printers are compatable??

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <0aVW5.31$gE1.523@newsfeed.slurp.net>
Source record: 53532

On 4 Dec 2000 12:34:22 -, "Hugh Lutley" wrote:
>I'm interested in doing my invoices on my falcon but I need to know what
>printers I can use with it. I have an oldish Bubblejet... could that be used
>with my old thang?
>
>Hugh

I would think it would work, but I would get NVDI 5 as it has a whole lot
of printer that is supports.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6734. Re: My thoughts on a new Atari computer.

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <2aVW5.32$gE1.523@newsfeed.slurp.net>
Source record: 53533

On 4 Dec 2001 12:55:31 -, "Lord Gaiyan" wrote:
>Hey,
> Since there has been a lot of talk about new Atari computers etc, I
>thought I'd just share on what I think a new Atari computer should be.
>
>1. It should have a PPC since in my opinion it is the only true successor of
>the 680X0 series.
>2. I don't accept AT/ATX style motherboards or cases for an Atari computer.
>It would have to be original and special made for Atari. I'd suggest take
>off from where Atari left with the Falcon040 or whatever the proto was. Look
>at the Apple Cube! Nice original design. Also keep everything built in on
>the mobo (sound,gfx) like the Falcon except up-to-date.
>3. Expansion slots are good to have. Again I'd rather have a special kind of
>expansion like the Falcon has but PCI could be acceptable.
>4. Most important is for it to be 100% Falcon/TT/STe compatible. No DSP
>emulation. It's gotta have the actual DSP. etc...
>Anyway, I'd like to know what you guys think.

Sounds good to me, but I would also add Mac and PC emulation.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6735. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <a$FwpiBMTCL6EwII@lovecraft.demon.co.uk>
Source record: 53534

Once upon a time <3A2C16B0.865E8FEC@cfc.dnd.ca>, Ken Macdonald
<macdonald@cfc.dnd.ca> grabbed chalk and scrawled:

>excuse me?
>the U.S.A. is now a continent unto itself?

scary music
The thread is undead! It rises again!

(check yer email ;) I'm not going over all this again ;)).

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6736. Re: what printers are compatable??

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3a2c8bb0_1@huge.aa.net>
Source record: 53535

On 4 Dec 2000 12:34:22 -, "Hugh Lutley" wrote:
>I'm interested in doing my invoices on my falcon but I need to know what
>printers I can use with it. I have an oldish Bubblejet... could that be used
>with my old thang?
>
>Hugh

Hi Hugh,

I'm using a Canon Bubblejet BJ-10e on my Falcon. and it works
fine. If there's not a specific driver for that printer with
whatever program you're using, often another driver will suffice
- or you can modify one to fit. This printer gives clear
printouts (360x360 I think), but you have to careful to not get
ANY water on the paper afterwards or the ink will spread (even if
it's dried). Not an issue for home-documentation, but if it's
bizniz correspondance it might be. It prints in black only.

Hope that helps,

Clayton Murray
Seattle, WA USA

6737. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976007864-74646AEicMi@cwcom.net>
Source record: 53536

From: Steve Sweet <stevesweet@bun.com>
Date: Sun, 03 Dec 2000 12:13:22 -0000

>As a side issue here, i use BUBBLES (Ver. 2.0) as a screen saver, ive
I briefly toyed with screen savers whilst trying to decide which one to translate for DDP. One of them (Twilight or Bubbles) didn't get on at all well with Appline. As soon as the saver kicked in then it would get some kind of input from somewhere and switch itself off!

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6738. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976007866-75138AEicMi@cwcom.net>
Source record: 53537

From: Uwe Seimet <us@ooc.de>
Date: Sun, 03 Dec 2000 21:24:28 +0100

>why for the installation under MagiCPC the default setting for HDDRIVER
>is *not* to recognize DOS/Windows compatible partitions.

I'm a little puzzled here Uwe, why would one want to install HDDriver in a
MagiCPC setup? Surely MPC accesses drives via the PC's OS?

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6739. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976007868-75590AEicMi@cwcom.net>
Source record: 53538

From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Date: 4 Dec 2000 03:34:49 GMT

>Well, after waiting all weekend for even acknowledgement from any of
>the Apple groups, I'm going to take my chances. At worst, I smoke
>a gadget I got for free.

So, how did it go?

--


```
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6740. Re: Ethernet upgrading difficulties with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976007870-76002AEicMi@cwcom.net>
Source record: 53539

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Mon, 04 Dec 2000 04:22:12 GMT

>What about the SCSI Ethernet adapter I heard about at one point? Wasn't

Mario Becroft's working on this one, keep an eye on his web site.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6741. Re: what printers are compatable??

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976036532-794525AEicMi@bun.com>
Source record: 53540

Hi Hugh

>I'm interested in doing my invoices on my falcon but I need to know what
>printers I can use with it. I have an oldish Bubblejet... could that be
>used with my old thang?

I have used a DeskJet 560C and a 520 with my ST, via NVDI.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6742. Re: WTD: Supplier (pref UK) of TOS 2.06 chipset for a Mega STE

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976036534-795020AEicMi@bun.com>
Source record: 53541

Hi Julian

>can anyone point me at a good supplier for TOS chips in the UK?

System Solutions, 020 8693 1919

>I wanted to upgrade my Mega STE to TOS 2.06

Eh!, so what is it at the mo.??

>and possibly my STE to 1.62.

Your STE should already be 1.62, but if youve got the top off why not up
this to 2.06 also..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6743. Re: Ultimate Virus Killer 2000 (Atari ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976036538-795693AEicMi@bun.com>
Source record: 53542

Hi Lyndon

>> There is now an official "UVK 2000" support site

>Why do we still have to enter time/date on startup? Can't you do a
>simple call to the AES or something?

Summats up with your setup, works fine here with no setting of clock.

>>It's located at http://www.uvk2000.com (this is a new URL!).

>Unfortunatly it's CAB 1.5 unfriendly.

Really!, what did you find wrong with it, what overlay are you using,
that is most likely a source of problems.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6744. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976036540-796104AEicMi@bun.com>
Source record: 53543

Hi Uwe

>Note that you can also create smaller FAT32 partitions. HDDRUTIL does
>this automatially for partitions larger than 2 GByte but you might also
>want to use FAT32 for smaller partitions.

I'm completely confused over this FAT32 issue, could you compose a few
lines to explain it.

If i convert a partition to FAT32, what if any are the advantages, can a
boot partition be FAT32.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6745. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976036542-796588AEicMi@bun.com>
Source record: 53544

Hi Jo

>Perhaps a tiny bit of speed should be sacrificed to improve stability on
>more Falcons.

You'l get no arguments from me there. I personaly would like to see a
version thats compiled to take advantage of my 030 processor, and maybe a
Falcon specific version if that is what is needed. Although with the
demise of the Milan project i doubt that will occur.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6746. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976036544-797057AEicMi@bun.com>
Source record: 53545

Hi Clockmeister.

>>>Or upgrade to a 1040STfm by simply visiting your local landfill site
>and picking it out of the trash.

>>Where's your sense of fun dude, smashing up a donor PC is a much more
>>fun way to do it.

>Well, actually, you have a point there... I've taken XT's and 286's and
>put neat little holes in them with a .22 calibre rifle before :-)

Phah!!, child's play. You really need to get hold of a pentium based
machine and pop it with a pump action shotgun, about 10 cartridges gives
a sufficient level of satisfaction.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6747. Re: C-lab vs Falcon030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 00:45:07 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <6OBW5.2554$tm.8499@nntpserver.swip.net>
Source record: 53582

"Dave Parsons" wrote:
> On Sun, 3 Dec 2000, John Garone wrote:
>
> // I've been calling my C-LAB FALCON MKI (grey case w/name in
blue/silver
> // letters & UK keyboard) a Falcon 030. Have I been erroneous?
> // John G.
> //
> //
> don't think so.... if I remember the toad show when i bought my mk2, they
> said the mk1 was an f030 with a different nameplate (...an d I guess in
> the US, no US keyboard). The mk2 had the adjustments (internal SCSI
> controller, being the biggest) and the mk3 (er,
> mkX... mk10?) had a whole lot more differences.

All Falcons have the same motherboard and the same construction (a couple of variations with different components, but essentially they're identical - and those different variations were made before C-lab came into the picture...) - whether they're called Atari F030, C-lab Falcon MK1, MK2 or MKX. Actually, C-lab bought Atari's stock of motherboards and they never made any modifications that were unknown to technicians previous to their takeover - just modifications which could have been made by anyone...
The MK2 was exactly the same as the MK1 - they just removed the internal SCSI-termination resistor packs and placed an internal SCSI-drive in the machine instead of the normal IDE-drive. However, all other things remained the same, so you can still mount an internal IDE-drive as well (if you can find enough space for it...). I guess you're likely to run into some problems with the SCSI-bus if your internal 2.5" SCSI-drive dies, since you loose the termination on that end then if you don't mount internal resistor packs or replace the drive...
The MKX was also exactly the same machine, but they removed the audio connectors from the PCB, to mount them in another place in the chassis - and they made the same change with the SCSI as in the MK2. They also made an adapter cable from the internal keybard connector, to enable use of a Mega ST/STe keyboard - and I seem to recall that they moved the midi and joyports also, but I may be wrong there... That's just about all "changes" there ever were...

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

6748. Re: FALCON + INTERNET

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 01:37:31 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <vzCW5.3145$xW4.31477@news-server.bigpond.net.au>
Source record: 53583

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:90e14c$5fp$1@snipp.uninett.no...
> Clockmeister <gerryvdb@tnet.com.au> wrote:
>
> > On that basis it would be hard to recommend Linux at all wouldn't it?
>
> I wouldn't recommend Linux/X on a desktop computer, not because of Linux,
> but because of X.

I have been using Linux for quite a while with X - running KDE and I love
it. My k6-450 dosent have any problem's with speed at all. The big Linux
killer is RAM, you need heap's to run efficently. I have 128MB which is
fine.
If you want real control of your PC then I alway's recomend Linux, but it is
a real users OS, not designed for the Layman.

Mark

6749. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 01:47:18 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <GICW5.3156$xW4.31503@news-server.bigpond.net.au>
Source record: 53584

What type of printer do you use?

Mark

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:0WVV5.1426$R77.324037@nnrp4.clara.net...
>
> "Artur Stachon" <astachon@intergate.bc.ca> wrote in message
> news:3A281DE3.E7878567@intergate.bc.ca...
> > I was looking at some of the Atari Falcon accelerators and they are more
> > expensive than the computer itself.
>
> If you compare the price of a new
> accelerator to a second-hand computer,
> yes. There have been NO Falcon
> accelerators that cost more than a new
> Falcon computer.
>
> > Weird stuff. At least if that was
> > 300-600mhz increase maybe it would be worth buying but 30-40mhz speed
> > increase won't even speed your computer up 100%
>
> Are you kidding? Here's a test on my CT2
> Falcon, click-to-print time for a Papyrus
> document:
>
> 16MHz mode: 60 seconds
> 50MHz mode with 32-bit fast RAM: 10 seconds
>
> That's a bit faster than 100%!
>
> > Are there any
> > reasonably-priced atari falcon accelerators out there ? Used ?
>
> What's reasonably-priced? You can't make
> that judgement. They cost whatever it takes
> to develop for a dwindling user base that is
> (from experience) generally not prepared to
> spend money on its hobby (people in this
> group should not take offence if you know
> that does not mean you; we're a minority of
> the user base in here). If you want 300-600MHz
> speed increase then the design will have to
> use completely different chips which will
> increase the cost some more, so I don't know

> what is "reasonable" in your book.
>
> Shiuming Lai
>
>

6750. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 02:20:43 UTC
From: wongck@letterbox.com
Message-ID: <90ev17jsv1@mailint03.im.hou.compaq.com>
Source record: 53585

I guess all the amount are in US$.
Over here, I see an classified ad for a complete K6-2 system for about US$300, with HDD, CDROM & sound card. The K6-2 is 400MHz which equates to a P2 class CPU. Run a good ST emulator on it and you have a fast Atari emulator.

One thing, the feel is not the same as an real Atari. The mouse feels smoother and smaller than that squarish Atari mouse and the also click are softer on the PC mouse. The PC keyboard are the worst, there is no HELP key on it.

>Today for $300 you can buy Athlon 1Ghz CPU (way faster than G4) +
>>
>> second-hand Afterburners, but expect to pay atleast $200-300 for it.
>>

6751. Ethernet upgrading difficulties with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 02:40:59 UTC
From: wongck@letterbox.com
Message-ID: <90f07e$k4l$1@mailint03.im.hou.compaq.com>
Source record: 53586

The cheap hardware which Atari gave us is being to show up as difficulties to 'put' the falcon on a LAN. There are no expansion slot except for that non-standard Internal 'Processor-Direct' slot. Unlike PC and some others have ISA/PCI slots.

The parallel port is bi-directional but most (if not all) of the parallel port ethernet adapter needs a EPP/ECP port. The cheap printer port just cannot take the ethernet adapter. The only way is to hack a parallel port out of the ROM port.

Looking at the LAN port (RS422 or something like that), it seems that one can put a slow RS42x to Ethernet adapter on it. However, on close examination, we cannot use the Ethermac iPrint from farallon as there is no power coming from the LAN port. The only way is to hack a power supply for the LAN port, not to mention the need to write a device driver for this device.

Effectively there is no easy way to put a falcon on a LAN without some hardware hacks.

6752. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 03:34:49 UTC
From: dlormand@aztec.asu.edu
Message-ID: <90f3cpado1@news.asu.edu>
Source record: 53587

>>from this Jaguar wall-wart I've got. However, I don't have a
>>clue as to whether the connector should be inside-positive,
>>outside negative, or vice-versa. Before I take a 50% chance
>
>Take it apart, and look for an electrolytic capacitor on the circuit
>board. Find the negative end, usually marked with a stripe. Trace the
>copper track that it's connected to back to the power connector.
>Problem solved :-)

Tried that already, Dennis, thanks. Apple is too clever for that
sort of thing.

Well, after waiting all weekend for even acknowledgement from any of
the Apple groups, I'm going to take my chances. At worst, I smoke
a gadget I got for free.

Well, no, at worst I smoke my Jag wall-wart, too.
--

6753. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 03:41:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975913210-66523AEicMi@gmx.net>
Source record: 53593

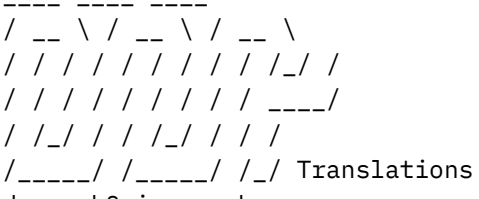
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 2 Dec 2000 18:57:56 GMT

Hi Jo Even,

>> I personally know two people who got a burned MagiC in ROM, there's no TOS
>> needed at all... it doesn't really matter what parts of TOS are needed by
>> MiNT, the simple fact that TOS is needed to run it, qualifies it as a mere
>> TOS-extension instead of an OS.
>This is a really stupid argument which nobody can win... Using this logic
>then you can't call *any* OS that runs on a PC a proper OS, because all of
>them depends on the BIOS and third-party code (drivers). So let's do that.
NO...
The point is/was that MagiC unlike MiNT can be booted without needing TOS, if
someone would like to toss out TOS (no pun intented) and replace it with MagiC
he could, this would be a favourable solution on machines with limited memory.
But I would strongly advice using a TOS-switcher, so that it's always possible
to revert to TOS at any time.
Sorry my logic differs from yours... but bringing in a PC in this discussion
hardly helps, the concept of the hardware is completely different then the
Atari, and IMO can't be compared.

>>With recent written commercial software (1997 and later) you'll have a hell
>>of a job trying to bring down the OS.
>Nah, try CAB, any version. It's unstable under N.AES, and it's unstable
>under MagiC. It's quite usual that it locks my TT if I try to launch any
>of it's modules (like cabdload).
Sorry Jo Even.... I can't reproduce this. CAB itself will sometimes crash but
I never known it to bring down the OS. Whenever CAB crashes here, MagiC stays
alive... even the IConnect connection to the ISP remains intact.
When I use CAB with STiNG running under MiNT/N.AES and it crashes.... then it
takes down the whole lot, including STiNG... :-(

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk

http://www.cix.co.uk/~derryck/index.htm

6754. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 03:41:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975913200-64743AEicMi@gmx.net>
Source record: 53591

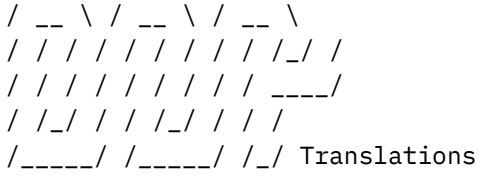
From: bindon@madasafish.com (Lyndon Amsdon)
Date: Thu, 30 Nov 2000 15:32:19 -0000

Hi Lyndon,

>I've read about the removing timeslice info from the magx.inf file and using
>the cpx, but can't find it. I think it may have been an ST Format....
That CPX wasn't supplied with MagiC 4.0... but it's in your mailbox now ;-)

MagiC 4.0 is very rudimentary; it offers no support for LFN, threads, SLB's,
FAT32 etc.. get the latest update and be pleasantly surprised.

Cheers from Belgium
Dennis
--



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dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6755. Re: Homa House System ?

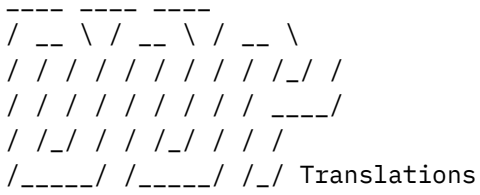
Newsgroup: comp.sys.atari.st
Date: 2000-12-04 03:42:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975913204-65354AEicMi@gmx.net>
Source record: 53592

From: Ken Macdonald <macdonald@cfc.dnd.ca>
Date: Fri, 01 Dec 2000 10:49:02 -0500

Hi Ken,

>>Photoline doesn't have any problem on CT2 and/or MagiC 6 on a Falcon.
>can the same be said for PixArt and DA's /Picture-VektorPro?
Yes...
And considering that DA`s Picture/Vector-Pro were written in 1991-1993
(before MagiC was around), it's quiet remarkable. But both DA's programs
however show some errors when running on a graphic card, since MagiC has
nothing to do with this let us just say they run perfectly in multitasking
and singletasking modes.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6756. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 03:42:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975913206-65927AEicMi@gmx.net>
Source record: 53594

Hi Edward,

>To my knowledge an Atari computer cannot read a partition over 1 gig. This
>fact might cause the problem Lonny is seeing and that if he can re-
>partition the drive into partitions of 1 gig or less, the drive should
>work.
You're mis-informed.... partitions over 1Gig are no problem providing you
use HDDriver and an OS that can handle these partitions, once over 2Gig,
FAT32 partitions are created automatically by HD Driver...

Cheers from Belgium
Dennis
--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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6757. Re: C-lab vs Falcon030 ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 04:17:41 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B650691B.6123%nameerf@flash.net>
Source record: 53588

in article 6OBW5.2554$tm.8499@nntpserver.swip.net, Claes Holmerup at newsgroups@holmerup.com wrote on 12/3/00 4:45 PM:

> The MKX was also exactly the same machine, but they removed the audio
> connectors from the PCB, to mount them in another place in the chassis - and
> they made the same change with the SCSI as in the MK2. They also made an
> adapter cable from the internal keybard connector, to enable use of a Mega
> ST/STe keyboard - and I seem to recall that they moved the midi and joyports
> also, but I may be wrong there... That's just about all "changes" there ever
> were...

Just for clarification and general interest, not all MK-II and MK-X machines had internal SCSI. C-Lab actually left some of them (like the one I had) with the original SCSI and IDE ports as they were, at a slightly lower price. As I was going to use an external SCSI drive for audio, I baught the External SCSI/Internal IDE version. Internal SCSI ones reportedly caused noise to creep into the audio or so it was explained to me then. They also offered on the MK-X the option of a PC compatible AT keyboard connector rather than the MSTE connector.

Mike Freeman
nameerf@flash.net

6758. Re: Ethernet upgrading difficulties with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 04:22:12 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6506A2A.6124%nameerf@flash.net>
Source record: 53589

in article 90f07e$k4l$1@mailint03.im.hou.compaq.com, william wong at wongck@letterbox.com wrote on 12/3/00 6:40 PM:

> The cheap hardware which Atari gave us is being to show up as difficulties to
> 'put' the falcon on a LAN. There are no expansion slot except for that
> non-standard Internal 'Processor-Direct' slot. Unlike PC and some others have
> ISA/PCI slots.
>
> The parallel port is bi-directional but most (if not all) of the parallel port
> ethernet adapter needs a EPP/ECP port. The cheap printer port just cannot take
> the ethernet adapter. The only way is to hack a parallel port out of the ROM
> port.
>
> Looking at the LAN port (RS422 or something like that), it seems that one can
> put a slow RS42x to Ethernet adapter on it. However, on close examination, we
> cannot use the Ethermac iPrint from farallon as there is no power coming from
> the LAN port. The only way is to hack a power supply for the LAN port, not to
> mention the need to write a device driver for this device.
>
> Effectively there is no easy way to put a falcon on a LAN without some
> hardware hacks.

What about the SCSI Ethernet adapter I heard about at one point? Wasn't someone going to make a STiNG driver for it? Maybe I'm thinking of a different one. The Falcon's SCSI port wouldn't have any problems or need for "hacks", would it? You could just place the adapter in the drive chain, right? Would this be an option?

Mike Freeman
nameerf@flash.net

6759. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 04:40:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975913214-67340AEicMi@gmx.net>
Source record: 53595

From: Dave Parsons <parsonsd@wam.umd.edu>
Date: Sat, 2 Dec 2000 16:03:09 -0500

Hi Dave,

>Now, I prefer to use Everest as my editor (QEDfans: what makes QED
>better?),
I can think of a couple of things...
While Everest may be very good as an editor for Lattice C, it lacks support for modern protocols. QED is an OLGA server, it supports DHST if StartMeUP is installed, it supports the complete Drag&Drop protocol which is only partly supported in Everest, it supports the xfsl cookie for font selection... etc
Not everyone is a programmer, if I for example need to edit a configuration file and change some paths, nothing is easier then using QED. Holding the ALT key and simply Drag&Drop the file/path/directory it will be inserted at the position of the cursor. Editing an HTML file using QED and CAB under the OLGA protocol is another fine example of some of the virtues of QED.
Oh.... and QED looks better under MagiC as well :-)

>I can also give you an example of propagation: there is a program (I have
>always thought it a modem prg, methinks connect) which under TOS is real
>nice, it releases whatever systems it took over once it quits. Under mgx,
>this prg -doesn't- unhook (or mgx doesn't let it unhook),
Bull***, get the latest version of Connect and be pleasantly surprised, it's freeware now so doesn't cost you anything anymore. Connect works just fine under MagiC, I've been using it for over four years and it *never* let me down. Unhooking it, is no problem at all. I suppose you've been using an older version or haven't set it up correctly.

>Why should I write my programs attempting to guess what the user has? --what
>the user is running? Being nice is good, but the OS is meant to keep the
>user-prg from taking over like kudzu, no? --define the boundaries?
I'm a user - not a programmer - you're asking me for boundaries? well if your baby doesn't behave under MagiC I will not use it. It's as simple as that.
You probably don't give a shit about this, but that's an attitide which more programmers seem to share....
You don't really have to guess what the user has, just make sure you're baby runs under TOS, if you haven't used any fancy tricks it should work properly under N.AES and MagiC, if it doesn't then you've got a problem...

>// lot of ten year old applications run happily on it, people are always
>// complaining about the stuff that doesn't run ...
>
>okay, here are some defniate examples....
>i haven't upgraded from v5, but a gent told me he has the same
>problem on mgx v6:

>Lattice C runs fine until you compile and it tells you screwed up. The
>first time it reports a syntax err, mgx (& the whole world) stops.
Luckily the world doesn't revolve around Lattice C....
I said that *lots* of older applications run fine under MagiC, lots doesn't
mean all. IIRC Lattice C has some problems with TOS 2.xx and 3.xx as well, so
I'm not really surprised things go wrong when running it under MagiC.
A good alternative is Pure C or GNU/C which both work fine under MagiC.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6760. Re: Falcon Happiness!

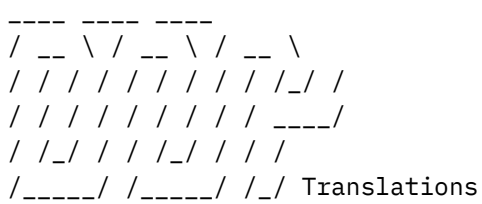
Newsgroup: comp.sys.atari.st
Date: 2000-12-04 04:46:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <975913220-68536AEicMi@gmx.net>
Source record: 53496

From: Jo Even Skarstein <joska@online.no>
Date: Wed, 29 Nov 2000 15:49:17 GMT

Hi Jo Even,

>I have 6.00 or 6.01 on my TT. It's quite stable, way better than on my
>Falcon/AB, but it still does some funny things from time to time (like
>crashing badly when open files are deleted). It's pretty much the same
>on my Stacy, so I assume that it's normal.
NO.... it's abnormal!!
I have never managed to delete an open file under MagiC, all I get is an
"access denied" error message trying to delete this kind of files. How on
earth you manage to delete an open file under MagiC is beyond me.
I would have thought that the OS would prevent this to start with... what
have you done to it? :-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6761. Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 05:03:06 UTC
From: wongck@letterbox.com
Message-ID: <90f8hm$l6i$1@mailint03.im.hou.compaq.com>
Source record: 53590

Now that GEM is Open Source, so what about some guys making a free/fast AES for use with MiNT ?? Excellent & great work was done on MiNT. So how about the GEM/AES now?

http://www.geocities.com/SiliconValley/Screen/1184/index.htm

6762. 86000 Disassembler

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 07:55:51 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <90fikhnah06$1@news.t-online.com>
Source record: 53497

Hi,
I am looking for an usable 86000-disassembler to use under Win32. I want to have a look at old Atari-Codes, trying to remember some of my genious juvenile coding tricks ;-)

Does anyone know an internet adress where i could get one ? (Freeware)

Greetings, Mirko

6763. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 16:07:07 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <m8PW5.26$9o4.6548@nsw.nnrp.telstra.net>
Source record: 53446

Steve Sweet wrote in message <975866238-038926AEicMi@bun.com>...
>Hi Cloclmeister
>
>>>>I have a really old 520ST at home still in working order apart from
>>>>the internal FDD (single sided unit)
>
>>>Nowz yur chance to get that upgraded to a Double sided drive. Just go
>>>into any branch of PC world, smash any PC you like, preferebly whilst
>>it powered up, take out the floppy drive, change its ID to 0 from 1 and
>>>install it with TLC in your ST.
>
>>Or upgrade to a 1040STfm by simply visiting your local landfill site and
>>picking it out of the trash.
>
>Where's your sense of fun dude, smashing up a donor PC is a much more fun
>way to do it.
>

Well, actually, you have a point there... I've taken XT's and 286's and put
neat little holes in them with a .22 calibre rifle before :-)

Regards,

Clockmeister.

6764. Re: Extra MIDI ports on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-04 23:18:29 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <5%WW5.249$r42.488@nntpserver.swip.net>
Source record: 53448

"Ken Macdonald" wrote:
> Claes Holmerup wrote:
> >
> > "Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote:
> >
> > > I noticed a box on Master Tracks Pro configuration that allows you to
> > > use the RS-232 as extra MIDI ports. Does such an expansion exist for
the
> > > Falcon (or could I use Mac MIDI ports in the 'net' port?)
> >
> > The best you can get is SoundPool's MO-4, which gives you 4 extra midi
> > outputs via the printer port - that is, totally 80 midi channels instead
of
> > the meager 16... ;)
> > I've tried to use a serial port device, which had one port and used the
> > "Export" driver, which worked fine before my Falcon days - but it didn't
> > work at all with CAF - don't know if it works with the non-audio Cubase
on
> > the Falcon though...
> > The LAN-port can be used with a Mac interface, but I believe there's a
> > problem when you boot up or something. I never tried it myself, but I've
> > heard that it would work fine... I believe there's a text-file
distributed
> > together with the Mac-interface driver (provided with the CAF2.06
update),
> > which describes this problem...

> also!
> there is
> http://gem.win.co.nz/mario/hardware/midi3.html
> three MIDI ports from the serial port.

This gadget is just great - but unfortunately only for ST-machines. It
doesn't work with CAF on the Falcon...
Probably due to timing issues in CAF :(

Best regards,
Claes
my e-mail: claes@holmerup.com
my website: www.holmerup.com
swedish music of the web: www.swebmusic.com

6765. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976122556-083295AEicMi@bun.com>
Source record: 53396

Hi Derryck

Patience, wait for the fire brigade to finish clearing up.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6766. Re: How to copy files.PC to STE.

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976122558-083709AEicMi@bun.com>
Source record: 53397

Hi Bob

>The Atari uses a low density disk drive that can't read standard PC
>disks, but by formatting it as a 720K disk, both systems should be
>able to read it.

Formatting to 720K does not make it a DD disk, so there no guarantee that
the ST will read it just by doing this. The answer is to use proper DD
disk that are formatted to 720K.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6767. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976122562-084176AEicMi@bun.com>
Source record: 53398

Yo Harry

>So does MagiC - on some Falcons. On other Falcons it's as reliable as
>British cars.

>Meoow!!! B>

Such as maybe Aston Martin, Rolls royce, Bently, Caterham , Jaguar,
Lotus, Maclaren..

>But again, if it works on some and not on others,

1950 Aston martin for sale, still under manufacturers warranty, anyone..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6768. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976122564-084659AEicMi@bun.com>
Source record: 53399

Hi Derryck

>>As a side issue here, i use BUBBLES (Ver. 2.0) as a screen saver, ive

>I briefly toyed with screen savers whilst trying to decide which one to
>translate for DDP. One of them (Twilight or Bubbles) didn't get on at
>all well with Appline. As soon as the saver kicked in then it would get
>some kind of input from somewhere and switch itself off!

That was Twilight, which was a pain, i liked some of those modules,
wonder if they'l work under Bubbles, i'm off for a play.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6769. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976122566-085108AEicMi@bun.com>
Source record: 53400

Hi Jo.

>> Meoow!!! B>

>Well, we had an Austin Allegro about ten years ago...

These were built only as a joke, everytime one drove past us brits would
piss ourelves laughing.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6770. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976122568-085529AEicMi@bun.com>
Source record: 53401

Hi Shiuming

>> How much soldering is a lot?

>About 8 wires.

You call this a lot??????????????..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6771. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976122570-086021AEicMi@bun.com>
Source record: 53402

Hi Lyndon

>>I may be interested in the DS FDD at the right price...where are you
>>based???

>Yes sorry, forgot to metion. I'm in SW of England. I reckon 15 quid
>including postage to UK.

I vist there quite frequently, are you missing a cat..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6772. Re: what printers are compatable??

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <3a2e4b72692a60@elis.demon.co.uk>
Source record: 53403

on Mon 04-12-10 12:34 Hugh Lutley wrote:

>I'm interested in doing my invoices on my falcon but I need to know what
>printers I can use with it. I have an oldish Bubblejet... could that be used
>with my old thang?

I'm using a H.P. Deskjet 610C. I wonder if that's the last
"proper" non brain-dead Windoze printer they'll produce ? The mono
and colour output are both fine, but I lack the software to tweak the
alignment of the cartridge.

--
G. R. Greenway

6773. Re: Hasbro & www.atari.com ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <90hjpk$3qo$1@nnrp1.deja.com>
Source record: 53458

A source close to Infogrames Inc. has told GameWEEK.com that a deal is close to being completed that will have Infogrames buying Hasbro Interactive. Such a deal would build up Infogrames' software library with such properties as Frogger, Monopoly and RollerCoaster Tycoon, as well as Atari's catalogue of game brands.

More details here...

http://www.atari.org/news/index.php3?id=article&number=532

- Trenchcoat Steve

Sent via Deja.com http://www.deja.com/
Before you buy.

6774. Re: My thoughts on a new Atari computer.

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <QO1X5.3040$bp4.56313@monolith.news.easynet.net>
Source record: 53459

Not bad, though the use aof an ATX design would reduce the cost to buy and
the cost of manufacture.

The addition of a DSP would make a fair difference to the cost of
manufacture surely the Soft DSP ability of the PowerPC range would suffice?

Regards

Julian

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote in message
news:2aVW5.32$gE1.523@newsfeed.slurp.net...
> On 4 Dec 2001 12:55:31 -, "Lord Gaiyan" wrote:
> >Hey,
> > Since there has been a lot of talk about new Atari computers etc,
I
> >thought I'd just share on what I think a new Atari computer should be.
> >
> >1. It should have a PPC since in my opinion it is the only true successor
of
> >the 680X0 series.
> >2. I don't accept AT/ATX style motherboards or cases for an Atari
computer.
> >It would have to be original and special made for Atari. I'd suggest
take
> >off from where Atari left with the Falcon040 or whatever the proto was.
Look
> >at the Apple Cube! Nice original design. Also keep everything built in on
> >the mobo (sound,gfx) like the Falcon except up-to-date.
> >3. Expansion slots are good to have. Again I'd rather have a special kind
of
> >expansion like the Falcon has but PCI could be acceptable.
> >4. Most important is for it to be 100% Falcon/TT/STe compatible. No DSP
> >emulation. It's gotta have the actual DSP. etc...
> >Anyway, I'd like to know what you guys think.
>
> Sounds good to me, but I would also add Mac and PC emulation.
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,

> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

6775. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2CB446.C603C638@ooc.de>
Source record: 53460

"Edward S. Baiz Jr." wrote:

> >It can, provided that MagiC or MiNT are installed and the partition is a
> >FAT32 partition (MagiC, MiNT) or a Linux partition (MiNT).
>
> Really??? Well just how big of a partition can an Atari read? Or is there a
> limit?

Yes, really. Actually FAT32 has been supported for both, MagiC and MiNT,
for quite some time. The maximum partition size is 2 TeraByte or so. In
any case it's larger than the largest hard disk drives you can buy
today.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6776. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <90igjf$p8c$1@nnrp1.deja.com>
Source record: 53461

In article <90heaa$5h6$2@plutonium.compulink.co.uk>,
sidcelery@cix.co.uk (Harry Sideras) wrote:

> > Of course it's the OS fault. What else can it be?
>
> If it works for other people, as you say, and not you then it can
only
> be your machine or what software you run with it. If it works for
some
> people, as you say, then it's impossible to be the OS.

I've tried to explain why MagiC has problems with the hardware on some
Falcons a few times now, please read my postings again.

> > If TOS, MiNT and Linux runs for days or weeks without reboot, how
> > can you say anything else?
>
> Then it must be incompatible. As I said to Katherine, it's a

Yes! That's the point, it's not compatible with all Falcons.

> > My Falcon is probably the most overhauled Falcon in the known
> > universe.
>
> I've read your messages and can believe you! <g>
> Although that also makes me wonder if that's not a problem too B<

Don't think so. After I removed that horrible Nemesis I haven't had any
problems :-) Apart from a broken floppy which caused some mysterious
DMA errors it has been dead stable for a long time now.

Anyway, I have only had the AB for three years, so I've had plenty of
(bad) experience with both MagiC 4 and 5 on a plain Falcon.

> > - on some Falcons. On other Falcons it's as reliable as British
cars.
>
> Meoow!!! B>

Well, we had an Austin Allegro about ten years ago...

> But again, if it works on some and not on others, then we're back to
> hardware failings or incompatibilities of concurrent software.

No, it's not hardware failings or software incompatibilities. It's
MagiC that's incompatible.

> the criticism. The fact was that Magic pre-dated Multitos (and maybe
> even MinT, but I'm not sure) and also TOS 4. 2B chose a different

Yes, but these features didn't. The version number was bumped up before
MagiC supported everything in the corresponding Atari-AES, that's why
the HiSoft-products had problems if xmenmgr wasn't installed. I'm just
saying that HiSoft did everything correct, so it's a bad example
for "home brewed solutions".

> I accept all that, but my point is that if it's a problem found in
W9x
> too then it's a bit harsh to single out Magic when it's beating the
> combined muscle of the biggest corporations in the world too.

Well, it was MagiC we were talking about, wasn't it? The fact that
other operating systems also crash doesn't mean that I can't point out
weaknesses in MagiC.

Just to set the record straight: I'm not a MagiC-hater. I actually use
MagiC all the time on my TT, and I'm quite happy with it (except for a
periode when I upgraded to 6.0 and it ate my C-partition). If it had
been equally stable on the Falcon when I started using it (MagiC 4 in
1995) I might not have switched to MultiTOS and later N.AES at all.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6777. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <90igp5par1@nnrp1.deja.com>
Source record: 53462

In article <90hhn3$3v5$1@mailint03.im.hou.compaq.com>,
wongck@letterbox.com (william wong) wrote:

> Ah yes.... it's still going on??
> It's been a year or two with this one, and have always been betas. I
> think I tried beta 0.5 or 0.6. Lots of missing stuff. Though it was
abandon
> when N.AES etc came out, or at least died a natural dead. Glad to
hear that
> it's still being updated now.

You should try it, Henk as done an incredible job. It's very close to
being usable now, I've actually used it for a couple of hours without
crashes.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6778. Re: WTD: Supplier (pref UK) of TOS 2.06 chi

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <90ifdo$316$1@newsg1.svr.pol.co.uk>
Source record: 53463

What happened to The Upgrade Shop in macclesfield.

JI Logan wrote in message <3a2c1eea$0$180@news.zetnet.co.uk>...
>On 4 Dec 2000 10:33:20 -, "Julian Lewis-Booth" wrote:
>
>|can anyone point me at a good supplier for TOS chips in the UK?
>
>Atari Workshop (the Atari bit of System Solutions).
>--
>JI Logan

6779. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <$gfJOIAlsNL6EwdS@lovecraft.demon.co.uk>
Source record: 53464

Once upon a time <90igp5par1@nnrp1.deja.com>, Jo Even Skarstein
<joska@online.no> grabbed chalk and scrawled:
>You should try it, Henk as done an incredible job. It's very close to
>being usable now, I've actually used it for a couple of hours without
>crashes.

I love the sales patter on these newsgroups...

Seriously, much as we all love Atari, when you get someone asking why an Atari accelerator costs more than a PC, and more importantly, machines like Hades and Milan cost more than a PC or Mac, you do have to wonder about the sanity of taking that route for normal computing.

Yes - I'd buy one if I had the money, but no-one ever suggested I was sane (and I already own a PC).

The Atari brand should be kept alive - but forget all the TOS clone ideas. Forget emulation. To be relevant to the bulk of society, Atari's name should be applied to a custom-cased PC with a bundle of classic games, a bundle that includes music software, and running BeOS if Windows is abhorrent to everyone (I find Windows 2000 SP 1 to be reliable, fast and perfectly capable of doing the job, and whilst it may be trendy to dislike Windows, it's also rather silly if that route takes you down a path littered with incompatible software, frequent crashes, and time-consuming installs).

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6780. Re: How to copy files.PC to STE.

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <fmnl2tspllsduqe6uikoim3dtm7ed0f597@4ax.com>
Source record: 53465

On Sat, 2 Dec 2000 09:30:20 -0000, "dolan morrison"
<dolan.morrison@ntlworld.com> wrote:

>Hoe do i copy files from a PC to my Atari STE..The PC does not recognize the
>ste floppy and vice versa.
>Thanlyou.
>

Format the disk on the PC, but at the top of the Format dialog box,
select "720K" instead of the default 1.44Meg setting.

The Atari uses a low density disk drive that can't read standard PC
disks, but by formatting it as a 720K disk, both systems should be
able to read it.

BobR

6781. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <976019566-452224AEicMi@xs4all.nl>
Source record: 53466

Hi Derryck,

> didn't get on at all well with Appline.
What do you mean? It is working o.k. with me here...

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6782. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2CE4BA.B7869640@ooc.de>
Source record: 53467

Derryck Croker wrote:

> I'm a little puzzled here Uwe, why would one want to install HDDriver in a
> MagiCPC setup? Surely MPC accesses drives via the PC's OS?

There are several reasons you might want that. KOBOLD doesn't have to go into GEMDOS modes for partitions that are handled by HDDRIVER and thus copies fast again. Certain tools, e. g. those using XHDI or disk monitors etc., work again. Usually these tools cannot access any data under MagiCPC except for container drives. Now than can access partitions as they can do it on a real Atari. And, a less important issue, but it happened to me once that I could not access a SCSI peripheral (DVD RAM) since there was not driver for Windows NT available yet. With MagiCPC and HDDRIVER I could use this device, but only from within MagiCPC, not directly from Windows. Even now there are tricks you can do with HDDRIVER with DVD-RAM drives you cannot do under Windows. For example using DVD-RAM media like they were CD-ROM media.
Of course you also get any other feature of HDDRIVER, e. g. optional SCSI verify. I don't know how the Windows drivers handle that.
Whether running HDDRIVER under MagiCPC makes sense depends a lot on the software you're using. But even it's only for having KOBOLD running with full speed it may be useful.
BTW, it should also work to access Linux partitions under MagiCPC this way, something which I don't know whether this is supported by Windows at all. I haven't digged deeper into this yet but when you install MiNT under MagiC (this works when loading a TOS 2.05 image into MagiC, as described in the documentation for MagiC), you should be able to also start the ext2fs file system driver of MiNT. And this way you should be able to access both Windows and Linux partition from MagiCPC.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6783. Re: Ethernet upgrading difficulties with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: jba4@po.cwru.edu
Message-ID: <3a2cecc8.2862179@news.cwru.edu>
Source record: 53468

On Tue, 05 Dec 2000 00:20:39 -0500, Bob Retelle <bobr1@provide.net>
wrote:

>On Mon, 04 Dec 2000 02:40:59 GMT, wongck@letterbox.com (william wong)
>wrote:
>
>I'm not always a fan of Atari's methods or philosophy in regards to
>R&D, but most of this is like saying the Mercury Atlas was a crummy
>launch vehicle compared to the Space Shuttle.
>
>The Atlas got us into space just fine, thank you, using the technology
>of the time.
>

Actually, the Atlas-Mercury kinda sucked. The Atlas used to collapse
every time they put a Mercury capsule on top (until they finally fixed
it). Not a very good rocket for sending people to space. It was
considered a poor rocket as soon as it was built. Maybe you could
compare it to the early Titan series, though ;-). That rocket always
worked pretty well.

But other than that, I agree with you!

Just a silly side note...

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

6784. Re: My thoughts on a new Atari computer.

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: dennis.scp@multiweb.nl
Message-ID: <1el66wt.8hr70peolc9jN%dennis.scp@multiweb.nl>
Source record: 53469

Lord Gaiyan <lord_gaiyan@hotmail.com> wrote:

> 1. It should have a PPC since in my opinion it is the only true successor of
> the 680X0 series.
> 2. I don't accept AT/ATX style motherboards or cases for an Atari computer.
> It would have to be original and special made for Atari. I'd suggest take
> off from where Atari left with the Falcon040 or whatever the proto was. Look
> at the Apple Cube! Nice original design. Also keep everything built in on
> the mobo (sound,gfx) like the Falcon except up-to-date.

When I finally got one of the first Atari Falcons sold in Europe, I knew
what was wrong: It should have been a minitower with a big turnnob at
the front screaming look I'm a Music monster with build-in tuner and
amp, hook up your speakers cos I've got CD quality sound written all
over me.

A few leds (like the BeBox) but than of cource displaying sound output
would have been a nice finising touch.

> 3. Expansion slots are good to have. Again I'd rather have a special kind of
> expansion like the Falcon has but PCI could be acceptable.

I don't care for expansion, I've got a powerbook as my main machine. I
do like upgradability though. Like a maxed out Cube: no fan but you can
upgrade CPU, memory, Airport en video. Everything else goes over USB,
400Mbit/s FireWire and 10/100/1000Mbit/s Ethernet.

> 4. Most important is for it to be 100% Falcon/TT/STe compatible. No DSP
> emulation. It's gotta have the actual DSP. etc...
> Anyway, I'd like to know what you guys think.

Why a DSP the AltiVec units on the Motorola G4 nicknamed CPU do DSP and
vector functions. Without the cost of an extra MHz bus and chip. What do
you think an separate DSP would cost if you make it run in the MHz
realm?
--
Dennis SCP
This 100% gravity training is doing me rather well.
I should have been crushed but instead I got a stronger voice.

6785. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976021834-869254AEicMi@cwcom.net>
Source record: 53470

From: Raoul Teulings <rt@xs4all.nl>
Date: Sun, 03 Dec 2000 17:59:14 +0100

>>You can get an English version from 16/32 in the UK
>How can I get in touch with them? HOMA Systems seems to be

http://catalog.zen.co.uk/actinic/1632Systems/index.html

>'dead'....

That would be a pity, their scanner drivers are irreplaceable :-(

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6786. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976021838-869746AEicMi@cwcom.net>
Source record: 53471

From: Bob King <robert.king@patent.gov.uk>
Date: Mon, 04 Dec 2000 10:54:19 +0000

>Most of my 'wire crossing' is because, as now, I answer NG mails away
>from my Atari set up and just using a lousy memory!!!! the rest is
>probably because I'm thick! The sole reason for my guess is the file
>RTR.BGH which comes with the resouce text stripper RTR and which is a
>text table of german to english RSC strings. Yet again as I say above,
>could be wrong!!!!!!

That file is only the bubblegem help for RTR. I can't find anything that
resembles a table - maybe your archive has a file containing the object IDs
and text strings exported from RTR? It's certainly not supplied as standard.

I've a feeling that you're referring to the latest incarnation of RTR which
appears to add the ability to edit/translate text within itself, with the
option of using some kind of dictionary. DDP is currently finishing the
translation of the RSC and bubblegem for this :-)

I'll announce in here once it's ready for download.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6787. Re: what printers are compatable??

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976021840-870230AEicMi@cwcom.net>
Source record: 53472

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Mon, 04 Dec 2000 22:47:24 GMT

>On 4 Dec 2000 12:34:22 -, "Hugh Lutley" wrote:
>>I'm interested in doing my invoices on my falcon but I need to know what
>>printers I can use with it. I have an oldish Bubblejet... could that be

>I would think it would work, but I would get NVDI 5 as it has a whole lot
>of printer that is supports.

That would only work if the program in question supports NVDI.

Perhaps Hugh could mention what program he intends to use.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6788. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976021842-870706AEicMi@cwcom.net>
Source record: 53473

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 4 Dec 2000 20:14:53 GMT

>IIRC there was a patch I used to run in the early days of MagiC on the
>Falcon, but I believe that was for locking the floppy and not files. I'm
>not using any special patches at all for MagiC now.

You should probaly install CHK_OFLS.PRG from the Kobold installation. This
program prevents fiddling with open files by other programs!

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6789. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976021844-871170AEicMi@cwcom.net>
Source record: 53474

From: Uwe Seimet <us@ooc.de>
Date: Tue, 05 Dec 2000 10:24:22 +0100

>> Really??? Well just how big of a partition can an Atari read? Or is there
>a
>> limit?
>
>Yes, really. Actually FAT32 has been supported for both, MagiC and MiNT,
>for quite some time. The maximum partition size is 2 TeraByte or so. In

That hasn't been my experience. Running MagiC 6.01 and HDDriver (a late but
not the latest version), the largest partition that is recognised by my
system is 2GB. Hmm, not a restriction of the desktop is it? (jinnee).

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6790. Re: Ultimate Virus Killer 2000 (Atari S

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a2cf923$0$174@news.zetnet.co.uk>
Source record: 53475

On 4 Dec 2000 15:28:15 -, Lyndon Amsdon wrote:

|On 2 Dec 2000 23:26:26 +, Richard Karsmakers wrote:
| The "Ultimate Virus Killer 2000" is the industry standard virus killer for
|the Atari ST/TT/Falcon platform. The program has been around for well over a
|decade, and with the latest release (8.1) it's turned shareware.
| There is now an official "UVK 2000" support site where you can download the
|program, find descriptions of all Atari TOS-platform computer viruses (and
|their symptoms) and more.

Has the crash on testing an empty folder been fixed yet?
--
JI Logan

6791. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2D0928.6B27EE88@ooc.de>
Source record: 53476

Derryck Croker wrote:

> That hasn't been my experience. Running MagiC 6.01 and HDDriver (a late but
> not the latest version), the largest partition that is recognised by my
> system is 2GB. Hmm, not a restriction of the desktop is it? (jinnee).

I don't think so. Note that you must explicitly tell HDDRUTIL to create
a FAT32 partition when partitioning, as described in the manual and/or
README. Also note that at least HDDRIVER 7.9 is required in order for
HDDRUTIL to support the creation of FAT32 partitions when partitioning.
Older versions didn't support this.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6792. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <G50FyG.G0@gem.win.co.nz>
Source record: 53477

Lonny Pursell (fatal@SYNTAX.ERROR) wrote:
: I found someone that can wipe the drives clean via a peecee,
: so I'll give them one more try I guess. This is guy is sure
: the maxtor I bought new is not pre-partitioned but he agreed
: to do it anyway. We will see. ;-)

FWIW, this sounds to me like a hardware problem and I doubt very much that changing the contents of the drive would affect the problem. I especially doubt that the size of paritions has anything to do with it.

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
Atari hardware products - 68HC08 support site

6793. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2qb79q606sf2@corp.supernews.com>
Source record: 53478

On 5 Dec 2000 10:41:41 G, Jo Even Skarstein wrote:
>In article <90hhn3$3v5$1@mailint03.im.hou.compaq.com>,
> wongck@letterbox.com (william wong) wrote:
>
>> Ah yes.... it's still going on??
>> It's been a year or two with this one, and have always been betas. I
>> think I tried beta 0.5 or 0.6. Lots of missing stuff. Though it was
>abandon
>> when N.AES etc came out, or at least died a natural dead. Glad to
>hear that
>> it's still being updated now.
>
>You should try it, Henk as done an incredible job. It's very close to
>being usable now, I've actually used it for a couple of hours without
>crashes.

I've tried it but coulnd'nt get it set up very well. DEad slow on an
ST. All the icons like the Cancel/OK buttons on the fileselector were
just a shade of black. Am I using a colour version, as there was
supposed to be two versions, but never found any monochrome ones.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

6794. Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3a2d4202$0$179@news.zetnet.co.uk>
Source record: 53479

Hi Atarians

Over the last 2 days I have been getting some trouble with my emails. Your thoughts,advice etc would be appreciated.

I am using,as you can see from the headers,NEWSIE 0.96 to collect my mail and newsgroups. All goes well to download my news for Offline reading,over to "Get Mail" and,providing there is something there NEWSIE starts to download it. If (just as an example)there are say 4 messages the first 3 come through with no problem the last one will start to download,hits roughly 4116 bytes (status window) and bombs with 2 bombs and sends me to the Desktop.

Going back to NEWSIE and opening the Mailbox shows it is empty,BUT if I go back to the Desktop and open the NEWSIE file and then the Mail Folder the 4 messages are there to be read. The last one (In this case MAIL004.TXT) is incomplete. THIS MESSAGE IS FROM THE SAME SOURCE (same message to be honest) each time. Deleting it makes no difference,leaving it in the Folder only means I start a collection of the same files in the folder.

Any thoughts on how to get rid of this email? I have tried wiping NEWSIE completely and starting afresh.

Apologies for the rather long spiel.

Regards Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

6795. Re: Ultimate Virus Killer 2000 (Atari S

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2qk7padicrg1b@corp.supernews.com>
Source record: 53480

On 4 Dec 2000 20:03:46 -, Steve Sweet wrote:

Hi Steve

>>> There is now an official "UVK 2000" support site
>
>>Why do we still have to enter time/date on startup? Can't you do a
>>simple call to the AES or something?
>
>Summats up with your setup, works fine here with no setting of clock.

FMC II I'm running so I'm not sure what is wrong. Everytime you start
the app, it asks for a date and time.

>>>It's located at http://www.uvk2000.com (this is a new URL!).
>
>>Unfortunatly it's CAB 1.5 unfriendly.
>
>Really!, what did you find wrong with it, what overlay are you using,
>that is most likely a source of problems.

I get "The resource requested could not be found on this server" then
it quickly loads to another page with "DirectNIC: Horrible 404 Error"
as the site's name. I think I'm using CAB.OVL version 1.18 as that
was the only version to work with CAB 1.5. I suppose an upgrade is
needed, but I really can't afford it. I have better things to get
like a Falcon or something, anything better really!

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

6796. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2qk7s6v59qi1c@corp.supernews.com>
Source record: 53481

```
On 4 Dec 2000 20:28:38 -, Steve Sweet wrote:
>Hi Clockmeister.
>
>
>>>>Or upgrade to a 1040STfm by simply visiting your local landfill site
>>and picking it out of the trash.
>
>>>Where's your sense of fun dude, smashing up a donor PC is a much more
>>>fun way to do it.
>
>>Well, actually, you have a point there... I've taken XT's and 286's and
>>put neat little holes in them with a .22 calibre rifle before :-)
>
>Phah!!, child's play. You really need to get hold of a pentium based
>machine and pop it with a pump action shotgun, about 10 cartridges gives
>a sufficient level of satisfaction.

I've just put 230v down an Acorn Archimedes 3000 motherboard.....

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+
```

6797. Re: Ultimate Virus Killer 2000 (Atari ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <hIcX5.20156$eT4.1343355@nnrp3.clara.net>
Source record: 53482

"Steve Sweet" <stevesweet@bun.com> wrote in message
news:976036538-795693AEicMi@bun.com...
> Hi Lyndon
>
> >> There is now an official "UVK 2000" support site
>
> >Why do we still have to enter time/date on startup? Can't you do a
> >simple call to the AES or something?
>
> Summats up with your setup, works fine here with no setting of clock.

That's because you use a Mega STE
with an integrated RTC whereas
Lyndon uses a "normal" STE without.

Shiuming Lai

6798. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <90jl8ujus1@plutonium.compulink.co.uk>
Source record: 53483

In message <3A2B77DB.32E36247@patent.gov.uk>, robert.king@patent.gov.uk said:

>Most of my 'wire crossing' is because, as now, I answer NG mails away
>from my Atari set up and just using a lousy memory!!!! the rest is
>probably because I'm thick! The sole reason for my guess is the file
>RTR.BGH which comes with the resouce text stripper RTR and which is a
>text table of german to english RSC strings. Yet again as I say above,
>could be wrong!!!!!!

You are! The table is the resut of using RTR!

Actually Deryck's version has one major error (#Alert 002, #001 has a
'not' missing) and a few expressions are not optimum (the common error
of using 'actual' in place of 'current'). Below is a revised version for
RTR 111. Snip between lines and save as RTR.BGH:

```
-----------------------------------SNIP--------------------
#BGH 000 000 000

BubbleGEM Help-File by RSM2OUT v1.95 for ResourceMaster from v2.06 on by ARDISOFT
Translated by DDP (Derryck Croker, Dennis Vermeire & Peter West)
#Dial 000 Main
# 002 A single mouseclick loads a resource.
# 006 Select current layer.
# 007 Import *.rtr file.
# 008 Export *.rtr file.
# 009 An RTR file or RTD file can be imported.
# 010 An RTR-, RTD- or an RTE file can be exported.
# 011 Shows info about the program.
# 012 A Resource can be loaded.
# 013 A Resource can be saved.
# 015 The program will quit.
#Dial 001 Legal Stuff
# 015 >001
#Dial 003
# 004 The Resource should be saved as a Standard-Resource.
# 005 The Resource should be saved as Extended-Resource (AES4).
# 006 The Resource should be saved as an Interface-Resource (long Header).
# 007 >002
# 008 >004
#Dial 004 Please wait
#Dial 007
# 007 Your name for registration.
# 008 ^
# 009 Registration key.
# 010 ^
```

```
# 012 >002
# 013 Registration taking place.
#Alert 002
# 001 ResourceTextReplacer will not be quit.
# 002 The Resource will be discarded.
# 003 The Resource will be saved.
#More 000
# 001 Closes the dialog.
# 002 Closes the dialog. All changes are lost.
# 003 All changes are accepted.
# 004 Closes the dialog. Accepts all changes made.
----------------SNIP-----------
```

DERRYCK - I suggest you replace your version with this one, also use it as a template for the new one.

6799. Re: what printers are compatable??

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <90jl90juu1@plutonium.compulink.co.uk>
Source record: 53484

In message <p5MW5.561$4o3.432947@newsr1.u-net.net>, spewyNOSPAM@catvomit.u-net.com said:

>I'm interested in doing my invoices on my falcon but I need to know what
>printers I can use with it. I have an oldish Bubblejet... could that be used
>with my old thang?

Almost any parallel-port printer can be used with the Falcon, *provided*
you have the correct driver for it (or can adapt an existing one). Does
your Bubblejet support the HP commands, or Canon's? If the former than
any Laserjet driver can be used - but some older programs only have
drivers for pin-printers or offer a limited number of commands that can
be entered for a given setting, which may not be enough for an HP-type
printer.

A lot depends on what program you are using to generate your invoices.
I still do most of mine in 1st Word Plus, which has drivers for most
printers. If you use NVDI and the text program supports GDOS output,
there is a very wide range of printer drivers available. Even more can
be found in IdeaList, which allows more layout control of ASCII text or
1st Word files for printing.

Regards, /Peter/

6800. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <qPcX5.20163$eT4.1344651@nnrp3.clara.net>
Source record: 53485

"JI Logan" <jlog@zetnet.co.uk> wrote in message
news:3a1b130f$0$180@news.zetnet.co.uk...
> Maplin catalogue is consulted ---- yes, you can get red and green
> LEDs that work off 5V (costing 29 pence for one including tax).

You can also get 5V blue ones for £1.79.
Well worth the extra £1.50.

Shiuming Lai

6801. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012051621390.84-100000@TT030>
Source record: 53486

On Tue, 5 Dec 2000, Mario Becroft wrote:

> Lonny Pursell (fatal@SYNTAX.ERROR) wrote:
> : I found someone that can wipe the drives clean via a peecee,
> : so I'll give them one more try I guess. This is guy is sure
> : the maxtor I bought new is not pre-partitioned but he agreed
> : to do it anyway. We will see. ;-)
>
> FWIW, this sounds to me like a hardware problem and I doubt very much that
> changing the contents of the drive would affect the problem. I especially
> doubt that the size of paritions has anything to do with it.

Well in my PC building days on occasion a new drive would appear
to be bad, refusing to format or partition. All that was
required was getting a special re-init app from the manufacturer
that would do something to the drives. After that they would work
fine. I am refering to the used drive with the bus error only here.
It is my guess that the machine I pulled it from (amiga) has placed
some data where TOS looks for executable boot data and this may
explain the bus error.

I agree fully the new drive is a hardware problem, but I am willing
to give the used one a re-init test since I know it's used.
Worth a try I think. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6802. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976049924-143782AEicMi@cwcom.net>
Source record: 53487

From: Raoul Teulings <rt@xs4all.nl>
Date: Tue, 05 Dec 2000 13:30:24 +0100

>> didn't get on at all well with Appline.
>What do you mean? It is working o.k. with me here...

With "it" (and I can't remember if it was Twilight or Bubbles now) and
Appline installed, as soon as the screen saver kicked in it would be
deactivated as if I'd pressed a key or whatever. With Appline removed it
worked fine!

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6803. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976049926-144318AEicMi@cwcom.net>
Source record: 53488

From: Uwe Seimet <us@ooc.de>
Date: Tue, 05 Dec 2000 13:51:06 +0100

>> I'm a little puzzled here Uwe, why would one want to install HDDriver in a
>> MagiCPC setup? Surely MPC accesses drives via the PC's OS?
>
>There are several reasons you might want that. KOBOLD doesn't have to go
>into GEMDOS modes for partitions that are handled by HDDRIVER and thus

A very interesting post Uwe. I hadn't considered the points you made - and I
was pleased to read that one could access a drive in a fashion which leaves
Windows out in the cold! :-)

I'm guessing that one could also add the ability to access a SCSI scanner
ScanX) from within MPC with either HDDriver or SCSIDRV installed.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6804. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a2d6a50458f5f10@tripnet.se>
Source record: 53489

On Tue 05-12-2000 19:29 (GMT) Derek W W Hunt wrote:

>Any thoughts on how to get rid of this email? I have tried
>wiping NEWSIE completely and starting afresh.

Get Popwatch from http://www.the-gap.demon.co.uk/

This program is simple to setup and can retrieve the dodgy(?) email
to a local file and delete it on the server. I have used Popwatch for
a couple of years and it works very well.

Popwatch can be set up to perform all online activity for Newsie as
well. In combination with Newswatch you hardly need to go online with
Newsie at all.

(Note: I have never used Newsie myself.)

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

6805. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <976056847.20137.0.nnrp-10.9e983130@news.demon.co.uk>
Source record: 53490

On 5 Dec 2000 19:29:06 G, Derek W W Hunt wrote:
> Hi Atarians
>
> Over the last 2 days I have been getting some trouble with my
> emails. Your thoughts,advice etc would be appreciated.
>
> I am using,as you can see from the headers,NEWSIE 0.96 to
> collect my mail and newsgroups. All goes well to download my
> news for Offline reading,over to "Get Mail" and,providing there
> is something there NEWSIE starts to download it. If (just as an
> example)there are say 4 messages the first 3 come through with
> no problem the last one will start to download,hits roughly
> 4116 bytes (status window) and bombs with 2 bombs and sends me
> to the Desktop.
>
> Going back to NEWSIE and opening the Mailbox shows it is
> empty,BUT if I go back to the Desktop and open the NEWSIE file
> and then the Mail Folder the 4 messages are there to be read.
> The last one (In this case MAIL004.TXT) is incomplete. THIS
> MESSAGE IS FROM THE SAME SOURCE (same message to be honest)
> each time. Deleting it makes no difference,leaving it in the
> Folder only means I start a collection of the same files in the
> folder.
>
> Any thoughts on how to get rid of this email? I have tried
> wiping NEWSIE completely and starting afresh.
>
I'm having the same problem

Is it a message from 'net-minder' in MIME format?

I can sometimews get other mail to load but newsie doesn't 'see' them.

Regards

Miek Bedford

6806. Re: Packet radio progs for STE

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a2d78d6$0$180@news.zetnet.co.uk>
Source record: 53491

On 2 Dec 2000 09:31:28 -, "dolan morrison" wrote:
>ANY IDEAS WGERE I MIGHT FIND PACKET RADIO PROGS FOT THE STE.
>THANK YOU.

Email me your address and I'll send you a couple of disks with
Amterm, Freese-Dried and ... and ... another one whose name I've
forgotten. One or other will suit your STE: they don't suit my TT!

73,
Charles.

6807. Re: Ethernet upgrading difficulties with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <9n6r2t4ecsglcr6mq1lvt9itr6u236bh36@4ax.com>
Source record: 53492

On Tue, 05 Dec 2000 13:29:33 GMT, jba4@po.cwru.edu (Jeff Armstrong)
wrote:

>On Tue, 05 Dec 2000 00:20:39 -0500, Bob Retelle <bobr1@provide.net>
>wrote:
>
>>On Mon, 04 Dec 2000 02:40:59 GMT, wongck@letterbox.com (william wong)
>>wrote:
>>
>>I'm not always a fan of Atari's methods or philosophy in regards to
>>R&D, but most of this is like saying the Mercury Atlas was a crummy
>>launch vehicle compared to the Space Shuttle.
>>
>>The Atlas got us into space just fine, thank you, using the technology
>>of the time.
>>
>
>Actually, the Atlas-Mercury kinda sucked. The Atlas used to collapse
>every time they put a Mercury capsule on top (until they finally fixed
>it). Not a very good rocket for sending people to space. It was
>considered a poor rocket as soon as it was built. Maybe you could
>compare it to the early Titan series, though ;-). That rocket always
>worked pretty well.
>
>But other than that, I agree with you!
>
>Just a silly side note...
>

I used to think those first Space Cowboys must have been either
awfully brave, or awfully stupid... just sitting there watching some
of the early films of Atlas boosters collapsing into a ball of flame
wouldn't have given ME much of a warm fuzzy, if THAT was the vehicle
that was supposed to boost me into orbit.

(And those computers..! Have to run down and replace half the
vacuum tubes before they could calculate the re-entry burn..!)

And that "cheap hardware" 1963 Corvette Stingray didn't even have
four-wheel anti-lock disk brakes or high performance radial tires.
What was Chevy thinking..?

:)

BobR

6808. Looking for "Resolution 101"

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <bc7r2tksin5vjb6v72cr8j5tb6sjlv8qon@4ax.com>
Source record: 53493

I've been idly watching "For Sale" posts for a while now, hoping this
might come up, but so far it hasn't.

If anyone has, and would like to sell, an ST game called
"Resolution 101", let me know.

I played a demo of the game years ago, but never saw it in a store.

Thanks!
BobR

6809. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976122552-082425AEicMi@bun.com>
Source record: 53494

Hi Peter

>I presume that the SMP.1 and .8 files take their extender from the
>colour depth, and again originate from CAB. But I have no idea what they
>are used for. Probably best left as they were...

These are SMURF pallete files, if you delet them SMURF will re-create
them when its next run, and your right about the .1 & .8 extender, they
are representative of the colour depth.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6810. Re: Shiuming's No-show

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976122554-082863AEicMi@bun.com>
Source record: 53495

Hi Shiuming

>>From this posting it seem you have taken out the anti-spam altogether.
>>Why don't you try it with underscores, as I suggested?

>I don't get any spam anyway, it was just a feeble joke.

Feeble, yes!, Joke, Er!, how can i break this to you.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6811. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:51:49 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <90he75$g7n$1@zingo.tninet.se>
Source record: 53450

On 4 Dec 2000 22:04:59 G, xlator@cix.compulink.co.uk wrote:

>
>Thanks a lot. So I'd better leave them alone then!
>
>But again, why are they saved to GEMSYS\HOME\? Or is this where such
>files are meant to go under MagiC? Seems a bit peculiar, as that means
>probably that running Smurf (and CAB for DIR.HTM) under TOS they won't
>be found.
>
>Regards, /Peter/
>
>.
Hi Peter

You're probably right, I think it's a Magic thing. On my comp they're stored in Smurfs on folder. Come to think of it, been a while since I used Smurf, maybe one sets this in prefs? Then it should work just as well under plain TOS.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

6812. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 00:53:30 UTC
From: sidcelery@cix.co.uk
Message-ID: <90heaa$5h6$2@plutonium.compulink.co.uk>
Source record: 53449

Hi Jo,

On 3 Dec 2000 01:18:08 G, Jo Even Skarstein wrote:
>> So it works perfectly for some people, but not for you and that's
>> the fault of the OS? That really is pretty imaginative.
> It's not just my Falcon.
> Of course it's the OS fault. What else can it be?

If it works for other people, as you say, and not you then it can only be your machine or what software you run with it. If it works for some people, as you say, then it's impossible to be the OS.

> If TOS, MiNT and Linux runs for days or weeks without reboot, how
> can you say anything else?

Then it must be incompatible. As I said to Katherine, it's a different OS that has requirements of its own.

>> With just Magxboot installed the software takes it on itself to
>> crash a machine just by existing?
> If you have read my previous messages in this thread you would have
> understood what I'm trying to say. I won't repeat myself.

This was in response to you saying you boot up with just Magxboot and it crashes within 30 minutes of its own accord. What's to understand?

>> You need to have your machine overhauled. Make an appointment today.
> My Falcon is probably the most overhauled Falcon in the known
> universe.

I've read your messages and can believe you! <g>
Although that also makes me wonder if that's not a problem too B<

>> Let's be brutally honest. We remember how the Falcon was virtually
>> abandoned before it was released. The machines weren't built -
>> they were thrown together...
> Exactly! And yet TOS and MiNT works fine and stable. So does MagiC
> - on some Falcons. On other Falcons it's as reliable as British cars.

Meoow!!! B>
But again, if it works on some and not on others, then we're back to hardware failings or incompatibilities of concurrent software.

>> Yes. HiSoft support had ended at that time so they weren't
>> updated, but that's another example of a home-brew solution in the
>> absence of a standardised method. XMEN_MGR was made available...
> It was not a "home-brew solution", in fact HiSoft did everything
> correct. As from TOS 4 the AES supported cascading menus, and the

> only way to detect these was by checking the AES version number.
> appl_getinfo() came with MultiTOS IIRC, and it wasn't even
> implemented in all versions of MagiC. Thus, if appl_getinfo isn't
> present, you'll have to check the AES version and rely on this
> information alone.

I understand what you're saying and can remember the answers given to the criticism. The fact was that Magic pre-dated Multitos (and maybe even MinT, but I'm not sure) and also TOS 4. 2B chose a different route and stuck with it. This wasn't popular, but because they were creating a _different_ OS (and tbh Multitos hardly looked like a viable product, so who could blame them for ignoring it) they took their own route.

It's not a bug - it's a deliberate alternative track.

>> Am I missing something, or doesn't Magic work through the hard
>> disk driver?
> The hard disk driver is irrelevant here. OK, it can fail, but this
> can happen on *any* cluster and not specifically the FAT. The
> reason why MagiC destroys it's FAT fairly often (by that I mean a
> lot more often than TOS and MiNT) is because the GEMDOS crash with
> data in the writeback cache. The FAT will then be inconsistent.

I see what you're saying. I get occasional GEMDOS crashes too, but usually when I'm trying out unknown software. I don't know enough about the subject to offer anything new, except to say I don't get problems with my FATs... (not much help, I know...)

>> Of course, I agree crashes need to be contained. I'm not quite
>> sure how you protect crashed apps crashing the system
> By using memory protection, and by having sanity checks in the most
> unlikely places. Memory protection will prevent applications from
> destroying the OS, and sanity checks will prevent the OS from self
> destructing from destroyed data and structures.
>
>> descended onto my screen bringing Windows to a grinding halt.
> If you're using Windows 9x, you're not using memory protection.
> That's a major part of the problem.

I accept all that, but my point is that if it's a problem found in W9x too then it's a bit harsh to single out Magic when it's beating the combined muscle of the biggest corporations in the world too.

rgds
H

6813. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 01:04:48 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A2C3F30.BC5DE79B@chello.nl>
Source record: 53451

william wong wrote:
>
> Now that GEM is Open Source, so what about some guys making a free/fast AES
> for use with MiNT ?? Excellent & great work was done on MiNT. So how about
> the GEM/AES now?
>
> http://www.geocities.com/SiliconValley/Screen/1184/index.htm

Try XaAES.

--
Groeten; Regards.
Henk Robbers.
!!! I have new addresses. !!!
mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

6814. Re: 86000 Disassembler

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 01:07:34 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A2C3FD6.93B81BA7@chello.nl>
Source record: 53452

Mirko wrote:
>
> Hi,
> I am looking for an usable 86000-disassembler to use under Win32. I want to
> have a look at old Atari-Codes, trying to remember some of my genious
> juvenile coding tricks ;-)
>
> Does anyone know an internet adress where i could get one ? (Freeware)

If you dont mind using a emlator, you could try TT-Digger (see sig).

--
Groeten; Regards.
Henk Robbers.
!!! I have new addresses. !!!
mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

6815. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 01:33:03 UTC
From: Andreas Dahlberg <zpq@shadowbbs.cx>
Message-ID: <Pine.MNT.4.10.10012050123130.91-100000@Shadow>
Source record: 53447

On Mon, 4 Dec 2000, Edward S. Baiz Jr. wrote:

> Really??? Well just how big of a partition can an Atari read? Or is there a
> limit?

The limit of the partionsize dipence what filesystem you are running...
I am running 5.6+2.1GB here with out any problems in MiNT with ext2fs (and
before that with minixfs).

// ZPQ

6816. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 01:51:52 UTC
From: wongck@letterbox.com
Message-ID: <90hhn3$3v5$1@mailint03.im.hou.compaq.com>
Source record: 53453

In article <3A2C3F30.BC5DE79B@chello.nl>, Henk Robbers <h.robbers@chello.nl> wrote:
>
>Try XaAES.
>

Ah yes.... it's still going on??
It's been a year or two with this one, and have always been betas. I
think I tried beta 0.5 or 0.6. Lots of missing stuff. Though it was abandon
when N.AES etc came out, or at least died a natural dead. Glad to hear that
it's still being updated now.

Rgds

6817. FS/T: Brand New Atari Jaguars

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 02:14:22 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <2cYW5.4092$24.1463712@news0.telusplanet.net>
Source record: 53454
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.toys,rec.toys.misc,rec.toys.vintage

To respond to this message, please use the enclosed email address rather than your reply button. Dealer enquiries are welcome.

- Last Updated 12/04/00
- Sold items removed

I have a limited amount of brand new Atari Jaguars and Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - 2 units left
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- An original Intellivision keyboard for the original Intellivision
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

6818. FS Atari Megafile Hard Drives

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 02:19:50 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <ahYW5.4095$24.1465118@news0.telusplanet.net>
Source record: 53455
Cross-posted to: alt.games.video.classic,comp.sys.atari.st,rec.games.video.classic

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

I have the following Atari Megafiles for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes. If you have any questions in regards to unit condition, please feel free to ask. Please make all offers in U.S. funds.

If you are interested in any of these items, please respond to Jim at jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.ST (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

Hardware Please make an offer
==========
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable - 1 unit available
- Atari Megafile 60 - with power supply - 3 units available

6819. Re: Extra MIDI ports on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 03:00:51 UTC
From: Tardo <rives@gte.net>
Message-ID: <rives-5D76F3.22005304122000@news.gte.net>
Source record: 53456

In article <5%WW5.249$r42.488@nntpserver.swip.net>, "Claes Holmerup"
<newsgroups@holmerup.com> wrote:

>"Ken Macdonald" wrote:
>> Claes Holmerup wrote:
>> >
>> > "Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote:
>> >
>> > > I noticed a box on Master Tracks Pro configuration that allows you
>> > > to
>> > > use the RS-232 as extra MIDI ports. Does such an expansion exist for
>the
>> > > Falcon (or could I use Mac MIDI ports in the 'net' port?)
>> >
>> > The best you can get is SoundPool's MO-4, which gives you 4 extra midi
>> > outputs via the printer port - that is, totally 80 midi channels
>> > instead
>of
>> > the meager 16... ;)
>> > I've tried to use a serial port device, which had one port and used
>> > the
>> > "Export" driver, which worked fine before my Falcon days - but it
>> > didn't
>> > work at all with CAF - don't know if it works with the non-audio
>> > Cubase
>on
>> > the Falcon though...
>> > The LAN-port can be used with a Mac interface, but I believe there's a
>> > problem when you boot up or something. I never tried it myself, but
>> > I've
>> > heard that it would work fine... I believe there's a text-file
>distributed
>> > together with the Mac-interface driver (provided with the CAF2.06
>update),
>> > which describes this problem...
>>
>> also!
>> there is
>> http://gem.win.co.nz/mario/hardware/midi3.html
>> three MIDI ports from the serial port.
>
>This gadget is just great - but unfortunately only for ST-machines. It
>doesn't work with CAF on the Falcon...
>Probably due to timing issues in CAF :(

>

One can use a MAC Mini Midi Interface (single port)and use Steinberg's
Lan driver. It works but it must remain unpluged until the Falcon has
fully booted.

Rich

6820. Re: Ethernet upgrading difficulties with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-05 05:20:39 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <1boo2t8e7f4r1l53kdd70k5bm7me029oqg@4ax.com>
Source record: 53457

On Mon, 04 Dec 2000 02:40:59 GMT, wongck@letterbox.com (william wong)
wrote:

>The cheap hardware which Atari gave us is being to show up as difficulties to
>'put' the falcon on a LAN. There are no expansion slot except for that
>non-standard Internal 'Processor-Direct' slot. Unlike PC and some others have
>ISA/PCI slots.
>
>The parallel port is bi-directional but most (if not all) of the parallel port
>ethernet adapter needs a EPP/ECP port. The cheap printer port just cannot take
>the ethernet adapter. The only way is to hack a parallel port out of the ROM
>port.
>
>Looking at the LAN port (RS422 or something like that), it seems that one can
>put a slow RS42x to Ethernet adapter on it. However, on close examination, we
>cannot use the Ethermac iPrint from farallon as there is no power coming from
>the LAN port. The only way is to hack a power supply for the LAN port, not to
>mention the need to write a device driver for this device.
>
>Effectively there is no easy way to put a falcon on a LAN without some
>hardware hacks.
>
>
I'm not always a fan of Atari's methods or philosophy in regards to
R&D, but most of this is like saying the Mercury Atlas was a crummy
launch vehicle compared to the Space Shuttle.

The Atlas got us into space just fine, thank you, using the technology
of the time.

When the TT was designed, there WERE no PCI slots ANYWHERE. The
"cheap" parallel port was just like EVERY OTHER parallel port on the
planet - there WAS no EPP/ECP... AT THE TIME.

The LAN port was designed as an RS422 because that WAS what LANs were
using at the time - ethernet was barely becoming standard enough to
allow "LANS" from various manufacturers to inter-operate.

Yes, you can't just shove a GigaBit Ethernet PCI card into a TT - and
you can't stick a 4X AGP card in one either.

I'll be first in line to criticize Atari's policies, but blaming them
for not using a crystal ball and designing the TT like a computer from
10 years in the future is a little silly.

BobR

6821. RTR.BGH correction

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <90mgurinp1@plutonium.compulink.co.uk>
Source record: 53346

Hi!
Yesterday I published a replacement bubble-help file RTR.BGH for
RTR1.11. I only noticed later that the header was wrong; a quick check
shows that it's wrong in the German version as well! :-(The author
obviously retained the header from an RSM.BGH file he had written.

The first lines should read:
```
------
#BGH 000 000 000

BubbleGEM help-file for ResourceTextReplacer v1.11 by ARDISOFT
Translated by D&D (Derryck Croker & Dennis Vermeire)
--------
```

Not that it makes any difference to the working of the help, but it
should help preventing confusion if you read the file text.

Regards, /Peter/

6822. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a2ecd9b$0$173@news.zetnet.co.uk>
Source record: 53347

On 5 Dec 2000 11:49:08 G, Derryck Croker wrote:
>From: Raoul Teulings <rt@xs4all.nl>
>Date: Sun, 03 Dec 2000 17:59:14 +0100
>
>>>You can get an English version from 16/32 in the UK
>>How can I get in touch with them? HOMA Systems seems to be
>
>http://catalog.zen.co.uk/actinic/1632Systems/index.html
>
>>'dead'....
>
>That would be a pity, their scanner drivers are irreplaceable :-(

The URL I have for them is http://www.magma.ca/~nima
though it's a while since I used it.

Charles.

6823. Re: My thoughts on a new Atari computer

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a2ecd9c$0$173@news.zetnet.co.uk>
Source record: 53348

On 5 Dec 2000 14:21:22 +, Dennis SCP wrote:
>Lord Gaiyan <lord_gaiyan@hotmail.com> wrote:
>snips>
>> Anyway, I'd like to know what you guys think.

Shouldn't it also have "Bluetooth" capability?

Hehe,
Charles.

6824. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a2ecd9e$0$173@news.zetnet.co.uk>
Source record: 53349

On 5 Dec 2000 22:54:07 G, M.Bedford wrote:
>On 5 Dec 2000 19:29:06 G, Derek W W Hunt wrote:
>> Hi Atarians

Re Newsie troubles, v .961:

I have a similar problem with an email whose descriptive line in the
xxx.MBX file would be 203 characters -- if saved correctly, which
it isn't.

In fact the line is broken at about the 200th character and the rest is
on a new unintelligible line, which produces no message and messes up the
rest in the list. Re-editing the MBX has no corrective effect.

I notice there is only one origin for this: the moderator of the group
(Claris...Discussion); all other lines are at most 186 characters.

Charles.

6825. FA: Atari equipment and software

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A2F0CDD.9A305ABF@qnet.com>
Source record: 53350

I have listed another bunch of my Atari ST equipment and software.
Check it out here:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=dons@qnet.com&include=0&since=-1&sort=2&rows=25

Thanks,

Don

6826. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976215402-736351AEicMi@bun.com>
Source record: 53351

Hi Peter

>Actually Deryck's version has one major error (#Alert 002, #001 has a
>'not' missing) and a few expressions are not optimum (the common error
>of using 'actual' in place of 'current'). Below is a revised version for
>RTR 111. Snip between lines and save as RTR.BGH:

Do you also have the english resource for this. Ive never actually got to use this, it crashes whenecer i import a translated file. I'm probably doing something wrong, but without a M to be able to RTF with i'm stuffed.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6827. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976215406-736881AEicMi@bun.com>
Source record: 53352

Hi Shiuming

>> Maplin catalogue is consulted ---- yes, you can get red and green
>> LEDs that work off 5V (costing 29 pence for one including tax).

>You can also get 5V blue ones for ï¿½1.79. Well worth the extra ï¿½1.50.

Have you missed your medication again today.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6828. Re: Ultimate Virus Killer 2000 (Atari ST/TT

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976215408-737338AEicMi@bun.com>
Source record: 53353

Hi Shiuming

>> >Why do we still have to enter time/date on startup? Can't you do a
>> >simple call to the AES or something?

>> Summats up with your setup, works fine here with no setting of clock.

>That's because you use a Mega STE with an integrated RTC whereas Lyndon
>uses a "normal" STE without.

I'm sure he's got an RTC, his messages always have a valid time on them.
Thats what i based my reply on.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6829. Atari on TV

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <90p9kkron3@newsg2.svr.pol.co.uk>
Source record: 53354

I saw something today that made me think...
I taped the Goodness Gracious Me night on UK Play on sattellite and noticed an advert for LA 7 which is S-Club 7's 'We love ourselves!' TV show. In the advert one of the boys in the group is wearing a T-shirt with a very large and rather blatant Atari Logo on it. I want to know where I can get such a t-shirt.
Has anyone else noticed anything about Atari on TV recently? (apart from Hasbro re-releasing the classics with a twist under the Atari badge)

DjS

6830. Atari on TV

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <90p9me$1op$3@newsg1.svr.pol.co.uk>
Source record: 53355

I saw something today that made me think...
I taped the Goodness Gracious Me night on UK Play on sattellite and noticed an advert for LA 7 which is S-Club 7's 'We love ourselves!' TV show. In the advert one of the boys in the group is wearing a T-shirt with a very large and rather blatant Atari Logo on it. I want to know where I can get such a t-shirt.
Has anyone else noticed anything about Atari on TV recently? (apart from Hasbro re-releasing the classics with a twist under the Atari badge)

DjS

6831. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2E06A0.16FEC20C@ooc.de>
Source record: 53415

Steve Sweet wrote:

> If i convert a partition to FAT32, what if any are the advantages, can a
> boot partition be FAT32.

You can't boot from a FAT32 partition and you will lose all your data on
this partitoin when converting it to FAT32. FAT32 is quite useless
unless you have a need for really large partitions and don't use MiNT.
For MiNT it makes more sense to use Linux compatible partitions instead.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6832. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2E06FE.B4F2C316@ooc.de>
Source record: 53416

Derryck Croker wrote:

> I'm guessing that one could also add the ability to access a SCSI scanner
> ScanX) from within MPC with either HDDriver or SCSIDRV installed.

That's correct. You don't need HDDRIVER for that but only SCSIDRV.
Provided, of course, your scanner drives is based on the SCSI Driver
interface.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

6833. Re: External harddiskdrivers and CT2

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A2E0A36.87FEB5E8@siemens.at>
Source record: 53417

Peter Persson wrote:
> I'm having trouble booting with external harddiskdrivers on my CT2.. I have
> tried CBHD and a demo of HDDriver, as well as the external version of
> Cecile.When I select "external" in the setup, nothing happens in turbo mode
> (Tos 4 and TOS 7.x). It says something like "no bootable partition found" or
> similar. If i boot in standard mode, it finds the driver and boots up. I
> really would like to use another driver as Cecile does not have support for
> XHDI, and all filesystems in MiNT needs XHDI..

Do you boot from IDE ? I had to throw away the original IDE HD and buy
a new fast one before I could use HDDriver in CT2 turbo mode.

Gerhard

6834. Re: 86000 Disassembler

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <90la0hhuv01$1@news.t-online.com>
Source record: 53418

> >Does anyone know an internet adress where i could get one ? (Freeware)
> >
> Try the 68k FAQ, I think that has a section on that kinda stuff.
>
> Lyndon Amsdon

thanks,
but where can i find the 68k FAQ ?

Mirko

6835. Re: 86000 Disassembler

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A2E2D7A.24CDA5B@avtomatika.com>
Source record: 53419

I have it somewhere in my backup files. I can email to you.
Do you want only disassembler/debugger or assembler also ?

Regards,

Branko

Mirko wrote:

> > >Does anyone know an internet adress where i could get one ? (Freeware)
> > >
> > Try the 68k FAQ, I think that has a section on that kinda stuff.
> >
> > Lyndon Amsdon
>
> thanks,
> but where can i find the 68k FAQ ?
>
> Mirko

6836. Re: 86000 Disassembler

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <90la90$va5$06$1@news.t-online.com>
Source record: 53420

> If you dont mind using a emlator, you could try TT-Digger (see sig).
>
> --
> Groeten; Regards.
> Henk Robbers.

thanks,
with an emulator its not a big problem, (i have boogaboo-dissass for the ST), but i hoped to find an easier way to disassemble the 68k code...
-a little dos application with command line parameters would do it, but it seems to be a problem to find something on the web.

Mirko

6837. Re: External harddiskdrivers and CT2

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Sacha Hnatiuk <shnatiuk@wyde.com>
Message-ID: <90lgn0$6dq$1@nnrp1.deja.com>
Source record: 53421

In article <9N7W5.2015$tm.7174@nntpserver.swip.net>,
"Peter Persson" <pep@NOSPAMmbox306.swipnet.se> wrote:
> I'm having trouble booting with external harddiskdrivers on my CT2..
I have
> tried CBHD and a demo of HDDriver, as well as the external version of
> Cecile.When I select "external" in the setup, nothing happens in
turbo mode
> (Tos 4 and TOS 7.x). It says something like "no bootable partition
found" or
> similar. If i boot in standard mode, it finds the driver and boots
up.
When you select external boot, i use the standard routine in the tos
that search about IDE0 and SCSI 0 to 7. This code use the dmaread
function to read the boot sector and after execute it. The only change
between normal and turbo mode is the speed: so perhaps, your hdd is too
slow to start and you must wait a while. So select the wait option and
enter a good value of time (15 seconds to start): this option (like the
test ram) work only after cold reset of first start of the computer.

>I
> really would like to use another driver as Cecile does not have
support for
> XHDI, and all filesystems in MiNT needs XHDI..
The real problem about this was a lot time in discuss with David, so
try again :-))

--
Sacha Hnatiuk
Alternate e-mail:
shnatiuk@wyde.com
sacha.hnatiuk@online.fr
centek@online.fr

Sent via Deja.com http://www.deja.com/
Before you buy.

6838. Re: 86000 Disassembler

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <90ljst$5e3$06$1@news.t-online.com>
Source record: 53422

> I have it somewhere in my backup files. I can email to you.
> Do you want only disassembler/debugger or assembler also ?
> Regards,
> Branko

Thanks a lot ! I only need a disassembler, but if there's an assembler
available too i woudn't say "no"...

Please mailto mirko@ubuxe.de

Greets, Mirko

6839. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a2e1cee64f890@free.fr>
Source record: 53423

Hello,

in article <3a2de2f8$0$173@news.zetnet.co.uk> (comp.sys.atari.st)
Derek W W Hunt wrote on Wed 06-12-2000 06:55 (GMT):

> I have tried that but as I explained the emails just are not seen
> by NEWSIE,thats those before the offending one,and as NEWSIE reads
> the last one it bombs out throwing me back to the desktop.

Juste a thought: maybe the header of those mails are to big for Newsie,
or when parsing the mail Newsie crash on an unexpected character.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

6840. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <V41DoOCOnIL6Ew46@lovecraft.demon.co.uk>
Source record: 53424

Once upon a time <B6530D4E.62DA%nameerf@flash.net>, Michael and Nicole
Freeman <nameerf@flash.net> grabbed chalk and scrawled:

>Not to rain on your parade, but what would be the point?

To keep the Atari brand alive and visible, something which Hasbro appear
to have found to be beyond their capabilities after a brief attempt.

>What I think we all
>want in any new "Atari" computer here is something that will not only be
>fast and reliable but, oh, I don't know, maybe run Atari software?

Exactly /which/ new Atari software do you want to run?

The old guard of Atari users are never going to be happy, and to be
frank, /we don't matter/ commercially. So what if a few thousand of us
would rather use Papyrus than Word? It doesn't make anyone enough money.

You want to run Atari software, well, there, there's your ST/TT/Falcon.
Most Atari software was written to run on them.

You can't make the machine faster without sacrificing software
reliability (if you could have done, then every musician in the world
would have chucked their ST out long ago and bought the Falcon, but
discovering that most of their software had problems or simply wouldn't
work, they stuck with the ST, and if they had used a Falcon, it's nearly
always for recording). The consumer isn't going to go through the
hurdles required to make Hades/Milan clones genuinely usable, and if you
throw back that they can run Linux, so what? So can a PC clone for half
the price.

>I could
>buy any old PC and slap an Atari label on it. Would that change the computer
>a whole lot? I don't think so.

No, it wouldn't. Hence the marketing.

>Besides there's a reason I don't own a PC.
>Making an "Atari" that just ran Windows and PC software would make me want
>to puke. Atari actually tried that once with their "Atari PC". That didn't
>get them anywhere. What makes Atari computers unique is the character of its
>operating system(s), the spirit of not being just your everyday ho-hum
>boring pain in the butt PC, the people here who love these machines, and for
>me, just knowing that I use a really cool old non-mainstream machine with
>relatively few problems.

Whoosh. I owned a BeBox. Notice the past tense there.

You or I don't figure in the equation. We've got an Atari to run Atari software. I hate to say it, but there's little relevance in TOS-based machines these days, beyond 'enthusiasm'. And enthusiasm rarely makes commercial sense.

>So what if there's not always software for what I
>want to do. That's what I bought a Mac for.

Apple don't license their technology anymore, otherwise I'd have suggested Apple clones.

>The software that does exist is
>great, and the machine (besides speed and other "modernity" issues) is a
>great machine that I love to use. Reducing these great machines to simple
>Bill Gatesian zombie-clones would be the biggest waste of time, money and
>energy possible.

The ST was little more than a clone of a CP/M based system with a soundchip tacked on. The Amiga offered more 'unique' qualities.

I'm not dissing the Atari range, I just spent a fair amount on a Falcon ferchrissakes, but I'm trying to be realistic.

PPC Clones are a good idea, but they are expensive and don't make financial sense. If you want to capture an existing market, you forget about the computer, take the easiest route (PC), and work on /software/ to provide an easy migration path.

Make it easy for DTP people and musicians to migrate to your Atari PC, then use the profits to develop a real alternative, not something sadly half-baked. A PPC based Falcon with Videl accessing it's own RAM, G4 providing the DSP, and the OS in Flash ROM allowing for the real benefits of the Atari - OS stability.

I'm not thinking 'what's the next level for Atari ST technology'. ST technology is fundamentally a dead end. I'm thinking 'what can be done to keep Atari alive, and preferably making computers'.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6841. Re: Ultimate Virus Killer 2000 (Atari S

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2sn9d5u03290c@corp.supernews.com>
Source record: 53425

On 5 Dec 2000 21:01:12 -, "Shiuming Lai" wrote:
>"Steve Sweet" <stevesweet@bun.com> wrote in message
>news:976036538-795693AEicMi@bun.com...

Hi Shiuming

>> >> There is now an official "UVK 2000" support site
>>
>> >Why do we still have to enter time/date on startup? Can't you do a
>> >simple call to the AES or something?
>>
>> Summats up with your setup, works fine here with no setting of clock.
>
>That's because you use a Mega STE
>with an integrated RTC whereas
>Lyndon uses a "normal" STE without.

Read my other post :)

BTW, my STE isn't "normal" as you like to put it. Tut tut, these
people with Falcons, I don't know.... :P

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6842. Re: Atari/Mac disk incompatibilities

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3A2E5447.5F80B326@mrgs.cix.co.uk>
Source record: 53426

Hallvard Tangeraas wrote:
>
> Here's a strange problem which I can't seem to figure out:
>
> I format a (DD) disk on my Mac (choosing the MSDOS format) or my STe
> with "Hcopy" (as it formats MSDOS properly, unlike many other
> formatters), but they only work with the machine they're formatted on!

Use PC formatted disks. They can be read by the Mac or Atari. Works with
Zip disks on my Falcon/G3.

Chris

6843. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B653CA5D.62EE%nameerf@flash.net>
Source record: 53427

First, let me say, I'm sorry if I was excessively harsh in my last posting.
I misunderstood your intentions and got a little upset.

>> Not to rain on your parade, but what would be the point?
>
> To keep the Atari brand alive and visible, something which Hasbro appear
> to have found to be beyond their capabilities after a brief attempt.

I think the reason Hasbro has had trouble keeping Atari alive is because the name Atari doesn't carry any weight anymore other than for nostalgia. And the newer generation of video game players either aren't interested in nostalgia or may not have even been alive in Atari's hayday, so wouldn't feel nostalgic anyway. What today's game players want is something flashy, modern, and gruesome (if the games advertised on TV are any indication). And Atari games weren't any of that, and lose something of their charm when made into that.

> You can't make the machine faster without sacrificing software
> reliability (if you could have done, then every musician in the world
> would have chucked their ST out long ago and bought the Falcon, but
> discovering that most of their software had problems or simply wouldn't
> work, they stuck with the ST, and if they had used a Falcon, it's nearly
> always for recording).

I for one did ditch my ST for my Falcon, and couldn't have been happier with my decision. I can still play many of my ST games and other software (not 100%, and some via Backwards or other ST emulation, but I don't mind as games weren't my forte anyway), as well as a bunch of TT and Falcon software that are even better. And as far as new software goes, I believe the push now is to make software that is less system-specific that would run on any GEM/Magic/NAES-based machine.

>> I could
>> buy any old PC and slap an Atari label on it. Would that change the computer
>> a whole lot? I don't think so.
>
> No, it wouldn't. Hence the marketing.

What angle would you market it with? I would think it would be pretty tough since it would simply be a new unknown face in the crowd of existing PC's? It would have to be something pretty incredible to compete with the likes of Gateway, Dell, HP, Compaq, IBM, etc. who've been well-known in the PC world for a long time.

>> So what if there's not always software for what I
>> want to do. That's what I bought a Mac for.

>
> Apple don't license their technology anymore, otherwise I'd have
> suggested Apple clones.

And I personally enjoy using my Atari more than my Mac, too. The Mac is just a stop-gap measure so I can do all the Internet work I need to do that the Falcon is incapable of.

>> The software that does exist is
>> great, and the machine (besides speed and other "modernity" issues) is a
>> great machine that I love to use. Reducing these great machines to simple
>> Bill Gatesian zombie-clones would be the biggest waste of time, money and
>> energy possible.
>
> The ST was little more than a clone of a CP/M based system with a
> soundchip tacked on. The Amiga offered more 'unique' qualities.

In hardware, maybe. I'm talking about the whole package that's unique. OS, software, usability, MIDI, everything that the ST/TT/Falcon evolved from beyond the CP/M construction. And when I say uniqueness, I'm comparing it to the PC, which has become so blandly commonplace. As far as the Amiga goes, they're in more or less the same position as the Atari crowd. I think most small, non-mainstream platform offers some unique character that PC's and Mac's can't compare to.

> Make it easy for DTP people and musicians to migrate to your Atari PC,
> then use the profits to develop a real alternative, not something sadly
> half-baked. A PPC based Falcon with Videl accessing it's own RAM, G4
> providing the DSP, and the OS in Flash ROM allowing for the real
> benefits of the Atari - OS stability.

I see. This is where I was misunderstanding you. So you're trying to make an Atari PC to capture the *PC* market, then use the money to produce an Atari-clone, right? That makes more sense and is an interesting idea if you could pull it off. I was misunderstanding your intentions by thinking you were trying to make an Atari PC to tempt Atari users away from their Atari's and into the PC world. While I think this cause is much better than my original perception, I think you'll still run into the problem of PC's being so common and other companies being more of a household name than Atari is right now, that you won't grab all that many PC users unless what you produce is incredibly stunning, incredibly well-made, and incredibly cheap. I would applaud you and do what I could to support you in the venture, though, if you could do it (unless it meant having to use Windows. YUCK! ;).

Mike Freeman
nameerf@flash.net

6844. Re: 86000 Disassembler

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <90lusibll3@news1.xs4all.nl>
Source record: 53428

Well first pick up dthe Gemulator.
Then pick up the TT-Digger intelligent interactive
disassembler.
There is nothing better than this product from Henk Robbers.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 4 Dec 2000 16:09:01 -, Lyndon Amsdon wrote:
>On 4 Dec 2000 08:55:51 +, "Mirko" wrote:
>>Hi,
>>I am looking for an usable 86000-disassembler to use under Win32. I want to
>>have a look at old Atari-Codes, trying to remember some of my genious
>>juvenile coding tricks ;-)
>>
>>Does anyone know an internet adress where i could get one ? (Freeware)
>>
>Try the 68k FAQ, I think that has a section on that kinda stuff.
>
>Lyndon Amsdon
>--
> +--------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +--------------------------+
>.

6845. IDE hard disk

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Carlos <carlo.armandi@tin.it>
Message-ID: <8%uX5.2435$x_2.128884@twister1.tin.it>
Source record: 53429

How connect a ide hd on my 1040 st ?

thanks
Carlo

6846. Re: How to copy files.PC to STE.

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uhWxJKA3goL6EwPf@steverosie.demon.co.uk>
Source record: 53430

In article <fmnl2tspllsduqe6uikoim3dtm7ed0f597@4ax.com>, Bob Retelle
<bobr1@provide.net> writes
>On Sat, 2 Dec 2000 09:30:20 -0000, "dolan morrison"
><dolan.morrison@ntlworld.com> wrote:
>
>>Hoe do i copy files from a PC to my Atari STE..The PC does not recognize the
>>ste floppy and vice versa.
>>Thanlyou.
>>
>
>Format the disk on the PC, but at the top of the Format dialog box,
>select "720K" instead of the default 1.44Meg setting.
>
>The Atari uses a low density disk drive that can't read standard PC
>disks, but by formatting it as a 720K disk, both systems should be
>able to read it.
>
>BobR
>

Hi

NO.. No.. No

The Atari ST uses a DOUBLE DENSITY disks (720k) not a 360k one!!! Modern
pc use HIGH DENSITY disks (1.44).

The disks are different, HD have 1 write protect hole and a hole u can't
close, they usually have 'HD' on them. The media, the stuff that your
valuable data is written too, is different as well.

Some Atari's will cough and splutter reading a HD disk formatted as a
720k one!

NONE of my DD Atari floppies will read one (hd one that is)! I do have a
very generous external drive that WILL read them.

All it takes is 1 bit, in the bit stream and your data is gone. What's
more you may not be aware of the corruption, the file may read ok, but
it only takes 1 eighth of a byte!!! 1 fraction of a fraction of a nano
second wile reading and you've lost that valuable data!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *

Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6847. Re: Looking for "Resolution 101"

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <rBNwxUAZioL6EwN4@steverosie.demon.co.uk>
Source record: 53431

In article <bc7r2tksin5vjb6v72cr8j5tb6sjlv8qon@4ax.com>, Bob Retelle
<bobr1@provide.net> writes
>
>I've been idly watching "For Sale" posts for a while now, hoping this
>might come up, but so far it hasn't.
>
>If anyone has, and would like to sell, an ST game called
>"Resolution 101", let me know.
>
>I played a demo of the game years ago, but never saw it in a store.
>
>
>Thanks!
>BobR
>

Hmm! that rings a bell....

send me an email with 'Wanted res 101' in the subject:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6848. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2t3ka2cef8veb@corp.supernews.com>
Source record: 53432

On 6 Dec 2000 02:03:34 +, Henk Robbers wrote:

Hi Henk

>Lyndon Amsdon wrote:
>
>The black buttons were a feature of v0.7b. :-)

What so I can't even see the text??!! I get solid black boxes
everywhere.

>Did you try the most recent version?

Last time I tried was with v8, but never got that to run, so tried v7
again. I need to preserve memory and keep it speedy so I'm sticking
with Magx until I get something more powerful.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6849. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90m7eipdr3@snipp.uninett.no>
Source record: 53433

Steve Sweet <stevesweet@bun.com> wrote:

>>> How much soldering is a lot?

>>About 8 wires.

> You call this a lot??????????????..

The wires is the easy part, the tricky part is to lift two legs on the CPU
and connect one of them to ground. They're pretty small...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6850. Pictures in Papyrus Base

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3a2ea200$0$179@news.zetnet.co.uk>
Source record: 53434

Does anyone know how to store pictures in a Papyrus database? I can define a field as Picture data type but can't work out how to get an image into it.

The data entry form simply displays a box with the text "You may drop an image into here" in it, which is not very helpful for a single-tasking system. The Help offers no useful help, being frustratingly slow and searching for what I would consider to be key words ("picture data type" etc.) produces nothing, only a statement to the effect that pictures may be stored, without saying how.

Maybe I'm missing something obvious!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

6851. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <976134732.15690.0.nnrp-04.9e983130@news.demon.co.uk>
Source record: 53435

On 6 Dec 2000 06:47:33 G, Derek W W Hunt wrote:

>> Is it a message from 'net-minder' in MIME format?
>
>> I can sometimews get other mail to load but newsie doesn't 'see' them.
>
> Hi Mike.
>
> You have hit the nail right on the head. Yes it is a message from
> the net minder,or rather a part message. Yes other mail does load
> and NEWSIE cant see them and the only way to read them is to go
> into the MAIL folder.
>
> Thanks for your input.
>
> Derek

I've 'solved' the problem ;-)

I got my daughter to download my mail for me, she uses a Yahoo account on
her PC. You can get at your e-mail from it via pop3 call(I think).
She loaded all the mail without problems onto her system & then deleted
the e-mails on the server. I've just got some fresh mail without
difficulty. Still don't know what caused the original problem but this is
one way of sneaking round it, you'll have to find someone with a PC though.

Regards

Mike Bedford

6852. Re: IDE hard disk

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Bill Varley <wvarley@compt.com>
Message-ID: <bCxX5.9515$7.353915@quark.idirect.com>
Source record: 53436

Go to
http://www.geocities.com/SiliconValley/Bay/8745/pages/hardware.html
There you will find a couple of options for connecting IDE to Atari ST. I
would recommend the solution by Mario.
Bill
"Carlos" <carlo.armandi@tin.it> wrote in message
news:8%uX5.2435$x_2.128884@twister1.tin.it...
> How connect a ide hd on my 1040 st ?
>
> thanks
> Carlo
>
>
>

6853. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <90m9putaf1@nnrp1.deja.com>
Source record: 53437

In article <90m7eipdr3@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> Steve Sweet <stevesweet@bun.com> wrote:
>
> >>> How much soldering is a lot?
>
> >>About 8 wires.
>
> > You call this a lot??????????????..
>
> The wires is the easy part, the tricky part is to lift two legs on the
CPU
> and connect one of them to ground. They're pretty small...
>

And then there is the buffer mod installation, and don't forget, can't
live without a Nemesis installed:).......

Well worth the asking price.....
Can I use a credit card?

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

6854. Re: Linking 2 STs for Music

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <3HyX5.24060$eT4.1610630@nnrp3.clara.net>
Source record: 53438

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t2ne0cm5vfdf6f@corp.supernews.com...
> On 3 Dec 2000 20:03:45 -, "Shiuming Lai" wrote:
> >Or a cheap Falcon and wait for New Beat's
> >ACE soft-synth (which started life as a high
> >quality sample player then evolved to include
> >synthesis).
>
> Hi Shiuming,
>
> I would have a Falcon, but the guy who is selling one, Paul Mac who
> lives only some 20 miles anyway,

Oh, that's just a stone's throw.
Take an afternoon stroll.

> fails to reply to my emails.

Be patient, there's probably a good reason.

> I would
> really like one, but I want to be able to see it first.

Good idea.

> BTW for good Atari stuff, which is a /lot/ cheaper than Ebay, check
> out http://www.upmystreet.com, but best for UK residents only.
> There's seems to be a lot of Atari gear. Midex, 2 Falcons about 160
> quid each, Atari laptop for 200ukp etc... etc....

Yes, only I've seen a lot of stuff
that's "cheap" from such places
and ends up needing more in the
way of repairs and replacement
parts. A bit like the chap who
bought an ST for £1 then found
it needed repair... You can't see
the stuff and you don't know its
history.

Shiuming Lai

6855. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90mdghqbe5@snipp.uninett.no>
Source record: 53439

Mike <magicmac@my-deja.com> wrote:

> And then there is the buffer mod installation, and don't forget, can't
> live without a Nemesis installed:).......

I removed the Nemesis a few months ago, my Falcon is definitely more happy without it. Less DMA-trouble and no black screen at power-up (this sometimes happens because the RTS-pin on the keyboard ACIA goes high for a split second, thus switching the Nemesis to 40MHz and back just as it powers up).

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6856. Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3a2ec03e@news.victoria.tc.ca>
Source record: 53440

Hello...

Some time ago I upgraded the single sided floppy drive in a 520 ST I was given by simply replacing it with the double sided (720K) floppy drive from my non-working 1040. I do not recall having to do anything other than unplugging the old one and plugging in the "new".

Floppy drives are so cheap now I was thinking of replacing it with a 1.44 floppy drive.

Can I just exchange the old drive (double sided 720K) for the new drive (double sided 1.44M) or what else would I have to do?

I also have an external single sided floppy drive - I have the same question - can I simply put in a new drive, or what else would have to be done?

Thanks for any suggestions or pointers.

6857. Re: Pictures in Papyrus Base

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2tg8hjec0vu19@corp.supernews.com>
Source record: 53441

On 6 Dec 2000 20:30:56 G, Chris Simon wrote:
>Does anyone know how to store pictures in a Papyrus database? I can
>define a field as Picture data type but can't work out how to get an
>image into it.
>
>The data entry form simply displays a box with the text "You may drop
>an image into here" in it, which is not very helpful for a
>single-tasking system. The Help offers no useful help, being
>frustratingly slow and searching for what I would consider to be key
>words ("picture data type" etc.) produces nothing, only a statement to
>the effect that pictures may be stored, without saying how.

I'm not sure. Have you tried the picture window???

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6858. Sting/COPS,X/ZControl incompatible?

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a2ec438$0$175@news.zetnet.co.uk>
Source record: 53442

Hi all,

My latest Milan problem, like all the rest, 'cos I can't keep well alone!! Tried IConnect instead of Sting, so disabled Sting etc. IConnect much faster on CAB, but need Sting for Amail and Newsie. When I went back to Sting, something had happened such that none of the control panels Cops, ZControl or XControls will load. If I change Cops to an APP and click on it after Sting Loaded, screen freezes. I use MagicMilan and Jinnee. It all worked well before I tried out IConnect. Wierd!! When I engage DIALER.APP, it tells me Sting is not activated, (because the Sting CPX isn't active) but allows me to go on line at 19,200 instead of my usual V96.

Any ideas, please.

Bob King.

6859. Re: what printers are compatable??

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <90mh8v$42s$1@nnrp1.deja.com>
Source record: 53443

In article <3a2e4b72692a60@elis.demon.co.uk>,
augeas@elis.demon.co.uk wrote:
> on Mon 04-12-10 12:34 Hugh Lutley wrote:
>
> I'm using a H.P. Deskjet 610C. I wonder if that's the last
> "proper" non brain-dead Windoze printer they'll produce ? The mono
> and colour output are both fine, but I lack the software to tweak the
> alignment of the cartridge.
>
Fortunately, no. If a printer claims to work under DOS (which nearly
all the present HP printers do), you'll at least be able to print. I
use a 612CL (effectively the same as your 610), and 600dpi black and
300 dpi color work great using the 600C drivers.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

6860. Re: ram question

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: Sqwirl <powerpad113@home.com>
Message-ID: <VAzX5.175967$td5.25220021@news1.rdc2.pa.home.com>
Source record: 53444

Where would one go about getting that type of board for an atari stfm and how much would it cost. I also have so many 1mb 30 pin simm chips if anyone needs a few just drop me a line and ill be happy to give them to you for next to nothing over shipping or a trade for some st games.

Sqwirl
<chrisc1966@my-deja.com> wrote in message
news:8urak6qbv1@nnrp1.deja.com...
> In article <3A10D6B4.58085927@sympatico.ca>,
> pamsfolks@sympatico.ca wrote:
> > If one is to use simm for upgrade, you require a board for the chips,
> > and what kind of chips are then used? Thanks.
> >
> >
>
> Eh?....If you've an STe then SIMM's should go straight in, if you have
> one of the rare ones that takes SIP's (or a Stacey) then I have some
> 1Mb SIP's somewhere.....If you have a Falcon or a TT then they used
> plug-in boards for memory and some of these use SIMM's. Some of the
> boards use 72-pin and some use 30-pin....If you have an STFM then you
> need a board that plugs into the video shifter and the MMU via ribbon
> cables, and it hosts the SIMM's...
>
> chrisc
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

6861. Re: Pictures in Papyrus Base

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3a2ec643$0$173@news.zetnet.co.uk>
Source record: 53445

On 6 Dec 2000 22:43:29 -, Lyndon Amsdon wrote:
>I'm not sure. Have you tried the picture window???

Erm, what's the picture window?

I think I *am* missing something obvious!

When I bring up the data entry form, I've tried double-clicking in the
picture field, also editing the text displayed in there to the
pathname of the file I want to include, but don't get any result.
There doesn't appear to be an icon for a picture window, and a search
in the Help for "picture window" doesn't return anything.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

6862. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 01:03:34 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A2D9066.21DDDB1B@chello.nl>
Source record: 53404

Lyndon Amsdon wrote:
>
> I've tried it but coulnd'nt get it set up very well. DEad slow on an
> ST. All the icons like the Cancel/OK buttons on the fileselector were
> just a shade of black. Am I using a colour version, as there was
> supposed to be two versions, but never found any monochrome ones.

It will never be fast on a 68000, but v0.904 is at least twice as fast as v0.7b
The black buttons were a feature of v0.7b. :-)

Did you try the most recent version?

--
Groeten; Regards.
Henk Robbers.
!!! I have new addresses. !!!
mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

6863. Re: Hasbro & www.atari.com ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 01:29:07 UTC
From: swampfox1@earthlink.net
Message-ID: <DDgX5.49409$nh5.3673284@newsread1.prod.itd.earthlink.net>
Source record: 53405

On 4 Dec 2000 00:37:26 G, TC Steve wrote:
>Hasbro has turned www.atari.com into a subdomain and makes to mention of
>"Atari" on its new site.
>
>I've hear rumours to protest this act by Hasbro and continue the Atari name.
>Anyone feel like e-mailing Hasbro and politely asking them to keep our
>favourite video game name alive?
>
>If they're not interested in the Atari name, then maybe they should turn it
>over to us Atari users? :)
>
>- Trenchcoat Steve

Hi Steve,
If you do a search of "Atari" on Hasbro's site, you'll get an Atari
game related page (logo on a pic of a console). Also, there's a copyright
link there listing Atari Interactive (n affiliate of Hasbro) as owning
the Atari copyright. Atari is'nt listed as a "platform" but it is
listed in a pop-up (catagories, I think).
John G.

6864. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 01:37:39 UTC
From: swampfax@atlantic.net
Message-ID: <DLgX5.49430$nh5.3673284@newsread1.prod.itd.earthlink.net>
Source record: 53406

On 5 Dec 2000 19:29:06 G, Derek W W Hunt wrote:
> Hi Atarians
>
> Over the last 2 days I have been getting some trouble with my
> emails. Your thoughts,advice etc would be appreciated.
>
> I am using,as you can see from the headers,NEWSIE 0.96 to
> collect my mail and newsgroups. All goes well to download my
> news for Offline reading,over to "Get Mail" and,providing there
> is something there NEWSIE starts to download it. If (just as an
> example)there are say 4 messages the first 3 come through with
> no problem the last one will start to download,hits roughly
> 4116 bytes (status window) and bombs with 2 bombs and sends me
> to the Desktop.
>
> Going back to NEWSIE and opening the Mailbox shows it is
> empty,BUT if I go back to the Desktop and open the NEWSIE file
> and then the Mail Folder the 4 messages are there to be read.
> The last one (In this case MAIL004.TXT) is incomplete. THIS
> MESSAGE IS FROM THE SAME SOURCE (same message to be honest)
> each time. Deleting it makes no difference,leaving it in the
> Folder only means I start a collection of the same files in the
> folder.
>
> Any thoughts on how to get rid of this email? I have tried
> wiping NEWSIE completely and starting afresh.
>
> Apologies for the rather long spiel.
>
> Regards Derek
>
> dhunt@zetnet.co.uk
>
> The Non Welsh Welshman.
>
>
>.
Derek,
If you have'nt already, try using "Get Selected Mail" and delete the
file on the server without downloading it.
John G.

6865. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 02:20:49 UTC
From: dlormand@aztec.asu.edu
Message-ID: <90k7q1$mm4$1@news.asu.edu>
Source record: 53407

>>Well, after waiting all weekend for even acknowledgement from any of
>>the Apple groups, I'm going to take my chances. At worst, I smoke
>>a gadget I got for free.
>
>So, how did it go?

Actually (sheepish grin), a local friend (hi, Mike!) suggested I
talk to the local Mac dealer. No, now wait! Every other time
I had gone in that shop, I got zero help, so i had a mental block
against even considering it.

So I called them and asked them my question. Responses:

1. What's a PowerCD? (they don't know their own products.)

2. What are you going to do with it? What's an Atari?

3. Don't use that radioshack power pack, bring it in and we'll
sell you an official Apple power pack!

So now, I guess it won't hurt to wait a bit more til I can go
by the store and see how much a power pack costs. If they got
one and the PowerCD works, I can (a) buy it if it isn't too
much or (b) throw my meter on it if it is and get my answer.
If they don't have one and have to special-order it, my price
threshold goes way up, before I say "never mind" and proceed
with my experiment.
--

6866. Re: Ethernet upgrading difficulties with Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 02:53:14 UTC
From: wongck@letterbox.com
Message-ID: <90k9md$mv1$1@mailint03.im.hou.compaq.com>
Source record: 53408

In article <1boo2t8e7f4r1l53kdd70k5bm7me029oqg@4ax.com>, Bob Retelle <bobr1@provide.net> wrote:
>When the TT was designed, there WERE no PCI slots ANYWHERE. The
>"cheap" parallel port was just like EVERY OTHER parallel port on the
>planet - there WAS no EPP/ECP... AT THE TIME.
>

The original parallel port does have 4bytes input, they allow slow bidirectional input. This was in the XT specs. Even the Falcon parallel port does not have these 4bytes input but it is bidirectional! The earliest parallel port ethernet adapter workes on using this slow 4bytes input lines. The EPP/ECP specs may be later than the ST/TT/Falcon (i am not sure) but Atari lamed the parallel port by not providing the 4bytes input.

>The LAN port was designed as an RS422 because that WAS what LANs were
>using at the time - ethernet was barely becoming standard enough to
>allow "LANS" from various manufacturers to inter-operate.
>

The RS422 was used by Apple. I guess Atari STE/TT/Falcon was trying to be a Mac killer (They always wanted to beat Apple even back in the Apple][days with their 400/800). I bought my ST in 89, and my Falcon in 94. But back in 88, the place where I was working was using 8086 (slow 4MHz or smething like that) and 80286 (8-12MHz) machine, and they were all on the Ethernet LAN using Ethernet cards in their ISA slots . All the servers (old DEC/SUN) and even some of the manufacturing equipment controllers are on the LAN. Funny that in University (years before I started working), we were studying IEEE 802.3 CSMA/CD protocol which what Ethernet is. When the TT came out around 89/90, Ethernet was already in use almost everywhere, and I am sure that when the Falcon came out in 92, definately that Ethernet was widely used along with the Internet. (Internet does not imply Ethernet but they go hand in hand in popularity).

They should have stuck a ISA port into Falc or TT. Their next project (fal040??, killed in favour of jag) suppose to have several ports. Anyway, the Atari 386 PC clone had ISA port in them, so they knew how to use them.

>I'll be first in line to criticize Atari's policies, but blaming them
>for not using a crystal ball and designing the TT like a computer from
>10 years in the future is a little silly.

They somehow did, didn't they, with that CD-ROM reader :-)
Way ahead of everyone else.

rgds

6867. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 04:22:48 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6530D4E.62DA%nameerf@flash.net>
Source record: 53409

in article $gfJOIAlsNL6EwdS@lovecraft.demon.co.uk, Richard Kilpatrick at richard@lovecraft.demon.co.uk wrote on 12/5/00 4:10 AM:

> The Atari brand should be kept alive - but forget all the TOS clone
> ideas. Forget emulation. To be relevant to the bulk of society, Atari's
> name should be applied to a custom-cased PC with a bundle of classic
> games, a bundle that includes music software, and running BeOS if
> Windows is abhorrent to everyone (I find Windows 2000 SP 1 to be
> reliable, fast and perfectly capable of doing the job, and whilst it may
> be trendy to dislike Windows, it's also rather silly if that route takes
> you down a path littered with incompatible software, frequent crashes,
> and time-consuming installs).

Not to rain on your parade, but what would be the point? What I think we all want in any new "Atari" computer here is something that will not only be fast and reliable but, oh, I don't know, maybe run Atari software? I could buy any old PC and slap an Atari label on it. Would that change the computer a whole lot? I don't think so. Besides there's a reason I don't own a PC. Making an "Atari" that just ran Windows and PC software would make me want to puke. Atari actually tried that once with their "Atari PC". That didn't get them anywhere. What makes Atari computers unique is the character of its operating system(s), the spirit of not being just your everyday ho-hum boring pain in the butt PC, the people here who love these machines, and for me, just knowing that I use a really cool old non-mainstream machine with relatively few problems. So what if there's not always software for what I want to do. That's what I bought a Mac for. The software that does exist is great, and the machine (besides speed and other "modernity" issues) is a great machine that I love to use. Reducing these great machines to simple Bill Gatesian zombie-clones would be the biggest waste of time, money and energy possible.

Mike Freeman
nameerf@flash.net

6868. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 06:47:29 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3a2de101$0$175@news.zetnet.co.uk>
Source record: 53410

On 5 Dec 2000 22:23:07 G, "Kenneth Medin" wrote:
On Tue 05-12-2000 19:29 (GMT) Derek W W Hunt wrote:

>>Any thoughts on how to get rid of this email? I have tried
>>wiping NEWSIE completely and starting afresh.

>Get Popwatch from http://www.the-gap.demon.co.uk/

Many thanks Kenneth.I will go and get it and try it out.To be honest
I have never used anything but NEWSIE before as it has never given me
any problems. From what others say it could be the email itself,from
"Mind-It",as others have met the same problem.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

6869. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 06:47:33 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3a2de105$0$175@news.zetnet.co.uk>
Source record: 53411

On 5 Dec 2000 22:54:07 G, M.Bedford wrote:
On 5 Dec 2000 19:29:06 G, Derek W W Hunt wrote:

>> Over the last 2 days I have been getting some trouble with my
>> emails. Your thoughts,advice etc would be appreciated.

big snip..

> I'm having the same problem

> Is it a message from 'net-minder' in MIME format?

> I can sometimews get other mail to load but newsie doesn't 'see' them.

Hi Mike.

You have hit the nail right on the head. Yes it is a message from
the net minder,or rather a part message. Yes other mail does load
and NEWSIE cant see them and the only way to read them is to go
into the MAIL folder.

Thanks for your input.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

6870. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 06:55:52 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3a2de2f8$0$173@news.zetnet.co.uk>
Source record: 53412

On 6 Dec 2000 01:37:39 G, John Garone wrote:
On 5 Dec 2000 19:29:06 G, Derek W W Hunt wrote:
>> Hi Atarians

>> Over the last 2 days I have been getting some trouble with my
>> emails. Your thoughts,advice etc would be appreciated.

> If you have'nt already, try using "Get Selected Mail" and delete the
>file on the server without downloading it.
> John G.

Many thanks for your input John.

I have tried that but as I explained the emails just are not seen
by NEWSIE,thats those before the offending one,and as NEWSIE reads
the last one it bombs out throwing me back to the desktop.
The mails can be found though by manually entering the MAIL
folder.

Regards
Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

6871. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 07:09:44 UTC
From: swampfox1@earthlink.net
Message-ID: <YCIX5.40766$II2.3637441@newsread2.prod.itd.earthlink.net>
Source record: 53413

On 6 Dec 2000 01:37:39 G, John Garone wrote:
>On 5 Dec 2000 19:29:06 G, Derek W W Hunt wrote:
>> Hi Atarians
SNIP
>>.....NEWSIE starts to download it. If (just as an
>> example)there are say 4 messages the first 3 come through with
>> no problem the last one will start to download,hits roughly
>> 4116 bytes (status window) and bombs with 2 bombs and sends me
>> to the Desktop.
>> Regards Derek
>Derek,
> If you have'nt already, try using "Get Selected Mail" and delete the
>file on the server without downloading it.
> John G.
>.
Derek,
Aside from switching mail programs, another way is to call your ISP
and have them delete it on their end. Also, If you have Earthlink,
they provide an on-line mail service (I don't particularly care for)
where files can be deleted, etc.
John G.

6872. Re: Ultimate Virus Killer 2000 (Atari S

Newsgroup: comp.sys.atari.st
Date: 2000-12-06 07:33:26 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3a2debc6$0$175@news.zetnet.co.uk>
Source record: 53414

On 5 Dec 2000 21:01:12 -, "Shiuming Lai" wrote:

>> >> There is now an official "UVK 2000" support site

>> >Why do we still have to enter time/date on startup? Can't you do a
>> >simple call to the AES or something?

>> Summats up with your setup, works fine here with no setting of clock.

>That's because you use a Mega STE
>with an integrated RTC whereas
>Lyndon uses a "normal" STE without.

>Shiuming Lai

I get no problems and I`m only using a "normal" STFM. I enter the
date/time in the Control Panel and UVK 2000 (8.1) automatically
accepts it and shows it when I call it for use.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

6873. Re: Synthax? ?h?

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80ofyo1t8c.fsf@junk.nocrew.org>
Source record: 53365

"Iggy Drougge" <optimus@canit.se> writes:

> I found this interesting auction on eBay Germany:
> http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=514658971
> It is touted as a Synthax/Syntari, but the seller knows nothing, and neither
> do I. Is it some kind of rack-mounted Atari ST? Looks really sexy, anyway. =)

Wee, I got it, for only 150DM. It was a really tough fight the last
seconds. Remind me to tell you what it is, when I actually have it in
my hands. Then we have to find some space in our rack, but that
shouldn't be too hard, I think. :)

Tomas

6874. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <O9JX5.6$g65.2511@nsw.nnrp.telstra.net>
Source record: 53366

>
>I've just put 230v down an Acorn Archimedes 3000 motherboard.....
>

Let the smoke out?

Regards,

Clockmeister.

6875. Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Thorsten Marquardt <marquat@uni-muenster.de>
Message-ID: <071220001410366262%marquat@uni-muenster.de>
Source record: 53367

Does anyone know what happened to David Small and his company. His Spectre GCR and his SST and megatalk boards were so fabulous, i still don't understand why he got out of business so suddenly. Does anyone his postal or e-mail adress ?

6876. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <94MX5.15799$bp4.206381@monolith.news.easynet.net>
Source record: 53368

Dave Small is still around, I have pestered him a couple of times re the final state of these products.

He is writing now and seems to be enjoying life. One question he had was should he release the source code for Spectre GCR?

Regards

Julian
Thorsten Marquardt <marquat@uni-muenster.de> wrote in message news:07122000141036626 2%marquat@uni-muenster.de...
> Does anyone know what happened to David Small and his company. His
> Spectre GCR and his SST and megatalk boards were so fabulous, i still
> don't understand why he got out of business so suddenly. Does anyone
> his postal or e-mail adress ?

6877. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <90o59g$c21$1@nnrp1.deja.com>
Source record: 53369

hi

> Last time I tried was with v8, but never got that to run, so tried v7
> again. I need to preserve memory and keep it speedy so I'm sticking
> with Magx until I get something more powerful.

Lots of stuff have been improved since the v8 betas, I think 9.04 is the
latest XaAES so far. It might not be ready for everyday use, but it is
quickly getting there! :)

/Joakim

--
WWW: http://gokmase.atari.o

Sent via Deja.com http://www.deja.com/
Before you buy.

6878. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <90omnkrqr1@nnrp1.deja.com>
Source record: 53370

In article <90mdghqbe5@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> Mike <magicmac@my-deja.com> wrote:
>
> > And then there is the buffer mod installation, and don't forget,
can't
> > live without a Nemesis installed:).......
>
> I removed the Nemesis a few months ago, my Falcon is definitely more
happy
> without it. Less DMA-trouble and no black screen at power-up (this
> sometimes happens because the RTS-pin on the keyboard ACIA goes high
for a
> split second, thus switching the Nemesis to 40MHz and back just as it
> powers up).

I have Falcon schematics, but there must be some difference between the NTSC and PAL motherboards that cause problems I don't see. My AB and MS work fine at 40Mhz. I know several other PAL users had clock problems as well. There are only small changes, but something must cause signal problems somewhere (real scientific statement there). I have a Sparrow, and was toying around (with the idea of) speeding it up. The motherboard is quite different, socketed COMBEL, CPU and DMA however, and would be afraid I couldn't trace a problem if I damaged something. Another problem is identifying the proper place to attach the wiring of the AB as the GALs are not laid out the same, nor have the same markings. I have an adapter to mount an SMT COMBEL into the PGA COMBEL socket, but haven't gotten around to it. Sparrow video modes are not the same as a Falcon. It just seemed easier to burn ROMs for it while playing around with an 060 on the Afterburner.
Now the PAK into STacy has my attention, I doubt I will work on the 060 this winter;).

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

6879. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90oprjbds1@snipp.uninett.no>
Source record: 53371

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> I can hardly grasp the fact that MagiC doesn't run stable on a certain
> batch of Falcons, but since deleting open files is not hardware related...

This is on my TT and Stacy, I don't have MagiC on my Falcon anymore.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6880. Re: Pictures in Papyrus Base

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3a2ff2cb$0$179@news.zetnet.co.uk>
Source record: 53372

On 7 Dec 2000 15:44:12 -, Lyndon Amsdon wrote:
>Well your using a newer version, so I am probably wrong. On pap gold
>it is under the object menu, or something to that description. There
>you can load in images crop them and insert them in your document. As
>I say, I'm using an 0ld verison so I doubt that helps.

Ah, yes. I have Papyrus Gold too, and it allowed you to insert
pictures into your document as you say. This is still available in
Papyrus Office (after all, they wouldn't *downgrade* the word
processor!) but there is now a new database module. You can define
fields as any of the standard types, plus a "picture" data type.
Records are entered via an enhancement of the forms facility.
However, what I'm having trouble with is getting an image into a field
- it doesn't work the same way as inserting a picture into a
word-processor document.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

6881. Re: I earned $2,000 and so could you!

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <976222921.2250.0.nnrp-13.9e983130@news.demon.co.uk>
Source record: 53373

```
On 7 Dec 2000 03:50:40 G, ceo@microbrandsoftware.com wrote:
>TURN SIX DOLLARS INTO SIX THOUSAND QUICK AND EASY Guarenteed
>
>
>-------------------------------------------------------------------------------
>
>
>
>-------------------------------------------------------------------------------
>
>
>READING THIS MESSAGE WILL CHANGE UR LIFE FOREVER
>

Ur was a city in the middle east wasn't it?
I guess Ur life took a turn for the worse years ago.

Perhaps the inhabitants didn't release the power of pyramids.

Leave your razor blades under one overnight & it magically resharpens.
Pyramid schemes (chain letters what's the difference?) will transfer money
from the brain dead to your account. Does anybody really send money in?

Pity they can't charge the spam posters the cost of a stamp for every
recipient of their unwanted garbage.

Mike Bedford
```

6882. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: swampfox1@earthlink.net
Message-ID: <FgTX5.46781$II2.4168411@newsread2.prod.itd.earthlink.net>
Source record: 53374

> > If you have'nt already, try using "Get Selected Mail" and delete the
> >file on the server without downloading it.
> > John G.
>
> Many thanks for your input John.
>
> I have tried that but as I explained the emails just are not seen
> by NEWSIE,thats those before the offending one,and as NEWSIE reads
> the last one it bombs out throwing me back to the desktop.
> The mails can be found though by manually entering the MAIL
> folder.
>
> Regards
> Derek
>
> dhunt@zetnet.co.uk
>
> The Non Welsh Welshman.
>
>
>.
Derek,
Newsie still may show the list to download (get selected mail) even
if the mail does'nt show in the box. It's happened only once to me but
it was a royal pain in the butt to have to go through my ISP to delete
it! I'm not sure wehether it was visible or not (been a while) but I
saved it for John R. in case he got around to working on the problem.
It's burried somewhere in my files but I believe it was from
fruitstick@earthlink.net
John G.

6883. PPC Prices !

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <RITX5.564$ZS1.2407582@nnrp2.proxad.net>
Source record: 53375

Hello,

Here are the US distributor prices for PPC750cxe at 550MHz, the last model
from IBM.
L2 256KB cache on-chip ! 800 Mips
Compare with the 68060 (50 MHz / <100Mips !!) price on my web site !
A hole between the actual market and the atari world ??
No comment...

1K $275.00 / 309 EUR
10K $192.50 / 216 EUR
50K $181.50 / 204 EUR

1 EUR = 0.89 U$D This day !
--
Rodolphe CZUBA
28, rue des Sorbiers
F-60290 LAIGNEVILLE
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

6884. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a300a7d$0$173@news.zetnet.co.uk>
Source record: 53376

On 30 Nov 2000 16:13:45 , Lonny Pursell wrote:

>Anyway, it would be most helpful if all the Hades owners here
>could possibly tell me the exact make and model of their
>IDE drives?

Sorry to be late replying Lonny. I use a Quantum Maverick TM2110A
3.5 series - 2 gig.

HTH

Paul

6885. Re: Hades in an AT case question

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <hfUX5.25216$R77.1920676@nnrp4.clara.net>
Source record: 53377

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:974962696-50008AEicMi@cwcom.net...
> From: "Shiuming Lai" <lais@Spam, chips and gravy.zetnet.co.uk>
> Date: Tue, 21 Nov 2000 15:19:25 -0000
> >Bah - MHz displays. So '80s!
>
> Almost completely useless as well!

In any case, they bear no real relation to
the actual speed of the machine because
they are manually set by jumpers. You
can make them display any speed you like.

Shiuming Lai

6886. Re: Ultimate Virus Killer 2000 (Atari S

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t304omc6evf95a@corp.supernews.com>
Source record: 53378

On 6 Dec 2000 19:15:16 -, Steve Sweet wrote:
>Hi Shiuming
>
>>> >Why do we still have to enter time/date on startup? Can't you do a
>>> >simple call to the AES or something?
>
>>> Summats up with your setup, works fine here with no setting of clock.
>
>>That's because you use a Mega STE with an integrated RTC whereas Lyndon
>>uses a "normal" STE without.
>
>I'm sure he's got an RTC, his messages always have a valid time on them.
>Thats what I based my reply on.

Yes, thanks for looking out Steve. I have got a Forget-me-clock 2,
like I've said before. Control Panal picks the time up correctly. Is
it something to do with me running the year as 1990?

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6887. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <90p3vg$m4h$1@plutonium.compulink.co.uk>
Source record: 53379

In message <3a2ec03e@news.victoria.tc.ca>, yf110@vtn1.victoria.tc.ca said:

>Some time ago I upgraded the single sided floppy drive in a 520 ST I was
>given by simply replacing it with the double sided (720K) floppy drive
>from my non-working 1040. I do not recall having to do anything other
>than unplugging the old one and plugging in the "new".

Normally, no problem. I had a SS Chinon drive fitted in my original STFM
that had a special connector and used a small pcb to 'translate' from
the standard Shugart connector. On removing this a DD replacement drive
worked first time. Compared to a PC, you usually have to twist the cable
to fit the Shugart connector 'the other way round'.

>Floppy drives are so cheap now I was thinking of replacing it with a 1.44
>floppy drive.
>
>Can I just exchange the old drive (double sided 720K) for the new drive
>(double sided 1.44M) or what else would I have to do?

No, you need a small adaptor circuit to double the clock-frequency in
order to use an HD drive in HD mode. At one time TUS (The Upgrade Shop)
sold them for a few pounds; don't know if they are still available.
Needed a connection broken and another made on the Yamaha sound chip,
which doubles as a floppy controller/driver.

>I also have an external single sided floppy drive - I have the same
>question - can I simply put in a new drive, or what else would have to be
>done?

For a DD drive, yes, provided it fits the case. If it's a PC one then
the ID has to be changed with a jumper or solder pad. If you have
modified the internal drive for HD, then you can use an external HD
drive too. Depending on model, this may need an extra wire taken back to
the ST for HD disk detect (on some it can be done on the existing
multiway). TUC supplied different small AUTO folder programs for only
the internal, only the external and both drives being HD. On ST's before
TOS2.06 (I think) you also needed a special formatting program for HDs -
later models had this facility built in. But most of the PD and
commercial formatters can do the job.

>Thanks for any suggestions or pointers.

Many people consider it unsafe to use HD replacement drives with
unmodified STs with DD disks, let alone HD disks, though DDs worked
fine on my machine before I fitted the HD conversion. HD disks need a
higher writing current as they have a higher coercivity magnetic
coating, but most drives, I believe, adjust this automatically from the

HD detect hole sensor.

6888. Re: Pictures in Papyrus Base

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a301b41$0$173@news.zetnet.co.uk>
Source record: 53380

On 7 Dec 2000 20:27:55 G, Chris Simon wrote:

|Ah, yes. I have Papyrus Gold too, and it allowed you to insert
|pictures into your document as you say. This is still available in
|Papyrus Office (after all, they wouldn't *downgrade* the word
|processor!) but there is now a new database module. You can define
|fields as any of the standard types, plus a "picture" data type.
|Records are entered via an enhancement of the forms facility.
|However, what I'm having trouble with is getting an image into a field
|- it doesn't work the same way as inserting a picture into a
|word-processor document.

I managed to see a picture in the database. I created a new file with a picture field. I clicked on the middle icon (looks like an envelope)of the group of 5 at the top right. A grey area appeared with a white rectangle containing the words "You can drop a picture here." The rectangle handles can be grabbed to alter size/shape. I clicked with the right button on the rectangle and got a submenu which included "Graphics" at the top. Clicked on this and got the file selector. Selected an image, clicked on OK and the image appeared in the box.
--
JI Logan

6889. Re: Pictures in Papyrus Base

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3a302420$0$173@news.zetnet.co.uk>
Source record: 53381

On 7 Dec 2000 23:20:33 G, JI Logan wrote:
>I managed to see a picture in the database. I created a new file
>with a picture field. I clicked on the middle icon (looks like an
>envelope)of the group of 5 at the top right. A grey area appeared
>with a white rectangle containing the words "You can drop a picture
>here." The rectangle handles can be grabbed to alter size/shape. I
>clicked with the right button on the rectangle and got a submenu
>which included "Graphics" at the top. Clicked on this and got the
>file selector. Selected an image, clicked on OK and the image
>appeared in the box.

Thanks for the info - I'll try that. Shame the instruction doesn't
seem to appear in the Help anywhere!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

6890. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012071931100.91-100000@TT030>
Source record: 53382

On 7 Dec 2000, Paul Williamson wrote:

> Sorry to be late replying Lonny. I use a Quantum Maverick TM2110A
> 3.5 series - 2 gig.

Thanks for the info. So far I've had no luck loacating such drives
as they seem rather dated, the dealers I've looked at thus far
carry at a minimum 10.2 gig drives.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6891. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <90psup$l09$1@user2.teleport.com>
Source record: 53383
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6892. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <90pt63lbk1@user2.teleport.com>
Source record: 53384
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

6893. Re: Hades060 and EIDE help

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976258522-86933AEicMi@cwcom.net>
Source record: 53385

From: Uwe Seimet <us@ooc.de>
Date: Tue, 05 Dec 2000 16:26:32 +0100

>> That hasn't been my experience. Running MagiC 6.01 and HDDriver (a late but
>> not the latest version), the largest partition that is recognised by my
>> system is 2GB. Hmm, not a restriction of the desktop is it? (jinnee).
>
>I don't think so. Note that you must explicitly tell HDDRUTIL to create
>a FAT32 partition when partitioning, as described in the manual and/or

Yes, that wouldn't be a problem :-)

>README. Also note that at least HDDRIVER 7.9 is required in order for
>HDDRUTIL to support the creation of FAT32 partitions when partitioning.

That /would/ be - I've gone back to V7.71 because later (and some earlier)
versions have some problems with the way I like to work with my scanner. I only
switch it on when I need it, and since the ability to rescan the SCSI bus in
ScanX doesn't work for me, I'm in the habit of running SCSIDRV instead. I then
get crashes - with V7.71 this works perfectly.

--

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6894. Re: what printers are compatable??

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976258524-87454AEicMi@cwcom.net>
Source record: 53386

From: augeas@elis.demon.co.uk (G. R. Greenway)
Date: Tue, 05 Dec 2000 20:18:52 +0100 (MET)

>on Mon 04-12-10 12:34 Hugh Lutley wrote:
>
>>I'm interested in doing my invoices on my falcon but I need to know what
>>printers I can use with it. I have an oldish Bubblejet... could that be used

> I'm using a H.P. Deskjet 610C. I wonder if that's the last

HP printers are amongst the best supported printers as far as Ataru printer
drivers are concerned. However, Hugh does not tell us which program he's
intending to use, so it's not possible to give specific advice.

>and colour output are both fine, but I lack the software to tweak the
>alignment of the cartridge.

I've changed the cart in my 660C a few times, and the alignment has been spot-
on each time. Do we know if the printer stores any realignment info in internal
memory, or is the alignment set by the PC sending code generated by the
alignment utility each time a print job is sent?

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6895. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976258526-87922AEicMi@cwcom.net>
Source record: 53387

From: xlator@cix.compulink.co.uk
Date: 5 Dec 2000 21:04:30 GMT

>In message <3A2B77DB.32E36247@patent.gov.uk>, robert.king@patent.gov.uk
>said:
>
>>Most of my 'wire crossing' is because, as now, I answer NG mails away
>>from my Atari set up and just using a lousy memory!!!! the rest is

>You are! The table is the resut of using RTR!
>
>Actually Deryck's version has one major error (#Alert 002, #001 has a

Confusion aside, thanks for the updated version.

It's probably not worth updating the version on my web site now, as I'll
shortly be updating it with V1.20 - I'll make an announcement in here once it's
been finished.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6896. Re: Homa House System ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976258530-88397AEicMi@cwcom.net>
Source record: 53388

From: cstanley@zetnet.co.uk (Charles Stanley)
Date: 06 Dec 2000 23:36:59 GMT

>>That would be a pity, their scanner drivers are irreplaceable :-(
>
>The URL I have for them is http://www.magma.ca/~nima
>though it's a while since I used it.

Yes, I know - but Nima doesn't seem to answer emails - which means that no-
one's able to order anything.

I don't suppose anyone has tried a fax?

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6897. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976258532-88853AEicMi@cwcom.net>
Source record: 53389

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 7 Dec 2000 01:28:24 GMT

>I'm interested you mentioned RTR. I grabbed it a while back, but
>haven't had a chance to look at it yet. Does it work? Is it usable?

Yes and yes - but you need to register it.

>It looks like it would be very interesting. Comments anyone, please?

It's quite usable, and the new version looks to be even more useful. I'll be
uploading it to my web site as soon as it's been checked.

--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6898. Synthax? ?h?

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:20:16 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <572.376T800T804169optimus@canit.se>
Source record: 53356

I found this interesting auction on eBay Germany:
http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=514658971
It is touted as a Synthax/Syntari, but the seller knows nothing, and neither
do I. Is it some kind of rack-mounted Atari ST? Looks really sexy, anyway. =)

--
En ligne avec Thor 2.6.

Amiga IFF (8SVX): This is the dominant [sound] format on the Commodore Amiga
platform. It can specify an arbitray sampling rate but ony supports mono 8-bit
sounds. It also supports a 2-to-1 lossy compression format which uses a unique
Fibonacci-delta compression algorithm.

6899. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:56:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <976210870-29063AEicMi@gmx.net>
Source record: 53297

Hi Jo Even,

>>I would have thought that the OS would prevent this to start with, what
>>have you done to it? :-)
>
>Very little, I've just installed it and disabled the boot-log... I'm also
>running a few apps ofcourse, but none that should cause any problems at
>OS-level.
You could try CHK_OFSL in the auto folder like Derryck suggested, but IIRC
this is not necessary anymore with newer versions of MagiC. The OS should
be aware of open files, and prevent deleting these in the first place.
I can hardly grasp the fact that MagiC doesn't run stable on a certain
batch of Falcons, but since deleting open files is not hardware related...

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6900. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 00:59:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <976210868-28452AEicMi@gmx.net>
Source record: 53296

Hi Peter,

>Actually Deryck's version has one major error (#Alert 002, #001 has a
>'not' missing) and a few expressions are not optimum (the common error
>of using 'actual' in place of 'current'). Below is a revised version for
>RTR 111. Snip between lines and save as RTR.BGH:
Derryck is not to blame for this, I'm the one who's head should be smashed
with a crowbar... :-/

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6901. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 01:28:22 UTC
From: sidcelery@cix.co.uk
Message-ID: <90mp3mohb2@plutonium.compulink.co.uk>
Source record: 53358

```
On 4 Dec 2000 05:40:50 +, Dennis Vermeire wrote:
>From: Dave Parsons <parsonsd@wam.umd.edu>
>Date: Sat, 2 Dec 2000 16:03:09 -0500
>
>Hi Dave,
>> I prefer to use Everest as my editor (QEDfans: what makes QED
>> better?)
> While Everest may be very good as an editor for Lattice C, it lacks
> support for modern protocols. QED is an OLGA server, it supports
> DHST if StartMeUP is installed, it supports the complete Drag&Drop
> protocol which is only partly supported in Everest, it supports the
> xfsl cookie for font selection... etc Not everyone is a programmer,
> if I for example need to edit a configuration file and change some
> paths, nothing is easier then using QED. Holding the ALT key and
> simply Drag&Drop the file/path/directory it will be inserted at the
> position of the cursor. Editing an HTML file using QED and CAB
> under the OLGA protocol is another fine example of some of the
> virtues of QED.
```

Hi Dennis,
I never got a chance to check out QED properly, and I'm sure it does
what you say, but I think Everest v3.6e&#65533; also managed to support OLGA
in the way you describe.

```
rgds
H
```

6902. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 01:28:24 UTC
From: sidcelery@cix.co.uk
Message-ID: <90mp3oohb3@plutonium.compulink.co.uk>
Source record: 53359

On 4 Dec 2000 10:54:19 +, Bob King wrote:
> Derryck Croker wrote:
>> From: Steve Sweet <stevesweet@bun.com>
>> Date: Fri, 01 Dec 2000 18:24:32 -0000
>>
>>>> You're right that it's of limited use right now, but I think,
>>>> that D & D are providing *.BGH table files which are
>>>> german:english translation tables to make BubbleGem German origs
>>>> show in english, I think!!!
>> Don't worry Steve, you're not missing anything here! Any Bubbelgem
>> TEXT files are provided in English, see my other message in this
>> thread. Bob's got his wires crossed somewhere :-)
>>
> Most of my 'wire crossing' is because, as now, I answer NG mails
> away from my Atari set up and just using a lousy memory!!!! the
> rest is probably because I'm thick! The sole reason for my guess is
> the file RTR.BGH which comes with the resouce text stripper RTR and
> which is a text table of german to english RSC strings. Yet again
> as I say above, could be wrong!!!!!!

Hi Bob,
I'm interested you mentioned RTR. I grabbed it a while back, but
haven't had a chance to look at it yet. Does it work? Is it usable?

It looks like it would be very interesting. Comments anyone, please?

rgds
H

6903. Re: WTD: Supplier (pref UK) of TOS 2.06 chi

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 01:28:27 UTC
From: sidcelery@cix.co.uk
Message-ID: <90mp3rohb4@plutonium.compulink.co.uk>
Source record: 53360

On 4 Dec 2000 10:33:20 -, "Julian Lewis-Booth" wrote:
> Hi There,
> Can anyone point me at a good supplier for TOS chips in the UK?
>
> I wanted to upgrade my Mega STE to TOS 2.06 and possibly my STE to 1.62.
>
> If know where I can source these I would appreciate it.

Hi Julian,
System Solutions would seem to be the most obvious source - I'm out of date as to what other companies are still in existence as an alternative (TUS?). I think they were pretty expensive, though, the last time I heard. Of course, TOS 2.06 could be put in both machines - the fixes in 1.62 compared to 1.06 in the STe are trivial and are fixable with small PD patches.

Another alternative is replacing the OS in software by buying MagiC, which means there's no fiddling with hardware installation and you've always got the original TOS to fall back on. Just an idea...

rgds
H

6904. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 01:40:54 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <GUBX5.7376$xW4.60723@news-server.bigpond.net.au>
Source record: 53361

"Malcolm Dew-Jones" <yf110@vtn1.victoria.tc.ca> wrote in message
news:3a2ec03e@news.victoria.tc.ca...
>
> Hello...
>
> Some time ago I upgraded the single sided floppy drive in a 520 ST I was
> given by simply replacing it with the double sided (720K) floppy drive
> from my non-working 1040. I do not recall having to do anything other
> than unplugging the old one and plugging in the "new".
>
> Floppy drives are so cheap now I was thinking of replacing it with a 1.44
> floppy drive.
>
> Can I just exchange the old drive (double sided 720K) for the new drive
> (double sided 1.44M) or what else would I have to do?
>
g'day, no. changing to a 1.44 is not as easy. It requires overclocking the
floppy controller, and changing steprates. TUS make a module for 1.44, I
think System Solutions used to have one made by elco too. You do need a
drive that can be set to drive 0 as well. Most cheap PC drives are non
standard and are hard wired to drive 1.

> I also have an external single sided floppy drive - I have the same
> question - can I simply put in a new drive, or what else would have to be
> done?

Same rules apply:-(

Mark

6905. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 01:57:42 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <90mqqm$j9k$1@nnrp1.phx.gblx.net>
Source record: 53357

Malcolm Dew-Jones <yf110@vtn1.victoria.tc.ca> writes:

: Hello...

: Some time ago I upgraded the single sided floppy drive in a 520 ST I was
: given by simply replacing it with the double sided (720K) floppy drive
: from my non-working 1040. I do not recall having to do anything other
: than unplugging the old one and plugging in the "new".

: Floppy drives are so cheap now I was thinking of replacing it with a 1.44
: floppy drive.
Yes, you can just exchange the 720K with a 1.44M drive, after you find
way to get the new drive set to address zero (0), which might take moving
a jumper or moving a solder bridge.

The 1.44M will work as a 720K because it is still being given a 8 mHz
clock. If you want a 1.44M drive to work at 1.44M, it needs a 16 mHz
clock signal. That can get complicated.
--_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

6906. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 03:43:47 UTC
From: taj16@dreamscape.com
Message-ID: <t2u1rjp047hve3@corp.supernews.com>
Source record: 53362

On 6 Dec 2000 07:09:44 G, John Garone wrote:
>Derek,
> Aside from switching mail programs, another way is to call your ISP
>and have them delete it on their end. Also, If you have Earthlink,
>they provide an on-line mail service (I don't particularly care for)
>where files can be deleted, etc.
> John G.
>.

I had the same problem with one particular email and Newsie 0.94. I use a
local ISP. I called them and asked if they could delete the offending
email, and after confirming I was who I said I was, they did. I haven't had
any trouble since.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6907. Re: Now that GEM is Open Source

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 04:19:50 UTC
From: dlormand@aztec.asu.edu
Message-ID: <90n356on1@news.asu.edu>
Source record: 53363

>PPC Clones are a good idea, but they are expensive and don't make
>financial sense. If you want to capture an existing market, you forget
>about the computer, take the easiest route (PC), and work on /software/
>to provide an easy migration path.

The whole financial/economical argument has its place, but it's not
the only one. Otherwise, there wouldn't be other people (not just
Atarians) interested in creating open architecture PowerPC machines.

I just wish the POP crowd would quit waiting for IBM and get back
on track.
--

6908. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 04:23:50 UTC
From: dlormand@aztec.asu.edu
Message-ID: <90n3cm$p4$1@news.asu.edu>
Source record: 53364

An interim update: I took the gadget to the Mac shop, and none of them had ever seen one, it isn't listed in their books, they can't get parts for it, they had no advice for me. So again, they didn't help me a bit, but at least (with an Apple bit in my hand) they were less snooty than prior occasions.

I'm thinking now of putting another connector on it, wiring the battery leads (8 AA cells - 12V), and using an external supply. That way I KNOW the polarity.

--

6909. Re: Linking 2 STs for Music

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 15:27:19 UTC
From: bindon@madasafish.com
Message-ID: <t2vb2nhrf4q24d@corp.supernews.com>
Source record: 53390

On 6 Dec 2000 22:01:47 -, "Shiuming Lai" wrote:
>
>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>news:t2ne0cm5vfdf6f@corp.supernews.com...
>> On 3 Dec 2000 20:03:45 -, "Shiuming Lai" wrote:

Hi Shiuming,

>> I would have a Falcon, but the guy who is selling one, Paul Mac who
>> lives only some 20 miles anyway,
>
>Oh, that's just a stone's throw.
>Take an afternoon stroll.

I would but I only know he lives in Bristol.

>> fails to reply to my emails.
>
>Be patient, there's probably a good reason.

I sincerely hope so.

>> BTW for good Atari stuff, which is a /lot/ cheaper than Ebay, check
>> out http://www.upmystreet.com, but best for UK residents only.
>> There's seems to be a lot of Atari gear. Midex, 2 Falcons about 160
>> quid each, Atari laptop for 200ukp etc... etc....
>
>Yes, only I've seen a lot of stuff
>that's "cheap" from such places
>and ends up needing more in the
>way of repairs and replacement
>parts. A bit like the chap who
>bought an ST for £1 then found
>it needed repair... You can't see
>the stuff and you don't know its
>history.

Which is why I'm waiting for a Falcon to turn up locally. There were
two nice Falcons but when there 200 odd miles away I'm not taking any
chances.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |

6910. Re: Pictures in Papyrus Base

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 15:44:12 UTC
From: bindon@madasafish.com
Message-ID: <t2vc2cmtgc2h25@corp.supernews.com>
Source record: 53391

```
On 6 Dec 2000 23:05:39 G, Chris Simon wrote:
>On 6 Dec 2000 22:43:29 -, Lyndon Amsdon wrote:
>>I'm not sure. Have you tried the picture window???
>
>Erm, what's the picture window?
>
>I think I *am* missing something obvious!
>
>When I bring up the data entry form, I've tried double-clicking in the
>picture field, also editing the text displayed in there to the
>pathname of the file I want to include, but don't get any result.
>There doesn't appear to be an icon for a picture window, and a search
>in the Help for "picture window" doesn't return anything.

Well your using a newer version, so I am probably wrong. On pap gold
it is under the object menu, or something to that description. There
you can load in images crop them and insert them in your document. As
I say, I'm using an 0ld verison so I doubt that helps.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+
```

6911. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 15:44:15 UTC
From: bindon@madasafish.com
Message-ID: <t2vc2fd6cjiv26@corp.supernews.com>
Source record: 53392

On 7 Dec 2000 04:23:50 G, DAVID L. ORMAND wrote:
>
>An interim update: I took the gadget to the Mac shop, and none of
>them had ever seen one, it isn't listed in their books, they can't
>get parts for it, they had no advice for me. So again, they didn't
>help me a bit, but at least (with an Apple bit in my hand) they were
>less snooty than prior occasions.
>
>I'm thinking now of putting another connector on it, wiring the
>battery leads (8 AA cells - 12V), and using an external supply.
>That way I KNOW the polarity.

Hey I've had an idea. Connect one test lead to the negative connector
on the battery compartment, and test to see which one this leads to on
the power connector. I'd be very supprised if the negatives of the two
power sources weren't connected.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

6912. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 17:13:56 UTC
From: Jules <onlymetoo@hotmail.com>
Message-ID: <qxPX5.2191$L14.7259@news.colt.net>
Source record: 53393

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:t2o2hv154acn05@corp.supernews.com...
>
> Yes sorry, forgot to metion. I'm in SW of England. I reckon 15 quid
> including postage to UK.

Not bad....is that for a Double Sided with the crappy moulded bit??

Would it be possible to collect? If so how much....

Chaars,

J :)

6913. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 17:26:56 UTC
From: bindon@madasafish.com
Message-ID: <t2vi30fv0i8mcb@corp.supernews.com>
Source record: 53394

On 7 Dec 2000 17:13:56 -, "Jules" wrote:
>
>Lyndon Amsdon <bindon@madasafish.com> wrote in message
>news:t2o2hv154acn05@corp.supernews.com...
>>
>> Yes sorry, forgot to metion. I'm in SW of England. I reckon 15 quid
>> including postage to UK.
>
>Not bad....is that for a Double Sided with the crappy moulded bit??

Yeah I suppose so.

>Would it be possible to collect? If so how much....

Where do you live? I would rather do a trade for Atari gear.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

6914. Re: My thoughts on a new Atari computer

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 17:36:28 UTC
From: dennis.scp@multiweb.nl
Message-ID: <1el9qxb.3evzbr1erhxhcN%dennis.scp@multiweb.nl>
Source record: 53395

Charles Stanley <cstanley@zetnet.co.uk> wrote:

> >> Anyway, I'd like to know what you guys think.
> >
> > Shouldn't it also have "Bluetooth" capability?

That would be great for a laptop with a wireless mouse.
For most communications however it's dead slow. I saw an Epson
demonstration and had to laugh, they printed some ASCII text! Now what
if you want to print a picture? Instead of putting in a USB cable you
just stand next to the printer and wait half an hour before your picture
has been send.

Come on, a 11Mbit/s wireless card from Apple is just $99.
Take two and you've got a fast wireless network running all around the
house.

Bluetooth would be cool if you want style, like a wireless keyboard
running on solar energy. Or a wireless optical mouse that you can charge
on a dock when not using the computer. UMTS will soon give cellphone's
2Mbit/s everywhere in Europe. I don't think that any Organizer is going
to ship without it in the year 2004. The market is moving fast,
Bluetooth is will never gain mass acceptance as anything more than a
PS/2 mouseport.

Oh yeah did I tell you that 200Mbit/s FireWireLess is running reliable
in the testlab already?
--
Dennis SCP
This 100% gravity training is doing me rather well.
I should have been crushed but instead I got a stronger voice.

6915. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 17:54:56 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3a2fcef0@news.victoria.tc.ca>
Source record: 53298

Hallvard Tangeraas (northstar2010@yahoo.no) wrote:
: Malcolm Dew-Jones <yf110@vtn1.victoria.tc.ca> wrote:

: > Can I just exchange the old drive (double sided 720K) for the new drive
: > (double sided 1.44M) or what else would I have to do?

: Yes, but you have to (slightly) modify it.
: I've documented all of this in a file about how to use a standard Sony
: PC type HD drive which you'll find by going to my Atari launchpad (see
: signature), then go to the "hardware" section.

Haven't checked this out yet, but thanks for all the feedback.

6916. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 20:25:24 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976297074-226352AEicMi@bun.com>
Source record: 53321

Hi Harry

> >> I prefer to use Everest as my editor (QEDfans: what makes QED
> >> better?)

>I never got a chance to check out QED properly, and I'm sure it does
>what you say, but I think Everest v3.6eï¿½ also managed to support OLGA in
>the way you describe.

I did use QED with either Amail or Newsie (cant remember which)for a bit
as its editor and did have problems with its OLGA support, hitting ctrl-Q
as was allowed gave no file..

Reverting to Everest cured this.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6917. Re: FS: AB40

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 20:26:24 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976297080-227171AEicMi@bun.com>
Source record: 53322

Hi Shiuming and Jo.

>>>> How much soldering is a lot?

>>>About 8 wires.

>> You call this a lot??????????????..

>The wires is the easy part, the tricky part is to lift two legs on the
>CPU and connect one of them to ground. They're pretty small...

Phah!, childs play...

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6918. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 20:29:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976297082-227855AEicMi@bun.com>
Source record: 53323

Hi TJ

>
>I had the same problem with one particular email and Newsie 0.94. I use
>a local ISP. I called them and asked if they could delete the offending
>email, and after confirming I was who I said I was, they did. I haven't
>had any trouble since.

I had a problem a whie back with an eMail that barfed my system, i
guessed that the file had some corrupted parameter buried deep in its
header, i just used the list mail on server option in my mailer and
killed it at source.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6919. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 20:31:14 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976297086-228359AEicMi@bun.com>
Source record: 53324

Hi Dennis

>>Below is a revised version for RTR 111. Snip between lines and save as
>>RTR.BGH:

>Derryck is not to blame for this, I'm the one who's head should be
>smashed with a crowbar... :-/

Thats exactly what Derryck said actually (no not now Derryck!!), so
arrangements are in (Derryck i'l handle this for you) to dish it as
deserved.

What do you mean i'm making this up Derryck!!!!

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6920. Re: Attention NYC Shoppers & Visitors - Beware of Rip-off SY Stores!!! Uz0GVsZZKL0

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 20:33:04 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976297090-229396AEicMi@bun.com>
Source record: 53325

Hi Veteran

>-
>JUST LEAVE! It will be the best decision you made this holiday season
>and both you and your checkbook (as well as your pride) will be all the
>better for it.

And this is relevant to the Atari world for what reason??..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6921. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-07 20:33:56 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976297094-230153AEicMi@bun.com>
Source record: 53326

Hi Clockmeister

>>I've just put 230v down an Acorn Archimedes 3000 motherboard.....

>Let the smoke out?

Only 230V, where's your imagination??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6922. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 00:00:00 UTC
From: taj16@dreamscape.com
Message-ID: <t30p1kk980lj0d@corp.supernews.com>
Source record: 53300

On 7 Dec 2000 21:27:01 G, John Garone wrote:
>
>> > If you have'nt already, try using "Get Selected Mail" and delete the
>> >file on the server without downloading it.
>> > John G.
>>
>> Many thanks for your input John.
>>
>> I have tried that but as I explained the emails just are not seen
>> by NEWSIE,thats those before the offending one,and as NEWSIE reads
>> the last one it bombs out throwing me back to the desktop.
>> The mails can be found though by manually entering the MAIL
>> folder.
>>

> Newsie still may show the list to download (get selected mail) even
>if the mail does'nt show in the box. It's happened only once to me but
>it was a royal pain in the butt to have to go through my ISP to delete
>it! I'm not sure wehether it was visible or not (been a while) but I
>saved it for John R. in case he got around to working on the problem.
>It's burried somewhere in my files but I believe it was from
>fruitstick@earthlink.net

So what's wrong here? This has happened to several of us under varying conditions, but there must be something in common to all(or at least most) of them. Maybe if we can recall all the circumstances of each situation, we can come up with something for the programmer to look for.

In my own case, the offending letter actually originated from my own computer. I had written a short (fewer than 10 lines) reply to a letter from a listserv. It's been a while, but I think we were using Onelist at the time. This was before Onelist merged with egroups and was bought by Yahoo. I remember getting all my mail to be read offline, then going offline, reading it, writing my reply, and going back online to send it. I have Newsie set to delete my mail from the server when it gets it, so the copy of the reply from Onelist was the first thing in my server mailbox the next time I logged on.

Once again I tried to get my mail to read offline. This time Newsie read the first message OK, but bombed when it tried to update the inbox list. I don't remember the number of bombs for sure, but I think it was two. I tried it several times, getting the same result each time. I tried Get Selected Mail, but it bombed then, too. I checked the files containing the text of the message, and I believe all the text was there.

I could easily be wrong, but I've always thought something in the mail header triggered the problem. None of the others in the listserv reported any problems, including users of Windows, Linux, and iMac. I still had full use of my alternative POP server on Delphi.

What about the rest of you?

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6923. NoSTalgia (Mac ST emulator) updated to v0.7!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 00:00:00 UTC
From: kirkman14@my-deja.com
Message-ID: <90ppbb$o2e$1@nnrp1.deja.com>
Source record: 53301

Thanks to Philippe Gerin for his wonderful Mac ST emulator! If you want to check it out, visit his website at http://users.skynet.be/sky39147/

I highly recommend NoSTalgia (and its cousin PowerST). Also, if you want to create "disk images" to use with NoSTalgia from your existing ST disks, you'll need the utility "Dust."

One note - Dust will NOT work with USB-equipped Macs (G3, G4, iMac, and iBook) unless you install the "USB Floppy Enabler v2.0". Apparently DUST makes some calls directly to the floppy controller chip used in the older Macs. This software fix reroutes those calls so that the USB drives work properly with software written for the old Macs.

Here is a link to download the Floppy Enabler:
http://www.paceap.com/usb_enabler_v2_0.hqx

--Josh

Sent via Deja.com http://www.deja.com/
Before you buy.

6924. Looking for Fansi by Eric March & Tail of the Comet

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 00:00:00 UTC
From: kirkman14@my-deja.com
Message-ID: <90pphuoao1@nnrp1.deja.com>
Source record: 53302

Hello, everyone. I'm trying to find the program Fansi, written by Eric March. This was the *best* ANSI drawing software I ever saw for the ST, and better than a lot of the stuff on the PC. Unfortunately, I have *never* been able to find it in a shareware archive. My only copy of it was lost when my disk was corrupted a few years back..

I'm hoping somebody out there might have a copy or know where I could get one. If you do, could you please email me or reply here? Also any info on how to get in touch with Eric March would be appreciated..

--Josh

Sent via Deja.com http://www.deja.com/
Before you buy.

6925. Re: Attention NYC Shoppers & Visitors - Beware of Rip-off SY Stores!!! ..... Uz

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 00:00:42 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a3014d8fa3b21@free.fr>
Source record: 53299

Hello,

in article <4E3F8488A.dlocoeo@ioeuar.org> (comp.sys.atari.st)
Veteran_NYC_Shopper@odmyhsqgw.gov wrote on Wed 06-12-2000 23:37 (GMT):

The "funny" thing is that this auto-approved message (I didn't
understand anything of it) appeared in comp.sys.atari.announce...

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

6926. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 09:10:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976481592-173676AEicMi@cwcom.net>
Source record: 53243

From: Steve Sweet <stevesweet@bun.com>
Date: Wed, 06 Dec 2000 18:45:14 -0000

>Do you also have the english resource for this. Ive never actually got to
>use this, it crashes whenecer i import a translated file. I'm probably
>doing something wrong, but without a M to be able to RTF with i'm

No real need for a manual, it does what it says on the tin...

Some sort of incompatibility, but hang on for 1.20 in case there's a bug
squash.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6927. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 09:15:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976481594-174177AEicMi@cwcom.net>
Source record: 53242

From: northstar2010@yahoo.no (Hallvard Tangeraas)
Date: Thu, 07 Dec 2000 16:59:30 GMT

>Malcolm Dew-Jones <yf110@vtn1.victoria.tc.ca> wrote:
>
>> Can I just exchange the old drive (double sided 720K) for the new drive

>Yes, but you have to (slightly) modify it.
>I've documented all of this in a file about how to use a standard Sony

I wouldn't mind betting that this is in the Atari FAQ, where's Nicholas Bales
when you want him? :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6928. Re: Atari on TV

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 11:24:49 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <90rqvc$s7q$1@newsg4.svr.pol.co.uk>
Source record: 53343

> Atari T-shirts seem to be popular on
> the club scene and with DJs.

Maybe it's something to do with Atari's long noted midi support on their computers, which was one of the many reasons they were superior to the amiga and the PC (to this day I know of no PC with a standard midi port, sodding adapter leads my arse (C;)

DjS

6929. Re: Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 11:35:38 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <90rqvd$s7q$2@newsg4.svr.pol.co.uk>
Source record: 53344

In message <976298916.545.0.nnrp-13.d4e49a43@news.demon.co.uk>, "Alex Taylor" wrote:

> Which leads me to my question: the 520ST has no PSU. Where can I get one
> from, or with the pinouts, can I use a PC unit? I can see it's a standard
> 7-pin DIN socket I'll need. Also, can I use my external Power Computing
> floppy as a drive A, or does it need to be an Atari unit?

PC psu to ST plug. Given that you can get the plug to plug into your motherboard the colourcode wirings are thus:

PC Atari Voltage
Red Red +5v
Black Black Ground
Yellow Blue +12v

That should be easy enough to work out, if for some reason the colours are different on your psu (either atari side of pc side) both usually have the voltages written on the board.
If you want any more help e-mail me.

DjS

6930. Recasing a falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 13:04:16 UTC
From: ligotage@my-deja.com
Message-ID: <90qm8dcom1@nnrp1.deja.com>
Source record: 53303

I'm thinking of recasing my falcon into a peecee case to take advantage of more space and an upgraded PSU.

Aside from a case that is large enough, and a falcon, what else do I need?

Thanks in advance

Sent via Deja.com http://www.deja.com/
Before you buy.

6931. Re: Recasing a falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 13:42:31 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <90qog6ebn1@nnrp1.deja.com>
Source record: 53304

In article <90qm8dcom1@nnrp1.deja.com>,
ligotage@my-deja.com wrote:

> Aside from a case that is large enough, and a falcon, what else do I
> need?

Basically you just need to make/buy some extensions for the ports you need, and replace the connector on the PSU. You might also need to hack the case a bit, the Falcon mobo is quite large...

Take a look at http://atari.nvg.org/gallery/falcon/falcon.html to see how I did it.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6932. Simple graphics program

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 13:51:07 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <90qp09epo1@nnrp1.deja.com>
Source record: 53305

I'm looking for a very simple graphics program that works under GEM and on graphics cards. I don't need (or want) any fancy stuff, basically I just want D.E.G.A.S. Elite that runs under GEM and is capable of handling multiple windows. Does something like this exist? Nomatter where I look I can only find either super-fancy photo-editors or stuff that bypass GEM altogether.

I need this to make some simple illustrations, currently I'm using Microsoft Paint (yes, I said I want something simple...) for this. Actually, a clone for GEM would be nice...

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

6933. Re: ram question

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 14:03:31 UTC
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Message-ID: <90qpnjlea1@bagan.srce.hr>
Source record: 53306

Sqwirl <powerpad113@home.com> wrote:
:> boards use 72-pin and some use 30-pin....If you have an STFM then you
:> need a board that plugs into the video shifter and the MMU via ribbon
:> cables, and it hosts the SIMM's...
:>
How to make the 72-pin board? Is there any information about it?

DK

--

6934. SV: Simple graphics program

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 15:58:08 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <Zx7Y5.1544$r42.3667@nntpserver.swip.net>
Source record: 53308

Hi,

Don't know where to find it, but try Prism Paint. It's a lot like Degas.

/Peter

Jo Even Skarstein <joska@online.no> skrev i
diskussionsgruppsmeddelandet:90qp09epo1@nnrp1.deja.com...
> I'm looking for a very simple graphics program that works under GEM and
> on graphics cards. I don't need (or want) any fancy stuff, basically I
> just want D.E.G.A.S. Elite that runs under GEM and is capable of
> handling multiple windows. Does something like this exist? Nomatter
> where I look I can only find either super-fancy photo-editors or stuff
> that bypass GEM altogether.
>
> I need this to make some simple illustrations, currently I'm using
> Microsoft Paint (yes, I said I want something simple...) for this.
> Actually, a clone for GEM would be nice...
>
> --
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

6935. Re: Recasing a falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 15:58:36 UTC
From: bindon@madasafish.com
Message-ID: <t3219cql5rlm3e@corp.supernews.com>
Source record: 53307

On 8 Dec 2000 13:42:31 G, Jo Even Skarstein wrote:
>In article <90qm8dcom1@nnrp1.deja.com>,
> ligotage@my-deja.com wrote:
>
>> Aside from a case that is large enough, and a falcon, what else do I
>> need?
>
>Basically you just need to make/buy some extensions for the ports you
>need, and replace the connector on the PSU. You might also need to hack
>the case a bit, the Falcon mobo is quite large...
>
>Take a look at http://atari.nvg.org/gallery/falcon/falcon.html to see
>how I did it.

Quite right, and I recommend an AT case with AT psu , but an ATX case with ATX psu will work, it's just that you have to remove the power switch and put a latching type in. You may have toi cut some metal back as well, as Jo said, for the rather large mobo. I recommend making the cables yourself, as it's sometimes difficult to track down ones that'll do the job. And the floppy drive cable may be too short... It does look better though.

As for keyboard you could use your old one in helf of the old case or but Qwertyx to use a PC mouse and keyboard. Available from ASP in the UK.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6936. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 16:01:18 UTC
From: dlormand@aztec.asu.edu
Message-ID: <90r0ke$a1a$1@news.asu.edu>
Source record: 53309

>Hey I've had an idea. Connect one test lead to the negative connector
>on the battery compartment, and test to see which one this leads to on
>the power connector. I'd be very supprised if the negatives of the two
>power sources weren't connected.

Be surprised. There appears to be a solid state switch, which
recognizes whether the batteries should be used or if a power pack
is connected. The leads from the connector both go to a largish
(by comparison with the other surface-mount parts) chip, and
nowhere else.
--

6937. Re: colour on SVGA

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 16:12:45 UTC
From: Craig Hart <chartnospam@hyperlink.net.au>
Message-ID: <90r0qo$f3v$1@perki.connect.com.au>
Source record: 53310
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hiya..

It strikes me that to get colour on SVGA, we just build the mono VGA adapter, but leav eoff grounding the mono detect ping and wire up the RGB pins directly instea dof the mono out.

OK, now the problem is the shifter is clocking out at the wrong frequency. We know the shifter can run faster (it does in mono mode) so why not just write a patch to reprogram the mono scan speeds into the shifter in colour mode??

"Branko Badrljica" <brankob@avtomatika.com> wrote in message news:3A2A8A51.D4973A28@avtomatika.com...
> Sorry for late response.
>
>
> I was hoping that I will be able to draw a nice schematics, but I'm in a hurry and
> already late with response to your letter for a few days.
>
> So, instead of having schematics, you will have to settle with handwaving description
> for the present.
> ST's shifter has nine colour outputs (3 for R,G and B output respectively) on pins
> 21-29 and monochrome output on pin 30. This means that each main colour can be output
> in one of 8 intensities/-from 0 to maximum.
> Colour signals are grouped per colour, so pins 21-23 are for red, 24-26 are for green
> and 27-29 are for blue component. D/A conversion is performed with nearby resistors.
> If you look closely, you will notice that
> 3 resistor values are repeated 3 times. There are 3K6, 7K5 and 15 K resistors for each
> colour. Each resistor is connected with one end to corresponding TTL output and other
> end is tied to other ends from other resistors in the group. Common connection of all
> three resistors go to the katode of small signal diode and then to th base of buffer
> transistor. All resistors have to be taken out from PCB and soldered to pins directly
> with other end of all resistors connected. Diode is soldered to common

pont of all
> resistors and anode is wired to base of coresponding transistor.
> In essence, this reflects vconnsections in PCB with the difference that
all circuitry
> is now far away from noisy data lines. Oh, yes, one have to cut connection
on the base
> of buffer transistor in the PCB, since this would otherwise still inject
noise in the
> signal.
>
> Whole operation would be to use small piece of test PCB, solder in 2
groups of 20 pins
> so that whole PCB can be inserted into old shifter socket and shifter chip
should be
> soldered on that test PCB adjacently.
> Then, one should connect all pins between shifter chip and socket, except
pins 21-30.
> After that, one needs to solder on the test PCB three 74HCT32 (quad OR
gates each).
> Two of the gates should buffer mono out signal of the shifter (pin30).
THen, each
> colour output from shifter should be ORed with bufered mono output and
connected to
> corresponding socket pin. Mono out pin on the socket should have
separately buffered
> mono out from shifter. After that, one has to properly connect VCC and GND
for each
> 74HCT32 and 100nf multilayer capacitor across power pins of each chip.
Then, test PCB
> can be inserted in the old shifter socket. Now we have colour output
active in all
> three resolutions.
> After that all we have to do is to relocate those resistors to some safer
place,
> possibly on the test PCB along with shifter chip and those 3 TTLs.
> I'll document everything more thoroughly if needed....
>
> Regards,
>
>
> Branko
>
>
> Lyndon Amsdon wrote:
>
> > On 26 Nov 2000 08:40:59 , Branko Badrljica wrote:
> >
> > Hi Branko
> >
> > >Noisy data bus lines that go to the shifter are routed straight through

the
> > >sensitive R-2R ladders that do the D/A conversion.
> > >Becaouse of that, there will be many ghosts, especially in mono
resoulitions (I
> > >don't know exactly why mono is more affected).
> > >Physical movement of some resistors in board away from critical area
gave drastic
> > >improvement and heavenly clean picture.
> > >
> > >If anyone is interested in doing that and need extra info, I would be
glad to
> > >help.
> >
> > I'm quite interested, tell me more....
> > L.A Amsdon
> > --
> > +--------------------------------------+
> > |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> > |48X Atapi CDRom PC Tower Case TOS 2.06|
> > |ADSCSI MiniS Quantum Mouseburster FMC II|
> > |**************************************|
> > | bindon@madasafish.com |
> > +--------------------------------------+
> >
> > L.A Amsdon
> > --
> > +--------------------------------------+
> > |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> > |48X Atapi CDRom PC Tower Case TOS 2.06|
> > |ADSCSI MiniS Quantum Mouseburster FMC II|
> > |**************************************|
> > | bindon@madasafish.com |
> > +--------------------------------------+
>

6938. Re: ram question

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 16:39:45 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <wd8Y5.28018$_h.162448@NewsReader>
Source record: 53311

Hello.

Memory upgrades for the STE, STF & STFM can be purchased from Keychange Music.

Tel +44 (0) 1925 266120.

Barrie at Keychange

www.atamusic.u-net.com

6939. Re: Synthax? ?h?

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 16:41:59 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <yd8Y5.28019$_h.162477@NewsReader>
Source record: 53312

Hello.

See www.atamusic.u-net.com for a picture of my rack case, available as a kit.

Barrie at Keychange.
"Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message news:1ela881.dfe1f3ymn4jiN%northstar2010@yahoo.no...
> Iggy Drougge <optimus@canit.se> wrote:
>
> > I found this interesting auction on eBay Germany:
> > http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=514658971
> > It is touted as a Synthax/Syntari, but the seller knows nothing, and neither
> > do I. Is it some kind of rack-mounted Atari ST? Looks really sexy, anyway. =)
>
> Did a little search on the web and found the company who makes these:
>
> http://www.synthax.de/
>
> Unfortunately there was no picture of an Atari rack, but I suspect the
> company rack mounts any computer to customer specs.
>
> As i'm working on rack mounting an ST myself I'm very interested in any
> design ideas etc. Any other such units around?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>
>

6940. Re: Recasing a falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 16:50:18 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <el8Y5.18075$Bh.139976@NewsReader>
Source record: 53313

Hello.

When recasing the Falcon don't forget you may need access to the dongle port.....

> As for keyboard you could use your old one

or buy a genuine, new Atari Mega ST keyboard from Keychange Music,

as displayed on www.atamusic.u-net.com

Barrie at Keychange.

6941. Re: SV: Simple graphics program

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 17:06:09 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90r4e1$o70$2@snipp.uninett.no>
Source record: 53314

Peter Persson <pep@nospammbox306.swipnet.se> wrote:

> Don't know where to find it, but try Prism Paint. It's a lot like Degas.

I have it, but unfortunately it doesn't work with my graphis cards :-(

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6942. Re: Recasing a falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 17:09:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90r4jn$o70$3@snipp.uninett.no>
Source record: 53315

Lyndon Amsdon <bindon@madasafish.com> wrote:

> switch and put a latching type in. You may have toi cut some metal
> back as well, as Jo said, for the rather large mobo. I recommend

And not only in the back, but the 5 1/4" drive bays may be in the way too.
I had to remove one of mine, but with the required maxitower I still have
5 so I really don't care ;-) I'd like to have a smaller case though,
perhaps I'll build something from scratch next summer.

> As for keyboard you could use your old one in helf of the old case or
> but Qwertyx to use a PC mouse and keyboard. Available from ASP in the

But if you can find one, there's nothing like a MSTE/TT keyboard.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6943. ma-ST-o-don't - new ATARI ST games for download

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 17:11:36 UTC
From: Arek Staworzynski <nosty@alpha.net.pl>
Message-ID: <90r4hb$2d8$2@news.tpi.pl>
Source record: 53316
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,rec.games.video.atari

www.atarist.w.pl

--
nosty

6944. Re: Recasing a falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 17:22:22 UTC
From: chrisc1966@my-deja.com
Message-ID: <90r5c5pul1@nnrp1.deja.com>
Source record: 53317

In article <90qm8dcom1@nnrp1.deja.com>,
ligotage@my-deja.com wrote:
> I'm thinking of recasing my falcon into a peecee case to take
advantage
> of more space and an upgraded PSU.
>
> Aside from a case that is large enough, and a falcon, what else do I
> need?
>

I've recased a few Atari's in my time, adn my personal view is that you will need a lot of patience....One of mine is on my website at www.c5.cybes.org if you go to the <About Me> section...th rest of it is about a charity C5 run I'm doing next year....

I tend to use really big old 286 desktops as a souce for the host. Dump the PSU and get a normal AT one, in my case it gave me enough room to get the Falcon in with all its shielding, and there's space at the side to access the dongle port if needs be (I've got a Wizztronics cart-right) if I can ever be bothered to attach my scanner permanently....I left the floppy in its normal place and cut an access hole in the case to save on the front 5.25" bays....the lower one is partially obstructed by the motherboard, so it's not easy to use, but there are two more bays internally.... they need special rail-things but I made them up out of some plastic, and you can find them at PC fairs easily enough.....I'm about to replace the CDROM drive with a Panasonic PD650 drive....

You get a choice, either cut a big strip out of the back of the case to access the ports or build extenders for everything you want to get at....mine accesses the serial and parallel, and the video output is permanently wired to VGA....., the speakers are a little kit that comes in a 5.25" bay mount and aren't bad for multi-media jobbies, there's a 4" woofer in there as well as the little pair......sound OK if you're up close.....

I've also got a tower that I'm about to try and redo my other Flaocn with, either that or my TT....

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

6945. Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 17:25:36 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <976298916.545.0.nnrp-13.d4e49a43@news.demon.co.uk>
Source record: 53320

Hello

After breaking my STFM (which by the way is now repaired), I have just picked up the following items from the same auction:

An SM124 monitor, working, for £1.
A 520ST for 50p (not an STFM, the small 520ST with no internal floppy, PSU etc).

Which leads me to my question: the 520ST has no PSU. Where can I get one from, or with the pinouts, can I use a PC unit? I can see it's a standard 7-pin DIN socket I'll need. Also, can I use my external Power Computing floppy as a drive A, or does it need to be an Atari unit?

Thanks for any help anyone can give me....

Alex Taylor.

6946. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 17:38:51 UTC
From: bindon@madasafish.com
Message-ID: <t3275bmcu4mr16@corp.supernews.com>
Source record: 53318

On 8 Dec 2000 16:01:18 G, DAVID L. ORMAND wrote:
>
>>Hey I've had an idea. Connect one test lead to the negative connector
>>on the battery compartment, and test to see which one this leads to on
>>the power connector. I'd be very supprised if the negatives of the two
>>power sources weren't connected.
>
>Be surprised. There appears to be a solid state switch, which
>recognizes whether the batteries should be used or if a power pack
>is connected. The leads from the connector both go to a largish
>(by comparison with the other surface-mount parts) chip, and
>nowhere else.

Hmm, all the designs of various equipment just switch the positive
side of the battery pack.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6947. Re: colour on SVGA

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 18:04:02 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A312292.58A575B3@avtomatika.com>
Source record: 53319
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Craig Hart wrote:

> Hiya..
>
> It strikes me that to get colour on SVGA, we just build the mono VGA
> adapter, but leav eoff grounding the mono detect ping and wire up the RGB
> pins directly instea dof the mono out.
>
> OK, now the problem is the shifter is clocking out at the wrong frequency.
> We know the shifter can run faster (it does in mono mode) so why not just
> write a patch to reprogram the mono scan speeds into the shifter in colour
> mode??
>

This rather underestimates the problem.

Lets do some basic math:

ST uses 32 MHz oscillator, which drives video shifter.
Shifter divides that by 2 and gives 16 MHz to the rest of computer.
GLUE divides 16 MHz by 2 and gets 8 MHz to the CPU.
CPU uses 4 cycles for access to the memory (without waitstates). 1 cycle of
8 MHz clk takes 125 ns, so four take 500 ns. This also means that teoretical
limit
for CPU is 2.000.000 transfers per second.
Designers of ST took cleverly advantage of the fact that execution times for
most
instructions on 68000 is even. That means that if enabled 0WS work, the CPU
would
almost always started memory transfer at 2n cycle.
Why is that important ?
Well, in computer two devices eat majority of memory bandwidth: CPU and video
shifter.
Those two are major bandwidth loads. But the fact that they behave so
differently
complicates things even further. CPU needs fast access and is in general hardly
predictable- ie. one can't
predict time nor address of next access on the basis of previous (it is not 100%
truth, but lets leave it here), while
video shifter behaves very predictably, but it demands no waitstates and usually
quite high bandwidth.
All older machines with cacheless CPU (like 8086, 68000, IIRC80286 etc) had
suffered quite CPU performance impact due to videogeneration circuitry.
As said, 68000 uses mainly even cycles for starting memory access, or more

precisely said, time of bus inactivity is even number of cycles.
Those days mainstream DRAMs had acces times of 150ns and they demanded extra 120 ns after access to be able to catch breath (precharge) of air before next access could begin.

Creators of ST did two important things:

-they have managed to shorten memory cycle time from 270 ns (150ns+120ns) to 250 ns
-they have enabled the CPU access on 4 cycle boundaries

Between consecutive boundaries is 500ns, which means time for two memory accesses. Forst is for CPU/DMA etc, while second is for video shifter. This means that video generating circuitry on ST can grab picture from memory at rate of up to 2MHz x 2bytes/access= 4Mbytes/second
When in monochrome mode, each access gets into shiter 16 pixels, so pixel clock is 16 x 2MHz=32 Mhz.
This means that each pixel lasts for 1/32MHz=31.25ns. Whole visible part of horizontal line takes 800 pix or 25 microseconds. Firts cca. 150 pix are black, 640 pixels are drawn from RAM and the last 160 pix are black.
There is also some extra time to accomodate beam retrace to starting position for next line, so each line takes cca. 28 microseconds.Since there are also top and bottom border, each picture frame has to have more than just 400 visible lines-more exactly 500. Top and bottom 50 lines are black or not drawn (during the vertical retrace)...
So, to draw a complete picture frame, video circuitry needs time for 500 lines. This means 500 x 28 microseconds=14 ms. Each picture frame takes cca 14 ms, so there are 72 frames per second.

This means that there is no way of convincing ordinary ST to draw a picture faster with equal resolution, border and retrace timings.

Similarly, in 4 colour mode one can reach only half as much pixel per access as in mono mode, so that means that ordinary ST will never be able to work in colour modes with ordinary VGA at 640 x 400....
This is not a problem of convincing shifter to work in colour mode, it's deeper than that.

I'm sorry for the length of the mail, but I feel that too many people here do not understand basic math with video access which is needed if one wants to fiddle with overscans etc...

Regards,

Branko

>
> "Branko Badrljica" <brankob@avtomatika.com> wrote in message
> news:3A2A8A51.D4973A28@avtomatika.com...
> > Sorry for late response.
> >
> >
> > I was hoping that I will be able to draw a nice schematics, but I'm in a

> hurry and
> > already late with response to your letter for a few days.
> >
> > So, instead of having schematics, you will have to settle with handwaving
> description
> > for the present.
> > ST's shifter has nine colour outputs (3 for R,G and B output respectively)
> on pins
> > 21-29 and monochrome output on pin 30. This means that each main colour
> can be output
> > in one of 8 intensities/-from 0 to maximum.
> > Colour signals are grouped per colour, so pins 21-23 are for red, 24-26
> are for green
> > and 27-29 are for blue component. D/A conversion is performed with nearby
> resistors.
> > If you look closely, you will notice that
> > 3 resistor values are repeated 3 times. There are 3K6, 7K5 and 15 K
> resistors for each
> > colour. Each resistor is connected with one end to corresponding TTL
> output and other
> > end is tied to other ends from other resistors in the group. Common
> connection of all
> > three resistors go to the katode of small signal diode and then to th base
> of buffer
> > transistor. All resistors have to be taken out from PCB and soldered to
> pins directly
> > with other end of all resistors connected. Diode is soldered to common
> pont of all
> > resistors and anode is wired to base of coresponding transistor.
> > In essence, this reflects vconnsections in PCB with the difference that
> all circuitry
> > is now far away from noisy data lines. Oh, yes, one have to cut connection
> on the base
> > of buffer transistor in the PCB, since this would otherwise still inject
> noise in the
> > signal.
> >
> > Whole operation would be to use small piece of test PCB, solder in 2
> groups of 20 pins
> > so that whole PCB can be inserted into old shifter socket and shifter chip
> should be
> > soldered on that test PCB adjacently.
> > Then, one should connect all pins between shifter chip and socket, except
> pins 21-30.
> > After that, one needs to solder on the test PCB three 74HCT32 (quad OR
> gates each).
> > Two of the gates should buffer mono out signal of the shifter (pin30).
> THen, each
> > colour output from shifter should be ORed with bufered mono output and
> connected to

> > corresponding socket pin. Mono out pin on the socket should have
> separately buffered
> > mono out from shifter. After that, one has to properly connect VCC and GND
> for each
> > 74HCT32 and 100nf multilayer capacitor across power pins of each chip.
> Then, test PCB
> > can be inserted in the old shifter socket. Now we have colour output
> active in all
> > three resolutions.
> > After that all we have to do is to relocate those resistors to some safer
> place,
> > possibly on the test PCB along with shifter chip and those 3 TTLs.
> > I'll document everything more thoroughly if needed....
> >
> > Regards,
> >
> >
> > Branko
> >
> >
> > Lyndon Amsdon wrote:
> >
> > > On 26 Nov 2000 08:40:59 , Branko Badrljica wrote:
> > >
> > > Hi Branko
> > >
> > > >Noisy data bus lines that go to the shifter are routed straight through
> the
> > > >sensitive R-2R ladders that do the D/A conversion.
> > > >Becaouse of that, there will be many ghosts, especially in mono
> resoulitions (I
> > > >don't know exactly why mono is more affected).
> > > >Physical movement of some resistors in board away from critical area
> gave drastic
> > > >improvement and heavenly clean picture.
> > > >
> > > >If anyone is interested in doing that and need extra info, I would be
> glad to
> > > >help.
> > >
> > > I'm quite interested, tell me more....
> > > L.A Amsdon
> > > --
> > > +--+
> > > |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> > > |48X Atapi CDRom PC Tower Case TOS 2.06|
> > > |ADSCSI MiniS Quantum Mouseburster FMC II|
> > > |**|
> > > | bindon@madasafish.com |
> > > +--+

```
> > >
> > > L.A Amsdon
> > > --
> > > +--------------------------------------+
> > > |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> > > |48X Atapi CDRom PC Tower Case TOS 2.06|
> > > |ADSCSI MiniS Quantum Mouseburster FMC II|
> > > |**************************************|
> > > | bindon@madasafish.com |
> > > +--------------------------------------+
> >
```

6948. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 18:41:21 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3a312b51$0$174@news.zetnet.co.uk>
Source record: 53327

On 8 Dec 2000 00:07:59 -, Clayton Murray wrote:
On 5 Dec 2000 19:29:06 G, Derek W W Hunt wrote:

>> Over the last 2 days I have been getting some trouble with my
>> emails. Your thoughts,advice etc would be appreciated.

(SNIP)

>Hi Derek,

Hi to you Clayton

>Have you tried Antmail? I had a few similar problems as yours
awhile back, and Antmail was always able to see and delete the
offending emails. I always use Newsie, but I still keep Antmail
around just for that reason. Seems kinda silly to handle it this
way, but hey, it works. ;-)

No.I have not,although I used it for a long time before taking up
NEWSIE. I will load it back onto my Hard Disk just incase things go
wrong again.

I have got around the problem by contacting my ISP who deleted the
offending mails for me,took exactly 2 minutes from my first contact
with them until they cleared it for me.

>Lately.... with Newsie I have always been able to delete emails
>that "hang" while downloading, by using "get selected" and then
>clicking on "delete" for the problem emails.

"get selected" never works for me,maybe I have set it up wrongly.

>It would be good if we could somehow save the problem emails to
>see what they have in common so Newsie's programmer would know
>where to look for a fix.

From what others have said it would appear that we have all had
trouble when having mail from "Mind-It" (the net minder) or Egroups.

>Hope that helps,

It certainly helps to know that there are many Atarians out there
still offering a helping hand

Regards

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

6949. Re: Atari on TV

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 18:57:48 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <yaaY5.26438$eT4.2125233@nnrp3.clara.net>
Source record: 53328

"DjS" <djs@thesoundlab.co.uk> wrote in message
news:90p9me$1op$3@newsg1.svr.pol.co.uk...

>I saw something today that made me think...
>I taped the Goodness Gracious Me night on UK Play on sattellite and noticed
an
>advert for LA 7 which is S-Club 7's 'We love ourselves!' TV show. In the
>advert one of the boys in the group is wearing a T-shirt with a very large
and
>rather blatant Atari Logo on it.

I read about that in a newspaper article,
funnily enough. It mentions S-Club 7
member, Paul, in his "uber-trendy green
Atari T-shirt"

Atari T-shirts seem to be popular on
the club scene and with DJs.

Shiuming Lai

6950. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 19:00:44 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <idaY5.26442$eT4.2126965@nnrp3.clara.net>
Source record: 53329

"Peter Persson" <pep@NOSPAMhms.se> wrote in message
news:r5fS5.272$Ns6.1215@nntpserver.swip.net...
> Hi,
>
> My DSP works great at 60mhz, but I had to change the DSP ram chips to
12ns..

That's what I call hardcore, man!

Shiuming Lai

6951. HELP ! Runtime error

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 19:16:26 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A31338A.CB4CE364@intergate.bc.ca>
Source record: 53330

When I want to convert from MSA to ST I get this error :

Runtime error 200 at 0212:0091

seems like memory error location or something what to do ?

Artur

6952. Re: Ultimate Virus Killer 2000 (Atari S

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 19:20:38 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976300834-977958AEicMi@bun.com>
Source record: 53331

Hi Lyndon

>>>> Summats up with your setup, works fine here with no setting of
>>>>clock.

>>>That's because you use a Mega STE with an integrated RTC whereas
>>>Lyndon uses a "normal" STE without.

>>I'm sure he's got an RTC, his messages always have a valid time on
>them. Thats what I based my reply on.

>Yes, thanks for looking out Steve.

Thats what this group is all about matey.

>I have got a Forget-me-clock 2, like I've said before. Control Panal
>picks the time up correctly. Is it something to do with me running the
>year as 1990?

Your messages are stamped Y2K, i thought the system stamped these!!
Anyway..
I wouldnt have though the year would be relevant as it is a valid system
date, i.e. its not a pre-tos creation date.
Are you running any Y2K patches, if not why not.

<Thinking out loud mode>
Its possible that UVK is checking its date-stamp, realising your system
is running 10 years prior to its creation and alerting you in its brick
in the face helpfull way that summat is up.

This could be sorted by

A) Setting your clock right..
B) Re-stamping all of UVK's files to match your system era..

Please let me know the outcome, i'm intriuged.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6953. Astro prg

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 20:31:48 UTC
From: Trampa Radovan <trampa@merkur.bits.net>
Message-ID: <976306338-750804AEicMi@merkur.bits.net>
Source record: 53332

Hi everyone!

I write here because I need some of astro programs for horoscope. I have
astro.prg version 8.0 but if someone know where I can find some new
versions, please mail me private.
Thans for any informations.

yours sincerely,
Trampa Radovan

6954. Re: Ultimate Virus Killer 2000 (Atari S

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 20:32:02 UTC
From: bindon@madasafish.com
Message-ID: <t32ha27ee1u014@corp.supernews.com>
Source record: 53333

On 8 Dec 2000 19:20:38 -, Steve Sweet wrote:

Hi Steve

>>I have got a Forget-me-clock 2, like I've said before. Control Panal
>>picks the time up correctly. Is it something to do with me running the
>>year as 1990?
>
>Your messages are stamped Y2K, i thought the system stamped these!!
>Anyway..

Must be my ISP's server stamping them. That's the way it seems to go
for my emails.

>I wouldnt have though the year would be relevant as it is a valid system
>date, i.e. its not a pre-tos creation date.
>Are you running any Y2K patches, if not why not.

Err, I can run it without patches in whatever year up to 2028, IIRC
but I can't "set" the FMC. It has a special program that set's it,
and this only goes up to 1999. If I change the clock/date in control
panal, the FMC won't pick it up, and next time you turn the computer
on, it boots up in the old date.

><Thinking out loud mode>
>Its possible that UVK is checking its date-stamp, realising your system
>is running 10 years prior to its creation and alerting you in its brick
>in the face helpfull way that summat is up.
>
>This could be sorted by
>
>A) Setting your clock right..
>B) Re-stamping all of UVK's files to match your system era..
>
>Please let me know the outcome, i'm intriuged.

I'm going to use the joys of Multitasking and do it right know.....

Right! Done!
Basically it compares the date that UVK was made to what date your
computer is set at, so changing the date to Y2K fixed trhe problem.

Now all I need is a patch for my FMC, that's if the old Dallas chip
inside it can handle Y2K....

Lyndon Amsdon
--

```
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+
```

6955. Re: Atari on TV

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 20:33:50 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <90rgje$m3p$1@news7.svr.pol.co.uk>
Source record: 53334

On 6 Dec 2000 12:21:47 G, DjS wrote:
>
>I saw something today that made me think...
>I taped the Goodness Gracious Me night on UK Play on sattellite and noticed an
>advert for LA 7 which is S-Club 7's 'We love ourselves!' TV show. In the
>advert one of the boys in the group is wearing a T-shirt with a very large and
>rather blatant Atari Logo on it. I want to know where I can get such a
>t-shirt.
>Has anyone else noticed anything about Atari on TV recently? (apart from Hasbro
>re-releasing the classics with a twist under the Atari badge)
>
>DjS

Hi,

I saw an atari st bang in the middle of fatboyslims setup the other
day.

try www.emerchandise.com for atari t-shirts
they have the one which was recently worn on the movie road trip.
it's licenceed from atari interactive aswell, so no money to
hasbro which is a good thing

regards

pmac

6956. Re: SV: Simple graphics program

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 20:36:09 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <90rgnp$2i8$1@cubacola.tninet.se>
Source record: 53335

```
On 8 Dec 2000 17:06:09 G, Jo Even Skarstein wrote:
>Peter Persson <pep@nospammbox306.swipnet.se> wrote:
>
>> Don't know where to find it, but try Prism Paint. It's a lot like Degas.
>
>I have it, but unfortunately it doesn't work with my graphis cards :-(
>
>--
>
>/*
>** Jo Even Skarstein http://home.nvg.org/~joska/
>*/
>.
Hi Jo Even

Have you tried Vision? Recently updated to v4.0, and another with some
small bugfixes are coming soon. Works on all machines (I think).
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

6957. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 21:13:18 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a314f0058fcf2@online.be>
Source record: 53336
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/ahcx_101.zip (63.653 bytes)
(A Handsome C teXt editor)

**programming**
ftp://chapelie.rma.ac.be/atari/programming/ldg210.zip (291.275 bytes)
(LDG: GEM Dynamical Libraries. It is a protocol allowing GEM application to load
and share libraries (or plugin if you prefer))

ftp://chapelie.rma.ac.be/atari/programming/wndm1100.zip (985.514 bytes)
(WinDom is a high level GEM library for Pure C and Sozobon X.)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/music/abcm2ps.lzh (142.636 bytes)
(abcm2ps is a package which converts music tunes from ABC format to PostScript)

ftp://chapelie.rma.ac.be/atari/utilities/music/abctab2ps.lzh (130.460 bytes)
(Extension of abc2ps)

ftp://chapelie.rma.ac.be/atari/utilities/file_selectors/bkit215d.zip (142.431 bytes)
(BoxKite fileselector. German version)

ftp://chapelie.rma.ac.be/atari/utilities/file_electors/bkit215e.zip (113.413 bytes)
(Boxkite file selector. English version)

ftp://chapelie.rma.ac.be/atari/utilities/cpal2207.lzh (26.644 bytes)
(Colorpal: load, edit and save colorpalets. German version)

ftp://chapelie.rma.ac.be/atari/utilities/jclk302.lzh (127.702 bytes)
(Clocky,is a very useful all-in-one multiutility for Atari
computers (ST, STe, MegaSTE, TT, Falcon) and clones (Medusa, Hades,
```

Milan. EHC, Keyboard and mouse driver, Corner Clock, Screen Saver,
System fixes (Y2K, MegaSTE, colors, sound))

ftp://chapelie.rma.ac.be/atari/utilities/atari/utilities/bootselectors/conxboot.lzh
(64.379 bytes)
(A freeware replacement for XBOOT.
It's been written to run on console (plain text output)
thus the name is Con(sole)XBOOT.)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6958. BJ 330 and switchs DIP

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 21:32:22 UTC
From: lemaire.pierre@wanadoo.fr
Message-ID: <90rk3rbvr1@wanadoo.fr>
Source record: 53337

Hello!
On the Canon BJ 330 you have 2 slots of DIP switches (1 to 8 and 1 to 10)
For use with falcon 030 how do you put on or off these switches ?
thank you for your responses!
pierre@lemaire.org

6959. Recasing an ST

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 21:51:33 UTC
From: Christopher Friend <cfriendNS@110.net>
Message-ID: <t32m572ap9vn89@corp.supernews.com>
Source record: 53338

Anyone have any info on putting a Mega ST4 mobo into a PC case?? Any info, links to even pinouts, etc... would be greatly appreciated..

Chris

6960. New Atari Web Site

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 22:19:55 UTC
From: Nexus <The.Nexus@connectfree.co.uk>
Message-ID: <3a315e48$1_1@news.telinco.net>
Source record: 53339

Still at a very early point in development and still without a proper front end my Atari Web pages are now available. Keep an eye on them as there should be several updates per week.

All feedback, ideas and contributions of content are more than welcome. The more input I can get early on the better as I will be able to mold the content to that wanted by its users.

I hope to use these pages as a resource for rare items and Atari based information. Check them out and let me know what you think.

Mark. (www.atari.connectfree.co.uk)

6961. Re: ATARI STE 1040

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 22:27:07 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <JfiYGXA7AWM6EwRQ@steverosie.demon.co.uk>
Source record: 53340

In article <3A30CA9D.107FB2F9@xs4all.nl>, Eddie Griffiths
<egriff@xs4all.nl> writes
> Hello,
>
> I used to have an Atari STE 1040 and one of the games I had was a
> Strategy game and a kind of adventure game... this game was really
> cool..
>
> The game was called TAIPEI or TAI PAN I think.. Does anyone know of
> this
> game ??

The game was called Taipan, and possibly by Ocean.

This program did have a minute little problem when it was first release!
The boot sector wasn't a standard 512 byte sector and didn't run on many
machines. Which may make running on an emulator a little harder!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6962. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 22:44:09 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <90ro7p$28d$1@plutonium.compulink.co.uk>
Source record: 53341

In message <90mp3oohb3@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:

>I'm interested you mentioned RTR. I grabbed it a while back, but
>haven't had a chance to look at it yet. Does it work? Is it usable?
>
>It looks like it would be very interesting. Comments anyone, please?

I've only used it to extract the strings from RSC files that I am translating (as it's easier than using Look'n See with the Hextractor module, which usually leaves sime rubbish and, most importantly, doesn't tell to which tree various strings belong). It is supposed to be possible to translate the strings in an ASCII editor and then write them back with RTR, but I am not sure what the limitations are regarding changes of string length, so I tend to use RSM or Interface to construct the English RSCs. The RTR.HYP could be more helpful than it is (there is only one page with a very skeletal description). I have tried to reimport a translation as described but couldn't get it to work. No doubt my fault as I have not done somwething, or done it wrong... :-(

6963. Re: Recasing an ST

Newsgroup: comp.sys.atari.st
Date: 2000-12-08 23:01:23 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <ildY5.48$XY.711@newsfeed.slurp.net>
Source record: 53342

"Christopher Friend" <cfriendNS@110.net> wrote in message
news:t32m572ap9vn89@corp.supernews.com...
> Anyone have any info on putting a Mega ST4 mobo into a PC case?? Any
info,
> links to even pinouts, etc... would be greatly appreciated..
>
> Chris

Now why the hell would you want to do that??

6964. Re: Simple graphics program

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 00:29:43 UTC
From: vdjole@EUnet.yu
Message-ID: <90rudnnif1@SOLAIR2.EUnet.yu>
Source record: 53196

On 8 Dec 2000 13:51:07 G, Jo Even Skarstein wrote:
>I'm looking for a very simple graphics program that works under GEM and
>on graphics cards. I don't need (or want) any fancy stuff, basically I
>just want D.E.G.A.S. Elite that runs under GEM and is capable of
>handling multiple windows. Does something like this exist? Nomatter
>where I look I can only find either super-fancy photo-editors or stuff
>that bypass GEM altogether.
>
>I need this to make some simple illustrations, currently I'm using
>Microsoft Paint (yes, I said I want something simple...) for this.
>Actually, a clone for GEM would be nice...

How about Papillon V1? It was much simpler and smaller than later versions
(the program was packed and about 100KB big), and, as far as I could
see, quite regular GEM app. I believe it was available on FTP servers and
BBSes several years ago; at least I downloaded it from -somewhere- then
(maybe ComNet?). I still have that archive if it is any help to you.

cu.

6965. Re: Looking for Fansi by Eric March & Tail

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 00:29:45 UTC
From: vdjole@EUnet.yu
Message-ID: <90rudpnif2@SOLAIR2.EUnet.yu>
Source record: 53345

On 8 Dec 2000 04:54:23 G, kirkman14@my-deja.com wrote:
>Hello, everyone. I'm trying to find the program Fansi, written by Eric March.

It is (was?) on ftp.cs.tu-berlin.de and ftp.nic.funet.fi, in Atari sections;
there seem to be a couple of versions (1.01, 1.1, etc.)

6966. Re: Simple graphics program

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 01:40:17 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <90s2i0$if3$1@nnrp1.deja.com>
Source record: 53197

> I'm looking for a very simple graphics program that works under GEM
and
> on graphics cards. I don't need (or want) any fancy stuff, basically I
> just want D.E.G.A.S. Elite that runs under GEM and is capable of
> handling multiple windows. Does something like this exist? Nomatter
> where I look I can only find either super-fancy photo-editors or stuff
> that bypass GEM altogether.
>
I would recommend PixArt - ok, it's isn't exactly a simple graphics
program but it works great with graphic cards and GEM... and it will be
released as freeware soon.

Greetings,
Matthias

Sent via Deja.com http://www.deja.com/
Before you buy.

6967. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 01:54:14 UTC
From: dlormand@aztec.asu.edu
Message-ID: <90s3c6cak1@news.asu.edu>
Source record: 53198

Center is positive.

I got tired of messing with it, and wired a bench supply to a power pack plug with an amp-meter in series. The first attempt was wrong, but it appears there's a protection diode that prevents damage (good thing), so after a low current spike, it went to zero. Reversing the leads caused it to come right up.

Works great as both an audio CD player and a CD-ROM drive. I guess I will never use it as a photo-CD player, as Apple cannot provide me with the adapter cable, and there are no schematics to figure out the connector pinout. Oh, well.

I'm still happy!

Since so few people have seen this, I'll describe it: It is a squarish package with the circular door/CD holder that hinges out. The door has a back-lit LCD display for track, time, etc. The main unit plugs into the power adapter/SCSI circuit base such that it is inclined at about a 45 degree angle. Very cool. Very Apple-ish.
--

6968. Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 04:48:36 UTC
From: taj16@dreamscape.com
Message-ID: <t33ed4mvn9gmf1@corp.supernews.com>
Source record: 53199

I've recently acquired a Migraph Hand Scanner. I have the hand unit and the board for the cartridge slot, but nothing else. There's a jack for a power supply(at least that's what it looks like), but no information about voltage or polarity. There's no manual or software.

How the heck do I use this thing? Is there some downloadable software somewhere? I have MVG, and there was supposed to be a scanner module for it, but I don't have it. I know the scanner was originally bundled with Touch-up, but I don't have that, either.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

6969. Re: Recasing an ST

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 09:57:30 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <3doY5.30614$R77.2339638@nnrp4.clara.net>
Source record: 53200

"Christopher Friend" <cfriendNS@110.net> wrote in message
news:t32m572ap9vn89@corp.supernews.com...
> Anyone have any info on putting a Mega ST4 mobo into a PC case?? Any
info,
> links to even pinouts, etc... would be greatly appreciated..

If you're replicating the ports, which you
must do to stand a chance of plugging in
any compatible peripherals, then it's easy.
Connect like-for-like (pin-out wise), and
if the PC doesn't have certain ports, buy
them (for example, the 13-pin DIN
monitor output) and mount them.

If you're talking about using the PC power
supply, that is also easy. Look at the
original ST's PSU and check the +5/12V
and GND markings (the latter are the
black wires in any case) and see which
traces they connect to on the ST motherboard,
then adapt the PC PSU to that.

Shiuming Lai

6970. STe Rehousing

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 10:36:49 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <90uf75$5sj$1@newsg3.svr.pol.co.uk>
Source record: 53216

I should soon be purchasing an STe, to allow me to use half the stuff my STfm can't, but at the moment I don't have room for an STe on the side amongst my VCR, PC, tv, STfm, record & cd decks. I plan on putting it in a midi tower case so it can then be stood either on top of or below my PC tower. Is it best to get a case and hack away at the back panel until I get access to all the ST's ports at the back, or to float it more central in the case and make cables to run to the back of the case? After that is there any way I can adapt my PC PS/2 mouse and serial keyboard so I can use them with both systems?

DjS

6971. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 11:13:34 UTC
From: mharvey5@bellsouth.net
Message-ID: <3a319d6c.16798411@news.jax.bellsouth.net>
Source record: 53201

On Thu, 07 Dec 2000 14:10:36 +0100, Thorsten Marquardt
<marquat@uni-muenster.de> wrote:

>Does anyone know what happened to David Small and his company. His
>Spectre GCR and his SST and megatalk boards were so fabulous, i still
>don't understand why he got out of business so suddenly. Does anyone
>his postal or e-mail adress ?

I forget alot of the details, but basicly he got a large number of
chips that he said were defective from a supply for making SST & GCR
boards, he then tried sueing the supplyer of the chips and lost the
lawsuit and ended up closing the company since he didn't have the
resources left after lawyers fees, etc to recover and build the ST
items. I also think one of his sons had got seriously injuryed for
sometime and he spent along time away from the company taking
care of him. I forget the details, I read a story about it somewhere
on the net I believe. I know when one of the guys I knew when I first
got into the ST's from the 8 bit line was a beta tester for the SST
board and the speed of them at the time was amazing.
On a mega 4 equipped with a SST board, it would boot, load pagestream
load a couple meg graphics file before a stacey latop would even be
done booting and starting to load pagestream.. yet, it was like $800 +
dollars for the basic board, 68030 CPU and alittle extra memory.

Too bad someone couldn't have bought the rights, etc from Dave and
repoducted them latter in the Atari's lifetime.

Mike

6972. Re: Recasing an ST

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 12:20:46 UTC
From: bindon@madasafish.com
Message-ID: <t348sua63j1k74@corp.supernews.com>
Source record: 53202

On 8 Dec 2000 18:01:23 -, "Lord Gaiyan" wrote:
>"Christopher Friend" <cfriendNS@110.net> wrote in message
>news:t32m572ap9vn89@corp.supernews.com...
>> Anyone have any info on putting a Mega ST4 mobo into a PC case?? Any
>info,
>> links to even pinouts, etc... would be greatly appreciated..
>>
>> Chris
>
>Now why the hell would you want to do that??

I did it because my IDE 3.5" 1.7gb haqrd drive was crammed in the
original case, and the extra load on the PSU (not forgetting the heat)
blew the two big caps up on my PSU, literally.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6973. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 12:20:48 UTC
From: bindon@madasafish.com
Message-ID: <t348t0f31id276@corp.supernews.com>
Source record: 53203

On 9 Dec 2000 01:54:14 G, DAVID L. ORMAND wrote:
>
>Center is positive.
>
>I got tired of messing with it, and wired a bench supply to
>a power pack plug with an amp-meter in series. The first
>attempt was wrong, but it appears there's a protection diode
>that prevents damage (good thing), so after a low current
>spike, it went to zero. Reversing the leads caused it to
>come right up.

Well done. Most things should have a protection diode but you can
never tell.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

6974. Re: Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 13:48:26 UTC
From: at4ri@kki.net.pl
Message-ID: <90td7a$rh0$1@news.tpi.pl>
Source record: 53204

On 9 Dec 2000 04:48:36 -, Thomas J. Andrews wrote:
> I've recently acquired a Migraph Hand Scanner. I have the hand unit and the
> board for the cartridge slot, but nothing else. There's a jack for a power
> supply(at least that's what it looks like), but no information about
> voltage or polarity. There's no manual or software.

I have a similar one. My AC adaptor supplied with the scanner gives
13V DC, 850mA. As far as polarity is concerned, the "inside" part of the
plug is "+", and the "outside" is "-".

> How the heck do I use this thing? Is there some downloadable software
> somewhere? I have MVG, and there was supposed to be a scanner module for
> it, but I don't have it. I know the scanner was originally bundled with
> Touch-up, but I don't have that, either.

I have also looked for some software for that scanner, but unfortunately
it seems only Touch-Up does work with this model. I may send it to you
if you want.

--
See you,
Grzegorz Pawlik [mailto:at4ri@kki.net.pl]

Marijuana Mail [http://marijuana.atari.org]
Philip K. Dick [http://aramchek.topnet.pl/]

6975. Re: Sting/COPS,X/ZControl incompatible?

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 15:57:18 UTC
From: ebaiz@skyenet.net
Message-ID: <yDsY5.523$XY.10474@newsfeed.slurp.net>
Source record: 53205

On 6 Dec 2000 22:56:56 G, Bob King wrote:
>
>Hi all,
>
>My latest Milan problem, like all the rest, 'cos I can't keep well
>alone!! Tried IConnect instead of Sting, so disabled Sting etc. IConnect
>much faster on CAB, but need Sting for Amail and Newsie. When I went
>back to Sting, something had happened such that none of the control
>panels Cops, ZControl or XControls will load. If I change Cops to an APP
>and click on it after Sting Loaded, screen freezes. I use MagicMilan and
>Jinnee. It all worked well before I tried out IConnect. Wierd!! When I
>engage DIALER.APP, it tells me Sting is not activated, (because the
>Sting CPX isn't active) but allows me to go on line at 19,200 instead of
>my usual V96.

Just how did you enable Sting?? I think it has something to do with the
settings of the Sting cpx files. Try booting with no Sting cpx files and
then add one until you get to the one that causes the problem. You may just
want to d/l the Stig package and reload the CPX files from it onto your
hard drive and start over.

I had the same type of problem and the above worked for me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6976. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 15:57:20 UTC
From: ebaiz@skyenet.net
Message-ID: <ADsY5.524$XY.10474@newsfeed.slurp.net>
Source record: 53206

On 7 Dec 2000 13:21:03 -, "Julian Lewis-Booth" wrote:
>Dave Small is still around, I have pestered him a couple of times re the
>final state of these products.
>
>He is writing now and seems to be enjoying life. One question he had was
>should he release the source code for Spectre GCR?

Got an email address or a website address. I would like to get ahold of him
myself.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6977. Re: Simple graphics program

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 16:30:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90tmmp$60k$1@snipp.uninett.no>
Source record: 53207

Matthias Jaap <mjaap@atari-computer.de> wrote:

> I would recommend PixArt - ok, it's isn't exactly a simple graphics
> program but it works great with graphic cards and GEM... and it will be
> released as freeware soon.

Sounds interesting, do you have any more info on this? Is there a demo I
can try?

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

6978. Re: Simple graphics program

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 17:11:35 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a3267c7$0$180@news.zetnet.co.uk>
Source record: 53208

On 8 Dec 2000 13:51:07 G, Jo Even Skarstein wrote:

|I'm looking for a very simple graphics program that works under GEM and
|on graphics cards. I don't need (or want) any fancy stuff, basically I
|just want D.E.G.A.S. Elite that runs under GEM and is capable of
|handling multiple windows. Does something like this exist? Nomatter
|where I look I can only find either super-fancy photo-editors or stuff
|that bypass GEM altogether.

Arabesque Pro might do. I say might because it does not work in the
resolution I use in my Hades - I have to go to a lower one (forget
which). I bought a copy last year from System Solutions.
--
JI Logan

6979. Re: Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 17:11:35 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a3267c7$1$180@news.zetnet.co.uk>
Source record: 53209

On 8 Dec 2000 17:25:36 -, "Alex Taylor" wrote:

| . . . .
|Which leads me to my question: the 520ST has no PSU. Where can I get one
|from, or with the pinouts, can I use a PC unit? I can see it's a standard
|7-pin DIN socket I'll need. Also, can I use my external Power Computing
|floppy as a drive A, or does it need to be an Atari unit?

Any 360/720 kb floppy should do. Did you try System Solutions for a
power supply?
--
JI Logan

6980. Re: ram question

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 17:17:12 UTC
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Message-ID: <90tpeo$k58$1@bagan.srce.hr>
Source record: 53210

Sqwirl <powerpad113@home.com> wrote:
:> boards use 72-pin and some use 30-pin....If you have an STFM then you
:> need a board that plugs into the video shifter and the MMU via ribbon
:> cables, and it hosts the SIMM's...

Hello, I have a STFM and I am looking for ram expansion, I am
intrested in that board because it sounds cheap and simple, but really
most intresting are expansions that go beyond 4 MB. Do you have to change
the processor for a thing like that?

DK

--

6981. Registration of NED PLAYER without any fee!

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 17:45:17 UTC
From: Petr Sumbera <sumbera@volny.cz>
Message-ID: <90trhl$1o21$2@news.vol.cz>
Source record: 53211

Now you can register NED PLAYER simple by sending card of your town or country to author. There have to be your email (for sending registering code), your name and type of computer you are using. This opportunity is time limited until the end of year 2000 (decisive is date of sending). The normal shareware fee for NED PLAYER is 15 USD or equivalent.

http://www.volny.cz/sumbera

Petr Sumbera

6982. Re: Simple graphics program

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 18:20:24 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a328a7e61ea190@online.be>
Source record: 53212

on Sat 09-12-2000 17:11 JI Logan wrote:

>On 8 Dec 2000 13:51:07 G, Jo Even Skarstein wrote:
>
>|I'm looking for a very simple graphics program that works under GEM and
>|on graphics cards. I don't need (or want) any fancy stuff, basically I
>|just want D.E.G.A.S. Elite that runs under GEM and is capable of
>|handling multiple windows. Does something like this exist? Nomatter
>|where I look I can only find either super-fancy photo-editors or stuff
>|that bypass GEM altogether.
>
>Arabesque Pro might do. I say might because it does not work in the
>resolution I use in my Hades - I have to go to a lower one (forget
>which). I bought a copy last year from System Solutions.

Arabesque Pro runs only in monochrome resolution and if I recall me well
it doesn't like a multitasking system either

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6983. Re: Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 19:46:54 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <976390928.7946.0.nnrp-12.d4e49a43@news.demon.co.uk>
Source record: 53213

Hi

What you've told me seems to be info on connecting a PC PSU to an STF/STFM/STE motherboard (which might be useful in future), but this is a 520ST, with a 7-pin DIN plug input on the back of the machine for the PSU to plug into. This machine also has its mouse port on the side and everything else in slightly different places.

I'd also like a new top casing since this one is very yellowed, but I bet they're a little hard to find....

Alex Taylor.

DjS <djs@thesoundlab.co.uk> wrote in message news:90rqvd$s7q$2@newsg4.svr.pol.co.uk...
In message <976298916.545.0.nnrp-13.d4e49a43@news.demon.co.uk>, "Alex Taylor"
wrote:

> Which leads me to my question: the 520ST has no PSU. Where can I get one
> from, or with the pinouts, can I use a PC unit? I can see it's a standard
> 7-pin DIN socket I'll need. Also, can I use my external Power Computing
> floppy as a drive A, or does it need to be an Atari unit?

PC psu to ST plug. Given that you can get the plug to plug into your motherboard the colourcode wirings are thus:

PC Atari Voltage
Red Red +5v
Black Black Ground
Yellow Blue +12v

That should be easy enough to work out, if for some reason the colours are different on your psu (either atari side of pc side) both usually have the voltages written on the board.
If you want any more help e-mail me.

DjS

6984. Re: Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 20:27:24 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <976393356.8897.0.nnrp-12.d4e49a43@news.demon.co.uk>
Source record: 53214

Hello again!

I found the info I need in the DOIT-ST archive which I downloaded a while ago but forgot I had! Info in there on the 7-pin DIN and the mobo plugs. The text also mentions a 260ST!

Alex Taylor.

>
> What you've told me seems to be info on connecting a PC PSU to an
> STF/STFM/STE motherboard (which might be useful in future), but this is a
> 520ST, with a 7-pin DIN plug input on the back of the machine for the PSU
to

6985. Re: Ultimate Virus Killer 2000 (Atari S

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 20:42:57 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <8PwY5.32872$R77.2477857@nnrp4.clara.net>
Source record: 53215

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t2sn9d5u03290c@corp.supernews.com...
> On 5 Dec 2000 21:01:12 -, "Shiuming Lai" wrote:
> >That's because you use a Mega STE
> >with an integrated RTC whereas
> >Lyndon uses a "normal" STE without.
>
> Read my other post :)
>
> BTW, my STE isn't "normal" as you like to put it. Tut tut, these
> people with Falcons, I don't know.... :P

I know your STE isn't "normal" but
it also isn't a Mega. As for Falcon,
my other Atari is a Mega STE :-)

Shiuming Lai

6986. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 21:12:20 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976444130-588769AEicMi@bun.com>
Source record: 53222

Hi Pete

>The RTR.HYP could be more helpful than it is (there is only one page
>with a very skeletal description). I have tried to reimport a
>translation as described but couldn't get it to work. No doubt my fault
>as I have not done somwething, or done it wrong... :-(

This is my experience, i cannot even import the origional non-mollested
file, derryck has it working i beleive, perhaps he'd pop in with a idiots
guide to..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6987. Re: HELP ! Runtime error

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 21:16:10 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976444132-589292AEicMi@bun.com>
Source record: 53223

Hi Artur

>When I want to convert from MSA to ST I get this error :
>Runtime error 200 at 0212:0091

You should try using a virgin copy of the MSA utility, if that fails try
a different .MSA file, it could be corrupted in some way.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6988. Re: Ultimate Virus Killer 2000 (Atari S

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 21:45:54 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976444134-589799AEicMi@bun.com>
Source record: 53224

Hi Lyndon

>>This could be sorted by
>>
>>A) Setting your clock right..
>>B) Re-stamping all of UVK's files to match your system era..

>>Please let me know the outcome, i'm intriuged.

>I'm going to use the joys of Multitasking and do it right know.....

Its fun, ive got Jinnee, Thing, MagicDesk and Kaosdesk running ATM, thats 4 desktops, CAB in one desktop, eMailer in't other and Fiffie is skulling about somewhere just for a laugh, but ive only got 11.8 meg of memory left, bummer.
Dont ask why, i'm just bored init...

And the winner is Jinnee, except when it comes to copying files, MGCOPY is the fastest there,,

>Right! Done! Basically it compares the date that UVK was made to what
>date your computer is set at, so changing the date to Y2K fixed trhe
>problem.

So youve got the answer now.

>Now all I need is a patch for my FMC, that's if the old Dallas chip
>inside it can handle Y2K....

I'm sure there is software available that sets the FMC correctly, its just that this software doesnt read it correctly, whereas your system and hence everything else does!!

There was quite a discussion a while ago RE. the FMC card and there are various versions of the setting software.

Still, even if the RTC keeps time and you have to manually set the year with the control panel each boot that is better than a poke in the eye.

Also, a simple auto folder program could be written to add a number of years to the GEMDOS clock every boot time, the RTC is only read at boot and used to set the system clock to rights and is ignored from then on..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6989. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-09 21:46:50 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976444138-590542AEicMi@bun.com>
Source record: 53225

Hi Shiuming

>> My DSP works great at 60mhz, but I had to change the DSP ram chips to
>>12ns..

>That's what I call hardcore, man!

And not a blue LED in sight!!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6990. Re: My thoughts on a new Atari computer

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 00:35:18 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a32cfc6$0$173@news.zetnet.co.uk>
Source record: 53217

On 7 Dec 2000 18:36:28 +, Dennis SCP wrote:
>Charles Stanley <cstanley@zetnet.co.uk> wrote:
>
>> >> Anyway, I'd like to know what you guys think.
>>
>> Shouldn't it also have "Bluetooth" capability?
>
>That would be great for a laptop with a wireless mouse.
>For most communications however it's dead slow. I saw an Epson
>demonstration and had to laugh, they printed some ASCII text! Now what
>if you want to print a picture? Instead of putting in a USB cable you
>just stand next to the printer and wait half an hour before your picture
>has been send.

Thanks for the comments, Dennis; this is what I was hoping for, after
reading an advert-hype from a certain other coloured cellphone supplier.

>Come on, a 11Mbit/s wireless card from Apple is just $99.
>Take two and you've got a fast wireless network running all around the
>house.

On the imaginary souped-up TT/ST/... or a PowerMac?

>Bluetooth would be cool if you want style, like a wireless keyboard
>running on solar energy. Or a wireless optical mouse that you can charge
>on a dock when not using the computer. UMTS will soon give cellphone's
>2Mbit/s everywhere in Europe. I don't think that any Organizer is going
>to ship without it in the year 2004. The market is moving fast,
>Bluetooth is will never gain mass acceptance as anything more than a
>PS/2 mouseport.
>
>Oh yeah did I tell you that 200Mbit/s FireWireLess is running reliable
>in the testlab already?

Cool :)

Charles.

6991. Re: Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 01:34:03 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a32dda7_1@news.telinco.net>
Source record: 53218

> I'd also like a new top casing since this one is very yellowed, but I bet
> they're a little hard to find....
>
>
>
get it in the sink with something like flash gel with bleach, you will be
amazed
it really washes whiter or grayer in this case
kevin
www.kevindermott.co.uk

6992. Re: Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 01:42:39 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <2hCbenFP+tM6EwkP@lovecraft.demon.co.uk>
Source record: 53220

Once upon a time <3a32dda7_1@news.telinco.net>, kevin dermott
<k@kevindermott.co.uk> grabbed chalk and scrawled:

>get it in the sink with something like flash gel with bleach, you will be
>amazed
>it really washes whiter or grayer in this case

Or Mr. Muscle. Though that, like Flash Gel, probably isn't marketed
worldwide.

Neither product will help with aged plastics, but smoker-damaged stuff
will clean up right away ;)

Richard

--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

6993. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 01:52:50 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a32e20e_2@news.telinco.net>
Source record: 53219

> why do you suspect willfull stupidity?
> please tell me the names of any departments in France that you know of?
> Counties in England? heck, provinces in Canada? :-)
> does this make you geographically ignorant also?
> sheesh!
>
> ken

being the season of goodwill I suppose it is fitting to forgive all the Americans who just assume, or don't even know that there is a World outside their own country. The sooner everyone realises that posting articles for sale without stating what country you are in will just waste their own time aswell as that of others. Only the other day on another newsgroup I use some fool asked where could he get mike stands cheep locally ?. whithout a clue of what country he was in, we all guessed it must have been America but even then What is local to a country 2x3 thousand miles big?? Berts Bargains in Alaska do em, not much use to someone in Florida.
Kevin

6994. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 03:07:50 UTC
From: Don <dons@qnet.com>
Message-ID: <3A32F386.CB7157F3@qnet.com>
Source record: 53221

kevin dermott wrote:

> > why do you suspect willfull stupidity?
> > please tell me the names of any departments in France that you know of?
> > Counties in England? heck, provinces in Canada? :-)
> > does this make you geographically ignorant also?
> > sheesh!
> >
> > ken
>
> being the season of goodwill I suppose it is fitting to forgive all the
> Americans who just assume, or don't even know that there is a World outside
> their own country. The sooner everyone realises that posting articles for
> sale without stating what country you are in will just waste their own time
> aswell as that of others. Only the other day on another newsgroup I use some
> fool asked where could he get mike stands cheep locally ?. whithout a clue
> of what country he was in, we all guessed it must have been America but even
> then What is local to a country 2x3 thousand miles big?? Berts Bargains in
> Alaska do em, not much use to someone in Florida.
> Kevin

Kevin,

Let it go. Who cares about this. Ive never seen such a large group of people who let this bother them. If this worries you this much I will send you the gun and the bullet (maybe I should send more than one you may miss) just to blow your head off. Its only you people in the UK that worry about this. If you would stop and really look at all the sale messages you will see everyone does it not just us in the US. Get a grip and a life.

Don

6995. Free professional audio samples for download

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 11:42:17 UTC
From: mppoiz@post.com
Message-ID: <90vq6p$du1$4@news.tue.nl>
Source record: 53226
Cross-posted to: comp.sys.apollo,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.cbm

http://www.mp3.com/innovedia

Free professional sound samples, free for you to use
in any project/website/presentation that you want!
Superb quality (stereo 44.1kHz/16bit). Includes
virtual surround, which creates sound effects that
rotate around the listener, even when played through 2 normal
speakers!!!!!!!!!!

Great!!

http://www.mp3.com/innovedia

6996. Re: Simple graphics program

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 12:03:40 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976470748-444737AEicMi@bun.com>
Source record: 53237

Hi Martin

>>Arabesque Pro might do. I say might because it does not work in the
>>resolution I use in my Hades - I have to go to a lower one (forget
>>which). I bought a copy last year from System Solutions.

>Arabesque Pro runs only in monochrome resolution and if I recall me well
>it doesn't like a multitasking system either.

That rung a bell so i just tested it, its running in the background at
the moment, in a res of 1184 x 880 in 256 colour. Screen redraws are
crap, but it does work.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6997. Re: WTD Atari Ethernet VME Cards

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 12:37:51 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <AOKY5.35012$R77.2664219@nnrp4.clara.net>
Source record: 53228

"Julian Lewis-Booth" <julianlb@btinternet.com> wrote in message
news:B6592B3E.1643%julianlb@btinternet.com...
> Hi There,
>
> I would like to get my hands on a couple of VME Ethernet cards for the
Atari
> TT or STE, is there anyone who has a couple of these surplus to
> requirements?
>
> Better than that does anyone know a UK retailer with a stock of them?
>
> Also required on Mega bus Ethernet card, does anyone know where these can
be
> found.

sales@system-solutions.co.uk for all of these.

Shiuming Lai

6998. WTD Atari Ethernet VME Cards

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 12:44:47 UTC
From: Julian Lewis-Booth <julianlb@btinternet.com>
Message-ID: <B6592B3E.1643%julianlb@btinternet.com>
Source record: 53227

Hi There,

I would like to get my hands on a couple of VME Ethernet cards for the Atari TT or STE, is there anyone who has a couple of these surplus to requirements?

Better than that does anyone know a UK retailer with a stock of them?

Also required on Mega bus Ethernet card, does anyone know where these can be found.

Julian

6999. Re: Ultimate Virus Killer 2000 (Atari S

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 12:55:43 UTC
From: bindon@madasafish.com
Message-ID: <t36vafr42rq5f3@corp.supernews.com>
Source record: 53229

On 9 Dec 2000 21:45:54 -, Steve Sweet wrote:

Hi Steve

>Also, a simple auto folder program could be written to add a number of
>years to the GEMDOS clock every boot time, the RTC is only read at boot
>and used to set the system clock to rights and is ignored from then on..

Yes, seeing as I have recenlty purchased a copy of Lattice C then it
would be possible, I could even do it in Metacomco Basic! I'm not
sure if the time reader in the auto folder can support Y2K, cos I
can't even get it to be /set/ in the Y2K. There is a site (page?)
dedicated to the Y2K problem on the net, so I'll have to do a google
search.

Thanks Steve,

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7000. Re: WTD Atari Ethernet VME Cards

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 12:55:46 UTC
From: bindon@madasafish.com
Message-ID: <t36vai45qej5f4@corp.supernews.com>
Source record: 53230

On 10 Dec 2000 12:44:47 , Julian Lewis-Booth wrote:
>Hi There,
>
>I would like to get my hands on a couple of VME Ethernet cards for the Atari
>TT or STE,

Only the Mega STE has the nice VME slot.

>is there anyone who has a couple of these surplus to
>requirements?
>
>Better than that does anyone know a UK retailer with a stock of them?
>
>Also required on Mega bus Ethernet card, does anyone know where these can be
>found.
>
>Julian
>
>.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7001. Re: My thoughts on a new Atari computer

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 13:01:55 UTC
From: dennis.scp@multiweb.nl
Message-ID: <1elfdyb.1iryptpb8suheN%dennis.scp@multiweb.nl>
Source record: 53231

Charles Stanley <cstanley@zetnet.co.uk> wrote:

> >Come on, a 11Mbit/s wireless card from Apple is just $99.
> >Take two and you've got a fast wireless network running all around the
> >house.
>
> On the imaginary souped-up TT/ST/... or a PowerMac?

Apple did Airport the Atari way, they hacked it to make it affordable for the avarage consumer. When the wireless Ethernet standard went from 2 to 11Mb/s they saw the solution to the infrared problems, they went to Lucent, took their PCMCIA card, removed all the PCMCIA stuff to create a cheap card and hid the wires in the housing of all new computers. Tada for just $99 any Mac could get wireless Ethernet, that was 1/3 of the common prize. And still today Apple's wireless products are usually half the price than the PC versions. However they are fully compatible. It's just that Apple calls it Airport and Compaq calls it something else, it's the same standard.

In Europe Apple looks a lot like Atari in the ST days. They capture the piece of consumer market, that doesn't buy the PC they use at their job, with feature complete machines. They are even going into the soundstudios again with Yamaha supported mLAN; MIDI and digital audio over FireWire. I'm sure it'll grab some attention when software comes out that uses the realtime scemes in the Mach kernel from the OpenBSD based Mac OS X system. Which comes out early next year, right at the time when Apple will ship CD-RW drives as standard on (hopefully all) models. I think that the next generation iMac is going a big hit in the music industry, I just hope that more of the cheap packages become available so that starting musicians can use the iMac too.

I mean it's fanless, fast, cheap and within a few months it will have an uncrashable OS and CD-RW standard, all that in one easy movable strong package. Rent a DV-CAM and you can even edit your first alternative video, all by yourself and without any extra hard- or software.

I'm now Beta testing Mac OS X and it's cool. The icons are 128*128 pixels and resize as if it were the menu of an action game. I mean I used to have porn slides that size when I was a kid and now it's a seamless part of the interface.
--
Dennis SCP
This 100% gravity training is doing me rather well.
I should have been crushed but instead I got a stronger voice.

7002. Qdialer .46 released

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 14:21:53 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a339181$1_2@athena.netset.com>
Source record: 53232

Qdialer (the dialer for STiK2) has been updated and released to
version .46. Full package and source are available on the STiK2 web site
http://www.netset.com/~baldrick/stik2.html

Changes include the following
Connection times can be logged (Compatible with COSTA)
Script files can be launched upon a successful connection
(ie lauch programs upon successful connection)
Window positions can be saved and reused.
A whole new Tools dialog system.
Many other patches and upgrades across the whole system.

Hopefully this addresses some of the concerns and wishes for this
program.

Note there are problems going on currently with this version and
Hades and certain hades MMU control utilities. Hopefully this will be
sorted out before long.

Dan Ackerman
aka baldrick@netset.com

ps. Sorry about being incognito in the newsgroups recently.

7003. Re: STe Rehousing

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 16:03:05 UTC
From: ebaiz@skyenet.net
Message-ID: <ZONY5.1597$XY.18528@newsfeed.slurp.net>
Source record: 53233

On 9 Dec 2000 10:36:49 G, DjS wrote:
>
>I should soon be purchasing an STe, to allow me to use half the stuff my STfm
>can't, but at the moment I don't have room for an STe on the side amongst my
>VCR, PC, tv, STfm, record & cd decks. I plan on putting it in a midi tower
>case so it can then be stood either on top of or below my PC tower. Is it best
>to get a case and hack away at the back panel until I get access to all the
>ST's ports at the back, or to float it more central in the case and make cables
>to run to the back of the case? After that is there any way I can adapt my PC
>PS/2 mouse and serial keyboard so I can use them with both systems?
>
>DjS

I have heard of some people putting the ST motherboard in the case and then
running the cables out the back. Go to Mario Becrofts site. He has some
hardware to allow a ST to use a PC serial mouse and a PC keyboard. Then
just get the hardware to use a PC keyboard/mouse with both systems. We have
such a device at work that allows this.

http://gem.win.co.nz

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7004. Fansi

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 16:03:07 UTC
From: ebaiz@skyenet.net
Message-ID: <%ONY5.1598$XY.18528@newsfeed.slurp.net>
Source record: 53234

Hello,

Will the gent who wanted Fansi please email me. I have the program and
tried to email it to you, but it the message came back to me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7005. ST writer print preview

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 16:26:15 UTC
From: mb@gem.win.co.nz
Message-ID: <G5A3tG.DJ@gem.win.co.nz>
Source record: 53235

Posted on behalf of a club member:

I am using ST Writer Elite version 4.8 by Bruce Noonan, M.D., and would
like to know whether a print preview is available and how to activate it.

Any advice would be appreciated.

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
Atari hardware products - 68HC08 support site

7006. BoinkOut2 v. 2.0 released

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 16:29:10 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a33af56_2@athena.netset.com>
Source record: 53236

BoinkOut2 version 2.0 has been released at the BoinkOut2 page.
http://www.netset.com/~baldrick/boinkout2.html

A lot of small patches from myself and a set of patches from
"Marvin" Bressler.

Changes:

Code now compiles under GCC as well.
A new magic Block effect "Gravity"
Scores are now longs, so Higher scores are possible.
Patches to AV system
Patches to shel_envrn() call (Web browser support)
Should run under SingleTOS again.

Also available on the BoinkOut2 page Snowman.img a seasonal backdrop for
BoinkOut2.

Dan Ackerman
aka baldrick@netset.com

7007. Re: STe Rehousing

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 19:54:52 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <ZmRY5.31820$_h.173168@NewsReader>
Source record: 53239

Hello.

recasing an ST or whatever.

If you rack the ST the mobo ports are available on the back and you can velcro a CD Rom or whatever on top, readily removeable if needed. The kit comes with a Mega keyboard.

OR......

If using a PC tower buy a new Atari Mega ST or Mega STE keyboard from Keychange and save all the hassle and expense of using none Atari parts.

You can also then use both PC and ST at the same time.

I've done a few of these jobs, why make more work when Atari has all the parts you need.

The keyboards are £25 each plus carriage or buy a box of 5 for £100 plus carriage

Barrie at Keychange.

www.atamusic.u-net.com (in the UK)

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message news:ZONY5.1597$XY.18528@newsfeed.slurp.net...
> On 9 Dec 2000 10:36:49 G, DjS wrote:
> >
> >I should soon be purchasing an STe, to allow me to use half the stuff my STfm
> >DjS
>
> I have heard of some people putting the ST motherboard in the case and then
>
> Edward S. Baiz Jr.
> (Gamer)

7008. Re: Recasing an ST

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 20:03:50 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <_mRY5.31821$_h.173447@NewsReader>
Source record: 53238

Hello.

To retain some sort of authenticity appearance-wise why not use a Megafile case (of which I have a few empty ones) for your hard drive with a separate PSU

OR........

As I have done with my Mega 4, use a low line PSU in the Megafile case to power the mega, a hard drive and a CD rom, again in a megafile case, looks quite reasonable and saves all the hassle of using a PC case.

Barrie at Keychange.

www.atamusic.u-net.com

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t348sua63j1k74@corp.supernews.com...
> On 8 Dec 2000 18:01:23 -, "Lord Gaiyan" wrote:
> >"Christopher Friend" <cfriendNS@110.net> wrote in message
> >news:t32m572ap9vn89@corp.supernews.com...
> >> Anyone have any info on putting a Mega ST4 mobo into a PC case?? Any
> >info,
> >> links to even pinouts, etc... would be greatly appreciated..
> >>
> >> Chris
> >
> >Now why the hell would you want to do that??
>
> I did it because my IDE 3.5" 1.7gb haqrd drive was crammed in the
> original case, and the extra load on the PSU (not forgetting the heat)
> blew the two big caps up on my PSU, literally.
>
> Lyndon Amsdon
> --

7009. My TT is now on the web!

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 20:08:10 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a33e230236f8bb3@tripnet.se>
Source record: 53240

Just to let you know that I have put my TT up on the web running the webserver Weblight. The TT is connected to my Win-95 pc via a 57600 bit/sek nullmodem cable. The pc is connected to the Internet via 500 kbit ADSL.

The adress is http://atari.mine.nu/ but the content is simply the same as my normal homepage. Also some pages are missing.

Everything runs under Geneva/Neodesk and STinG so responses may be rather slow if I am using the fileselector or so. Also I have no idea how stable this setup is if more than one user is connected at the same time. Should be interesting to see if the system is still up and running tomorrow morning!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

7010. Re: Document HiSTory protocol? (DHST)

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 21:33:15 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012102132340.86-100000@TT030>
Source record: 53254

On 11 Dec 2000, James Haslam wrote:

> Does anyone know a URL for me to download the above program?

The protocol docs are on my GFA pages for download.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7011. Re: 86000 Disassembler

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 21:46:10 UTC
From: Mark Davies <Pov@btinternet.com>
Message-ID: <913ahe$g2u$1@uranium.btinternet.com>
Source record: 53269

Why not use winston and devpac or easyrider to disassemble or reassemble
(using easyrider)?

Mark
MSD/POV

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t2ngcte03v23b@corp.supernews.com...
> On 4 Dec 2000 08:55:51 +, "Mirko" wrote:
> >Hi,
> >I am looking for an usable 86000-disassembler to use under Win32. I want
to
> >have a look at old Atari-Codes, trying to remember some of my genious
> >juvenile coding tricks ;-)
> >
> >Does anyone know an internet adress where i could get one ? (Freeware)
> >
> Try the 68k FAQ, I think that has a section on that kinda stuff.
>
> Lyndon Amsdon
> --
> +---------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +---------------------------+

7012. Re: Synthax? ?h?

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 22:01:56 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <a3TY5.34911$eT4.2836215@nnrp3.clara.net>
Source record: 53244

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:yd8Y5.28019$_h.162477@NewsReader...
> Hello.
>
> See www.atamusic.u-net.com for a picture of my rack case, available as a
> kit.

> > Unfortunately there was no picture of an Atari rack, but I suspect the
> > company rack mounts any computer to customer specs.
> >
> > As i'm working on rack mounting an ST myself I'm very interested in any
> > design ideas etc. Any other such units around?

sales@system-solutions.co.uk

All sorts of racks from Lighthouse.
The Space Case is a nice one for
a good price.

Shiuming Lai

7013. Re: My thoughts on a new Atari computer

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 22:04:17 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <p5TY5.34914$eT4.2837221@nnrp3.clara.net>
Source record: 53245

"Dennis SCP" <dennis.scp@multiweb.nl> wrote in message
news:1el9qxb.3evzbr1erhxhcN%dennis.scp@multiweb.nl...
> Charles Stanley <cstanley@zetnet.co.uk> wrote:
>
> > >> Anyway, I'd like to know what you guys think.
> > >
> > > Shouldn't it also have "Bluetooth" capability?
> >
> That would be great for a laptop with a wireless mouse.

Snipsnipsnipsnip... Charles was only kidding,
in case you hadn't noticed.

Shiuming Lai

7014. Re: WTD Atari Ethernet VME Cards

Newsgroup: comp.sys.atari.st
Date: 2000-12-10 22:51:14 UTC
From: Julian Lewis-Booth <julianlb@btinternet.com>
Message-ID: <B659B962.1654%julianlb@btinternet.com>
Source record: 53241

in article t36vai45qej5f4@corp.supernews.com, Lyndon Amsdon at
bindon@madasafish.com wrote on 10/12/00 12:55 pm:

> On 10 Dec 2000 12:44:47 , Julian Lewis-Booth wrote:
>> Hi There,
>>
>> I would like to get my hands on a couple of VME Ethernet cards for the Atari
>> TT or STE,
>
> Only the Mega STE has the nice VME slot.
>
>> is there anyone who has a couple of these surplus to
>> requirements?
>>
>> Better than that does anyone know a UK retailer with a stock of them?
>>
>> Also required on Mega bus Ethernet card, does anyone know where these can be
>> found.
>>
>> Julian
>>
>> .
>
>
> Lyndon Amsdon
> --
> +---------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +---------------------------+
I thought the TT had a VME slot as well.

Julian

7015. Document HiSTory protocol? (DHST)

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 00:08:04 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a341ae4$0$179@news.zetnet.co.uk>
Source record: 53246

Hi all!

Does anyone know a URL for me to download the above program?

I've tried searching via Pathfinder, Hallvard's Hyperlink Launchpad and
Links.Atari.Org but to no avail.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

7016. Re: Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 00:17:22 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a341d2d_2@news.telinco.net>
Source record: 53247

> Or Mr. Muscle. Though that, like Flash Gel, probably isn't marketed
> worldwide.

well it says on the bottle " Flash Gel TM " so it is obviously made in
some American state
Kevin

7017. Re: Document HiSTory protocol? (DHST)

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 00:30:23 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <911770$6ae$1@nnrp1.deja.com>
Source record: 53248

>
> Does anyone know a URL for me to download the above program?
>
It's a protocol (as the name implies) not a program. You can only
download the specifications of the protocol.
You'll need a program which works as a DHST server (eg Startmeup
http://www.snailshell.de/) and programs which support DHST (i.e. DHST
clients) such as CAB.

Greetings,
Matthias

Sent via Deja.com http://www.deja.com/
Before you buy.

7018. Re: Simple graphics program

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 00:39:28 UTC
From: Matthias Jaap <mjaap@atari-computer.de>
Message-ID: <9117nv$6fu$1@nnrp1.deja.com>
Source record: 53249

> > I would recommend PixArt - ok, it's isn't exactly a simple graphics
> > program but it works great with graphic cards and GEM... and it
will be
> > released as freeware soon.
>
> Sounds interesting, do you have any more info on this? Is there a
demo I
> can try?
>

There is an announcement by the programmers that the development of Pixart 5 has been stopped and they plan to release it as freeware. The current homepage (www.pixart.de) is currently not uptodate. If you can't find a demo version of Pixart on one of the FTP servers I can send you a demo.

Pixart is a great program. It's easy to use and even supports WACOM graphic tablets. It can also convert pictures with a lot of dithering methods and handles GIF and JPEG.

Greetings,
Matthias

Sent via Deja.com http://www.deja.com/
Before you buy.

7019. Re: Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 00:49:52 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <S9MS5EJwSCN6EwZR@lovecraft.demon.co.uk>
Source record: 53250

Once upon a time <3a341d2d_2@news.telinco.net>, kevin dermott
<k@kevindermott.co.uk> grabbed chalk and scrawled:

>well it says on the bottle " Flash Gel TM " so it is obviously made in
>some American state

That's got to be the most facetious remark I've ever heard. Unless
you're trying to prove you don't even know that TM means trademark -
which is quite scary, really. Did they train you to use a computer by
giving you a reward when you pressed the right button?

Richard (No. Reg'd TM doesn't mean a bloke called Reg living in the
USA).
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

7020. Re: Atari/Mac disk incompatibilities

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 02:11:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <911d3k$6cs$1@plutonium.compulink.co.uk>
Source record: 53252

In message <1elaw1z.1a1nnt268os5cN%northstar2010@yahoo.no>, northstar2010@yahoo.no said:

>I said that I PC formatted my disks (MSDOS), so this isn't the problem.
>I tried formatting MSDOS on both the Mac using its desktop formatting
>option, and on the ST using "Hcopy" which I know formats MSDOS -I've had
>great success with it in the past.

It may not be the same thing, but I had similar problems reformatting some free AOL (I think) trial sub disks (before they went CDROM). They just would not format with my usual FCopy. I can't remember quite how I did eventually format them - I believe it was with Kobold, but can't be sure. All I can guess is that they had something strange in the root sector. After all you can write-protect root sectors on a hard disk, so perhaps you can on floppies too???

Regards, /Peter/

7021. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 02:11:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <911d3k$6ct$1@plutonium.compulink.co.uk>
Source record: 53253

In message <t348t0f31id276@corp.supernews.com>, bindon@madasafish.com said:

>Well done. Most things should have a protection diode but you can
>never tell.

Yes - my son's CB had a protection diode wired *across* the supply terminals, so incorrect connection blew the inline fuse in the lead to the car's supply! One way of doing it without the penalty of a voltage drop across the diode, I guess:-)

Regards, /Peter/

7022. Re: ST writer print preview

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 02:11:01 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <911d3l$6cu$1@plutonium.compulink.co.uk>
Source record: 53251

In message <G5A3tG.DJ@gem.win.co.nz>, mb@gem.win.co.nz said:

>I am using ST Writer Elite version 4.8 by Bruce Noonan, M.D., and would
>like to know whether a print preview is available and how to activate it.
>
>Any advice would be appreciated.

That's going back a bit to the start of the ST:-) I don't suppose it's changed in V4.8. The 4.0 manual (doesn't your friend have this?) says:

PRINT PREVIEW: This feature of ST Writer lets you examine a formatted text file on your monitor screen prior to printing it. You can use Print preview at any time while creating or editing a file.

For a print preview, press [Esc] from the editor to return to the ST Writer menu, then select 'Print file'. At the prompt 'Enter *P*rinter', *D*isk, *S*creen, Spoo*l*er, press S for screen print. For directions to the next prompt 'Print whole document Y/N' see 'Print file' above. Next, ST Writer prints your formatted file to the screen, showing each page break with a dotted line across the screen width. To pause the screen print, press [Control+S], then press any key to resume the listing. Return to the ST Writer menu any time by pressing [Esc].

HTH.

Regards, /Peter/

7023. Re: Document HiSTory protocol? (DHST)

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 03:55:45 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <911j81$1pi$1@cubacola.tninet.se>
Source record: 53255

```
On 11 Dec 2000 00:30:23 , Matthias Jaap wrote:
>
>It's a protocol (as the name implies) not a program. You can only
>download the specifications of the protocol.
>You'll need a program which works as a DHST server (eg Startmeup
>http://www.snailshell.de/) and programs which support DHST (i.e. DHST
>clients) such as CAB.
>
>Greetings,
>Matthias
>
Hi Matthias

And let's not forget Taskbar, that has had support for DHST at least
2 years.
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

7024. Re: ST writer print preview

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 09:28:48 UTC
From: John Whitelock <johnfw@netspace.net.au>
Message-ID: <3A349E50.FDE78ED0@netspace.net.au>
Source record: 53256

I have used ST Writer in various versions since 1988. I use ST Writer elite 4.8 every day for everything - it is a great word-processor considering it is only 65k long. I even use it for drafting emails which I then transfer by disk to this pc for Netscape to send under Linux! I use it to edit text files transferred from other computers such as my TRS80 and Brother word processor, it just has the easiest replacement of odd and peculiar characters that I have ever found.

With 4.8, Press ESC, then Press P. Select with the mouse from the Options listed across the window

Printer Disk Screen Spooler

The full manual is on the ST Writer 4.8 disk.

John W

7025. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 11:12:47 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <912crd$17m$1@nnrp1.deja.com>
Source record: 53257

In article <94MX5.15799$bp4.206381@monolith.news.easynet.net>,
"Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote:
> Dave Small is still around, I have pestered him a couple of times re
the
> final state of these products.
>
> He is writing now and seems to be enjoying life. One question he had
was
> should he release the source code for Spectre GCR?

Got one of these Spectre GCR:s in the closet still, does anyone know
what OS version I would need to use it, and where to get it?

/Joakim

--
WWW: http://gokmase.atari.

Sent via Deja.com http://www.deja.com/
Before you buy.

7026. FS: Atari 1040 STE & 520 STE, plus Atari SM 124 monitor boxed all £100.00 the lot

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 12:33:57 UTC
From: Paula <paula@lindi.worldonline.co.uk>
Message-ID: <3a34cb80$1@mk-nntp-1.news.uk.worldonline.com>
Source record: 53258

Based in London.

7027. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 12:37:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976540148-731309AEicMi@cwcom.net>
Source record: 53259

From: xlator@cix.compulink.co.uk
Date: 8 Dec 2000 22:44:09 GMT

>>I'm interested you mentioned RTR. I grabbed it a while back, but
>>haven't had a chance to look at it yet. Does it work? Is it usable?

>possible to translate the strings in an ASCII editor and then write them
>back with RTR, but I am not sure what the limitations are regarding
>changes of string length, so I tend to use RSM or Interface to construct

This does work, and the strings are imported back into the resource without
truncation. However, the actual objects which contain the text aren't
modified which can have an unfortunate effect in popup or similar menus.

The latest version of RTR has the facility to export the text with angular
brackets ("[") marking the position of shortcut characters, which makes this
version much less painful to use than previous ones.

>only one page with a very skeletal description). I have tried to
>reimport a translation as described but couldn't get it to work. No
>doubt my fault as I have not done somwething, or done it wrong... :-(

Nothing to go wrong, export RTR, edit, import, save resource... done.

--

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7028. Re: Sting/COPS,X/ZControl incompatible?

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 12:53:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976540152-731825AEicMi@cwcom.net>
Source record: 53260

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sat, 09 Dec 2000 15:57:18 GMT

>On 6 Dec 2000 22:56:56 G, Bob King wrote:
>>
>>Hi all,
>>
>>My latest Milan problem, like all the rest, 'cos I can't keep well
>>alone!! Tried IConnect instead of Sting, so disabled Sting etc. IConnect

FWIW you can have IConnect and STinG loaded at the same time, using their respective dialers decides which one is used to dial the connection. The only bother with this system is that you have to use the right overlay for CAB; Olivier Booklage's can be used for either stack.

>Just how did you enable Sting?? I think it has something to do with the
>settings of the Sting cpx files. Try booting with no Sting cpx files and

It seems that you only need the serial.cpx from what I can make out from STiNG 1.26's hyp, thus leaving STinG to get on with activating itself as needed.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7029. Re: ram question

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 12:56:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976540154-732321AEicMi@cwcom.net>
Source record: 53261

From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Date: 9 Dec 2000 17:17:12 GMT

> Hello, I have a STFM and I am looking for ram expansion, I am
>intrested in that board because it sounds cheap and simple, but really
>most intresting are expansions that go beyond 4 MB. Do you have to change
>the processor for a thing like that?

Aixit's (www.aixit.com IIRC) MagnumST board would take you up to around 12-14MB, no processor change as such, but you have to remove it from the motherboard and plug it into the adaptor. Also required is MagiC or TOS2.06 in the form of a chip to be plugged into the adaptor.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7030. Re: Qdialer .46 released

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 13:13:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976540156-732821AEicMi@cwcom.net>
Source record: 53262

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 10 Dec 2000 09:21:53 -0500

> Qdialer (the dialer for STiK2) has been updated and released to
>version .46. Full package and source are available on the STiK2 web site
>http://www.netset.com/~baldrick/stik2.html

With development of STiK ongoing, can we look forward to another CAB.OVL?
Chief of my wishlist would be the a better way of browsing offline. At the
moment one has to load the dialer, or wait for the timeout to go to zero.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7031. Re: Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 15:01:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976602778-53396AEicMi@cwcom.net>
Source record: 53288

From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Date: Mon, 11 Dec 2000 00:49:52 +0000

>you're trying to prove you don't even know that TM means trademark -
It does, but it's an abbreviation that's used mostly by US companies
AFAIK.

I think you've got the wrong end of the stick with this discussion.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7032. Re: Qdialer .46 released

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 15:08:54 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a34ee06$1_3@athena.netset.com>
Source record: 53263

In article <976540156-732821AEicMi@cwcom.net>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>From: baldrick@dilbert.netset.com (Dan Ackerman)
>Date: 10 Dec 2000 09:21:53 -0500
>
>> Qdialer (the dialer for STiK2) has been updated and released to
>>version .46. Full package and source are available on the STiK2 web site
>>http://www.netset.com/~baldrick/stik2.html
>
>With development of STiK ongoing, can we look forward to another CAB.OVL?

Funny you should ask. There should be a new one available before
the end of the week. The only concern I have is time limitations at the
moment. (ie I have meetings almost every night this week, so I won't be
able to get much done at home)

>Chief of my wishlist would be the a better way of browsing offline. At the
>moment one has to load the dialer, or wait for the timeout to go to zero.

Obviously not using STiK then ;) If you are then there is some
problem going on. I'll see if I can think of some quick trick to force the
OVL into thinking it's offline.

Dan Ackerman
aka baldrick@netset.com

7033. Re: Synthax? ?h?

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 15:13:42 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Zf6Z5.31999$_h.178347@NewsReader>
Source record: 53264

```
Hello.
"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:a3TY5.34911$eT4.2836215@nnrp3.clara.net...
>
> "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> news:yd8Y5.28019$_h.162477@NewsReader...
> > Hello.
> >
> > See www.atamusic.u-net.com for a picture of my rack case, available as a
> > kit.
>
> > > Unfortunately there was no picture of an Atari rack, but I suspect the
> > > company rack mounts any computer to customer specs.

Picture is there, I just tested it. The case will take the STF, STFM, STE
and Falcon.

> > > As i'm working on rack mounting an ST myself I'm very interested in
any
> > > design ideas etc. Any other such units around?
>
> sales@system-solutions.co.uk
>
> All sorts of racks from Lighthouse.
> The Space Case is a nice one for
> a good price.
>
> Shiuming Lai
>
>
>
```

7034. Re: WTD Atari Ethernet VME Cards

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 15:33:28 UTC
From: bindon@madasafish.com
Message-ID: <t39su86p6jsh82@corp.supernews.com>
Source record: 53265

On 10 Dec 2000 22:51:14 , Julian Lewis-Booth wrote:
>in article t36vai45qej5f4@corp.supernews.com, Lyndon Amsdon at
>bindon@madasafish.com wrote on 10/12/00 12:55 pm:
>
>> On 10 Dec 2000 12:44:47 , Julian Lewis-Booth wrote:
>>> Hi There,
>>>
>>> I would like to get my hands on a couple of VME Ethernet cards for the Atari
>>> TT or STE,
>>
>> Only the Mega STE has the nice VME slot.
>>
>>> is there anyone who has a couple of these surplus to
>>> requirements?
>>>
>>> Better than that does anyone know a UK retailer with a stock of them?
>>>
>>> Also required on Mega bus Ethernet card, does anyone know where these can be
>>> found.
>>>
>>> Julian
>
>I thought the TT had a VME slot as well.

Yeah, I suppose I didn't make myself clear. You said STE, and only
the Mega version had VME. TT has VME as well. It's just that you
didn't say Mega STE.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7035. riebl ethernet card

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 16:54:52 UTC
From: Thorsten Marquardt <marquat@uni-muenster.de>
Message-ID: <111220001754520913%marquat@uni-muenster.de>
Source record: 53266

I have an original VME Riebl ethernet card but no software for it. Can anyone help ?

Thorsten

7036. zip and lzh files.How to open.

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 18:02:22 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <T2cZ5.6122$ma1.131908@news2-win.server.ntlworld.com>
Source record: 53276

What is the unzippers i need to unzip lzh,zip and tos files on my ste?
Thank you.

7037. Re: riebl ethernet card

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 18:31:30 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9136i2$79g$1@snipp.uninett.no>
Source record: 53267

Thorsten Marquardt <marquat@uni-muenster.de> wrote:
> I have an original VME Riebl ethernet card but no software for it. Can
> anyone help ?

MiNTnet and STiNG have drivers for the Riebl card, both are freely
available. Look for MiNTnet at http://www.freemint.de/, and STiNG at
http://dlanor.atari.org/ (I hope I remembered that URL correctly).

Btw. Linux and NetBSD also supports this card, but I have never tried
these on my TT.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

7038. Re: My TT is now on the web!

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 19:33:28 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a352ba0337cab76@tripnet.se>
Source record: 53268

On Sun 10-12-2000 20:08 (GMT) Kenneth Medin wrote:

>Everything runs under Geneva/Neodesk and STinG so responses may be rather
>slow if I am using the fileselector or so. Also I have no idea how stable
>this setup is if more than one user is connected at the same time. Should
>be interesting to see if the system is still up and running tomorrow
>morning!

Just to let you know, Weblight is still running after 24 hours of sometimes quite heavy traffic on my poor 57600 line. 3.5 MB of data has gone out without any need to restart the program. I have been writning some mail in Okami tonight while people have been using the webserver and there are some timeouts occuring now and then when Popwatch steels the only thread to wait for my pop3 server. Also some "Varning open connection" has occurd wich, I beleve, means the actual user can't log on any more?

I'm just about to do some expire, export and import now in Okami so I guess there will be more delays within Weblight.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

7039. Re: My TT is now on the web!

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 19:47:18 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <913b04qdn1@nnrp1.deja.com>
Source record: 53270

Could you please tell me HOW you set it up? I'd LOVE to have my tt run
as a web server off my cable modem.

Thanks,
Rob Mahlert
webmaster@atari-users.net
webmaster@fujilinux.com
rmahlert@delphi.com

In article <3a33e230236f8bb3@tripnet.se>,
"Kenneth Medin" <kennethm@tripnet.se> wrote:
> Just to let you know that I have put my TT up on the web running the
> webserver Weblight. The TT is connected to my Win-95 pc via a 57600
> bit/sek nullmodem cable. The pc is connected to the Internet via 500
kbit
> ADSL.
>
> The adress is http://atari.mine.nu/ but the content is simply the
same as
> my normal homepage. Also some pages are missing.
>
> Everything runs under Geneva/Neodesk and STinG so responses may be
rather
> slow if I am using the fileselector or so. Also I have no idea how
stable
> this setup is if more than one user is connected at the same time.
Should
> be interesting to see if the system is still up and running tomorrow
> morning!
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> http://www5.tripnet.se/~kennethm/
> <<Produced with 100% pure Atari equipment>>
>

--
Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

Sent via Deja.com http://www.deja.com/
Before you buy.

7040. Chranach

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 20:12:58 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <976565620-860536AEicMi@xs4all.nl>
Source record: 53271

Hi,

Is it possible that there is an English resource file for
Chranach TT version?
It is still a great program with a lot of features but
sometimes it is hard to understand these German commands...

Thanks in advance,

Raoul Teulings
Wilhelminastraat 77-II
1054 VX Amsterdam
tel: 020-6206167
fax: 020-8820845
GSM: 06-55172683
email: rt@xs4all.nl

7041. Re: BoinkOut2 v. 2.0 released

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 20:53:53 UTC
From: bindon@madasafish.com
Message-ID: <t3afn1jeu9h2f7@corp.supernews.com>
Source record: 53272

On 10 Dec 2000 11:29:10 , Dan Ackerman wrote:
>
>BoinkOut2 version 2.0 has been released at the BoinkOut2 page.
>http://www.netset.com/~baldrick/boinkout2.html

That's a cool game, Dan. I like it. It runs supprisingly fast on my ST. (Too fast infact, so I cheat by setting timeing down to 20 or so!)

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7042. Re: My TT is now on the web!

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 21:34:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a3548ca34e95340@tripnet.se>
Source record: 53273

On Mon 11-12-2000 19:47 (GMT) Rob wrote:

>Could you please tell me HOW you set it up? I'd LOVE to have my tt run
>as a web server off my cable modem.

Right now I'm busy writing an article on the subject for the Swedish mag
"Atarimagasinet". When ready I plan to put up a website on my local TT
explaining the methods I used. Unfortunately I have two daytime jobs as
well to take care off, so it may take some time. I will however post here
when the page is ready. In the meanwhile the "testpages" will probably be
online most of the time.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

7043. Re: BGH

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 21:45:02 UTC
From: rking@zetnet.co.uk
Message-ID: <3a354ade$0$173@news.zetnet.co.uk>
Source record: 53274

On 8 Dec 2000 22:44:09 G, xlator@cix.compulink.co.uk wrote:
>In message <90mp3oohb3@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:
>
>>I'm interested you mentioned RTR. I grabbed it a while back, but
>>haven't had a chance to look at it yet. Does it work? Is it usable?
>>
>>It looks like it would be very interesting. Comments anyone, please?
>
>I've only used it to extract the strings from RSC files that I am
>translating (as it's easier than using Look'n See with the Hextractor
>module, which usually leaves sime rubbish and, most importantly, doesn't
>tell to which tree various strings belong). It is supposed to be
>possible to translate the strings in an ASCII editor and then write them
>back with RTR, but I am not sure what the limitations are regarding
>changes of string length, so I tend to use RSM or Interface to construct
>the English RSCs. The RTR.HYP could be more helpful than it is (there is
>only one page with a very skeletal description). I have tried to
>reimport a translation as described but couldn't get it to work. No
>doubt my fault as I have not done somwething, or done it wrong... :-(
>
>
>
>.

Hi Peter,

I assume you have tried RSC_TRAN from Vassilis Papathanassoiu:

http://users.otenet.gr/~papval/

Seems to simple and good to be true!!!!

Bob King

7044. Re: Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 21:45:16 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <3a354b08$0$173@news.zetnet.co.uk>
Source record: 53275

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
news:S9MS5EJwSCN6EwZR@lovecraft.demon.co.uk...
> Once upon a time <3a341d2d_2@news.telinco.net>, kevin dermott
> <k@kevindermott.co.uk> grabbed chalk and scrawled:
>
> >well it says on the bottle " Flash Gel TM " so it is obviously made in
> >some American state
>
> That's got to be the most facetious remark I've ever heard.

Oh I thought we all had to assume any two letters was an state in the US
do you have a list of everyday abbreviations that should not be confused
with American states?
Kevin
www.kevindermott.co.uk

7045. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 22:32:51 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a355613$0$179@news.zetnet.co.uk>
Source record: 53278

On 7 Dec 2000 01:28:22 G, Harry Sideras wrote:
>On 4 Dec 2000 05:40:50 +, Dennis Vermeire wrote:
> >From: Dave Parsons <parsonsd@wam.umd.edu>
> >Date: Sat, 2 Dec 2000 16:03:09 -0500
> >
> >Hi Dave,
> >> I prefer to use Everest as my editor (QEDfans: what makes QED
> >> better?)
> > While Everest may be very good as an editor for Lattice C, it lacks
> > support for modern protocols. QED is an OLGA server, it supports

>Hi Dennis,
>I never got a chance to check out QED properly, and I'm sure it does
>what you say, but I think Everest v3.6e&#65533; also managed to support OLGA
>in the way you describe.

I use Everest 3.2E and it doesn't seem to have a problem with any drag and
drop files and the Olga aspect works fine with CAB and HTM files but maybe
I'm missing out on the more complex functions you need, as I don't
understand them or realise that they exist even!

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

7046. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 22:32:54 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a355616$0$179@news.zetnet.co.uk>
Source record: 53279

On 8 Dec 2000 07:32:59 G, Derek W W Hunt wrote:
>On 8 Dec 2000 04:31:48 -, Thomas J. Andrews wrote:
>On 7 Dec 2000 21:27:01 G, John Garone wrote:

> Other Atarians have suggested using POPWATCH to delete the
> offending emails. It wont work for me,just refuses to recognise my
> password. So it looks like I will have to visit my ISP (Zetnet).

Hi Derek

Re the password problem, e-mail Zetnet admin, they'll reset it all for you. I actually use 2 Popwatch programs one for my e-mail address and the other for one of my daughters. For some reason hers suddenly stopped working because of the password, Z. reset and there have been no problems since.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

7047. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 22:32:56 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a355618$0$179@news.zetnet.co.uk>
Source record: 53280

On 8 Dec 2000 18:41:21 G, Derek W W Hunt wrote:
>On 8 Dec 2000 00:07:59 -, Clayton Murray wrote:
>On 5 Dec 2000 19:29:06 G, Derek W W Hunt wrote:

>
> From what others have said it would appear that we have all had
> trouble when having mail from "Mind-It" (the net minder) or Egroups.
>

Never had any problems with them and Popwatch, and I've been using it for nearly 3 years. In fact I can't remember ever having a stuck mail but I have had a couple of instances where something in an e-mail caused Popwatch to crash in which case I just bypassed the e-mail next time round and used Newsie to retrieve it.

> It certainly helps to know that there are many Atarians out there
> still offering a helping hand

:-))

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

7048. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 22:35:31 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <TEcZ5.13222$xW4.110363@news-server.bigpond.net.au>
Source record: 53277

"Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
news:1elganq.1uwmlvm6spg4iN%northstar2010@yahoo.no...
> <xlator@cix.compulink.co.uk> wrote:
>
> > Many people consider it unsafe to use HD replacement drives with
> > *unmodified* STs with DD disks, let alone HD disks, though DDs worked
> > fine on my machine before I fitted the HD conversion. HD disks need a
> > higher writing current as they have a higher coercivity magnetic
> > coating, but most drives, I believe, adjust this automatically from the
> > HD detect hole sensor.
>
> Never heard about this before. As far as I know HD disk drives take both
> DD and HD disks, so they should work equally well.
> I've been using a Sony HD disk drive with my STe for years without any
> problems -haven't completed the HD/DD circuitry yet, so I'm manually
> switching between HD and DD with a switch.
> I also have an "AJAX" chip in place of the WD-1772 for full reliability
> as the 1772 isn't really made for 16MHz, which is what's needed for the
> HD mode.

the 1772 is fine as long as it is the 1772-02 model, the rest will cook
after a while. I suppose from Shiuming's point of view just use a heat
spreader and fan;-) From what I remember the biggest drama with dd's and
hd's is if you put Hdd's in a dd drive you will quickly destroy the disk as
the magnetic strength in a dd drive is a lot higher than a Hdd one. So you
just end up writing a mess after a while, I only use dd's as dd's and not
hdd's for this reason.

Mark

7049. Re: Bargains!

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 22:56:24 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <komPcuBYuVN6Ewvi@lovecraft.demon.co.uk>
Source record: 53281

Once upon a time <3a354b08$0$173@news.zetnet.co.uk>, kevin dermott
<k@kevindermott.co.uk> grabbed chalk and scrawled:

>Oh I thought we all had to assume any two letters was an state in the US
>do you have a list of everyday abbreviations that should not be confused
>with American states?

plonk

You're not worth the effort. You can't even flame creatively.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

7050. Re: My thoughts on a new Atari computer

Newsgroup: comp.sys.atari.st
Date: 2000-12-11 23:25:57 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a356285$0$173@news.zetnet.co.uk>
Source record: 53282

On 10 Dec 2000 22:04:17 , "Shiuming Lai" wrote:
>
>"Dennis SCP" <dennis.scp@multiweb.nl> wrote in message
>news:1el9qxb.3evzbr1erhxhcN%dennis.scp@multiweb.nl...
>> Charles Stanley <cstanley@zetnet.co.uk> wrote:
>>
>> > >> Anyway, I'd like to know what you guys think.
>> >
>> > Shouldn't it also have "Bluetooth" capability?
>>
>> That would be great for a laptop with a wireless mouse.
>
>Snipsnipsnipsnip... Charles was only kidding,
>in case you hadn't noticed.
>
>Shiuming Lai
>
>
>.

7051. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 00:29:50 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <913rhu$80p$1@nnrp1.phx.gblx.net>
Source record: 53283

Mark Bedingfield <mark@baypc.com.au> writes:

: "Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
: news:1elganq.1uwmlvm6spg4iN%northstar2010@yahoo.no...
: > <xlator@cix.compulink.co.uk> wrote:
: >
: > > Many people consider it unsafe to use HD replacement drives with
: > > *unmodified* STs with DD disks, let alone HD disks, though DDs worked
: > > fine on my machine before I fitted the HD conversion. HD disks need a
: > > higher writing current as they have a higher coercivity magnetic
: > > coating, but most drives, I believe, adjust this automatically from the
: > > HD detect hole sensor.
: >
: > Never heard about this before. As far as I know HD disk drives take both
: > DD and HD disks, so they should work equally well.

Agreed. The difference is mostly in coercivity, and that is about 20%
different. That should be well within engineering tolerances. When I want
to use a disk at 1.44 meg, I poke a hole in the corner, if there isn't one
there already. When I want to use it as 720 K, I put tape over the hole.

Any disk problems I have had is due to buying used disks, some known to be
bad, and not to how they are formatted, or whether or not they have an
extra hole in the corner.

Bad sectors and a destroyed disk are different things, unless the
bad sector is in the FAT sectors. Disks do wear out, and what wears
out is the non-woven cloth dirt-catching liner. If there is a lump
in the glue holding it in, that high spot will make the disk flop
around as it rotates, and bounce on the heads, which then cannot
read it. There is always a lump in that glue.

: the 1772 is fine as long as it is the 1772-02 model, the rest will cook

1772-02-02 Picky picky picky.

--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

7052. A-ONE website down.

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 00:48:23 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3A3575D7.4F93234C@portone.com>
Source record: 53284

Hidi ho friends and neighbors.

One or two of you may have noticed that the A-ONE Magazine website (http://www.AtariNews.Org) has been down since Saturday evening at about 10:30 eastern time.

I didn't want to post anything here until we knew more about the problem.

Well, it now seems that is was a simple misunderstanding between our provider and their connection to the 'net.

We fully expect to be up and running again by sometime tomorrow morning... again, eastern time.

Thank you for your patience.

Joe

--

Joe Mirando
Managing Editor, A-ONE Magazine
joe@atarinews.org
http://www.AtariNews.Org

7053. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 01:16:53 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <90fZ5.13367$xW4.111496@news-server.bigpond.net.au>
Source record: 53285

"Jim DeClercq" <jimd1@primenet.com> wrote in message
news:913rhu$80p$1@nnrp1.phx.gblx.net...
> Mark Bedingfield <mark@baypc.com.au> writes:
>
> : "Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
> : news:1elganq.1uwmlvm6spg4iN%northstar2010@yahoo.no...
> : > <xlator@cix.compulink.co.uk> wrote:
> : >
> : > > Many people consider it unsafe to use HD replacement drives with
> : > > *unmodified* STs with DD disks, let alone HD disks, though DDs
worked
> : > > fine on my machine before I fitted the HD conversion. HD disks need
a
> : > > higher writing current as they have a higher coercivity magnetic
> : > > coating, but most drives, I believe, adjust this automatically from
the
> : > > HD detect hole sensor.
> : >
> : > Never heard about this before. As far as I know HD disk drives take
both
> : > DD and HD disks, so they should work equally well.
>
> Agreed. The difference is mostly in coercivity, and that is about 20%
> different. That should be well within engineering tolerances. When I want
> to use a disk at 1.44 meg, I poke a hole in the corner, if there isn't one
> there already. When I want to use it as 720 K, I put tape over the hole.

From what I undestand the disk's actual material is thinner on an Hd disk
than a dd and that is why they fail.
>
> Any disk problems I have had is due to buying used disks, some known to be
> bad, and not to how they are formatted, or whether or not they have an
> extra hole in the corner.
>
> Bad sectors and a destroyed disk are different things, unless the
> bad sector is in the FAT sectors. Disks do wear out, and what wears
> out is the non-woven cloth dirt-catching liner. If there is a lump
> in the glue holding it in, that high spot will make the disk flop
> around as it rotates, and bounce on the heads, which then cannot
> read it. There is always a lump in that glue.
>
> : the 1772 is fine as long as it is the 1772-02 model, the rest will cook
>
> 1772-02-02 Picky picky picky.

Conceeded;-)

Mark

7054. Re: My TT is now on the web!

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 01:23:37 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <913umkbhn1@nnrp1.deja.com>
Source record: 53286

Does the setup use that Sting Remote program on your page???

Sorry.. I feel like it's Christmas and I'm a little kid..

Simple little insight to get me going.. My tt just sits here now that
I only have a cable modem. I've tried to get it connected via a null
modem cable.. but with no luck.

Any hint to point me in the right direction..please!

Thanks,
Rob

Sent via Deja.com http://www.deja.com/
Before you buy.

7055. Re: Fansi

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 03:35:04 UTC
From: Josh Renaud <kirkman@umsl.edu>
Message-ID: <B65AF908.975F%kirkman@umsl.edu>
Source record: 53287

in article %ONY5.1598$XY.18528@newsfeed.slurp.net, Edward S. Baiz Jr. at ebaiz@skyenet.net wrote on 12/10/00 10:03 AM:

> Hello,
>
> Will the gent who wanted Fansi please email me. I have the program and
> tried to email it to you, but it the message came back to me.
>
> Edward S. Baiz Jr.
> (Gamer)

Edward, thanks for your help. I really appreciated it!

--Josh

Josh Renaud
kirkman@umsl.edu
=-=
GrossWorld - www.angelfire.com/mo/kirkman
Petra Rocks My World - www.petrarocksmyworld.com
The Current Online - www.thecurrentonline.com
Tornatore's Ristorante - www.tornatores.com

7056. Re: zip and lzh files.How to open.

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 08:32:49 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <914nnaqvq1@pegasus.csx.cam.ac.uk>
Source record: 53289

dolan morrison wrote in message ...
>What is the unzippers i need to unzip lzh,zip and tos files on my ste?
>Thank you.

Lhz are Lharc files and you will need Lharc to decompress them.
Zip are Zip files and you will needs STZIP to decompress them on your ste or Winzip on a PC.
TOS file are either self extracting archives (just open them to decompress them) or normal program files which you open and run as any other PRG file, usually the only difference between a TOS and PRG progrm is that TOS program do not make use of GEM and so create thier own menus and windows if they are needed.

You can download these from the Essential Utility Software section of the Atari Hyperlink Launch pad at
http://www.geocities.com/SiliconValley/Bay/8745/

Stephen Moss

7057. Re: My TT is now on the web!

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 08:46:08 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a35e6123c976e61@tripnet.se>
Source record: 53290

On Tue 12-12-2000 01:23 (GMT) Rob wrote:

>Does the setup use that Sting Remote program on your page???

No! That program is only used if you dial in to your provider with STinG
and want to control the dialing while sitting at a pc connected via LAN.

>Simple little insight to get me going.. My tt just sits here now that
>I only have a cable modem. I've tried to get it connected via a null
>modem cable.. but with no luck.

In short three problems must be solved:

1.Get the pc to perform the same tricks as STinG can like using ip
masquearades and routing.

2. Use the dialup connection (DUN) on pc for LAN connection via
nullmodem. Drivers for this can be found at
http://www.kevin-wells.com/net/ . I have used "revision 4" now for a
couple of years.

3. Manage no. 1 above to work on the faked DUN connection. After some
digging I found NAT32 at http://www.nat32.com/ . The demo at there site
actually works much longer than 1 hour but after that will kill windows
if you exit the program. The registred version works very well.

On the Atari side it's very simple, just a very basic STinG setup with a
fixed 192.168.n.n adress and fixed dns-server. I normaly use ppp and
simply activate the port in the STinG cpx _after_ starting the dialup
window on the pc. The STinG dialer is _not_ used.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

7058. Re: My thoughts on a new Atari computer

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 09:00:37 UTC
From: RW <rwuhrman@hotmail.com>
Message-ID: <914pfjvss1@nnrp1.deja.com>
Source record: 53291

In article <3a32cfc6$0$173@news.zetnet.co.uk>,
cstanley@zetnet.co.uk (Charles Stanley) wrote:
> On 7 Dec 2000 18:36:28 +, Dennis SCP wrote:
> >Charles Stanley <cstanley@zetnet.co.uk> wrote:
> >
> >> >> Anyway, I'd like to know what you guys think.
> >>
> >> Shouldn't it also have "Bluetooth" capability?
> >
> >That would be great for a laptop with a wireless mouse.
> >For most communications however it's dead slow. I saw an Epson
> >demonstration and had to laugh, they printed some ASCII text! Now
what
> >if you want to print a picture? Instead of putting in a USB cable you
> >just stand next to the printer and wait half an hour before your
picture
> >has been send.
>
> Thanks for the comments, Dennis; this is what I was hoping for, after
> reading an advert-hype from a certain other coloured cellphone
supplier.
>
> >Come on, a 11Mbit/s wireless card from Apple is just $99.
> >Take two and you've got a fast wireless network running all around
the
> >house.
>
> On the imaginary souped-up TT/ST/... or a PowerMac?
>
> >Bluetooth would be cool if you want style, like a wireless keyboard
> >running on solar energy. Or a wireless optical mouse that you can
charge
> >on a dock when not using the computer. UMTS will soon give
cellphone's
> >2Mbit/s everywhere in Europe.

It's doubtful that you'll be seeing 2Mbps coming through that cell
phone anywhere for quite a long time. That 2Mbps is the theoretical
peak and you best chances of ever experiencing it are if the base
station is located 50 feet at the end of the hall and you're the only
chap on the network. With the advent of 802.11b running 11Mbps, it's
unlikely that anyone would install a cell site on their premises. In
reality you'll likely be seeing speeds of 100kbps or less. I can get
mobile data services faster than that today in the states with

Ricochets 128kbps wireless internet service based on MCDN, not UMTS.
Here's a few articles to that recount the above (this list could get
long if I posted everything I've collected, but you should get the idea
from the few that I'm listing)

The inventor of the cell phone Martin Cooper says 3G will offer 64kbps
at best.

http://www.sciam.com/2000/1000issue/1000kahney.html

3G referred to as "daft overhype", and anyone that thinks 1Mbps will be
coming through their
phone is referred to as a fool. FYI, the Register and thus the article
is from europe.

http://www.theregister.co.uk/content/5/13492.html

"The other problem with 3G is the self-same one that blighted WAP -
daft overhype. WAP was sold as the Internet on a phone, which it
plainly isn't. Hence its utter failure in consumer acceptance.

The 3G phones were hyped with the same sort of nonsense - video and
high-quality music. Some fools even claimed we'd be getting 1Mbps down
the phone. We won't get anywhere near that when the networks finally
arrive and if video is incorporated it will most likely be poor
quality. Operators will be telling us how great the technology actually
is, but one look at a bitty, tiny screen will have Joe Public scoffing
and sticking with his trusty old mobile (you know, the one that simply
does what it says it will)."

You said 3G will _really_ do 2Mbps. I think not, and I'm not alone.
Once again, the European
perspective.

http://www.thisismoney.com/20000827/nm19684.html

"But the claim that the networks will push data nearly two-thirds as
fast as digital TV delivers on cable is wrong. An Orange source
said: 'They said two mega-bits a second and it's rubbish. 'I doubt it
will be a fifth of that, even in test-beds, and in rural areas it will
probably be a twentieth.'"

Telcos admit fears over 3g licenses

"Telecoms operators have admitted that their £68bn investment in third-
generation (3G) mobile technology could end in "disaster" because
services won't live up to the hype. "

http://www.vnunet.com/News/1111797

>I don't think that any Organizer is going
> >to ship without it in the year 2004. The market is moving fast,
> >Bluetooth is will never gain mass acceptance as anything more than a
> >PS/2 mouseport.
> >
> >Oh yeah did I tell you that 200Mbit/s FireWireLess is running
reliable
> >in the testlab already?
>
> Cool :)
>
> Charles.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

7059. Re: My TT is now on the web!

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 11:51:25 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a360e56bc4130@free.fr>
Source record: 53292

Hello,

in article <3a352ba0337cab76@tripnet.se> (comp.sys.atari.st)
Kenneth Medin wrote on Mon 11-12-2000 19:33 (GMT):

> Just to let you know, Weblight is still running after 24 hours of
> sometimes quite heavy traffic on my poor 57600 line. 3.5 MB of data has
> gone out without any need to restart the program. I have been writning
> some mail in Okami tonight while people have been using the webserver and

I got connected to your site and I could see your cars :-)
But I also got some 404 errors, coming from WebLight: so I really was
in your server :-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

7060. FS,UK, TTand monitor.

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 15:36:48 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <rErZ5.33119$_h.187220@NewsReader>
Source record: 53293

Hello.

I have two TT s and PTC 1426 monitors for sale, in good working order.

Each TT has a 48mb hard drive and 2mb ST ram.

Price is £180 each per set, TT and monitor, plus carriage.

Barrie at Keychange.

www.atamusic.u-net.com

www.keychange.co.uk when I get the page set up.

7061. A-ONE Magazine site is up..

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 16:46:04 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <915koakuv1@nnrp1.deja.com>
Source record: 53294

Hello!

Just letting everyone know our hosting service problems have been
corrected and the A-ONE site is back up and running.

So stop by and vote in our monthly poll!!

Rob@atarinews.org

Have an Atari releated news story? Post it to A-ONE!
http://www.atarinews.org

Sent via Deja.com
http://www.deja.com/

7062. Re: My TT is now on the web!

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 16:52:16 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <915l3s$l5g$1@nnrp1.deja.com>
Source record: 53295

Thanks for the info.. I've been trying to get this going for a while.

THANKS!!

Rob

Sent via Deja.com
http://www.deja.com/

7063. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 17:07:11 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a365b3f$1_2@athena.netset.com>
Source record: 53146

In article <912crd$17m$1@nnrp1.deja.com>,
Joakim H&#65533;gberg <gokmase@my-deja.com> wrote:
>In article <94MX5.15799$bp4.206381@monolith.news.easynet.net>,
> "Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote:
>> Dave Small is still around, I have pestered him a couple of times re
>the
>> final state of these products.
>>
>> He is writing now and seems to be enjoying life. One question he had
>was
>> should he release the source code for Spectre GCR?
>
>Got one of these Spectre GCR:s in the closet still, does anyone know
>what OS version I would need to use it, and where to get it?
>
>/Joakim

MacOS 6.x somethng was the last version you coud run with it. Or
something in that range. It's been well over 5 years since I last used
mine.

As to where to find the OS. Go to apple. They have a large
number of older OS's available for free on their web site.

Dan Ackerman
aka baldrick@netset.com

I could be wrong about OS 6 running. Theat number just sticks out
in my head. Could be that was the first one that didn't run. Maybe
someone else can answer with what version they run (or ran)

7064. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 17:18:43 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012121702320.82-100000@TT030>
Source record: 53153

On Tue, 12 Dec 2000, Lyndon Amsdon wrote:

> This one's got me stumped.
>
> I have AtariIRC with Stik 2. A few months ago, every time I tried to
> connect to irc.funet.fi, I would get an unauthorised connection returned
> as it tried to enable my nick. I then recently tried to use other
> servers (eg irc.netcom.net.uk) but they all return the same problem.
> I have the IRC bit properly done in the STik configuration files, so
> what's going on? Everything else works fine, email, news, web etc.

I have the same problem and oddly enough it's my program. lol
It just started this about 2 or 3 weeks ago for me and funet.
As far as I can tell funet appears to be limiting connections.
Some servers don't allow connections that are very far away,
and perhaps funet has changed it's policy?

Generally, I have noticed that when I log in and my hostname appears
as digits to any irc server, more than likely it refuses me.
Lately I have been forced to use the one closest to me and
luckily that one works for me.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7065. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 18:24:11 UTC
From: Gary <bitbucket@home.com>
Message-ID: <3A366D4A.E7F21D5A@home.com>
Source record: 53147

Dan Ackerman wrote:
>
> In article <912crd$17m$1@nnrp1.deja.com>,
> Joakim Hï¿½gberg <gokmase@my-deja.com> wrote:
> >In article <94MX5.15799$bp4.206381@monolith.news.easynet.net>,
> > "Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote:
> >> Dave Small is still around, I have pestered him a couple of times re
> >the
> >> final state of these products.
> >>
> >> He is writing now and seems to be enjoying life. One question he had
> >was
> >> should he release the source code for Spectre GCR?
> > >
> > >Got one of these Spectre GCR:s in the closet still, does anyone know
> > >what OS version I would need to use it, and where to get it?
> > >
> > >/Joakim
> >
> > MacOS 6.x somethng was the last version you coud run with it. Or
> > something in that range. It's been well over 5 years since I last used
> > mine.
> >
> > As to where to find the OS. Go to apple. They have a large
> > number of older OS's available for free on their web site.
> >
> > Dan Ackerman
> > aka baldrick@netset.com
> >
> > I could be wrong about OS 6 running. Theat number just sticks out
> > in my head. Could be that was the first one that didn't run. Maybe
> > someone else can answer with what version they run (or ran)
> >
> >

As I recall System 6.07 was runnable and Dave was contemplating System 7
support when his problems began.

7066. Re: Unident. files

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 18:57:44 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <5avZ5.41315$eT4.3361687@nnrp3.clara.net>
Source record: 53148

<xlator@cix.compulink.co.uk> wrote in message
news:90h4ecskc1@plutonium.compulink.co.uk...
> Thanks a lot Jo! I'll leve them then. It's just that I don't like having
> strange files lying around that I don't know what they are/do. I guess
> I'm lucky I don't run Windoze!

I think that's part of the attraction of PCs
and Windows - to know is to conquer.
No mental pain, no gain.

Shiuming Lai

7067. First Word Plus

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 19:46:50 UTC
From: Chris Owen <krisdebt@globalnet.co.uk>
Message-ID: <915vdq$qd8$1@gxsn.com>
Source record: 53149

Hi
My copy of 1st Word Plus has finally ended its days and I didn't have a copy (thought I did!)

Does anyone know where I can download a copy?

I'm in the middle of transferring some old documents onto my PC. I'm using a converter to put it into wordperfect format which my PC can read. Unfortunately it loses a lot of the formatting which is a pain.

Any help much appreciated

Chris Owen

7068. Re: Pictures in Papyrus Base

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 20:29:58 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976722680-349277AEicMi@bun.com>
Source record: 53167

Hi Chris

>Does anyone know how to store pictures in a Papyrus database? I can
>define a field as Picture data type but can't work out how to get an
>image into it.

>Maybe I'm missing something obvious!

Have you tried right-clicking on a field?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7069. Re: Atari ST BASIC

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 21:06:11 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012122104300.83-100000@TT030>
Source record: 53155

On Tue, 12 Dec 2000, Charles Richmond wrote:

> The original BASIC that came with my Atari 1040ST is extemely
> buggy!!! I remember years ago that a company called Metacomco
> in England was supposed to be re-doing this BASIC. So what is
> the status of the BASIC that came with the ST??? Did that
> Metacomco company come out with an enhanced version??? (By
> enhanced, I mean one that actually *worked*.)

Yes, but nobody really uses it. GFA-Basic or HiSoft Basic
are still used today. There's been others, Omnicron, Fast,
and some I'm sure I've forgotten. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7070. Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 21:56:57 UTC
From: bindon@madasafish.com
Message-ID: <t3d7p9jh7q50d@corp.supernews.com>
Source record: 53150

Hi

This one's got me stumped.

I have AtariIRC with Stik 2. A few months ago, every time I tried to
connect to irc.funet.fi, I would get an unauthorised connection returned
as it tried to enable my nick. I then recently tried to use other
servers (eg irc.netcom.net.uk) but they all return the same problem.
I have the IRC bit properly done in the STik configuration files, so
what's going on? Everything else works fine, email, news, web etc.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7071. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 22:09:55 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <TmxZ5.14804$xW4.121070@news-server.bigpond.net.au>
Source record: 53151

"Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
news:1elivmx.dc7npr1ekugziN%northstar2010@yahoo.no...
> Mark Bedingfield <mark@baypc.com.au> wrote:
>
> > "Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
> > news:1elganq.1uwmlvm6spg4iN%northstar2010@yahoo.no...
>
> > > I also have an "AJAX" chip in place of the WD-1772 for full
reliability
> > > as the 1772 isn't really made for 16MHz, which is what's needed for
the
> > > HD mode.
> >
> > the 1772 is fine as long as it is the 1772-02 model, the rest will cook
> > after a while.
>
> But only as long as you have *shurt* bursts of 16MHz fed into it, as it
> really isn't designed for 16MHz at all. I believe it "officially" only
> goes up to max. 10MHz.

Ive been running one at 16mhz and no problem's so far. Had a crap drive in
there and I thought it was the controller corruptind disks, but it was a
shitty sony drive, TEAC work fine. Incedently not all 02-02's will go to
16mhz, it has been said about 5% will fail..

Mark

7072. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-12 22:12:04 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <UoxZ5.14806$xW4.121009@news-server.bigpond.net.au>
Source record: 53152

"Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
news:1elivqt.1xkrbtrtpaf9cN%northstar2010@yahoo.no...
> Mark Bedingfield <mark@baypc.com.au> wrote:
>
> > "Jim DeClercq" <jimd1@primenet.com> wrote in message
> > news:913rhu$80p$1@nnrp1.phx.gblx.net...
> > > Mark Bedingfield <mark@baypc.com.au> writes:
> >
> > > > The difference is mostly in coercivity, and that is about 20%
> > > > different. That should be well within engineering tolerances. When I
want
> > > > to use a disk at 1.44 meg, I poke a hole in the corner, if there isn't
one
> > > > there already. When I want to use it as 720 K, I put tape over the
hole.
> > >
> > > From what I undestand the disk's actual material is thinner on an Hd
disk
> > than a dd and that is why they fail.
> >
> But we're talking about two separate issues here...
>
> My response was to use HD and DD disks (unmodified!) for their *correct*
> purposes in a HD disk drive. I responded saying that I had never heard
> of a HD disk drive which would have problems with DD disks.
> All 1.44 Mbyte disk drives should be able to read/write any HD and DD
> disks (HD as in 1.44Mb capacity, DD as in 720Kb capacity).
>
> The second issue is modifying HD and DD disks to be used vice versa.
> I've heard several recommendations against this because of the magnetic
> layer differences.
> I personally wouldn't store any valuable data on a modified disk, but
> "your mileage may vary" as they say ;-)

That about covers it:-), never had any problem's with my ST's tho..

Mark

7073. Re: I am located in Knoxville, TN

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 01:38:07 UTC
From: "sgt.mills" <sgt.mills@tesco.net>
Message-ID: <918ran$716$1@barcode.tesco.net>
Source record: 53184

"Don" <dons@qnet.com> wrote in message news:3A32F386.CB7157F3@qnet.com...
>
> Let it go. Who cares about this. I've never seen such a large group of
people
> who let this bother them. If this worries you this much I will send you
the
> gun and the bullet (maybe I should send more than one you may miss) just
to blow
> your head off. Its only you people in the UK that worry about this. If
you
> would stop and really look at all the sale messages you will see everyone
does
> it not just us in the US. Get a grip and a life.
>
> Don
>
>
so is it up to you just who posts what and when? are you some sort of
moderator on this group?, you must have an interest to keep reading the
thread and not setting your program to ignore it. Where is the large group
of people I only saw a few. As for guns unlike many other parts of the world
there are still a lot of very sensible laws here restricting the ownership
of the vile instruments and sick humour relating to them is not a subject I
think welcome on any newsgroup. I am just setting my newsreader to trash all
messages containing dons@qnet.com
before I even see them and would suggest everyone else does the same
Sgt.Mills

7074. Atari ST BASIC

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 02:06:54 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A36D9BE.48400AC2@ev1.net>
Source record: 53154

The original BASIC that came with my Atari 1040ST is extemely buggy!!! I remember years ago that a company called Metacomco in England was supposed to be re-doing this BASIC. So what is the status of the BASIC that came with the ST??? Did that Metacomco company come out with an enhanced version??? (By enhanced, I mean one that actually *worked*.)

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

7075. Re: HELP ! Runtime error

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 03:18:51 UTC
From: Christopher Friend <cfriendNS@110.net>
Message-ID: <t3dqr4dhoodlab@corp.supernews.com>
Source record: 53156

There is a program called TPPATCH that will most likely solve the error...It
is caused by a timing bug in Turbo Pascal...Only effects Pentium II or
higher running at 200MHz+

Artur Stachon wrote in message <3A31338A.CB4CE364@intergate.bc.ca>...
>When I want to convert from MSA to ST I get this error :
>
>Runtime error 200 at 0212:0091
>
>seems like memory error location or something what to do ?
>
>Artur
>
>

7076. Re: Email troubles

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 05:13:48 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3a37058c$0$175@news.zetnet.co.uk>
Source record: 53157

On 11 Dec 2000 22:32:54 , Trevor Spencer wrote:
On 8 Dec 2000 07:32:59 G, Derek W W Hunt wrote:
>On 8 Dec 2000 04:31:48 -, Thomas J. Andrews wrote:
>On 7 Dec 2000 21:27:01 G, John Garone wrote:

>Hi Derek

>Re the password problem, e-mail Zetnet admin, they'll reset it all for
>you. I actually use 2 Popwatch programs one for my e-mail address and the
>other for one of my daughters. For some reason hers suddenly stopped
>working because of the password, Z. reset and there have been no problems
>since.

Thanks Trevor. I telephoned Zetnet who cleared the offending emails
within seconds,2 minutes to be precise but that included giving
details etc.

Unfortunately it makes no difference to POPWATCH who still keeps
asking for my password.

Derek

7077. New translation on DDP web site

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 09:48:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976776220-61919AEicMi@cwcom.net>
Source record: 53098

Hi all,

I've just uploaded DDP Translations' RTR V1.20 resource and bubblegem help file to the web site (URL in sig - go to the DDP section). I've removed the translation of the earlier version.

RTR is a shareware utility to extract text from resource files - this version marks shortcuts in the exported file, and has facilities for word substitution.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7078. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 11:03:52 UTC
From: Baldrick <baldy@c-jNOSPAMparker.freeserve.co.uk>
Message-ID: <zGIZ5.2321$L14.8148@news.colt.net>
Source record: 53158

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:t2vi30fv0i8mcb@corp.supernews.com...
> >Would it be possible to collect? If so how much....
>
> Where do you live? I would rather do a trade for Atari gear.

Enfield....

I don't have that much in the way of trade, depends what you may be
after...games/disks/pd software/books??

J

7079. Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 11:35:26 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <45JZ5.24676$bp4.631721@monolith.news.easynet.net>
Source record: 53159

Hi There,

I was looking for some good advice, I would like to have both my Falcon and TT mutitask and allow me to run multiple programs, when I left the ST (well before either of these machines were launched) there wasn't an option now there are a few.

Could some kind person(s) please point me in the correct direction, I am aware the MiNT and MultiTos are kind of one and the same, though MultiTOS was an Atari effort long since forgotten.

I could also use some good advice on the N.AES thing? what do I need to source to make it all work?

Thanks in advance

Julian

7080. Re: Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 13:13:47 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <917smb$3tr$2@zingo.tninet.se>
Source record: 53160

On 13 Dec 2000 11:35:26 , "Julian Lewis-Booth" wrote:
>Hi There,
>
>I was looking for some good advice, I would like to have both my Falcon and
>TT mutitask and allow me to run multiple programs, when I left the ST (well
>before either of these machines were launched) there wasn't an option now
>there are a few.
>
>Could some kind person(s) please point me in the correct direction, I am
>aware the MiNT and MultiTos are kind of one and the same, though MultiTOS
>was an Atari effort long since forgotten.
>
>I could also use some good advice on the N.AES thing? what do I need to
>source to make it all work?
>
>Thanks in advance
>
>Julian
>
>
>.
Hi Julian

A warning, once you get used to multitasking, there's no going back;-)
Naes is basically the modern MultiTOS, it's a graphical frontend for
Mint. All you need to get a basic system going is Naes, it's delivered
with a Mint kernel. It's availlable from http://www.woller.com in
Germany. Don't know if there's any english store selling it, but it
comes with both english and german resource. Also there's Magic, but
since you've got a Falcon, I would say get Naes, Magic doesn't work
100 percent on all Falcon's.

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

7081. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 13:33:45 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a377ab9_2@athena.netset.com>
Source record: 53161

In article <Pine.MNT.4.10.10012121702320.82-100000@TT030>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>On Tue, 12 Dec 2000, Lyndon Amsdon wrote:
>
>> This one's got me stumped.
>>
>> I have AtariIRC with Stik 2. A few months ago, every time I tried to
>> connect to irc.funet.fi, I would get an unauthorised connection returned
>> as it tried to enable my nick. I then recently tried to use other
>> servers (eg irc.netcom.net.uk) but they all return the same problem.
>> I have the IRC bit properly done in the STik configuration files, so
>> what's going on? Everything else works fine, email, news, web etc.
>
>I have the same problem and oddly enough it's my program. lol
>It just started this about 2 or 3 weeks ago for me and funet.
>As far as I can tell funet appears to be limiting connections.
>Some servers don't allow connections that are very far away,
>and perhaps funet has changed it's policy?
>
>Generally, I have noticed that when I log in and my hostname appears
>as digits to any irc server, more than likely it refuses me.
>Lately I have been forced to use the one closest to me and
>luckily that one works for me.

Here is something else you can try with STiK2 and the servers.
Try turning off the identd services in AtarIRC. STiK2 has built in
routines and I have seen the 2 conflict before. IF that doesnt' work
there are 2 possibilities. The first is lp's suggestion that it's a ban
on the servers and to try a different server, the second is that there is
a configuration problem in STiK2 that is giving incorrect information that
the IRC server is not accepting in the identd response.

Dan

7082. Re: S/W for SCSI A4 Scanner

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 13:54:12 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A377F84.7C2E8E13@cfc.dnd.ca>
Source record: 53162

Simon Osborne wrote:
> Neil Chester wrote in message <8vul0e$92t$1@news8.svr.pol.co.uk>...
> >On 26 Nov 2000 21:47:21 , "Shiuming Lai" wrote:
> >Is it "HOMA" who do Scanner drivers/software? Do they still exist?
> >Anyone have a web address or e-mail?
> >Neil.
> They have gone apparently :(
> Simon

well, just yesterday I received e-mail from Nima Montaser (Homa House)
so he isn't gone yet! :-)
ken

7083. Re: Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 14:14:37 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <918087$id5$1@nnrp1.deja.com>
Source record: 53163

Hi,

> Hi There,
>
> I was looking for some good advice, I would like to have both my
Falcon and
> TT mutitask and allow me to run multiple programs, when I left the ST
(well
> before either of these machines were launched) there wasn't an option
now
> there are a few.
>
> Could some kind person(s) please point me in the correct direction, I
am
> aware the MiNT and MultiTos are kind of one and the same, though
MultiTOS
> was an Atari effort long since forgotten.
>
> I could also use some good advice on the N.AES thing? what do I need
to
> source to make it all work?

MultiTOS is simply MiNT bundled with a multitasking version of GEM.
MultiTOS was the first real experiance I had with true multitasking
on my Atari, but beware, MultiTOS is slow.

Similarly, N.AES is a multitasking and very stable replacement
AES that along with MiNT gives you a solid multitasking system
and is faster than MultiTOS.

Then we have Geneva. Geneva can be used with or without MiNT.
Without MiNT Geneva provides co-operarive multitasking an
works well. With MiNT you have a full pre-emptive multitasking
system. I used Geneva for many months and I found it very easy
to use. I only stopped using Geneva when I found for some reason
my whole system would become flakey when on-line. - I never
did figure out why this happened.

Finally (well, in my list, there are others) we have Magic.
Magic has been around for a few years and is a complete OS
replacement for Atari comupters. While not as stable as MiNT,
Magic is a doddle to install and looks really good. This
is what I now use and at v6.1 it is very stable on my Hades.

Hope this helps.

Regards,

Ben Hills.

Sent via Deja.com
http://www.deja.com/

7084. Re: Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 15:31:04 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <9184npmcl1@nnrp1.deja.com>
Source record: 53164

In article <45JZ5.24676$bp4.631721@monolith.news.easynet.net>,
"Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote:

> I was looking for some good advice, I would like to have both my
Falcon and
> TT mutitask and allow me to run multiple programs, when I left the ST

I assume that you want to run ordinary applications, in this case you
have three realistic options:

1. Geneva.
2. N.AES/MiNT.
3. MagiC.

Geneva is the smallest and perhaps most efficient option here. It's not
as advanced as N.AES/MiNT and MagiC, but OTOH it requires very little
memory and runs very well on all hardware. It's highly configurable,
and it's definitely your best option if you need to run older software.
The downside is that it lacks many of the more advanced features that
N.AES/MiNT and MagiC provides, most notably (to end users that is) is
the lack of fast and modern filesystems. It's also the slowest of
these, but don't let this scare you off, as the differences are minor.

N.AES/MiNT and MagiC are actually very similar if you look at basic
configurations. They both provide a highly enhanced GEMDOS and AES.
MagiC also has it's own VDI and (X)BIOS, these are usually replaced by
NVDI and other hardware drivers but will come in handy if you're low on
memory and have to omit them.

N.AES (and TOS and Geneva too) really needs NVDI to be usable, and
N.AES/MiNT use more memory than MagiC, so if you have 4Mb or less I'd
recommend MagiC. You should try before you buy with your Falcon though,
MagiC and Falcon doesn't mix in some cases.

N.AES/MiNT offers more to the advanced user, but whether you need this
depends on what you want to use your computers for. I suggest you take
a look at the following web-sites:

Geneva: http://www4.pair.com/gribnif/ There is a demo available

MagiC: http://magicos.de/ Demos are available for the Mac and PC
versions, I'm not sure about the Atari version.

N.AES: http://www.woller.com/ (little info, except some screenshots in
the GEM-TV section), http://www.freemint.de/ and
http://atari.nvg.org/n.aes/

I hope this was helpful.

```
--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

Sent via Deja.com
http://www.deja.com/

7085. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 15:54:05 UTC
From: bindon@madasafish.com
Message-ID: <t3f6stsfdh7n03@corp.supernews.com>
Source record: 53165

On 12 Dec 2000 17:18:43 , Lonny Pursell wrote:
>On Tue, 12 Dec 2000, Lyndon Amsdon wrote:
>
>> This one's got me stumped.
>>
>> I have AtariIRC with Stik 2. A few months ago, every time I tried to
>> connect to irc.funet.fi, I would get an unauthorised connection returned
>> as it tried to enable my nick. I then recently tried to use other
>> servers (eg irc.netcom.net.uk) but they all return the same problem.
>> I have the IRC bit properly done in the STik configuration files, so
>> what's going on? Everything else works fine, email, news, web etc.
>
>I have the same problem and oddly enough it's my program. lol
>It just started this about 2 or 3 weeks ago for me and funet.
>As far as I can tell funet appears to be limiting connections.
>Some servers don't allow connections that are very far away,
>and perhaps funet has changed it's policy?
>
>Generally, I have noticed that when I log in and my hostname appears
>as digits to any irc server, more than likely it refuses me.
>Lately I have been forced to use the one closest to me and
>luckily that one works for me.

You got it Lonny. That's exactly what's been happening to me, just as
you say about the digits. So does anyone know a good, reliable server
in England, preferably, in the SW? I tried netcom as I said above,
but still no go.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7086. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 16:29:48 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012131628050.90-100000@TT030>
Source record: 53182

On Wed, 13 Dec 2000, David Bolt wrote:

snip

> I've noticed this as well and it appears that the server does a reverse
> DNS look-up on all connections. If this look-up fails, the connection is
> rejected.

Interesting. Can you elaborate as to what might cause such
a thing to fail? Does having a static versus fixed IP effect
such things?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7087. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 16:34:13 UTC
From: bindon@madasafish.com
Message-ID: <t3f985t01hpo62@corp.supernews.com>
Source record: 53166

On 13 Dec 2000 08:33:45 , Dan Ackerman wrote:
>In article <Pine.MNT.4.10.10012121702320.82-100000@TT030>,
>Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>>On Tue, 12 Dec 2000, Lyndon Amsdon wrote:
>>
>>I have the same problem and oddly enough it's my program. lol
>>It just started this about 2 or 3 weeks ago for me and funet.
>>As far as I can tell funet appears to be limiting connections.
>>Some servers don't allow connections that are very far away,
>>and perhaps funet has changed it's policy?
>>
>>Generally, I have noticed that when I log in and my hostname appears
>>as digits to any irc server, more than likely it refuses me.
>>Lately I have been forced to use the one closest to me and
>>luckily that one works for me.
>
>
>
>Here is something else you can try with STiK2 and the servers.
>Try turning off the identd services in AtarIRC.

Just tried that and still no go.

>STiK2 has built in routines and I have seen the 2 conflict before. IF that doesnt' work
>there are 2 possibilities. The first is lp's suggestion that it's a ban
>on the servers and to try a different server,

I've tried about 10 severs all report the same. It says:

Opening port 113 for identd
stimpy :Nickname already in use.
Attempting auto-nick change
Closing Link: stimpy_[bindon@212.38.164.133] (Unauthorized connection)
tcp_close(irc.funet.fi)=EOF from remote

>the second is that there is
>a configuration problem in STiK2 that is giving incorrect information that
>the IRC server is not accepting in the identd response.

I've also tried all three UP_RESPONSE, 1,2 and 3. None of them made a
difference (I did reboot between each one)

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|

```
| bindon@madasafish.com |
+--------------------------+
```

7088. Hades IDE saga ends at last

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 16:47:38 UTC
From: Lonny Pursell <root@bright.net>
Message-ID: <Pine.MNT.4.10.10012131631210.90-100000@TT030>
Source record: 53183

Well, a month has gone by and now I have finally solved the IDE
problem. I purchased another IDE drive (TM2110AT), the exact
one Paul so kindly noted was in his machine. It was the only one
I could locate at a dealer of the 3 or 4 drives other owners
mentioned and it just passed a sector test via the HD Driver utility
program.

No strange boot errors or anything like that. If you have a
Hades and wish to purchase a "newer" drive, I suggest you
make sure you can return the drive if it don't work or take
your hades to the dealer and test it. If you connect the
drive and get a "spurious interrupt" error then don't buy
that one.

Medusa is aware of this problem.
Again I thank Paul and the others who noted their drive and
make/model numbers and tried to help me with HD tips.

Now I am one really happy camper! :-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7089. Re: WTD Atari Ethernet VME Cards

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 18:12:38 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <9_OZ5.45531$R77.3716160@nnrp4.clara.net>
Source record: 53168

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t36vai45qej5f4@corp.supernews.com...
> On 10 Dec 2000 12:44:47 , Julian Lewis-Booth wrote:
> >Hi There,
> >
> >I would like to get my hands on a couple of VME Ethernet cards for the
Atari
> >TT or STE,
>
> Only the Mega STE has the nice VME slot.

No, the TT also has it.

Shiuming Lai

7090. Umich??

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 18:14:40 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <k0PZ5.632$W76.42423@typhoon.sonic.net>
Source record: 53169
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm technically the maintainer of the Atari 8-bit files over at
UMich. I had been neglectful of my duties for a while, but recently,
when I finally had time to go poke around, I discovered I'm no longer
able to log-in!

Does anyone know what's up with Umich?

FYI, my username was "kendric" and I had a Kerberos account (to be able
to get to the atari/8bit directory). At the time I got the account,
my e-mail address was "kendrick@zippy.sonoma.edu".

Thanks!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

7091. Re: Pictures in Papyrus Base

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 18:16:51 UTC
From: osian@zetnet.co.uk
Message-ID: <3a37bd13$0$175@news.zetnet.co.uk>
Source record: 53170

On 12 Dec 2000 20:29:58 , Steve Sweet wrote:
>Have you tried right-clicking on a field?.

Thanks Steve - someone else posted the answer and I've been able to
get it to work now.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

7092. Re: Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 18:47:32 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B65D127B.676E%nameerf@flash.net>
Source record: 53171

in article 9184npmcl1@nnrp1.deja.com, Jo Even Skarstein at joska@online.no
wrote on 12/13/00 7:31 AM:

> In article <45JZ5.24676$bp4.631721@monolith.news.easynet.net>,
> "Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote:
>
>> I was looking for some good advice, I would like to have both my
> Falcon and
>> TT mutitask and allow me to run multiple programs, when I left the ST

> Geneva is the smallest and perhaps most efficient option here. It's not
> as advanced as N.AES/MiNT and MagiC, but OTOH it requires very little
> memory and runs very well on all hardware. It's highly configurable,
> and it's definitely your best option if you need to run older software.
> The downside is that it lacks many of the more advanced features that
> N.AES/MiNT and MagiC provides, most notably (to end users that is) is
> the lack of fast and modern filesystems. It's also the slowest of
> these, but don't let this scare you off, as the differences are minor.

As an addition here, these aspects of Geneva *can* be updated by using the
newest Mint, Boxkite (or other fileselector supporting long filenames), and
a more modern desktop like Thing or Jinnee (requires WDIALOG). This combo
not only lets you use Pre-emptive multitasking instead of cooperative, it
lets you use just about any modern filesystem (FAT16, FAT32, Minix, etc),
and speeds up Geneva somewhat. There is also a program called "Speedup" for
Mint that can be used with this. From what I can gather, it takes some
amount of control over program priorities to get the fastest result. I've
found that Geneva/Mint/Thing/Boxkite could be a very viable alternative to
NAES and Magic, especially for those of us in the U.S. who don't have any
NAES distributors and find Magic a bit pricey.

Mike Freeman
nameerf@flash.net

7093. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 18:52:34 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A37C572.17A44BA6@jps.net>
Source record: 53172

Ooo.........oppppssss! I'm a bit late getting back to you. Been offline since July. All I've translated is MEMTEST since I needed it to evaluate the FX installation in the AC14 article. Also been using it to validate the CT2B installation. A download site would be great. Isn't there such a thing already in the UK, that thing that Joe set up, can't remember the name right now?

John

derryck@cix.co.uk wrote:
> Translated anything lately? Would be a good idea to post a list of what you've
> done to save others from repetition. How about setting up a download site?

7094. Connect to Mac (was Atari Ethernet VME Cards)

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 19:24:11 UTC
From: pkienle@acmerecords.com
Message-ID: <pkienle-1312001424110001@dial-123-130.dial.indiana.edu>
Source record: 53173

I always wondered what that slot was good for. Can a Mega STe with such a card be connected to a Mac via Ethernet? I guess it would be a software question but it would be great.

Peter Kienle

--
Visit http://www.acmerecords.com
for Original Jazz
jazz guitar trios 3rd Man & Freesome
Odd Guitar Jazz
Original Tunes Online

7095. Re: [Q] Where buy Atari stickers and T-Shirts ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 19:26:43 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A37CD73.5F9CE7AF@jps.net>
Source record: 53175

Don't forget www.myatari.com

They have all kinds of Atari era merchanidise, like genuine desk
plaques, and etc.

David Ducassou wrote:
>
> The result of my researches:
>
> Shops that sell ATARI T-SHIRTS
> ------------------------------
> http://www.t-shirtshopper.com (search for word atari in the search
> engine. Don't forget to vote!)
> http://www.insaniteesonline.com/atari.htm
> http://www.best-electronics-ca.com/collecta.htm
> http://www.yque.com/tshirts/ataritshirt.html
> http://www.tees.com
> http://www.hiscorearcade.com/tshrt.htm
>
> --
> Ma "maison page": http://www.multimania.com/dadu/

7096. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 19:29:24 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <37QZ5.45807$R77.3747320@nnrp4.clara.net>
Source record: 53174

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:90dh5o$2v6$1@snipp.uninett.no...
> Shiuming Lai <lais@zetnet.co.uk> wrote:
>
> > It will also be getting the answers back
> > in half the time, so obviously that will
> > enable the CPU to send more data to
> > be processed, but only at the expense
> > of other tasks. If the rest of the system
>
> Not quite. The FPU and CPU doesn't work in parallell - the CPU is doing
> nothing while the FPU does it's work. So if the FPU does it's job twice as
> fast, the CPU spends less time doing nothing.

If the FPU is doing its job twice as fast
then that means the CPU can send it twice
the amount of data, which is proportionally
twice as much time spent sending data
rather than doing its own processing
because in relative terms it has 50% less
clock cycles to work with. If you want
the full benefit of an accelerated FPU
without affecting the CPU's bandwidth
then the only solution is to accelerate
both equally.

Shiuming Lai

7097. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 19:43:14 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <yJF+WJASF9N6EwOJ@my-ste.demon.co.uk>
Source record: 53176

In article <Pine.MNT.4.10.10012121702320.82-100000@TT030>, Lonny Pursell
<fatal@SYNTAX.ERROR> writes
>On Tue, 12 Dec 2000, Lyndon Amsdon wrote:
>
>> This one's got me stumped.
>>
>> I have AtariIRC with Stik 2. A few months ago, every time I tried to
>> connect to irc.funet.fi, I would get an unauthorised connection returned
>> as it tried to enable my nick. I then recently tried to use other
>> servers (eg irc.netcom.net.uk) but they all return the same problem.
>> I have the IRC bit properly done in the STik configuration files, so
>> what's going on? Everything else works fine, email, news, web etc.
>
>I have the same problem and oddly enough it's my program. lol
>It just started this about 2 or 3 weeks ago for me and funet.
>As far as I can tell funet appears to be limiting connections.
>Some servers don't allow connections that are very far away,
>and perhaps funet has changed it's policy?
>
>Generally, I have noticed that when I log in and my hostname appears
>as digits to any irc server, more than likely it refuses me.
>Lately I have been forced to use the one closest to me and
>luckily that one works for me.

I've noticed this as well and it appears that the server does a reverse
DNS look-up on all connections. If this look-up fails, the connection is
rejected.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE 6.3 |cracking keys at 3.1Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE 7.0 |
Cyrix MII/233 32Mb RAM. Suse 6.3 |http://www.distributed.net/

7098. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 19:52:05 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A37D365.623BCCC8@jps.net>
Source record: 53177

Well, I'm going for a CT60. I know there has been a lot of complaints
about Rodolphe here, but he has been nothing but good and supportive
with me and my CT2B. Might trade my CT2B equipped Falcon for a stock one
since the installations are different.

John

Steve Rodgers wrote:
>
> Dusting down my falcon after a period of non-use.
>
> Still waiting for Mario's ethernet iface to complete, but until
> then...
>
> Right now I need to upgrade my falcon - it's a a standard 4Meg falcon
> with fpu. I'd like to upgrade the CPU and memory but haven't been
> keeping up with what, if anything, is still available.
>
> A couple of years ago I'd been looking out for either an Afterburner
> board, or a Nemesis, but they were scarce.
>
> What can I buy right now, that works well, has plenty of support from
> tos, mint, and hopefully bsd or linuxm68k?
>
> I've tried watching the for sales but that's difficult to keep up
> with.
>
> All recommendations appreciated...
>
> Steve

7099. Re: SuperCharger

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 20:18:52 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3A37D9AC.C5D378F8@jps.net>
Source record: 53178

A 286 version was produced by a distributor in Southern California. The
386 was advertised by another distributor, but never produced.

John

Phantomm wrote:
>
> Regarding those old SuperCharger PC hardware emulators for the ST.
>
> Does anyone know if a 286, 386, and 486 upgrade board was ever produced
> and sold to the public?
>
> I have a working SuperCharger, but its the basic stock unit and am curious
> about the upgrades that are mentioned in back issues of STart magazine.
>
> phantomm@eastky.net

7100. Re: Fansi

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 20:57:09 UTC
From: ebaiz@skyenet.net
Message-ID: <FoRZ5.2$OL.72@newsfeed.slurp.net>
Source record: 53179

On 11 Dec 2000 21:35:04 , Josh Renaud wrote:
>in article %ONY5.1598$XY.18528@newsfeed.slurp.net, Edward S. Baiz Jr. at
>ebaiz@skyenet.net wrote on 12/10/00 10:03 AM:
>
>> Hello,
>>
>> Will the gent who wanted Fansi please email me. I have the program and
>> tried to email it to you, but it the message came back to me.
>>
>> Edward S. Baiz Jr.
>> (Gamer)
>
>Edward, thanks for your help. I really appreciated it!
>
>--Josh

I assume you received the file. Glad to be of help...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7101. Re: Atari ST BASIC

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 21:04:26 UTC
From: leaver@alphalink.com.au
Message-ID: <uvRZ5.1132$Le6.5746@news0.optus.net.au>
Source record: 53180

On 12 Dec 2000 18:06:54 , Charles Richmond wrote:
>The original BASIC that came with my Atari 1040ST is extemely
>buggy!!! I remember years ago that a company called Metacomco
>in England was supposed to be re-doing this BASIC. So what is
>the status of the BASIC that came with the ST??? Did that
>Metacomco company come out with an enhanced version??? (By
>enhanced, I mean one that actually *worked*.)

The story appears to be rather odd.

The writers of the original ST Basic attempted to make it compatable with the then pc standard, GW Basic. Hence ST basic contained statements, such as DEF SEG, which made no sense at all on a 68000, and so were given very strange interpretations indeed on the ST.

When Metacombo rewrote the Basic for Atari, they eliminated DEF SEG, introduced a swag of new statements and made a few subtle changes to the syntax of others. The result was that, while very simple programs would work with both versions, anything that tried to do a bit of graphics could need quite a bit or modification.

Meanwhile others, and HiSoft in particular, had decided that they could do better while remaining essentially compatable with the original syntax. This left the Metacombo version on a limb for one could not easily use the HiSoft compiler with a Metacombo program.

GFA had no pretensions to GW compatability and thus was above all this rhubarb.

It was also unfortunate that, while fiddling with Basic, Atari never saw fit to fix the memory grabbing habits of Logo so that it was easy to use with versions of TOS later than 1.0. You can do some amazing things with Logo. It's not quite a full-blown Lisp, but it's close enough.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

7102. Re: WTD Atari Ethernet VME Cards

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 21:26:28 UTC
From: bindon@madasafish.com
Message-ID: <t3fqc42s9s7tea@corp.supernews.com>
Source record: 53181

On 13 Dec 2000 18:12:38 , "Shiuming Lai" wrote:
>
>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>news:t36vai45qej5f4@corp.supernews.com...
>> On 10 Dec 2000 12:44:47 , Julian Lewis-Booth wrote:
>> >Hi There,
>> >
>> >I would like to get my hands on a couple of VME Ethernet cards for the
>Atari
>> >TT or STE,
>>
>> Only the Mega STE has the nice VME slot.
>
>No, the TT also has it.

I don't think I'm feeling too well, I've seemed to lost my ability to
explain. :(

When I said only the Mega STE had VME, I meant that it was the only
ST in the ST range to have VME. Of course the TT has VME, but I was
correcting him as he only put STE, not *Mega* STE.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7103. Re: WTD Atari Ethernet VME Cards

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 22:07:18 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <918rgtqbd1@newsg2.svr.pol.co.uk>
Source record: 53185

> I thought the TT had a VME slot as well.
>
> Julian
>

What he meant was that plain STE's do not have the VME slot, only MEGA
STE's..

7104. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 22:21:54 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <6ESZ5.16480$xW4.133271@news-server.bigpond.net.au>
Source record: 53186

"John Kolak" <jkolak@jps.net> wrote in message
news:3A37D365.623BCCC8@jps.net...
> Well, I'm going for a CT60. I know there has been a lot of complaints
> about Rodolphe here, but he has been nothing but good and supportive
> with me and my CT2B. Might trade my CT2B equipped Falcon for a stock one
> since the installations are different.

I am starting to have a little more respect for Rudolph the more I play with
Centurbo. Definitely makes my life easier. CT60 sounds as good and as stable
as Afterburner040 in theory, CT2 is a rather difficult upgrade, I am
starting to suspect it's problems lye more in it's software configuration
than even I thort...

Mark

7105. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 22:28:26 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <QLjW2UAKg$N6EwL3@my-ste.demon.co.uk>
Source record: 53187

In article <Pine.MNT.4.10.10012131628050.90-100000@TT030>, Lonny Pursell
<fatal@SYNTAX.ERROR> writes
>On Wed, 13 Dec 2000, David Bolt wrote:
>
>snip
>
>> I've noticed this as well and it appears that the server does a reverse
>> DNS look-up on all connections. If this look-up fails, the connection is
>> rejected.
>
>Interesting. Can you elaborate as to what might cause such
>a thing to fail? Does having a static versus fixed IP effect
>such things?

I've no idea what causes it. I have a static IP when using Demon and
often get a refused connection when trying funet and MIRC (windows) or
KVirc (KDE/linux). On the other hand I have an eggdrop bot that
sometimes runs on the same machine and that can occasionally connect
even when my IRC client can't.

I also use Freeserve, on the occasions that Demon suffer network
problems, and still have some problems connecting to funet even though
Freeserve provides a dynamic IP address.

I've just tried it and neither my bot nor MIRC connects. It looks like
funet may be doing a RDNS lookup with a very short time-out on it. This
would explain why it's coming up with the IP address rather than the
name.

Another possible explanation is that funet have closed their server to
outside connections to prevent some DOS attacks, or other system abuse.
I think irc.u-net.com did the same a few months ago as I'm no longer
able to connect to them.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE 6.3 |cracking keys at 3.1Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE 7.0 |
Cyrix MII/233 32Mb RAM. Suse 6.3 |http://www.distributed.net/

7106. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 22:51:47 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <918ui3$c20$1@snipp.uninett.no>
Source record: 53188

Shiuming Lai <lais@zetnet.co.uk> wrote:

> If the FPU is doing its job twice as fast
> then that means the CPU can send it twice
> the amount of data, which is proportionally
> twice as much time spent sending data
> rather than doing its own processing
> because in relative terms it has 50% less

The FPU and CPU are not two different processors, the FPU is simply an extension of the CPU. So by speeding up the FPU, you basically speed up a part of the CPU. The CPU doesn't do anything when the FPU is active, it simply waits for the FPU to finish processing the current instruction. The CPU doesn't spend twice as much time sending data, in fact it use exactly the same amount of time. However, it only use half as much time waiting for the results, hence the CPU get's more time doing non-FPU operations.

> clock cycles to work with. If you want
> the full benefit of an accelerated FPU
> without affecting the CPU's bandwidth
> then the only solution is to accelerate
> both equally.

This is the best way, as it means that the CPU can fetch FPU instructions and data faster, thus feeding the FPU faster. But this is insignificant compared to double-clocking the FPU *when it comes to FPU operations*.

Btw. it doesn't matter if it's done proportionally or not. If you can speed the FPU by 100% and the bus/CPU by "only" 50%, you do this. It will always be faster than speeding by both 50%.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

7107. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 22:55:12 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <918uog$c20$2@snipp.uninett.no>
Source record: 53189

Mark Bedingfield <mark@baypc.com.au> wrote:

> Centurbo. Definitely makes my life easier. CT60 sounds as good and as stable
> as Afterburner040 in theory, CT2 is a rather difficult upgrade, I am

In theory the CT60 looks a lot better than the AB (and not only because of
the CPU), but real life experience shows that simple is often better ;-)
I've ordered a CT60 myself, when/if it arrives it will be interesting to
compare these two. I'm extremely satisfied with my AB, so the CT60 has a
lot to live up to.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

7108. Re: Hades IDE saga ends at last

Newsgroup: comp.sys.atari.st
Date: 2000-12-13 23:37:44 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a380848$0$180@news.zetnet.co.uk>
Source record: 53190

Hi Lonny

On 13 Dec 2000 16:47:38 , Lonny Pursell wrote:
>Well, a month has gone by and now I have finally solved the IDE
>problem.

Excellent news, I am really pleased to hear that you've now got the Hades
up and running :-))

Cheers

Paul

7109. Re: Qdialer .46 released

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 00:34:32 UTC
From: sidcelery@cix.co.uk
Message-ID: <9194iogkg1@plutonium.compulink.co.uk>
Source record: 53191

On 11 Dec 2000 13:13:18 , Derryck Croker wrote:
> With development of STiK ongoing, can we look forward to another
> CAB.OVL? Chief of my wishlist would be the a better way of browsing
> offline. At the moment one has to load the dialer, or wait for the
> timeout to go to zero.

Hi Derryck.
Are you sure? It doesn't happen here.
Is the Dialer still enabled or summat?

rgds
H

7110. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 00:34:34 UTC
From: sidcelery@cix.co.uk
Message-ID: <9194iqgkg2@plutonium.compulink.co.uk>
Source record: 53192

On 11 Dec 2000 22:32:51 , Trevor Spencer wrote:
>On 7 Dec 2000 01:28:22 G, Harry Sideras wrote:
>>On 4 Dec 2000 05:40:50 +, Dennis Vermeire wrote:
>>> While Everest may be very good as an editor for Lattice C, it lacks
>>> support for modern protocols. QED is an OLGA server, it supports
>> I think Everest v3.6e&#65533; also managed to support OLGA in the way you
>> describe.
> I use Everest 3.2E and it doesn't seem to have a problem with any drag
> and drop files and the Olga aspect works fine with CAB and HTM files
> but maybe I'm missing out on the more complex functions you need, as I
> don't understand them or realise that they exist even!

v3.6e&#65533;5 version of 5-Nov-98 acts as an OLGA server. It also more
fully supported the SE and AV/VA protocols since v3.2, I think.
That's the most recent version I've picked up.

rgds
H

7111. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 01:22:38 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B65D6EE8.6785%nameerf@flash.net>
Source record: 53193

in article 3A37D365.623BCCC8@jps.net, John Kolak at jkolak@jps.net wrote on 12/13/00 11:52 AM:

> Well, I'm going for a CT60. I know there has been a lot of complaints
> about Rodolphe here, but he has been nothing but good and supportive
> with me and my CT2B. Might trade my CT2B equipped Falcon for a stock one
> since the installations are different.
>
> John

I know I'm going to get flamed to heck for suggesting this (as I always do), but also think about the Tempest as another option for the original poster. I was in contact with Istari recently (as they're apparently the ones actually building the thing, not Cortex - please correct me if I'm wrong) and they seem to have the final version about ready to be produced. They just need to know if there is interest in it still (at least 20 people committed to buying it when it is released). Here are the specs:

1. PPC 603e CPU (up to 200MHz), which runs 680x0 software at about the same speed as up to a 100MHz 68060 (the "up to" means it will run at that speed with Nemesis or similar bus accelerator).
2. 2 SDRAM slots for up to 256Mb of fast RAM
3. dual processing with either the 68030 or other CPU replacement cards, such as Afterburner (and maybe CT60?).
4. Plug-n-play operation, with the option of soldering in a single wire for added Falcon compatibility.
5. Priced at about $300 US / 300 Euro / 199 UK Pounds.

See fmax.atari.org for more details.

This card should be faster, cheaper, and allow for better compatibility than the CT60 (from my own comparison of the specs), and allow people to make PPC ports of software, which will run even faster than the specs I quoted in #1! I'm quite impressed, personally, and look forward to this card (I hope I can afford either or both someday! :). I was told that there was a hardware supply problem, which has caused the hoped for addition of a USB port to not become a reality (which may be why they were taking longer than expected to produce the card?). However, this may be an additional add-on they'll make in the future.

All parentheses are my own interjections, and may not be 100% accurate, but the rest is taken from fmax and Cortex sites, as well as e-mail info I received. This card does seem to be a reality, despite what the nay-sayers have said, and isn't a Cortex vaporware rumor. I hope people will support this card, too! Both are equally viable accelerators that seem to be pretty high-powered stuff!

Mike Freeman
nameerf@flash.net

7112. Draconis and amazon

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 01:42:48 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.fd2d5889.cab03820.doyene@zetnet.co.uk>
Source record: 53194

Hei all.
A query more than a problem. Recently I decided to order some
items from Amazon.co.uk . I found I was having trouble getting a stable
page, try as I might, with all the different adjustments I did with Draconis.
I still got stalled while trying to download the first page. I did have
some luck with my other software Wensuite3 but only so far. I have got
it working previously and with no problem until now. I have no problem
getting through with Lynx on my Linux which is a text browser. So any clues
to help would be grateful.

regards miffed stumped scratching head !

--

#################################
Thank you for reading my
email. If you like to
contact myself, please
send your message to
# #
John N Oakes
@
doyene@zetnet.co.uk
# #
Atari/Linux User
#################################

7113. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 02:30:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10012140326520.231-100000@online.no>
Source record: 53195

On Wed, 13 Dec 2000, Shiuming Lai wrote:

>
> "Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
> news:90dh5o$2v6$1@snipp.uninett.no...
> > Shiuming Lai <lais@zetnet.co.uk> wrote:
> >
> > > It will also be getting the answers back
> > > in half the time, so obviously that will
> > > enable the CPU to send more data to
> > > be processed, but only at the expense
> > > of other tasks. If the rest of the system
> >
> > Not quite. The FPU and CPU doesn't work in parallell - the CPU is doing
> > nothing while the FPU does it's work. So if the FPU does it's job twice as
> > fast, the CPU spends less time doing nothing.
>
> If the FPU is doing its job twice as fast
> then that means the CPU can send it twice
> the amount of data, which is proportionally
> twice as much time spent sending data
> rather than doing its own processing
> because in relative terms it has 50% less
> clock cycles to work with. If you want
> the full benefit of an accelerated FPU
> without affecting the CPU's bandwidth
> then the only solution is to accelerate
> both equally.

That sounds just downright wrong to me. It is not like the CPU
automatically transfer MORE data (relative to its own code) if the FPU
runs faster. The amount of data sent to the fpu does not vary, so to me
that means that the amount of data that acutally IS sent, will be send a
lot faster. Thus, FPU using apps will run faster, because less time is
spent waiting for FPU.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

7114. FA [Melb,Au] TT030 system with 19" mono monitor etc. on eBay

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 02:44:30 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <3a3835be@pan.izone.net.au>
Source record: 53096

On eBay.com.au:

Atari TT030 with 19" mono monitor, laser printer, hand scanner, Calamus
software, etc.:

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1202039622

Australia Old Computer Supply.

7115. Re: Umich??

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 04:37:40 UTC
From: taj16@dreamscape.com
Message-ID: <t3gjkkgpb3f0cd@corp.supernews.com>
Source record: 53097

On 13 Dec 2000 18:14:40 , William Kendrick wrote:
>
>I'm technically the maintainer of the Atari 8-bit files over at
>UMich. I had been neglectful of my duties for a while, but recently,
>when I finally had time to go poke around, I discovered I'm no longer
>able to log-in!
>
>Does anyone know what's up with Umich?
>
>FYI, my username was "kendric" and I had a Kerberos account (to be able
>to get to the atari/8bit directory). At the time I got the account,
>my e-mail address was "kendrick@zippy.sonoma.edu".
>
>Thanks!
>

Hi, Bill. I know nothing about your special access, but I do know the Umich ftp address has been inactive for some time. The general public has access to files from the web site, http://www.umich.edu/~archive/atari

I've been to the ST files several times, and I remember a directory for the 8-bit somewhere on that page. Perhaps there is something there that will tell you who to contact.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

7116. Re: Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 08:48:22 UTC
From: Julian Lewis-Booth <julianlb@hgs.co.uk>
Message-ID: <pK%Z5.27349$bp4.688859@monolith.news.easynet.net>
Source record: 53099

Folks,

a big thank you for all the assistance and suggestions, I think I will try MiNT on the TT and Geneva on the Falcon for the moment, I have downloaded the demo and will need to try and buy a local copy.

Regards

Julian

Julian Lewis-Booth <julianlb@hgs.co.uk> wrote in message news:45JZ5.24676$bp4.631721@monolith.news.easynet.net...
> Hi There,
>
> I was looking for some good advice, I would like to have both my Falcon and
> TT mutitask and allow me to run multiple programs, when I left the ST (well
> before either of these machines were launched) there wasn't an option now
> there are a few.
>
> Could some kind person(s) please point me in the correct direction, I am
> aware the MiNT and MultiTos are kind of one and the same, though MultiTOS
> was an Atari effort long since forgotten.
>
> I could also use some good advice on the N.AES thing? what do I need to
> source to make it all work?
>
> Thanks in advance
>
> Julian
>
>

7117. Re: A response to Galen alias Eric Kalj

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 09:13:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976863366-60557AEicMi@cwcom.net>
Source record: 53128

From: John Kolak <jkolak@jps.net>
Date: Wed, 13 Dec 2000 10:52:34 -0800

>Ooo.........oppppssss! I'm a bit late getting back to you. Been offline
>since July. All I've translated is MEMTEST since I needed it to evaluate
>the FX installation in the AC14 article. Also been using it to validate
>the CT2B installation. A download site would be great. Isn't there such
>a thing already in the UK, that thing that Joe set up, can't remember
>the name right now?

You're thinking of Transaction. Joe's packed up Atari support, and I don't
think that any of the other members of that group have uploaded anything
new. The URL is http://atari.transaction.free.fr

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7118. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 09:40:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976863368-61193AEicMi@cwcom.net>
Source record: 53126

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Wed, 13 Dec 2000 16:34:13 -0000

>>there are 2 possibilities. The first is lp's suggestion that it's a ban
>>on the servers and to try a different server,
>
>I've tried about 10 severs all report the same. It says:

I'm getting the same as you, but using StinG rather than STiK. When it's
offpeak time I'll try and remember to try IConnect/Chatter.
--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7119. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 09:52:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976863374-62141AEicMi@cwcom.net>
Source record: 53127

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Thu, 14 Dec 2000 01:22:38 GMT

>I know I'm going to get flamed to heck for suggesting this (as I always
>do),
Just ignore them! :-)

>but also think about the Tempest as another option for the original
>poster.
Great products, but they should think hard about who they chose as their
distributors from what folk have said over the past several months!

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7120. Re: Qdialer .46 released

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 11:29:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976863372-61666AEicMi@cwcom.net>
Source record: 53129

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 14 Dec 2000 00:34:32 GMT

> > With development of STiK ongoing, can we look forward to another
> > CAB.OVL? Chief of my wishlist would be the a better way of browsing
> > offline. At the moment one has to load the dialer, or wait for the
> > timeout to go to zero.
>
>Hi Derryck.
>Are you sure? It doesn't happen here.
>Is the Dialer still enabled or summat?

If you've previously loaded the dialer then Dan's overlay is quite happy to
let you browse whatever pages CAB's got cached, but otherwise you have to
wait for a timeout. Olivier's overlay has a 3 button dialog which at least
allows you to tell it that you're offline.

Yes, I've tried fiddling with the settings in the default.cfg file :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7121. Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 13:35:30 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <hR7eCJAiyMO6EwkO@lovecraft.demon.co.uk>
Source record: 53100

Well, I finally got a second Zip drive, so I can move files from PC to Falcon.

'cept it doesn't seem to work properly. The external drive, I gave to the Falcon, and I know it was working properly before, the internal drive in the PC is new and seems to be working perfectly.

Any attempt to move files, either extracting or copying, results in various errors. STZip is reporting CRC and Compressed Data Stream errors, Kobold spews some German which I think is referring to sectors - depending on the format of the disc, it's either upset about the FAT, or something else.

I've tried formatting disks for DOS Compatible mode in HDDRIVER, but no joy, though the PC accepts them (which is doesn't with GEM/BGM), the copied files are no use.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

7122. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 14:41:27 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3A38DC14.E0C73074@mrgs.cix.co.uk>
Source record: 53108

Lyndon Amsdon wrote:
>
> I've tried about 10 severs all report the same. It says:
>
> Opening port 113 for identd
> stimpy :Nickname already in use.
> Attempting auto-nick change
> Closing Link: stimpy_[bindon@212.38.164.133] (Unauthorized connection)
> tcp_close(irc.funet.fi)=EOF from remote

Well I was getting this with AIRC 1.05. I've just up graded to 1.11 and
it works now. This is with Sting on a Falcon.

Mind you it doesn't work on my Mac IRC.

Chris

7123. Re: WTD Atari Ethernet VME Cards

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 15:35:47 UTC
From: bindon@madasafish.com
Message-ID: <t3hq6j1t8jl10c@corp.supernews.com>
Source record: 53101

```
On 13 Dec 2000 22:07:18 , "Dave Wade" wrote:
>
>> I thought the TT had a VME slot as well.
>>
>> Julian
>>
>
>What he meant was that plain STE's do not have the VME slot, only MEGA
>STE's..

Ahh, someone understood my confused ramblings!

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+
```

7124. Re: Hades IDE saga ends at last

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 15:57:54 UTC
From: bindon@madasafish.com
Message-ID: <t3hrg27ro2cl1f@corp.supernews.com>
Source record: 53102

```
On 13 Dec 2000 23:37:44 , Paul Williamson wrote:
>Hi Lonny
>
>On 13 Dec 2000 16:47:38 , Lonny Pursell wrote:
>>Well, a month has gone by and now I have finally solved the IDE
>>problem.
>
>Excellent news, I am really pleased to hear that you've now got the Hades
>up and running :-))

Yeah. I can't understand how patient you are! I'm be trying to get
it going from day 1!

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+
```

7125. Re: Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 15:57:56 UTC
From: bindon@madasafish.com
Message-ID: <t3hrg4gups5b20@corp.supernews.com>
Source record: 53103

On 14 Dec 2000 13:35:30 , Richard Kilpatrick wrote:
>Well, I finally got a second Zip drive, so I can move files from PC to
>Falcon.
>
>'cept it doesn't seem to work properly. The external drive, I gave to
>the Falcon, and I know it was working properly before, the internal
>drive in the PC is new and seems to be working perfectly.

It wouldn't be the fact that you're using a zip disk from a SCSI unit
to an IDE one in the PC, surely not? You've seemed to have tried
everything else.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7126. Re: My TT is now on the web!

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 15:58:02 UTC
From: bindon@madasafish.com
Message-ID: <t3hrgabr7rh725@corp.supernews.com>
Source record: 53104

>Hello,
>
> in article <3a352ba0337cab76@tripnet.se> (comp.sys.atari.st)
> Kenneth Medin wrote on Mon 11-12-2000 19:33 (GMT):
>
>> Just to let you know, Weblight is still running after 24 hours of
>> sometimes quite heavy traffic on my poor 57600 line. 3.5 MB of data has
>> gone out without any need to restart the program. I have been writning
>> some mail in Okami tonight while people have been using the webserver and
>
>I got connected to your site and I could see your cars :-)
>But I also got some 404 errors, coming from WebLight: so I really was
>in your server :-)

Maybe this has been asked in the past, but all the web sites mention
were for connecting an Atari to a PC via ethernet (I think) and with a
PC running Win95.

I wish to connect my ST to a PC (386 laptop) using the ST as the
internet connection. I'd like serial connection and software for the
PC, but STinG v1.15 and above refuse to work on my ST.

I've tried
Ghostlink but that's really out of date and DOS based. Problem with
that is that you can only access the PC's drives, not accessing the ST
drive from the PC side.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7127. Atari Web Sites

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 16:31:29 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <91asl1vjr1@nnrp1.deja.com>
Source record: 53105

Hello,

With the recent update to our site www.atari-users.net, We now
have to move all our Atari links to our new portal system. It has been
a slow process.. we have no free time!

So..
If you have an Atari website, PLEASE visit www.atari-users.net and add
your page to our Links Engine. It would help out alot.

At the same time.. stop by www.atarinews.org to add your link too!

THANKS!
RobM
Webmaster@atari-users.net

Atari Users Network
www.atari-users.net

Sent via Deja.com
http://www.deja.com/

7128. Re: Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 18:23:20 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <fsVBt6AYARO6Ewxu@lovecraft.demon.co.uk>
Source record: 53106

Once upon a time <t3hrg4gups5b20@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> grabbed chalk and scrawled:
>It wouldn't be the fact that you're using a zip disk from a SCSI unit
>to an IDE one in the PC, surely not? You've seemed to have tried
>everything else.

They're both SCSI. *shrugs* The only reason the internal one is in the
PC is that my Falcon has no space in the storage tower!

The files show up, and STZip tries to read them correctly.

The only other thing I can think of is the cable, ISTR there's a reason
for the odd Zip/SCSI cables on the external drives, though I'm sure it
really doesn't make a difference.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

7129. Re: Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 18:50:07 UTC
From: drojo@my-deja.com
Message-ID: <91b4os$79f$1@nnrp1.deja.com>
Source record: 53107

Hi Richard. One possibility is that the ZIP is not properly terminated.
Try switching it on (or off). If you have more devices on the SCSI
chain, only the last one must have termination on.

Salu2

Daniel.

In article <hR7eCJAiyMO6EwkO@lovecraft.demon.co.uk>,
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
> Well, I finally got a second Zip drive, so I can move files from PC to
> Falcon.
>
> 'cept it doesn't seem to work properly. The external drive, I gave to
> the Falcon, and I know it was working properly before, the internal
> drive in the PC is new and seems to be working perfectly.
>
> Any attempt to move files, either extracting or copying, results in
> various errors. STZip is reporting CRC and Compressed Data Stream
> errors, Kobold spews some German which I think is referring to sectors
-
> depending on the format of the disc, it's either upset about the FAT,
or
> something else.
>
> I've tried formatting disks for DOS Compatible mode in HDDRIVER, but
no
> joy, though the PC accepts them (which is doesn't with GEM/BGM), the
> copied files are no use.
>
> Richard
> --
> Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\
_,,,---,,_
> Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -.
;-;;,
> Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\
(`'::.
> 'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--'
`-'_)Morticia
>

Sent via Deja.com
http://www.deja.com/

7130. Re: Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 20:49:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A39323C.48A8EC8D@cfc.dnd.ca>
Source record: 53109

"Joakim Hï¿½gberg" wrote:
> In article <94MX5.15799$bp4.206381@monolith.news.easynet.net>,
> "Julian Lewis-Booth" <julianlb@hgs.co.uk> wrote:
> > Dave Small is still around, I have pestered him a couple of times re
> the final state of these products.
> > He is writing now and seems to be enjoying life. One question he had
> was should he release the source code for Spectre GCR?
> Got one of these Spectre GCR:s in the closet still, does anyone know
> what OS version I would need to use it, and where to get it?
> /Joakim

any OS up to but not including 7.0
versions 6.03, 6.04, 6.07, 6.08,...?
available from apples ftp site as a free download
ken

7131. Re: Hades IDE saga ends at last

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 20:52:42 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012142047360.105-100000@TT030>
Source record: 53118

On Thu, 14 Dec 2000, Lyndon Amsdon wrote:

> On 13 Dec 2000 23:37:44 , Paul Williamson wrote:
> >Hi Lonny
> >
> >On 13 Dec 2000 16:47:38 , Lonny Pursell wrote:
> >>Well, a month has gone by and now I have finally solved the IDE
> >>problem.
> >
> >Excellent news, I am really pleased to hear that you've now got the Hades
> >up and running :-))
>
> Yeah. I can't understand how patient you are! I'm be trying to get
> it going from day 1!

I have been trying since day one, but weather, work, sleep, and other
factors got in the way. So far all the drives listed in machines
have been udma 33 (ata-3 or ata-4) I think. I have a theory
the hades does not like ATA-5, but unless someone else buys
such a drive and it fails it's purely a guess.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7132. Reply to Bob King

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 21:38:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <91bekq$jj8$1@plutonium.compulink.co.uk>
Source record: 53110

Hi Bob!

For some reason CixRead keeps crashing when I try a 'com' to your message, so I am trying it as a 'say.'

In message <3a354ade$0$173@news.zetnet.co.uk>, rking@zetnet.co.uk said:

>I assume you have tried RSC_TRAN from Vassilis Papathanassoiu:

Since it is dedicated to me and the rest of the DDP crew, yes of course. But it has similar problems to those mentioned by Derryck for RTR - you can't be sure any strings longer than the original will fit the objects. I prefer to see what I am doing as I do it, and so for me an RCS is a must so that I can adjust object sizes where necessary. I have used both Interface2 and RTR and find them easy to use for translations. (As I am not a programmer I would find constructing new RSCs difficult!)

I learned about hidden strings in some of the newer objects (like subframes) the hard way! So I prefer to hook out the strings with RTR and print them out, so I can be sure I haven't missed any. Before RTR I used the HEXtractor module of Look'n See, but with that you had to get rid of the binary rubbish and couldn't tell for sure which tree a string belonged to; with some revised/updated RSCs they are not necessarily in a logical order in the file! HEXtractor is still useful for strings in PRG/APPs, which often have a number of alerts in them - some even embedd tyhe RSC portion.

I have used a Hex editor for replacement as well, which is fine as long as the translation is no longer than the original. Even then it's sometimes difficult to centre a shorter text in a button, for instance. Thus 'Cancel' is one character shorter than 'Abbruch' and if you leave a space at the end the button looks lopsided. I usually move up the closing ']' and then put in a NULL rather than leaving a space. I don't know enough about RSC formats to know whether that is strictly necessary (all strings are NULL-terminated anyway, but I don't know what effect leaving a space before the NULL after the ']' would have.

Regards, /Peter/

7133. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 21:44:52 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a393f54$0$173@news.zetnet.co.uk>
Source record: 53111

On 13 Dec 2000 15:54:05 , Lyndon Amsdon wrote:

| . . . .
|You got it Lonny. That's exactly what's been happening to me, just as
|you say about the digits. So does anyone know a good, reliable server
|in England, preferably, in the SW? I tried netcom as I said above,
|but still no go.

Zetnet is at the other end of GB but is kind to Atarians and can be
accessed using a local number. It's not free.
--
JI Logan

7134. Re: Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 22:23:57 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <S5MS4IC9hUO6EwBu@lovecraft.demon.co.uk>
Source record: 53112

Once upon a time <91b4os$79f$1@nnrp1.deja.com>, drojo@my-deja.com
grabbed chalk and scrawled:
>
>
>Hi Richard. One possibility is that the ZIP is not properly terminated.
>Try switching it on (or off). If you have more devices on the SCSI
>chain, only the last one must have termination on.

Well, the PC one definitely isn't terminated, otherwise I wouldn't be
writing this ;)

The Falcon is arranged:

Falcon - terminated
SCSI-II to 25 pin to 'Zip' port on Zip drive, not terminated.
25 pin to SCSI-50 on tower case, with CD-ROM, SyQuest and HD. The HD is
terminated, as the last device on the chain.

So I don't think it's that, though I know Zips are very sensitive to
termination, being looked at funny, or the alignment of the planets.

I think I might have two drives with different alignments, or possibly,
Unzipping the files on the PC and copying to a Zip might work. Though
since it won't even let me copy, I doubt it.

My Falcon doesn't accept FAT32, either, which I thought was the same as
VFAT?

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

7135. A4 Scanners - revisited

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 22:31:48 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <91bhok$s2q$1@news7.svr.pol.co.uk>
Source record: 53113

Thanks for all the advice regarding my last query regarding the UMAX 2200SU scanner I saw advertised at Jungle.com recently.

I think Dave Wade suggested going to HOMA Systems web site at:

www.magma.com/~nima/html/other/newsflas.htm

This is not correct! It should be:

www.magma.ca

Actually the American company site seems to specialise in a nice line of PCI extension boards - which are fully supported (I received an e-mail from their technical support team!).

Sandrine is a non-starter only the demo is available - unless anyone knows differently - it supports the UMAX 1220S. www.centek.fr - seems not to exist now. Note Centek has nothing to do with the Genius called CZUBA!!

This leaves GT-Look2 - which is available but not sure which of the Epson GT series scanners it supports? A look at the LOOT.com site gave two GT scanners a 7000 & 9500 - these could be too new? Or is the GT-Look software being updated by anyone??

I tried an e-mail to HOMA (homa@canada.com) not expecting any reply the website was only updated in April 99. I received a reply from Nima today! It seems he has a 2200U which he is testing at the moment as to what its behaviours are, he recommended getting my hands on a 1220S in the short term. Has anyone seen any in the UK?

I have also tried Systems Solutions and 16/32 Systems as to getting the Scan-X software or a.n.other scanner - both have nothing in at the moment. Cortex Design can supply the Scan-X software and a 2200SU (which they claim work together - even though Nima is "testing" at the moment), but the price of the 2200SU is 149UKP.

I shall keep looking for a scanner.

Thanks again

Neil :-)

ATARI Falcon CT2B 14+64Mb MagiC 6.1 + TOS

7136. SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 22:34:12 UTC
From: aahuls@xs4all.nl
Message-ID: <91bht4$n93$1@news1.xs4all.nl>
Source record: 53114

Go and see http://www.xtos.de

Looks great !

Cheers

Dan

7137. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-14 22:41:48 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3A394CA2.16C3819B@mrgs.cix.co.uk>
Source record: 53115

Chris wrote:
>
> Well I was getting this with AIRC 1.05. I've just up graded to 1.11 and
> it works now. This is with Sting on a Falcon.

Correction. Not working now.

Chris

7138. Destiny

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 01:52:14 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <iPe_5.18109$xW4.146474@news-server.bigpond.net.au>
Source record: 53117

Was poking around the Web today, and discovered that F-max are making
adaptors to plug the PPC tempest accelerator into ANY atari or compatible.
This includes ST/FM/E, Mega ST/STE, TT, Milan and Hades... Look
http://fmax.atari.org/

--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom
Falcon030-4-800MB-SBlaster II, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

7139. Re: Atari ST BASIC

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 02:06:28 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A397CA5.4DE64D9F@ev1.net>
Source record: 53116

David Leaver wrote:
>
> On 12 Dec 2000 18:06:54 , Charles Richmond wrote:
> >The original BASIC that came with my Atari 1040ST is extemely
> >buggy!!! I remember years ago that a company called Metacomco
> >in England was supposed to be re-doing this BASIC. So what is
> >the status of the BASIC that came with the ST??? Did that
> >Metacomco company come out with an enhanced version??? (By
> >enhanced, I mean one that actually *worked*.)
>
> The story appears to be rather odd.
>
> The writers of the original ST Basic attempted to make it compatable
> with the then pc standard, GW Basic. Hence ST basic contained
> statements, such as DEF SEG, which made no sense at all on a 68000,
> and so were given very strange interpretations indeed on the ST.
>
So is the Metacomco version of ST BASIC available somewhere on the WEB???
Surely they are *not* still trying to *sell* such a thing...

7140. Re: Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 02:27:19 UTC
From: atarigalen@my-deja.com
Message-ID: <91bvi1tmg1@nnrp1.deja.com>
Source record: 53119

In article <hR7eCJAiyMO6EwkO@lovecraft.demon.co.uk>,
Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote:
> Well, I finally got a second Zip drive, so I can move files from PC to
> Falcon.
>
> 'cept it doesn't seem to work properly.

Try a couple of things and report back:
1) Move the disk to the Falcon and format as a BGM partition. Try to copy a text file to it. Try to read the file on the Falcon.

2) Use HDriver to create a dual partition. Copy a text file onto the disk using the Falcon. Change the disk to the PC and try to read the same file.

3) Delete the file using the Falcon. Change the disk to the PC and copy a text file onto the disk using the PC. Try to read the file on the PC.

4) Change the disk to the Falcon and try to read the file on the Falcon.

This will reveal both alignment and termination problems. The most likely culprit is termination. As you mentioned, although the rule is to terminate the chain ends only, breaking the rule is sometimes necessary.

Additional questions:

Does the Zip work when it's the only item attached to SCSI?
Does the tower work when the Zip's not attached?

Galen

Sent via Deja.com
http://www.deja.com/

7141. Re: Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 02:46:57 UTC
From: atarigalen@my-deja.com
Message-ID: <91c0n0uka1@nnrp1.deja.com>
Source record: 53120

In article <9184npmcl1@nnrp1.deja.com>,
Jo Even Skarstein <joska@online.no> wrote:

> I assume that you want to run ordinary applications, in this case you
> have three realistic options:
>
> 1. Geneva.
> 2. N.AES/MiNT.
> 3. MagiC.
>
> Geneva is the smallest and perhaps most efficient option here. It's
> not as advanced as N.AES/MiNT and MagiC, but OTOH it requires very
> little memory and runs very well on all hardware. ...
>
> N.AES/MiNT and MagiC are actually very similar if you look at basic
> configurations. They both provide a highly enhanced GEMDOS and AES....
>
> N.AES (and TOS and Geneva too) really needs NVDI to be usable, and
> N.AES/MiNT use more memory than MagiC, so if you have 4Mb or less I'd
> recommend MagiC. You should try before you buy with your Falcon
> though, MagiC and Falcon doesn't mix in some cases.
>
> N.AES/MiNT offers more to the advanced user, but whether you need this
> depends on what you want to use your computers for.

Very nicely summarized, Jo.

Galen

P.S.: For what it's worth, I use Geneva, mostly without MiNT, but
occasionally with. Works great, less (memory) filling, but no long
file names.

Sent via Deja.com
http://www.deja.com/

7142. Re: Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 03:15:30 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B65EDB0B.6879%nameerf@flash.net>
Source record: 53121

> P.S.: For what it's worth, I use Geneva, mostly without MiNT, but
> occasionally with. Works great, less (memory) filling, but no long
> file names.

Hi!

Have you tried Geneva with Mint (newest version), Boxkite or other long filename enabled file selector, and Thing or Jinnee (with WDIALOG)? It will run long filenames perfectly fine with this configuration, although it won't take up as little memory. I never use Geneva by itself anymore, as this setup gives me many more options. You can use Neodesk, too, although long filenames will appear as "FILE_N~1.EXT" instead of "File Names.1st.ext" They will still run correctly, though, and if you need to see the entire name or rename it, it can still be done with Boxkite.

Mike Freeman
nameerf@flash.net

7143. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 03:24:25 UTC
From: atarigalen@my-deja.com
Message-ID: <91c2t4du1@nnrp1.deja.com>
Source record: 53122

In article <B65D6EE8.6785%nameerf@flash.net>,
Michael and Nicole Freeman <nameerf@flash.net> wrote:
> I know I'm going to get flamed to heck for suggesting this (as I
> always do), but also think about the Tempest as another option for
> the original poster.
> ...
> 1. PPC 603e CPU (up to 200MHz)...
I believe the 603e can be divided at most 6x, so with a 16Mhz Falcon,
you will likely get ~100MHz from the 603e, so the two cards should be
similar in speed unless you speed up the Falcon's bus.

> 2. 2 SDRAM slots for up to 256Mb of fast RAM
Same with both, I think.

> 3. dual processing with either the 68030 or other CPU replacement
> cards, such as Afterburner (and maybe CT60?).
Interestingly, same with both. Run a Tempest and CT60 at the same time?

> 4. Plug-n-play operation, with the option of soldering in a single
wire for added Falcon compatibility.
Same with both.

> 5. Priced at about $300 US / 300 Euro / 199 UK Pounds.
The CT60 will likely cost more, due to the very expensive 68060 chip
(anyone know a US site where they're sold?)

> This card should be faster, cheaper, and allow for better
> compatibility than the CT60.
This remains to be seen.

Personally, I'm on the purchase list for both and hope to keep both
running on my Falcon (which will have to be recased, of course). I
expect to see some solid reports from this group before paying out
money, however.

Galen

Sent via Deja.com
http://www.deja.com/

7144. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 06:11:16 UTC
From: bensmith@user2.teleport.com
Message-ID: <91ccm4$hv9$1@user2.teleport.com>
Source record: 53123
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7145. WTD: Jaguar Game Players in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 06:13:53 UTC
From: bensmith@user2.teleport.com
Message-ID: <91ccr1$i3e$1@user2.teleport.com>
Source record: 53124
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Hello, my name is Benjamin Smith. I'm a Collector & Jaguar Game Player.
With all my games to play, I have no one to play Games with on my Atari
Jaguar. I live in Portland, Oregon. USA and I'm looking for Atarians to
play Jaguar Games with. You don't necessarily have to have a Jaguar.
Most any Atari will do. I'm thinking of starting Atari meetings in
Portland. Focused on Gaming but still supporting any Ataris. Call Ben
anytime at (503)256-9974 or E-Mail:

e-mail: atari@benjamin.net

If I'm unable to answer, leave a message and I'll call you back.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7146. "M" Docs now available!

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 06:42:28 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <91cegk$8s6$1@nnrp1.deja.com>
Source record: 53125

GOOD NEWS!!

Joel Chadabe , original founder of Intelligent Music and now at EMF (Electronic Music Foundation) has made available the Atari "M" Docs in TXT Format. He sent them to me and they are now on my site on the M page as well as the download page!

http://sites.netscape.net/timconrardy/m.htm

It is only a 40K Zip. It expands into smaller txt files for each chapter. I was tempted to make it into one TXT file, but this way the chapters are seperated.

It's nice now having the Docs available.

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7147. WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 10:52:26 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <91eae2$5un$2@newsg4.svr.pol.co.uk>
Source record: 52997

I need an Atari Falcon, preferably with a hard drive and at least 4 megs of RAM, i'm in Kent in England, and I need to show some smarmy Amiga users and their souped-up A1200s what a real computer is. I will pay up to =K3200, but only if I deem that what I am getting with the Falcon is worth the money, maybe more if it's really good kit.
A bog standard 4 mb RAM and 80mb HDD will do.

DjS

7148. Re: Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 14:25:46 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3A3A29EA.A06CD3A9@greeleynet.com>
Source record: 53130

Richard Kilpatrick wrote:
>
> Well, I finally got a second Zip drive, so I can move files from PC to
> Falcon.
>
> 'cept it doesn't seem to work properly. The external drive, I gave to
> the Falcon, and I know it was working properly before, the internal
> drive in the PC is new and seems to be working perfectly.
>
> Any attempt to move files, either extracting or copying, results in
> various errors. STZip is reporting CRC and Compressed Data Stream
> errors, Kobold spews some German which I think is referring to sectors -
> depending on the format of the disc, it's either upset about the FAT, or
> something else.
>
> I've tried formatting disks for DOS Compatible mode in HDDRIVER, but no
> joy, though the PC accepts them (which is doesn't with GEM/BGM), the
> copied files are no use.

IMO, it should work. I have external SCSI ZIP's attached to my TT and my Hades, and an internal IDE on this Dell PC. HDDriver 7.54 on the TT, 6.22 on the Hades, Win98 with 32 bit FAT on the Dell. I have Geneva/Neodesk on the TT, Neodesk only on the Hades, and just plain old Win98 (:-/) on the Dell. The only time I had problems reading ZIP disks is when I improperly partitioned the ZIP disks for TOS and DOS compatibility using HDDriver 7.54. I simply forgot to check the TOS & DOS compatibility box in addition to the DOS check box.

I wouldn't think the heads would be misaligned. I would think you could test that by buying a brand new PC formatted ZIP and seeing if the internal will read and write to it with no problems. If it doesn't, the ZIP or it's installation has problems, such as a flaky ribbon cable.

Maybe the problem is ST ZIP. There was a thread a while back that talked about problems with large files. I also thought 2.6 was the last ST ZIP, but I got the impression there was a German 3.?. You might try some of the other Atari programs that ZIP files and see what happens here. If ST ZIP doesn't unzipped a file, and the other program does.... <G>

Just my thoughts.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

7149. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 14:27:50 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A3A2A66.F01B7FDD@it.kth.se>
Source record: 53132

Hi all,

Michael and Nicole Freeman wrote:
> 2. 2 SDRAM slots for up to 256Mb of fast RAM

Just to clarify:

It's actually only 1 SO-DIMM slot but there are large SO-DIMMS out
there. The memory-limit is basically only the size of the SD-DIMM you
put in there.

Regards
Sven / Istari Software

7150. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 14:34:34 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A3A2BFA.50174B7A@it.kth.se>
Source record: 53131

Hi all,

atarigalen@my-deja.com wrote:
> > 1. PPC 603e CPU (up to 200MHz)...
> I believe the 603e can be divided at most 6x, so with a 16Mhz Falcon,
> you will likely get ~100MHz from the 603e, so the two cards should be
> similar in speed unless you speed up the Falcon's bus.

The PPC in the Tempest is clocked using cascaded PLLs. The first one makes the SDRAM memory clock and then the memory clock is used as an input to the CPU PLLs. You can get the full 200MHz (and even beyond that) with a standard non-overclocked Falcon. No bus overclocking is needed at all.

Regards
Sven / Istari Software

7151. Re: Connect to Mac (was Atari Ethernet VME Cards)

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 16:15:58 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <976897044.7755.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 53133

I am always forgetting but there is a chap in Australia that is doing a VME card with video and Ethernet connections on it.

I will try and remember.

Mark

"Peter Kienle" <pkienle@acmerecords.com> wrote in message news:pkienle-1312001424110001@dial-123-130.dial.indiana.edu...
> I always wondered what that slot was good for. Can a Mega STe with such a
> card be connected to a Mac via Ethernet? I guess it would be a software
> question but it would be great.
>
> Peter Kienle
>
> --
> Visit http://www.acmerecords.com
> for Original Jazz
> jazz guitar trios 3rd Man & Freesome
> Odd Guitar Jazz
> Original Tunes Online

7152. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 17:03:22 UTC
From: bindon@madasafish.com
Message-ID: <t3kjmqjshud220@corp.supernews.com>
Source record: 53134

```
On 14 Dec 2000 22:41:48 , Chris wrote:
>Chris wrote:
>>
>> Well I was getting this with AIRC 1.05. I've just up graded to 1.11 and
>> it works now. This is with Sting on a Falcon.
>
>Correction. Not working now.

Hmm, so whats going on then? Something big I guess. I thought it was
only me, but it doesn't look like it by the anmount of responses.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+
```

7153. Re: A4 Scanners - revisited

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 18:23:23 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a3a619b$0$173@news.zetnet.co.uk>
Source record: 53135

On 14 Dec 2000 22:31:48 , Neil Chester wrote:

| . . .
|This leaves GT-Look2 - which is available but not sure which of the Epson
|GT series scanners it supports? A look at the LOOT.com site gave two GT
|scanners a 7000 & 9500 - these could be too new? Or is the GT-Look
|software being updated by anyone??

I use GT-Look2 with a GT-5500 and the Hades. To be precise I use two
or three different versions of GT-Look2 depending on which one
happens to be working with a particular set-up. I would stress that
it is probably the Hades and not the scanner or software which is
unstable.
--
JI Logan

7154. Re: My TT is now on the web!

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 20:21:37 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <91duei$7uq$1@lola.hrz.fh-lausitz.de>
Source record: 53137

Hi Kenneth,

I�ll also use my F030 on a W98 PC.
The PC is the router.
ZMODEM is possib. but NAT 32 with DUN will not funktion as well.
Please help me.

I�m useing sting 1.26

--

MfG Mathias

"Kenneth Medin" <kennethm@tripnet.se> schrieb im Newsbeitrag
news:3a33e230236f8bb3@tripnet.se...
> Just to let you know that I have put my TT up on the web running the
> webserver Weblight. The TT is connected to my Win-95 pc via a 57600
> bit/sek nullmodem cable. The pc is connected to the Internet via 500 kbit
> ADSL.
>
> The adress is http://atari.mine.nu/ but the content is simply the same as
> my normal homepage. Also some pages are missing.
>
> Everything runs under Geneva/Neodesk and STinG so responses may be rather
> slow if I am using the fileselector or so. Also I have no idea how stable
> this setup is if more than one user is connected at the same time. Should
> be interesting to see if the system is still up and running tomorrow
> morning!
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> http://www5.tripnet.se/~kennethm/
> <<Produced with 100% pure Atari equipment>>

7155. Disk Images for Nostalgia

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 20:31:57 UTC
From: Don Paul Bell <dpbell69@prodigy.net>
Message-ID: <B65FDBDD.1B76%dpbell69@prodigy.net>
Source record: 53138

I recetly installed Nostalgia and am wondering where to obtain disk images
of games and other programs for it.

7156. WTB Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 20:49:00 UTC
From: fried@dragon.achilles.net
Message-ID: <91e03s$5lk$1@localhost.localdomain>
Source record: 53136

Hi there, I'm looking to buy a stock Falcon in good condition.
Mark

7157. FA: Geneva, BlowUP030, Outside, STyle, STipple

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 21:20:13 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.14a44707e4e18789989812@news.prodigy.net>
Source record: 53139

I have the following software up for auction on eBay. All auctions end on
Sunday, December 17.

Geneva (Multitasking environment - all Atari 680x0 machines):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1202041799
Current high bid = $35.00

BlowUP030 (Screen expansion software - Falcon030 only):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1201725128
Current high bid = $2.79

Outside version v3.20 (virtual memory manager - requires 68030 CPU):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1201722894
NO BIDS (minimum bid = $2.00)

STyle (Image manipulation program - ST/TT, untested on Falcon):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1201271011
NO BIDS (minimum bid = $2.00)

STipple (Image viewer/format conversion utility - ST/TT, untested on
Falcon):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1201269910
NO BIDS (minimum bid = $1.00)

--
==========
lonniemcclure@prodigy.net

7158. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 21:24:16 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976959446-61086AEicMi@bun.com>
Source record: 53007

Hi Baldrick

>> Where do you live? I would rather do a trade for Atari gear.

>Enfield....

So how come we dont see you at our Cheshunt Computer Club meet as your
local?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7159. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 22:09:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <91e4q2$1t6$1@plutonium.compulink.co.uk>
Source record: 53140

In message <TEcZ5.13222$xW4.110363@news-server.bigpond.net.au>, mark@baypc.com.au said:

> From what I remember the biggest drama with dd's and
>hd's is if you put Hdd's in a dd drive you will quickly destroy the disk as
>the magnetic strength in a dd drive is a lot higher than a Hdd one. So you
>just end up writing a mess after a while, I only use dd's as dd's and not
>hdd's for this reason.

Surely it's the other way round? The HD coating is higher coercivity to
work properly with the closer spacing, so it would need a higher record
current for HD disks...

Regards, /Peter/

7160. I'm Still Here (if anyone cares)

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 22:53:45 UTC
From: nurmix@spam-free.com
Message-ID: <3a1de3a6.3927804@gail.ripco.com>
Source record: 53141

Just a quick note to say that I've finally been able to access comp.sys.atari.st. It's been a while!

Ever since my pay-for-use "Atari friendly" ISP disappeared, I've not been able to get online at all with my Falcon. Fortunately, I've recently built myself a new PC, and since I more or less refuse to pay for a dial up ISP these days (with all the good free ones available for the PC/MAC), I made use of a free/public news server, and here I am - using the excellent "Free Agent" software (I hope it's wrapping the text correctly - I'm still learning it)..

My Falcon is alive and well - although my new PIII 800/256MB handles all my Internet and e-mailing chores these days. The Falcon is now located in my studio, happily running CAF and burning CDs with CD Writer Suite.

My web site is still up and running, with a large Atari section - although I still need to do some massive updates to the download page!

Anyway, it's great to be back and catching up on all the Atari-related talk!

-Paul

Paul Nurminen - El Segundo, CA (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, warped humor

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor
^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

7161. Re: Have You Played Atari Today?

Newsgroup: comp.sys.atari.st
Date: 2000-12-15 22:53:45 UTC
From: nurmix@spam-free.com
Message-ID: <3a1cb5da.2476395@gail.ripco.com>
Source record: 53142
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Sat, 28 Oct 2000 03:57:40 GMT, Mindfield
<mindfield@badgers.home.com> wrote:

>I acutally have a number of these ads on my FTP site, along with loads
>of others. I don't have the last two you mention though. Actually I
>know there are quite a few I'm missing, but I've managed to amass
>quite a few from the early 80s up through to the Jag.

I don't suppose you'd want to share that FTP site address with the
rest of us?

-Paul

Paul Nurminen - El Segundo, CA (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, warped humor

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor
^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

7162. What will Infogrames do with Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 00:03:46 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <91ebgvrhv1@nnrp1.deja.com>
Source record: 53143

What will Infogrames do with Atari?

Take a minute to answer this months poll on www.atari-users.net!

Rob
webmaster@atari-users.net
http://www.atari-users.net

Sent via Deja.com
http://www.deja.com/

7163. FS: Atari 1040ST only $19.95 (add color monitor just $10)

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 00:22:15 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B65FF5B7.2E63%amishman@pacbell.net>
Source record: 53144

Works and looks fine. Includes language disk, mouse, & power cord. $19.95 plus freight. Add just $10 more and get the matching Atari SC1224 Color Monitor. Prices above plus freight. All products work fine. Mouse a little jerky but could probably be cleaned to make work better. Also have other product for sale like the SF Floppy Drive if interested.

7164. FS: Atari SC1224 Color Monitor only $17

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 00:24:25 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B65FF639.2E64%amishman@pacbell.net>
Source record: 53145

Works and looks fine. $17 plus freight. Includes power cord and data
cable. May even have the user guide also.

7165. FS: Atari SF354 Floppy Drive only $17

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 00:25:12 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B65FF668.2E65%amishman@pacbell.net>
Source record: 52996

Works and looks fine. Includes power unit and manual and data cable. $17
plus freight.

7166. XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 00:48:00 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B66009CF.65F4%bengy@mac.com>
Source record: 52998

The official English Poll, which will determine the fate of the "XTOS"
Project by Medusa Computer Systems/switzerlandhe is now online at

http://magicos.de/survey.html

The Developers are coming along nicely, so the only main hurdle to get over
is the 500 willing buyers.

The German version can be found on the official homepage:

http://www.xtos.de

--
Other MagiC Online (http://magicos.de) Site news:
The st-computer articles, translated by Jens Hatlak, are now available on
MagiC Online, as the official st-computer homepage no longer has an English
section.

The entire Links.atari.org pages by Benjamin Kirchheim have been updated on
both the links.atari.org webpages and the mirror on MagiC Online.

Bengy
bengy@mac.com

7167. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 01:10:39 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <1iz_5.52170$R77.4369807@nnrp4.clara.net>
Source record: 52999

"DjS" <djs@thesoundlab.co.uk> wrote in message
news:91eae2$5un$2@newsg4.svr.pol.co.uk...

> I need an Atari Falcon, preferably with a hard drive and at least 4 megs
of
> RAM, i'm in Kent in England, and I need to show some smarmy Amiga users
and
> their souped-up A1200s what a real computer is.

If you want to do that then you need a souped-up Falcon. I think you can expect to pay more than £200. Tell you what, you can hire my machine for £50 per day.

Shiuming Lai

7168. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 02:20:28 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <91g0qe$c5b$1@newsg4.svr.pol.co.uk>
Source record: 53011

In message <1iz_5.52170$R77.4369807@nnrp4.clara.net>, "Shiuming Lai" wrote:
>
> "DjS" <djs@thesoundlab.co.uk> wrote in message
> news:91eae2$5un$2@newsg4.svr.pol.co.uk...
>
> > I need an Atari Falcon, preferably with a hard drive and at least 4 megs
> of
> > RAM, i'm in Kent in England, and I need to show some smarmy Amiga users
> and
> > their souped-up A1200s what a real computer is.
>
> If you want to do that then you need
> a souped-up Falcon. I think you can
> expect to pay more than =K3200. Tell
> you what, you can hire my machine
> for =K350 per day.
>
> Shiuming Lai
>

The souping up starts and pretty much ends with the 040 CPU and the Picasso 2
VGA gfx card, a falcon should keep up with that pretty much, and should blow
them away with sound.
I'm a musician and I've wanted a Falcon since '94 unfortunately as I was about
13 I couldn't afford one, now I can so I want one badly.

DjS

7169. Re: First Word Plus

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 02:46:10 UTC
From: swampfox1@earthlink.net
Message-ID: <SHA_5.7564$UN1.738686@newsread2.prod.itd.earthlink.net>
Source record: 53000

On 12 Dec 2000 19:46:50 , "Chris Owen" wrote:
>Hi
>My copy of 1st Word Plus has finally ended its days and I didn't have a copy
>(thought I did!)
>
>Does anyone know where I can download a copy?
>
>I'm in the middle of transferring some old documents onto my PC. I'm using a
>converter to put it into wordperfect format which my PC can read.
>Unfortunately it loses a lot of the formatting which is a pain.
>
>Any help much appreciated
>
>Chris Owen
>
>
>.
Hi Chris,
Will 1st Word V1.06 do?
John G.

7170. Re: Umich??

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 02:48:36 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <91el7r$3tubb$1@ID-60478.news.dfncis.de>
Source record: 53001
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yuck, Bill, that kind of sucks, doesn't it?

I'm glad to see you're still in the scene. I wondered what had happened to you. I had been following Newbreed prior to my current job, and now that I've found a free news server to connect to, I'm glad to see you're still around. I'm still having fun with Gemdrop, and the Atari community is forever indebted to your 8-bit skills.

It's been a fun ride -- let's make it last.
Steven (a pitiful excuse for a programmer, but one hell of an Atari lover, since 1981)

Steven Posey
Network Administrator
Margaret R. Pardee Memorial Hospital
Hendersonville, North Carolina

William Kendrick <nbs@bolt.sonic.net> wrote in message
news:k0PZ5.632$W76.42423@typhoon.sonic.net...
>
> I'm technically the maintainer of the Atari 8-bit files over at
> UMich. I had been neglectful of my duties for a while, but recently,
> when I finally had time to go poke around, I discovered I'm no longer
> able to log-in!
>
> Does anyone know what's up with Umich?
>
> FYI, my username was "kendric" and I had a Kerberos account (to be able
> to get to the atari/8bit directory). At the time I got the account,
> my e-mail address was "kendrick@zippy.sonoma.edu".
>
> Thanks!
>
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/bill/

7171. FS: ST Monitor switchbox?

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 04:58:45 UTC
From: Dan Mowczan <pinball@home.com>
Message-ID: <B66060B6.156C3%pinball@home.com>
Source record: 53002

Hello,

I have in my posession a Data Spec a/b switchbox for ST monitors (or so it appears). It has a COM, A, and B 13-pin DIN connector of the Atari ST Monitor type. Model DS-ATR-1302.

It also has a RCA Jack and a 15-pin VGA connector on the back, which might have been installed aftermarket by the previous owner. It came with a Mega that I owned years ago that included both monitors, but I did not use it in my configuration.

Untested, best offer.
--
Dan Mowczan, pinball@home.com

7172. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 07:05:58 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A3B1455.2F72A9B1@ihug.co.nz>
Source record: 53003

Hi there,

Dan wrote:
>
> Go and see http://www.xtos.de
>
> Looks great !

Siphoned though my poor German it appears little detail is finalised on the new machine. I visited www.magicos.de to see if any news had arrived. It had, but it appears as though we are being held to ransom! Medusa (the developers) want 500 'interested' people before they guarantee production. Thats almost tantamount to a ransom folks!!

After the failure of Milan II you'd think that Medusa would have learnt a lesson from the failure of others, and actually finalised a design and spec to the point where beta-machines could be seen working by Joe Public. 'Let the working machine wow the people, and then they'll buy it' is my theory. Sadly we have got them saying 'we've got this, but we'll only show you if 500 of you are interested...'

Also the survey/form on magicos.de asking our opinions on it is silly. Questions like 'what interfaces would you like?' are completely idiotic. Have Medusa not been paying attention to the computer world? Interface choice is pure and simple, in that the current standards in PC's are the ONLY way to go if the burgeoning cost of the final product is to be kept to a fair price. AGP x2/4, ATA/66/100 (E-IDE), PC100 DRAM, USB and that IEEE thingy (Firewire!, or mildwire as I call it!!) are my pick.

All should be bundled into a mid-tower case with standard 101 AT keyboard (they're cheap!), an IDE CD/DVD? drive, 10GB E-IDE disk, decent video card (ATI, Voodoo, GeForce, Matrox mid-range card WITH some form of developed 3D support as minumum), and a choice of 32/64/128MB RAM. A software bundle is necessary (my choice is Photoline, Papyrus, Texel, CAB, and other parts to suit the purchaser, as well as the OS of choice (MagiC/MiNT/N.AES etc...)

Without this level of machine I think alot of time and energy will be wasted on this thing. I'm not going to commit to saying 'yes' until a working machine, as close to final 'shelf' version as it can be, is seen working at a major Atari fair...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

PS. I'm not a natural sceptic, I can just see Medusa starting on
the wrong foot with this...I do hope they prove me wrong though...

7173. Tim's Christmas Cheer

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 07:55:46 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <91f762etb1@nnrp1.deja.com>
Source record: 53004

Hello All

Just uploaded some Christmas Music to the Atari-Midi File section
created on Atari Comnputers of course! I even created an HTML page for
it.It's neat that I was able to create a web page right within the Egrp
page itself!(and it actually worked! :-)

No Algo-comp programs were used on these midi's...just stright playing
and arranging using Master Tracks pro , Cubase and KCS.
I tried a trick in Master Tracks pro where I first created the melody ,
then Looped it so it repeated, then played my other parts over
it.Worked well.They are GM compatable

http://www.egroups.com/files/atari-midi/Midi+Files/TIMIDI/Xmas/Xmas.htm

Would like any comments...but most of all to spread some Christmas
Cheer!

Merry Christmas!

From:

Tim
(the Elf)

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.

Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7174. Re: A4 Scanners - revisited

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 09:28:24 UTC
From: atarist@xs4all.nl
Message-ID: <91fcjo$pb8$1@news1.xs4all.nl>
Source record: 53005

And I use GT-Look2 with a Epson GT 9000 SCSI-scanner on a TT.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 15 Dec 2000 18:23:23 , JI Logan wrote:
>On 14 Dec 2000 22:31:48 , Neil Chester wrote:
>
>| . . .
>|This leaves GT-Look2 - which is available but not sure which of the Epson
>|GT series scanners it supports? A look at the LOOT.com site gave two GT
>|scanners a 7000 & 9500 - these could be too new? Or is the GT-Look
>|software being updated by anyone??
>
>I use GT-Look2 with a GT-5500 and the Hades. To be precise I use two
>or three different versions of GT-Look2 depending on which one
>happens to be working with a particular set-up. I would stress that
>it is probably the Hades and not the scanner or software which is
>unstable.
>--
>JI Logan
>.

7175. Re: A4 Scanners - revisited

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 09:44:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976956352-454301AEicMi@cwcom.net>
Source record: 53006

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 14 Dec 2000 22:31:48 GMT

>Sandrine is a non-starter only the demo is available - unless anyone knows

>This leaves GT-Look2 - which is available but not sure which of the Epson

I'd strongly suggest that you concentrate on Nima's ScanX driver. It
supports the GDPS protocol, which means that you can scan directly into
programs which also support it such as Pixart, Calamus and others.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7176. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 10:21:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977042060-47590AEicMi@cwcom.net>
Source record: 53034

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Fri, 15 Dec 2000 17:03:22 -0000

>>Correction. Not working now.
>
>Hmm, so whats going on then? Something big I guess. I thought it was
>
>only me, but it doesn't look like it by the anmount of responses.

I had the same authorisation error whilst trying to log in to funet.fi
with IConnect/Chatter FWIW.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7177. Re: Document HiSTory protocol? (DHST)

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 11:49:42 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a3b56d6$0$180@news.zetnet.co.uk>
Source record: 53008

Hi all!

>> Does anyone know a URL for me to download the above program?

>It's a protocol (as the name implies) not a program. You can only
>download the specifications of the protocol.

Yeah I realise this now. Not having an English .HYP for SMU v8 (anyone?) I
didn't know how to enable this in my Start.set (I've got it now).

>You'll need a program which works as a DHST server (eg Startmeup
>http://www.snailshell.de/) and programs which support DHST (i.e. DHST
>clients) such as CAB.

Cab too? I have v2.7e, do I need v2.8 to use it? Or should I also install
an environment variable for this???

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

7178. Re: Geneva, BlowUP030, Outside, STyle, STipple

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 12:01:57 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <91flhnpqa1@lola.hrz.fh-lausitz.de>
Source record: 53009

outside is free now!

--

MfG Mathias

"Lonnie McClure" <lonniemcclure@prodigy.net> schrieb im Newsbeitrag
news:MPG.14a44707e4e18789989812@news.prodigy.net...
> I have the following software up for auction on eBay. All auctions end on
> Sunday, December 17.
>
> Geneva (Multitasking environment - all Atari 680x0 machines):
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1202041799
> Current high bid = $35.00
>
> BlowUP030 (Screen expansion software - Falcon030 only):
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1201725128
> Current high bid = $2.79
>
> Outside version v3.20 (virtual memory manager - requires 68030 CPU):
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1201722894
> NO BIDS (minimum bid = $2.00)
>
> STyle (Image manipulation program - ST/TT, untested on Falcon):
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1201271011
> NO BIDS (minimum bid = $2.00)
>
> STipple (Image viewer/format conversion utility - ST/TT, untested on
> Falcon):
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1201269910
> NO BIDS (minimum bid = $1.00)
>
> --
> ==========
> lonniemcclure@prodigy.net

7179. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 12:14:19 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <91h3jn$43l$1@news8.svr.pol.co.uk>
Source record: 53023

In message <t3nia7ijof0ved@corp.supernews.com>, Lyndon Amsdon wrote:

> I'm in a similar situation as you (even younger), but whats that
> Picasso board, I've never heard of it?
>

It's some kind of GFX card for the Amiga, needs an 040 board and expansion slots fitting, nothing standard like PCI, ISA, or even VLB. I thik it's called Zorro or something, not that impressive when you think a Falcon did VGA as standard so we don't need to ponce around with those sort of boards.

DjS

7180. TT HD question

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 14:57:05 UTC
From: steve666@clara.co.uk
Message-ID: <1elqml6.xyvhm41o4am0wN%steve666@clara.co.uk>
Source record: 53010

The HD inside my TT died about a year ago, and I'm thinking of getting a cheap (as in cost) HD from a computer fair in the new year. Nothing way out, just a couple of gig for a few quid..
Anyway, can I simply buy a scsi drive and plonk it in where the current one is atm? Is it as simple as this?
Cheers, Steve.

7181. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 15:12:58 UTC
From: rsmac@t-online.de
Message-ID: <1elq0qz.1lnxky61p3u740N%rsmac@t-online.de>
Source record: 53012

Dan <aahuls@xs4all.nl> wrote:

> Go and see http://www.xtos.de
>
> Looks great !

With al smal mistake, coldfire CPUs doasnï¿½t run 68k code..

--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

7182. Exchange (trade?) jaguar games

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 15:30:05 UTC
From: tarbez@chez.com
Message-ID: <3a3b7efa.4986788@news.free.fr>
Source record: 53013

I'd like to exchange (trade? my english is not very good)
the following jaguar games:

- wolfenstein 3d
- Bubsy
- Iron soldier
- Tempest
- Dragon

All games in excellent condition (some never used)
I don't sell or buy, only exchange.

I already have this games:
- wolfenstein 3d
- Bubsy
- Iron soldier
- Tempest
- Dragon
- Missile command 3d
- Atari karts
- Ruiner pinball
- Super burnout

Thierry

7183. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 17:30:12 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a3ba6fa184dff2@online.be>
Source record: 53014
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

ftp://chapelie.rma.ac.be/atari/game/boink20.zip (112.204 bytes)
( A "BreakOut" style game.)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/stik/qdial46.zip (56.821 bytes)
(Qdialer is a dialer interface for STiK2.)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/music/abcm2ps.lzh (142.621 bytes)
(abcm2ps v.1.6.10 is a package which converts music tunes from ABC format to PostScript)

ftp://chapelie.rma.ac.be/atari/utilities/music/abctab2ps.lzh (131.594 bytes)
(Extension of abc2ps. v.1.0.5)

ftp://chapelie.rma.ac.be/atari/utilities/jclk302f.lzh (127.819 bytes)
(is a very useful all-in-one multiutility for Atari
computers (ST, STe, MegaSTE, TT, Falcon) and clones (Medusa, Hades,
Milan). EHC, Keyboard and mouse driver, Corner Clock, Screen Saver,
System fixes (Y2K, MegaSTE, colors, sound))

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

7184. Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 17:45:09 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <91g9n3$6ik$1@nnrp1.deja.com>
Source record: 53015

Hello All

And now to a subject other then Midi

I have a Falcon, and when I am not working on my midi stuff, I would
like to play a good Excellent Graphic Oriented game, preferably a Space
fly-around- shoot em up type game. Good sound too.

Can anyone point me to a Falcon-specific game (s) that are on the net
(freeware, shareware, postcardware, ect)that meets these requirments?

HEY...even us Atarian Midi-ists gotta shoot'em up in Space !! :-)

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7185. Re: I'm Still Here (if anyone cares)

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 18:13:18 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a3bb0be$0$175@news.zetnet.co.uk>
Source record: 53016

Hi Paul,

Good to see you back.

On 15 Dec 2000 22:53:45 , Paul Nurminen wrote:

>My Falcon is alive and well - although my new PIII 800/256MB handles
>all my Internet and e-mailing chores these days.

I've got one of those now, and I not at all impressed with some of the
software, especially Outlook Express for mail and news. Give me Newsie
or Okami any day :-))

I have got the free version of Free Agent, but I think you will find that
the commercial version offers some features you are likely to want. (I
can't remember what they are, but I know they come for free with Newsie.)

If like me you dislike OE, try Pegasus for e-mail. It's available for
free from somewhere. If you need the details e-mail me privately or I'll
get shouted at for going too far off-topic :-))

Cheers

Paul

7186. Re: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 19:06:24 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <A2P_5.60999$R77.4628300@nnrp4.clara.net>
Source record: 53017

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:91g9n3$6ik$1@nnrp1.deja.com...
> Hello All
>
> And now to a subject other then Midi
>
> I have a Falcon, and when I am not working on my midi stuff, I would
> like to play a good Excellent Graphic Oriented game, preferably a Space
> fly-around- shoot em up type game. Good sound too.

Stardust.

When run on a Falcon the in-game music
is generated at a higher sample rate than
the STE, too. Apart from that it's also a
great game with excellent graphics and
sound and based in space.

Shiuming Lai

7187. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 19:57:59 UTC
From: bindon@madasafish.com
Message-ID: <t3nia7ijof0ved@corp.supernews.com>
Source record: 53018

On 16 Dec 2000 02:20:28 , DjS wrote:
>In message <1iz_5.52170$R77.4369807@nnrp4.clara.net>, "Shiuming Lai" wrote:
>>
>> "DjS" <djs@thesoundlab.co.uk> wrote in message
>> news:91eae2$5un$2@newsg4.svr.pol.co.uk...
>>
>> > I need an Atari Falcon, preferably with a hard drive and at least 4 megs
>> of
>> > RAM, i'm in Kent in England, and I need to show some smarmy Amiga users
>> and
>> > their souped-up A1200s what a real computer is.
>>
>> If you want to do that then you need
>> a souped-up Falcon. I think you can
>> expect to pay more than =K3200. Tell
>> you what, you can hire my machine
>> for =K350 per day.
>>
>> Shiuming Lai
>>
>
>The souping up starts and pretty much ends with the 040 CPU and the Picasso 2
>VGA gfx card, a falcon should keep up with that pretty much, and should blow
>them away with sound.
>I'm a musician and I've wanted a Falcon since '94 unfortunately as I was about
>13 I couldn't afford one, now I can so I want one badly.

I'm picking one up soon, at about 250 ukp with zip250, monitor latest
software, Jinnee, Magic etc and I think 14mb of RAM.. Oh yeah, it has
a simple accelerator with it called the...erm, can't remember but it's
that cheap one that people have been talking about here a few months
ago. Began with a P IIRC.

I'm in a similar situation as you (even younger), but whats that
Picasso board, I've never heard of it?

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7188. Re: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 20:05:30 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a3bcb0a$1_2@athena.netset.com>
Source record: 53019

In article <A2P_5.60999$R77.4628300@nnrp4.clara.net>,
Shiuming Lai <lais@zetnet.co.uk> wrote:
>
>"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
>news:91g9n3$6ik$1@nnrp1.deja.com...
>> Hello All
>>
>> And now to a subject other then Midi
>>
>> I have a Falcon, and when I am not working on my midi stuff, I would
>> like to play a good Excellent Graphic Oriented game, preferably a Space
>> fly-around- shoot em up type game. Good sound too.
>
>Stardust.
>
>When run on a Falcon the in-game music
>is generated at a higher sample rate than
>the STE, too. Apart from that it's also a
>great game with excellent graphics and
>sound and based in space.
>
>Shiuming Lai
>
>

Dave Bagget also did a Falcon version of his asteroids game. It
had nice graphics and sound. I know a version of it is available at the
old umich archives if no where else. I also think there were a bunch of
Falcon games released recently out of germany and some of them had a space
motif.

If you want a really stupid game with lame graphics then you can
try my old game Astropanic94 ;)

Dan Ackerman
aka baldrick@netset.com

7189. Re: Extra MIDI ports on Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 20:45:16 UTC
From: nurmix@spam-free.com
Message-ID: <3a3bd385.2751232@news-server.socal.rr.com>
Source record: 53020

On Tue, 05 Dec 2000 03:00:51 GMT, Tardo <rives@gte.net> wrote:

>One can use a MAC Mini Midi Interface (single port)and use Steinberg's
>Lan driver. It works but it must remain unpluged until the Falcon has
>fully booted.

I've got one for my Falcon. It's a little box made by MIDIman called
the "MINI MACman Macintosh MIDI Interface". It gives you an extra
MIDI IN and OUT port, that's connected to the Falcon's LAN port. It
works, but it gave me some problems with the audio mixers in CAF that
I never did get fully worked out. This was caused - as far as I could
tell - by the LAN port driver that's needed to make the little box
work.

-Paul

Paul Nurminen - El Segundo, CA (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, warped humor

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor
^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

7190. Best way to highspeed network TT...

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 21:10:26 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <977001932.3802.1.pluto.d4ee0f47@news.demon.nl>
Source record: 53021

Hi,

I am wondering if someone can tell me if it's possible to connect Apple hardware that converts the appletalk port on Atari to UTP (10Mbps) and is there support for this port running TCP/IP or is the best option at this point using a 56K modem and dail internaly in my house to another modem for a highspeed network connection???

TXG

7191. Re: Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-16 23:41:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3a3bfdc811aa41b4@tripnet.se>
Source record: 53022

On Fri 15-12-2000 03:15 (GMT) Michael and Nicole Freeman wrote:

>Have you tried Geneva with Mint (newest version), Boxkite or other long
>filename enabled file selector, and Thing or Jinnee (with WDIALOG)? It will
>run long filenames perfectly fine with this configuration, although it won't
>take up as little memory. I never use Geneva by itself anymore, as this
>setup gives me many more options. You can use Neodesk, too, although long
>filenames will appear as "FILE_N~1.EXT" instead of "File Names.1st.ext" They
>will still run correctly, though, and if you need to see the entire name or
>rename it, it can still be done with Boxkite.

I'm curious how you got this setup stable. I've tried to run Geneva+Mint
several times and it's great until suddenly Mint puts out nasty
errormessages on the screen and it crasches very hard. The latest Mint
version I've tried is Freemint 1.14. Mabe the latest version is better
with Geneva?

Some hints with maybe a MINT.CNF would be great. I only have NVDI 4 here.
Could that be the reason why it crasches? I must admit I have not tried
to run without NVDI...

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

7192. People who owe me stuff! NOT Evil ;)

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 01:38:43 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <$MaJVpAjkBP6Ew$v@lovecraft.demon.co.uk>
Source record: 53024

Boo!

So far, I'm waiting for Steinberg 24 from Simon, and an internal Falcon HD from Steve Stupple - I've lost your emails due to a rather ill-advised clean out, otherwise I wouldn't be posting!

I'm away for a while - so there's no panic. Just wondering what's happening, especially with the drive (though I know I wanted a bracket) because I don't want to see it delivered then sit in my porch for a couple of weeks ;)

That's all! To everyone on the Atari group, have a Merry Christmas or whatever is appropriate, and whilst I'll be around over the next week, I'll probably be lurking rather than posting.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

7193. Re: colour on SVGA

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 03:05:28 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <91hdr7$7q$2@zingo.tninet.se>
Source record: 53025
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Branko Badrljica" <brankob@avtomatika.com> wrote in message
news:3A312292.58A575B3@avtomatika.com...

: Lets do some basic math:

(Lotsa clever points snipped)

I believe that color on SVGA is possible, but not by messing wit
the source of the video generation. Instead one would need to
intercept the signals at the video shifter side (those digital
RRRGGGBBB) and feed them to a sequencer that would quadruple the
value of every pixel. The quadrupling would look something like
this:

Original video line (each letter is one pixel):

KSNSHDFKLD...

New double lines:

KKSSNNSSHHDDFFKKLLDD...
KKSSNNSSHHDDFFKKLLDD...

Each pixel has been repeated horizontally one extra time, and
then the entire line has also been repeated. Our 320*200 LOW
became a factual 640*400 on the output side of the sequencer.
But we still see only a 320*200 resolution on the screen. This
would allow for outputting twice as much data with the double
horizontal frequency (some 31KHz) during the same timeframe it
takes to draw one line in ordinary LOW mode. The vertical
frequency would likewise become doubled to 100Hz (120 Hz for
NTSC systems). The work of the ST is entirely unaffected.

A sequencer could be a PIC and some RAM, or possibly a list of
values in an EPROM. After the sequencer some D/A conversion
would be required, maybe modelled after the existing one in the
ST, a resistor net.

Ideally one would make the above a bit more complicated to
instead exactly fit the typical normal VGA sync expectations,
which would allow for the use of really inexpensive monitors
found at swapmeets etc. Taking this a bit futher would perhaps
allow for creating extended modes with software only?

MG

7194. Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 04:37:00 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A3C42EC.15E7CD78@intergate.bc.ca>
Source record: 53026

Can you use any laptop HD on a falcon ? Any brand ? any size ? Is internal HD only IDE or is it SCSI too ? Please anyone tell me

Artur

7195. Re: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 04:38:34 UTC
From: swampfox1@earthlink.net
Message-ID: <erX_5.15496$h67.1077357@newsread1.prod.itd.earthlink.net>
Source record: 53027

On 16 Dec 2000 19:06:24 , "Shiuming Lai" wrote:
>
Snip

>Stardust.
>
Snip
>
>Shiuming Lai

Where to get?
John G.

7196. Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 05:01:34 UTC
From: swampfox1@earthlink.net
Message-ID: <OMX_5.15558$h67.1077357@newsread1.prod.itd.earthlink.net>
Source record: 53028

Hi All,
I'd like to superimpose/combine/cut'n paste an animated GIF with
a still GIF (or JPEG). Anyone here know of a program for the Falcon?
John G.

7197. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 05:18:02 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <3ZX_5.1405$N84.5736@newsfeed.slurp.net>
Source record: 53029

Hey there,
Basically you can use any 2.5 inch IDE drive on the Falcon
as long as the partition size is not bigger than, was it 1GB? You can also
use a bigger 3.5 inch drive with an 2.5 -> 3.5 inch adaptor. The port is IDE
only. If you want to use SCSI use the external port.

"Artur Stachon" <astachon@intergate.bc.ca> wrote in message
news:3A3C42EC.15E7CD78@intergate.bc.ca...
> Can you use any laptop HD on a falcon ? Any brand ? any size ? Is
> internal HD only IDE or is it SCSI too ? Please anyone tell me
>
> Artur
>
>

7198. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 06:33:39 UTC
From: rsmac@t-online.de
Message-ID: <1elrur0.yumwlu1ey0xcN%rsmac@t-online.de>
Source record: 53030

Artur Stachon <astachon@intergate.bc.ca> wrote:

> Can you use any laptop HD on a falcon ? Any brand ? any size ? Is
> internal HD only IDE or is it SCSI too ? Please anyone tell me

-> DOITF030

Any 2.5" IDE internal. Partition size is 1GB with TOS 4.04
Size of the hd is 2, 4, 6 or more. MagiC allows bigger partitions sizes.

Use an 6GB device here, splitted in 1 TOS and 4 BGM partitions.

Regards, Robert

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

7199. BIODATA Bionet DMA ethernet card

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 06:46:49 UTC
From: FARGUES Laurent <jace.stknights@wanadoo.fr>
Message-ID: <B6624A18.257%jace.stknights@wanadoo.fr>
Source record: 53031

I'm looking for the drivers for the BIODATA Bionet 100 DMA/ethernet box!
Help please!!!!

Thank you! Laurent

7200. Version 14.50 of Westfront PC released

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 06:53:29 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <91hnt9$1o5$7@usenet.nau.edu>
Source record: 53032

Subj: Westfront PC Version 14.50 released

Hello,

Version 14.50 of Westfront PC: The Trials of Guilder has just
been released. Improvements include:

o - New holiday additions (falling snow)
o - Quests are now updated (more consistency)
o - Several more rooms can now have contents in desc. examined
o - Room total stable at 1,578 rooms and 3 continents
o - Quests are stable at 45, with over 50 unique puzzles
o - Several cosmetic changes made to gameplay and interface
o - Help and documentation has been vastly improved
o - Saved game editor included
o - Inventory total extended to maximum of 18 items (from 16)
o - Bag total extended to maximum of 8 items (from 6)
o - Hover total extended to maximum of 18 items (from 14)

URL: http://www.geocities.com/dunric/westfront.html
Filesize: 933KB (for Windows 95/98/NT/Me/2000...An MS-DOS version is
available upon request)

Characters from versions as early as 0.47 (1997) can be
played on the current version of Westfront PC: The Trials of Guilder.

Versions of "Westfront PC: The Trials of Guilder" for Macintosh,
Unix/Linux, Amiga, Commodore 64, Atari, Apple II and Sinclair/ZX Spectrum
are currently being worked on/considered (Westfront PC was originally
coded on my old Commodore 64 in 1993). The setting for the game was Oslo,
Norway.

If you'd like to play the Windows 95/98/NT/2000/Me version of "Westfront
PC: The Trials of Guilder", please visit my website here:

http://www.geocities.com/dunric/westfront.html

The game was released into the Public Domain on August 3, 2000.

If you have any questions on Westfront PC, please contact me:

dunric@yahoo.com

I can also be reached through ICQ at the UIN#: 12234336

Finally, for those seeking help on gameplay, please read
the included Winhelp file "WFPC.HLP" before playing for the
first time. You may also visit the following web pages for

additional help information:

http://www.geocities.com/dunric/westfront.html
http://www.geocities.com/dunric/tips.html
http://www.geocities.com/dunric/maps.html
http://forums.topresult.com/dunric/wwwboard.sht

Thanks! Have fun! :)

Regards,

Paul Panks (a/k/a "Dunric")
Author of "Westfront PC: The Trials of Guilder" (and other games)
dunric@yahoo.com

--
--
****

Few cats act their age, while most just cough up fur balls.

****

7201. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 08:06:25 UTC
From: claytone@aa.net
Message-ID: <3a3c7401_2@huge.aa.net>
Source record: 53033

On 16 Dec 2000 20:37:00 , Artur Stachon wrote:
>Can you use any laptop HD on a falcon ? Any brand ? any size ? Is
>internal HD only IDE or is it SCSI too ? Please anyone tell me
>
>Artur

Hi Artur,

Several years ago, I tried putting a Western Digital IDE 2.5" in
my Falcon, but despite my trying everything on my ICD utilities
disk, I could not get the Falcon to see it. So I asked Tom Harker
at ICD if he had any ideas, and he said:

"You cannot use IBM or WD IDE hard drives with the Falcon. Try
"Quantum or Seagate. I have had good success with the Quantum
"Europa series 2.5 inch IDE drives and the Falcon.
"
"It is a problem in the timing of the command frames that makes
"them not work with the Falcon.

I also asked Chris Crowchuck(?) at Computer Direct, and he said:

"With the IBM drives, they report wrong sector and interleaving
"etc. under HD Driver. You can set these settings yourself and
"have HD Driver create a boot sector that should work. You are
"best to avoid IBM and Western Digital though for sure.
"
"We have had success with the Maxtor, Seagate, Fujitsu and
"Quantum drives.

I'm now using a 1.08 gig Toshiba 2.5" IDE drive in my Falcon.
Works great.

I don't know if that helps, but at least I can now feel good
about saving all those emails from different companies. ;-)

Best regards,

Clayton Murray
Seattle, WA USA
claytone@aa.net

7202. Re: colour on SVGA

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 12:12:46 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A3CADBE.42615E22@avtomatika.com>
Source record: 53036
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Martin Graiter wrote:

> "Branko Badrljica" <brankob@avtomatika.com> wrote in message
> news:3A312292.58A575B3@avtomatika.com...
>
> : Lets do some basic math:
>
> (Lotsa clever points snipped)
>
> I believe that color on SVGA is possible, but not by messing wit
> the source of the video generation. Instead one would need to
> intercept the signals at the video shifter side (those digital
> RRRGGGBBB) and feed them to a sequencer that would quadruple the
> value of every pixel. The quadrupling would look something like
> this:
>
> Original video line (each letter is one pixel):
>
> KSNSHDFKLD...
>
> New double lines:
>
> KKSSNNSSHHDDFFKKLLDD...
> KKSSNNSSHHDDFFKKLLDD...
>
> Each pixel has been repeated horizontally one extra time, and
> then the entire line has also been repeated. Our 320*200 LOW
> became a factual 640*400 on the output side of the sequencer.
> But we still see only a 320*200 resolution on the screen. This
> would allow for outputting twice as much data with the double
> horizontal frequency (some 31KHz) during the same timeframe it
> takes to draw one line in ordinary LOW mode. The vertical
> frequency would likewise become doubled to 100Hz (120 Hz for
> NTSC systems). The work of the ST is entirely unaffected.
>
> A sequencer could be a PIC and some RAM, or possibly a list of
> values in an EPROM. After the sequencer some D/A conversion
> would be required, maybe modelled after the existing one in the
> ST, a resistor net.
>
> Ideally one would make the above a bit more complicated to
> instead exactly fit the typical normal VGA sync expectations,
> which would allow for the use of really inexpensive monitors

> found at swapmeets etc. Taking this a bit futher would perhaps
> allow for creating extended modes with software only?
>

Yes, but there are some problems with that either.
I believe that some STs could spit even medium res on VGA monitor without
too much rework. Basically on ewould need TOS 2.06 within fast EPROMs (+ IDE interface
as an extra bonus while at it) and memory expanded to 4 Mb with modern 4 MB 60 or maybe even 70 ns
SIMM DRAM. Then one would have to replace main oscillator with 64 MHz and take care of old clocks for ACIAs,
sound chip, FDC etc- not too hard. Oh yes, CPU would have to be replaced with somehing a bit more modern and CMOS, like 68HC000FN20 or something like that.
Then he would have medium resthat could be overscanned nicely and still fit within VGA frame.Even low res would work, but it would have odd aspect ratio (320 x 400).
Monochrome mode would have too high frame rate for most small monitors, but should work on some 19"and bigger
(144 Hz is a bit high). But it could be nicely overscanned, maybe up to 1280x1024.
Everything else seems a bit too much work for little effect.

Your solution demands use of special hardware that would buffer whole lines, which could be come as complex as
redesigning of whole video circuitry from scratch. Besides that, if you circumwent shifter, how will you replace its color pallete ?
I think that some Amiga users can tell you that they had something like this for Amiga. They called it deinterlacer. Thing have had doubled every line from computer and has send picture to monitor at double line rate. But it wasn't cheap.

Regards,

Branko

>
> MG

7203. VISION 4.0b

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 12:35:16 UTC
From: Jean LUSETTI <jlusetti@libertysurf.fr>
Message-ID: <91i8jj$2mj6$2@news5.isdnet.net>
Source record: 53035

Hi !

VISION 4.0b is now available and fixes some little bugs from the 4.0a !
The registration key is the same as 4.0a and I am very pleased to announce
that the swedish translation is available thanks to Jorgen Nyberg.
Come and download !

See you, Jean
WEB Site : http://vision.atari.org , http://www.multimania.com/jlusetti
E-Mail : jlusetti@multimania.com

7204. Re: My thoughts on a new Atari computer.

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 12:49:18 UTC
From: Ernestmac13 <ernestmac13@home.com>
Message-ID: <3A3CB669.ADE2DB03@home.com>
Source record: 53037

With the power of G3 and 4 Macs why doesn't someone create an Atari OS the
works like OSX will, OSX will shell to the current Mac OS for classic programs
and it will run OSX as the native OS. Why cant someone make a powerful version
of STOS that is a modern and powerful OS that shells or emulates the original
Atari OS, I mean this would be cheaper then designing and selling
a whole new platform. Another idea is market the Atari platform to the video
game makers, with it's low end needs most new game councils could handle the
emulation. it would at least be better then using windows ce on the dreamcast
for some games. If it kicked enough but, a whole new
Atari MAchine could be as revolutionary if not more then the stuff from apple
which the PC market is all too quick to copy. Anyone scene Office 2000, looks
vary mack like to me with all the floating buttons.

Lord Gaiyan wrote:

> Hey,
> Since there has been a lot of talk about new Atari computers etc, I
> thought I'd just share on what I think a new Atari computer should be.
>
> 1. It should have a PPC since in my opinion it is the only true successor of
> the 680X0 series.
> 2. I don't accept AT/ATX style motherboards or cases for an Atari computer.
> It would have to be original and special made for Atari. I'd suggest take
> off from where Atari left with the Falcon040 or whatever the proto was. Look
> at the Apple Cube! Nice original design. Also keep everything built in on
> the mobo (sound,gfx) like the Falcon except up-to-date.
> 3. Expansion slots are good to have. Again I'd rather have a special kind of
> expansion like the Falcon has but PCI could be acceptable.
> 4. Most important is for it to be 100% Falcon/TT/STe compatible. No DSP
> emulation. It's gotta have the actual DSP. etc...
> Anyway, I'd like to know what you guys think.
>
> ------------------------------
> Joshua Kaijankoski
> ViaNet Sudbury
> Technical Support
> www.vianet.ca
> 1-800-788-0363

7205. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 13:58:52 UTC
From: Jørgen Bak <prunus@post3.tele.dk>
Message-ID: <91igrb$ir7$1@news.inet.tele.dk>
Source record: 53038

Clayton Murray <claytone@aa.net> skrev i en nyhedsmeddelelse:3a3c7401_2@huge.aa.net...
> On 16 Dec 2000 20:37:00 , Artur Stachon wrote:
> >Can you use any laptop HD on a falcon ? Any brand ? any size ? Is
> >internal HD only IDE or is it SCSI too ? Please anyone tell me
> >
> >Artur
>
> Hi Artur,
>
> Several years ago, I tried putting a Western Digital IDE 2.5" in
> my Falcon, but despite my trying everything on my ICD utilities
> disk, I could not get the Falcon to see it. So I asked Tom Harker
> at ICD if he had any ideas, and he said:
>
> "You cannot use IBM or WD IDE hard drives with the Falcon. Try
> "Quantum or Seagate. I have had good success with the Quantum
> "Europa series 2.5 inch IDE drives and the Falcon.
> "
> "It is a problem in the timing of the command frames that makes
> "them not work with the Falcon.
>
> I also asked Chris Crowchuck(?) at Computer Direct, and he said:
>
> "With the IBM drives, they report wrong sector and interleaving
> "etc. under HD Driver. You can set these settings yourself and
> "have HD Driver create a boot sector that should work. You are
> "best to avoid IBM and Western Digital though for sure.
> "
> "We have had success with the Maxtor, Seagate, Fujitsu and
> "Quantum drives.
>
> I'm now using a 1.08 gig Toshiba 2.5" IDE drive in my Falcon.
> Works great.
>
> I don't know if that helps, but at least I can now feel good
> about saving all those emails from different companies. ;-)
>
> Best regards,
>
> Clayton Murray
> Seattle, WA USA
> claytone@aa.net

Well Clayton, -

I had a very differend experiemce with a 4 GB IBM Travelstar HD in
a Falcon. It worked right out of the box, so to speak.
Plung it in, - run HD Driver program and your ready to compute again.

--
Cheers
Joergen

http://home3.inet.tele.dk/prunus/

7206. Re: BIODATA Bionet DMA ethernet card

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 14:05:42 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <977082224-422842AEicMi@bun.com>
Source record: 53052

Hi Fargues

> I'm looking for the drivers for the BIODATA Bionet 100 DMA/ethernet
>box! Help please!!!!

I should contact System Solutions in the UK, they use BioNet and i
believe still sell it.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7207. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 14:21:40 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <977082226-423282AEicMi@bun.com>
Source record: 53053

Hi Artur

>Can you use any laptop HD on a falcon ?

If its an IDE.

>Any brand ?

??

>any size ?

Within the limitations of your Driver/OS

>Is internal HD only IDE

Standard drive is IDE.

>or is it SCSI too ?

There is a SCSI port on a Falc, i dont see why you couldnt use it for an
internal drive.

>Please anyone tell me

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7208. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 14:42:40 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <91ijb3ndc1@lola.hrz.fh-lausitz.de>
Source record: 53039

Yes, any size.
I use a 45GB since last week.

--

MfG Mathias

"Artur Stachon" <astachon@intergate.bc.ca> schrieb im Newsbeitrag
news:3A3C42EC.15E7CD78@intergate.bc.ca...
> Can you use any laptop HD on a falcon ? Any brand ? any size ? Is
> internal HD only IDE or is it SCSI too ? Please anyone tell me
>
> Artur
>
>

7209. Re: Document HiSTory protocol? (DHST)

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 14:45:20 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <977082228-423710AEicMi@bun.com>
Source record: 53054

Hi Jimmzzz

>Cab too? I have v2.7e, do I need v2.8 to use it? Or should I also
>install an environment variable for this???

You should have environment variables installed anyway.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7210. carry out a survey

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 14:47:31 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <91ijk5nhs1@lola.hrz.fh-lausitz.de>
Source record: 53040

http://www.xtos.de

please use http://translator.go.com/ for your lang.
--

MfG Mathias

7211. Re: Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 15:17:24 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <aS4%5.7460$y5.30512@news2-hme0>
Source record: 53041

Hi Richard,

Richard Kilpatrick <richard@lovecraft.demon.co.uk> wrote in message
news:hR7eCJAiyMO6EwkO@lovecraft.demon.co.uk...
> Well, I finally got a second Zip drive, so I can move files from PC
to
> Falcon.
>
> 'cept it doesn't seem to work properly....

I had a similar nightmare when trying to link my zip plus 100 or zip SCSI 100 to my ST. I found after much pratting about that I _had_ to set the iOmega zip to id 4 and not 5, but also purchased a "very" short SCSI cable which seemed to stop the data corruption/ locking up while transferring files etc. Has worked ok since doing that but never got to the bottom of it. All id's were set differently (including internally set hard disk terminators and id's) but the zip drive would not run, or even be recognised on id5. Peter West said it maybe the host adapter - I have a link 97 - being set to 5 which is what I settled on! ;-)

Good luck.

Sean

7212. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 15:25:31 UTC
From: Sean Barbieri <seanbarbieri@ic24.net>
Message-ID: <qZ4%5.7462$y5.30588@news2-hme0>
Source record: 53042

Hi Derryck,

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:977042060-47590AEicMi@cwcom.net...

> I had the same authorisation error whilst trying to log in to
funet.fi
> with IConnect/Chatter FWIW.

I used to be able to connect to funet,swipnet etc. to use atariscne
using ic24 but now can't, even with the PC. I wonder if this is
anything to do with the Carol Vorderman's campaign to clean up
Internet chat So basically, you have to use a server where you can be
traced back to? So it's a ISP thing rather than just the IRC server
having an affect here....just a thought. Is it only UK residents
having this problem?

Cheers
Sean

7213. Re: BIODATA Bionet DMA ethernet card

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 15:28:40 UTC
From: atarist@xs4all.nl
Message-ID: <91im38$9i$1@news1.xs4all.nl>
Source record: 53043

May be you are saved laurent:

I have running 3xTT and Bionet via DMA and an 486 PC as server.
What do you need? Everything, also for PC?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 17 Dec 2000 10:46:49 , FARGUES Laurent wrote:
> I'm looking for the drivers for the BIODATA Bionet 100 DMA/ethernet box!
>Help please!!!!
>
>
> Thank you! Laurent
>
>.

7214. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 16:35:44 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3A3CEB5F.508BA56@mrgs.cix.co.uk>
Source record: 53050

Lyndon Amsdon wrote:
>
> >Correction. Not working now.
>
> Hmm, so whats going on then? Something big I guess. I thought it was
> only me, but it doesn't look like it by the anmount of responses.

Seems to be luck of the draw. Was working this morning but not now.

Chris

7215. Re: Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 16:58:32 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <977082230-424118AEicMi@bun.com>
Source record: 53051

Hi Lyndon

>It wouldn't be the fact that you're using a zip disk from a SCSI unit to
>an IDE one in the PC, surely not? You've seemed to have tried
>everything else.

Have you just woke up or summat!!. read what youve just written!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7216. Re: Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 17:04:39 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <91irn7egk1@plutonium.compulink.co.uk>
Source record: 53044

In message <hR7eCJAiyMO6EwkO@lovecraft.demon.co.uk>, richard@lovecraft.demon.co.uk said:

>Any attempt to move files, either extracting or copying, results in
>various errors. STZip is reporting CRC and Compressed Data Stream
>errors, Kobold spews some German which I think is referring to sectors -
>depending on the format of the disc, it's either upset about the FAT, or
>something else.

This could be due to termination errors or poor/faulty interconnect
cable. Note that Kobold only supports LFNs from V3.5 onwards, so that
may be the cause of the error messages, Just what do they say?

Regards, /Peter/

7217. Does this newsgroup still exist?

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 17:08:44 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <t3psr7pefi1vaa@corp.supernews.co.uk>
Source record: 53045

No new posts for some time. Does this newsgroup still exist?

7218. Re: Does this newsgroup still exist?

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 18:01:44 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a3cff88$0$174@news.zetnet.co.uk>
Source record: 53046

On 17 Dec 2000 17:08:44 , "Christopher Thorley" wrote:

|No new posts for some time. Does this newsgroup still exist?

No. The thirty or forty posts per day that seem to be originating
from this newsgroup are purely a figment of your imagination.
--
JI Logan

7219. Re: Does this newsgroup still exist?

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 18:37:05 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <91j14hlbr1@cubacola.tninet.se>
Source record: 53047

On 17 Dec 2000 17:08:44 , "Christopher Thorley" wrote:
>No new posts for some time. Does this newsgroup still exist?
>
>
>.
Hi Cristopher

Surely works alright. Have you thought about using a dedicated
news-program and server? If you dont see anything, I would say it's
supernews fault.

Cheer's J�rgen

Ps. But then you probably won't see this either.

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

7220. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 19:00:39 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <C98%5.44527$Bh.206567@NewsReader>
Source record: 53048

Hello.

"Artur Stachon" <astachon@intergate.bc.ca> wrote in message
news:3A3C42EC.15E7CD78@intergate.bc.ca...
> Can you use any laptop HD on a falcon ? Any brand ? any size ? Is
> internal HD only IDE or is it SCSI too ? Please anyone tell me

Recently fitted a 2gig drive to a Falcon, no problems except the mounting
holes were in different places, had to drill the bracket AND 'cos the drive
was too far back to fit, cut a piece out of the shield.

Barrie at Keychange.

www.keychange.co.uk

www.atamusic.u-net.com

7221. Re: Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 19:30:56 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B66262A7.6C43%nameerf@flash.net>
Source record: 53049

in article 3a3bfdc811aa41b4@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 12/16/00 3:41 PM:

> On Fri 15-12-2000 03:15 (GMT) Michael and Nicole Freeman wrote:
>
>
>> Have you tried Geneva with Mint (newest version), Boxkite or other long
>> filename enabled file selector, and Thing or Jinnee (with WDIALOG)? It will
>> run long filenames perfectly fine with this configuration, although it won't
>> take up as little memory. I never use Geneva by itself anymore, as this
>> setup gives me many more options. You can use Neodesk, too, although long
>> filenames will appear as "FILE_N~1.EXT" instead of "File Names.1st.ext" They
>> will still run correctly, though, and if you need to see the entire name or
>> rename it, it can still be done with Boxkite.
>
> I'm curious how you got this setup stable. I've tried to run Geneva+Mint
> several times and it's great until suddenly Mint puts out nasty
> errormessages on the screen and it crasches very hard. The latest Mint
> version I've tried is Freemint 1.14. Mabe the latest version is better
> with Geneva?

Granted, it's not *100%* stable, but I seem to get fewer error messages with it than with Magic on my Falcon. I can generally use it without many problems. I also use an error catching program that traps and displays Mint errors in a dialog box. This may help.

> Some hints with maybe a MINT.CNF would be great. I only have NVDI 4 here.
> Could that be the reason why it crasches? I must admit I have not tried
> to run without NVDI...

I generally keep my MINT.CNF file very simple. It's basically just the MINT.CNF file that comes with Geneva, editted for file paths, etc. I can e-mail it to you, if you want it. Let me know. I'm using my iMac to post this, so I don't have the file on hand to post, otherwise I would. Don't know about what NVDI does to this setup...

Mike Freeman
nameerf@flash.net

7222. Re: Connect to Mac (was Atari Ethernet VME Cards)

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 22:15:52 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <sWa%5.22303$xW4.173768@news-server.bigpond.net.au>
Source record: 53055

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:976897044.7755.0.nnrp-12.9e98a620@news.demon.co.uk...
> I am always forgetting but there is a chap in Australia that is doing a
VME
> card with video and Ethernet connections on it.
>
> I will try and remember.

He is in New Zealand (God's own country), most Kiwi's, including me and
Russell Crowe, would take offense to being called an Aussie :-)

try this

http://gem.win.co.nz/mario/hardware/index.html

mark

7223. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 22:18:45 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <9Za%5.22310$xW4.174114@news-server.bigpond.net.au>
Source record: 53056

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:976863374-62141AEicMi@cwcom.net...
> From: Michael and Nicole Freeman <nameerf@flash.net>
> Date: Thu, 14 Dec 2000 01:22:38 GMT
>
> >I know I'm going to get flamed to heck for suggesting this (as I always
> >do),
> Just ignore them! :-)
>
> >but also think about the Tempest as another option for the original
> >poster.
> Great products, but they should think hard about who they chose as their
> distributors from what folk have said over the past several months!

I agree, I wouldn't deal with Cortex in a pink fit. David Encil still owes a
mate here in Aussie, 600 pounds worth of stuff.

Mark

7224. Re: Atari STE 1040

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 22:27:12 UTC
From: bgarvey355@aol.com
Message-ID: <20001217172712.00732.00005052@ng-cb1.aol.com>
Source record: 53057

I think you are refering to a tile matching game, am I right? If so it also goes by the name of Shanghai. A friend of mine has and plays TaiPai on his pc, I play the other version,Shanghai, on my Atari Lynx.;-) But the Shanghai version has been on every video game playing system and computer to date I think, or so it seems.

BG

7225. Re: Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 23:16:57 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <91jhh9dlj1@snipp.uninett.no>
Source record: 53058

Michael and Nicole Freeman <nameerf@flash.net> wrote:

> this, so I don't have the file on hand to post, otherwise I would. Don't
> know about what NVDI does to this setup...

NVDI 4.x is the best version to run under MiNT, as 5.x only works
correctly under MagiC. As long as NVDI.PRG is started before MiNT there
should be no problems whatsoever with it.

NVDI 5 also works fine with MiNT (I've been using it on my Falcon for ages
now), but printing only works properly under MagiC.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

7226. Re: Ethernet for Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-12-17 23:46:17 UTC
From: Mille Babic <atari@ebox.tninet.se>
Message-ID: <dfc%5.391$u17.70295@newsb.telia.net>
Source record: 53059

"Robert Schaffner" <rsmac@t-online.de> skrev i meddelandet
news:1ekrmn9.12nulc74l80viN%rsmac@t-online.de...
> Krzysztof Maj <kmaj@cherry.ath.cx> wrote:
>
> > >http://www.asamnet.de/~hilgarte/ether_e.htm
> >
> > This ethernet adapter is no more available (for the moment?).
>
> For the moment.. :)
>
> Regards, Robert

We feel guilty for this here in Sweden. We just received 14 + 21 of those
the last three weeks.
Seems that the interest for Atari is still going strong and those adaptors
successful.

Mille Babic

7227. I've been magiced!

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 00:28:58 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <oIgM0DBKpVP6Ewc3@lovecraft.demon.co.uk>
Source record: 53060

It had to happen, of course.

Trying to get the Zip drive to behave (I've managed to copy files, but they /still/ aren't unzipping properly. These are demos, X-MIX 1 through 3, so if anyone has managed to unzip them I'd like to know!).

Falcon crashes. Weirdly.

Now I have what appears to be a corrupted FAT, a directory that I can't delete and when allowed to be read, is all garbage.

I know you'll all say 'upgrade' because I'm still using Magic 5.1, but if the people who wrote Magic think they're getting /any/ of my money after the joke I'm beginning to consider their OS, they can think again! I don't consider bugfixes to be something that should be paid for.

So, do I need to repartition this disk and find a way of reconfiguring my system again? Or can it be saved?

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

7228. Java for 8-bit & 16-bit platforms

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 00:58:12 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <91jnf3jpj1@nnrp1.deja.com>
Source record: 53061

If you haven't checked this out, it's an interesting read:

http://industry.java.sun.com/javanews/stories/story2/0,1072,32628,00.html

- Trenchcoat Steve

Sent via Deja.com
http://www.deja.com/

7229. Re: Req: Building an ATARIst monitor- to SVGA monitor adapter

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 02:13:39 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <793.387T1950T1935179optimus@canit.se>
Source record: 53068

xlator skrev:

>No - the *adapter* will also work in ST Low - it's the monitor that
>won't, unless it is one of the few Multisyncs that will go down to TV
>scan rates (~15 kHz). Some early NEC Multisyncs did (3D?). Newer
>versions tend to only work down to 30 kHz line rates, so would need a
>line doubler to work in ST Low and Medium.

I just bought myself a nice Nokia seventeen-incher (Valuegraph 417TV) at an auction. It's a rather nice screen, save for the much smaller screen area than my old Sony CPD-1730. The winning point about it, however, is the integrated TV receiver, so that one would be able to plug into the RF output of the ST for lo and med res, and use the HD15 plug for hires.

--
En ligne avec Thor 2.6.

The first rule of intelligent tinkering is to save all the parts.

7230. Re: I've been magiced!

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 02:48:34 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <jKSuU7BCsXP6Ewc9@lovecraft.demon.co.uk>
Source record: 53062

Once upon a time <oIgM0DBKpVP6Ewc3@lovecraft.demon.co.uk>, Richard
Kilpatrick <richard@lovecraft.demon.co.uk> grabbed chalk and scrawled:
>It had to happen, of course.
>
>Trying to get the Zip drive to behave (I've managed to copy files, but
>they /still/ aren't unzipping properly. These are demos, X-MIX 1 through
>3, so if anyone has managed to unzip them I'd like to know!).

New Zip cable...

All working!

Well, X-MIX 1 and 2 crash (my machine gets the intro, then I hear SAM's
'bomb' sound), but they've copied and unzipped correctly.

I'm still annoyed at having to re-initialise a partition though.

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

7231. USA Want to Buy or Trade For the Following.....

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 02:55:07 UTC
From: phantomm@eastky.net
Message-ID: <91juab$pu7$1@nd.eastky.net>
Source record: 53064

Anyone in the USA have the following Atari ST games for sale or trade?

CAMPAIGN
CAMPAIGN MISSION DISK
POWERMONGER MISSION DISK (I've got the original game)
CIVILIZATION
HOLLYWOOD HUSTLER
TEAM YANKEE 1 and 2, and 3 if it was made.
DOG FIGHT by MICROPROSE

Must be original disks, manuals, copy protection materials if required.

I've lots of Atari ST/STe/Falcon Games for trade. Also will purchase.

North America folks only please.

phantomm@eastky.net

7232. Wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 02:57:51 UTC
From: phantomm@eastky.net
Message-ID: <91juff$pu7$2@nd.eastky.net>
Source record: 53063

Looking for working or not working Titan Designs Expose' and Screen Eye for the Atari Falcon. Have one for sale? Then contact me at......

phantomm@eastky.net

7233. Re: atari 1040ste TOS upgrade?

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 03:29:57 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <572.387T2850T2696219optimus@canit.se>
Source record: 53070

Steve Sweet skrev:

>BTW, do you have a decent HiFi and what is your address, i cant be arsed
>to buy one!!.

Steve, you are hereby welcome to visit Stockholm and copy my stereo. While you're at it, go on and copy my C64s, the STs and my modem. If you're nice, I might even let you copy the microwave oven.

--
En ligne avec Thor 2.6.

A Spanish MSX Group "Matra" visited to this Fair. I lent Spanish stand to them. They showed and did Promotion play of SEX BOMB BUNNY. And this Game has tema song of Majingar-Z! Why they know Japanese TV animation?
K. Ikeda, MSX-Print

7234. Re: Connect to Mac (was Atari Ethernet VME Cards)

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 03:37:49 UTC
From: wongck@letterbox.com
Message-ID: <91k0pebbh1@mailint03.im.hou.compaq.com>
Source record: 53065

That's be Mario Becroft, and he is
in New Zealand.
The card in question is the Galaxy for TT & MSTE.
His page is at http://gem.win.co.nz/mario/hardware/

In article <976897044.7755.0.nnrp-12.9e98a620@news.demon.co.uk>, "Mark"
<mark@recycledsteel.co.uk> wrote:
>I am always forgetting but there is a chap in Australia that is doing a VME
>card with video and Ethernet connections on it.

7235. Re: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 03:43:32 UTC
From: wongck@letterbox.com
Message-ID: <91k145bbh2@mailint03.im.hou.compaq.com>
Source record: 53066

Any idea if there is a game like Wing Commander or Star lancer??

7236. Re: ISO translator?

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 04:23:55 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <639.387T2750T3236387optimus@canit.se>
Source record: 53069

Clayton Murray skrev:

>Does anyone know if there is such a thing as a translator for
>different ISO codes? I got an email from a friend in Japan, and it has
>some "extra stuff" in there that doesn't make any sense, and I'm
>wondering if there's a way to find out what the original intention
>was.

Try http://www1.freeweb.ne.jp/~d-lab/atari/

--
En ligne avec Thor 2.6.

Programming today is a race between software engineers striving to build
bigger and better idiot-proof programs, and the universe trying to produce
bigger and better idiots. So far, the universe is winning.
-- Rick Cook, Mission Manager, NASA Mars Pathfinder Project

7237. Re: BIODATA Bionet DMA ethernet card

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 04:46:00 UTC
From: FARGUES Laurent <jace.stknights@wanadoo.fr>
Message-ID: <B6637F48.29B%jace.stknights@wanadoo.fr>
Source record: 53067

> I should contact System Solutions in the UK, they use BioNet and i
> believe still sell it.
>
Yep contact them!!!! :)) and tell me about this!

Thanx... Laurent

7238. s HD Diskettes

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 06:22:30 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a3e035d@fmlynet.org>
Source record: 53074

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hi Peter!

P> Surely it's the other way round? The HD coating is
> higher coercivity to work properly with the closer
> spacing, so it would need a higher record current for
> HD disks...

I seem to recall that's only true for 5.25" diskettes (you may have made it clear earlier in the thread which size you are working with). Both 720Kb DSDD and 1.44Mb DSHD 3.5" diskettes have 80 tracks, but they have a different number of sectors. From memory...

5.25" Diskettes 3.5" Diskettes T = Tracks.
Frmt T S H Kb Frmt T S H Kb
~~~~ ~~ ~~ ~ ~~~~~ ~~~~ ~~ ~~ ~ ~~~~~ S = Sectors per
SSDD 40 9 1 180 SSDD 80 9 1 360 track.
DSDD 40 9 2 360 DSDD 80 9 2 720
SSQD 80 9 1 360 DSHD 80 18 2 1,440 H = Heads (sides).
DSQD 80 9 2 720
DSHD 80 15 2 1,200 Kb = 1,024 bytes.

..early PCs used 8 sectors per track, so a common 5.25" SSDD diskette held just 160Kb. I don't know how much of this applies to the atari 8-bits, but I understand early ST models had a SSDD 3.5" drive, later ones a DSDD 3.5" drive and I think most TTs (and possibly the Mega STE?) a DSHD 3.5" drive. I don't remember much about 5.25" hard sector or 8" diskette drives, except that they hurt when you drop them on your foot. E&OE YMMV.

Regards,
- Andy.

* SLMR 2.1a *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org
~~~~

7239. Re: Ethernet for Atari?

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 06:29:45 UTC
From: rsmac@t-online.de
Message-ID: <1eltqab.wksdbl1wwbguiN%rsmac@t-online.de>
Source record: 53071

Mille Babic <atari@ebox.tninet.se> wrote:

> We feel guilty for this here in Sweden. We just received 14 + 21 of those
> the last three weeks.
> Seems that the interest for Atari is still going strong and those adaptors
> successful.

Right, that was the best what i had done for my falcon. Stops imeditaly
filetransfer with disks :) The falcon use also internet over home lan.

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

7240. Partition limits in TOS?

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 06:41:50 UTC
From: ab616@chebucto.ns.ca
Message-ID: <91kbjeglj1@News.Dal.Ca>
Source record: 53072

Are there limits to the amount of partitions in TOS 2.06?

The reason I ask this is that a friend has 2 Mega ST4's (one has 2.06) and it will not read his Megafile 30 with the partitions contained on it whereas his other ST4 with a newer TOS (3?) sees the partitions and can access them. The Megafile, is located in the scsi chain, after a Metafile with 10 partitions on it.

Does TOS 2.06 have a limit on partitons (eg..10)?

Thanks...

7241. [PUB] New free site for musicians.

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 07:27:21 UTC
From: Katherine Ellis <kellis@fdn.com>
Message-ID: <Pine.GSO.4.05.10012180224410.20801-100000@shell2>
Source record: 53073

Introduction:

This site is going to be a free central location to find all
the templates you need to efficiently work your music. How many times have
you had to take a pen and piece of paper trying to write down all the
settings. Doodling does work, but why not have a ready to use template?
This is the goal of this site, search the site...print it out,
only to help musicians and technicians.

More at http://coazter.myip.org/project

Please indicate if this site is CAB or Adamas compatible, it should as I
didn't use java or java-script.

Thank you.

7242. mp3 encoding on a falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 15:06:45 UTC
From: carlos <carlos@nospam.no.no>
Message-ID: <3A3E2805.401E360E@nospam.no.no>
Source record: 53075

hi
Does anyone know where I can find BladeEnc for the Falcon please? As I don't have a FPU I can't use LAME... Incidentally, is mp3 encoding a valid option on an unaccelerated bird?

7243. Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 15:31:03 UTC
From: bixster@my-deja.com
Message-ID: <91lajoopm1@nnrp1.deja.com>
Source record: 53077

Hi Everyone...

I have many floppies containing tunes I sequenced years ago with SMPTETRACK. Although I still have my old ST sitting around, I no longer have a monitor, and although I know that the boot disk and dongle are around _somewhere_ I just don't have the time to cobble together the pieces to get SMPTETRAK up and running.

Does anyone know of a method to read SMPTETRACK files on a PC or Mac that would allow me to convert them the standard MIDI? This would save a lot of hassles. Thanks for any help....

Dennis

Sent via Deja.com
http://www.deja.com/

7244. Re: Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 15:37:07 UTC
From: bindon@madasafish.com
Message-ID: <t3sbp3hedlp266@corp.supernews.com>
Source record: 53076

On 17 Dec 2000 16:58:32 , Steve Sweet wrote:
>Hi Lyndon
>
>>It wouldn't be the fact that you're using a zip disk from a SCSI unit to
>>an IDE one in the PC, surely not? You've seemed to have tried
>>everything else.
>
>Have you just woke up or summat!!. read what youve just written!.

Yeah, I'm not sure what's up with me. I've seem to have picked up a
disease that won't let my explain, I've been doing this in a lot of
posts recently. I blame my STe......

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7245. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 16:10:39 UTC
From: Baldrick <baldy@c-jNOSPAMparker.freeserve.co.uk>
Message-ID: <UDq%5.2468$L14.8601@news.colt.net>
Source record: 53078

> So how come we dont see you at our Cheshunt Computer Club meet as your
> local?.

I didn't know it existed and I only found my old ST a few months ago...

Where are you based in Cheshunt then???

7246. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 16:14:02 UTC
From: Baldrick <baldy@c-jNOSPAMparker.freeserve.co.uk>
Message-ID: <2Hq%5.2469$L14.8603@news.colt.net>
Source record: 53079

Apologies for the name change BTW, I've been having a few probs with mail and am in the process of changing ISP's etc. I previously posted as Jules....

J

7247. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 16:37:07 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012181636070.85-100000@TT030>
Source record: 53087

On Sun, 17 Dec 2000, Sean Barbieri wrote:

> Is it only UK residents having this problem?

Nope it started doing it here (USA) for me a few weeks back.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7248. Misc parts for a Hades

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 16:43:26 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012181638490.85-100000@TT030>
Source record: 53090

I don't suppose anyone has a scrap PC or some scrap parts from
a PC, as I am looking for some slot covers which I can mount
some DB9 and DB25 (serial) ports.

I'm willing to cover the shipping and a little extra for your
time.

Thanks...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7249. Re: Does this newsgroup still exist?

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 16:43:30 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <91lerfsch1@nnrp1.deja.com>
Source record: 53080

In article <3a3cff88$0$174@news.zetnet.co.uk>,
jlog@zetnet.co.uk (JI Logan) wrote:
> On 17 Dec 2000 17:08:44 , "Christopher Thorley" wrote:
>
> |No new posts for some time. Does this newsgroup still exist?
>
> No. The thirty or forty posts per day that seem to be originating
> from this newsgroup are purely a figment of your imagination.
> --
> JI Logan
>

With all the talk of new TOS machines, thought I was dreaming as well;)

Sent via Deja.com
http://www.deja.com/

7250. Re: Does this newsgroup still exist?

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 16:43:42 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <91lerqscp1@nnrp1.deja.com>
Source record: 53081

In article <3a3cff88$0$174@news.zetnet.co.uk>,
jlog@zetnet.co.uk (JI Logan) wrote:
> On 17 Dec 2000 17:08:44 , "Christopher Thorley" wrote:
>
> |No new posts for some time. Does this newsgroup still exist?
>
> No. The thirty or forty posts per day that seem to be originating
> from this newsgroup are purely a figment of your imagination.
> --
> JI Logan
>

With all the talk of new TOS machines, thought I was dreaming as well;)

Sent via Deja.com
http://www.deja.com/

7251. Re: TT HD question

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 17:19:04 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <977160033.22657.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 53082

My brother just got me a TT, unfortunately it was not packed that well and had basically been trampled on. The hard disk was DOA and so I just got hold of another SCSI drive and dropped it in.

It would appear that most drives work (I also used this SCSI hard disk on an ST with an External SCSI adaptor), I have also hard 2 different SCSI CD-ROM drives, a SyQuest thing and even an unbranded DAT drive.

You need to look out for....

ID (make sure other things on the chain are not the same)
Termination (both end need to be terminated)
Parity Check (needs to be off as far as I can tell)
Some kind of SCSI interface jumper I have had on some things (would appear to change the standard or compatibility, trail and error I found).

I have mixed success with different HD driver software, ICD has always work, early HDDriver is OK but I would say get the latest version if possible and AXHDI or whatever Atari made just did not work for me. Main problems I had was when re-partitioning, I think re-boots helped install driver software after a re-partitioning (may need to initialise or it could be my imagination).

Hope this helps.

Mark

"Steve" <steve666@clara.co.uk> wrote in message
news:1elqml6.xyvhm41o4am0wN%steve666@clara.co.uk...
> The HD inside my TT died about a year ago, and I'm thinking of getting a
> cheap (as in cost) HD from a computer fair in the new year. Nothing way
> out, just a couple of gig for a few quid..
> Anyway, can I simply buy a scsi drive and plonk it in where the current
> one is atm? Is it as simple as this?
> Cheers, Steve.

7252. Re: mp3 encoding on a falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 18:17:55 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <Zzs%5.72121$R77.5325377@nnrp4.clara.net>
Source record: 53083

"carlos" <carlos@nospam.no.no> wrote in message
news:3A3E2805.401E360E@nospam.no.no...
> hi
> Does anyone know where I can find BladeEnc for the Falcon please? As I
> don't have a FPU I can't use LAME...

Do yourself a favour and buy a FPU,
they're so cheap these days.

> Incidentally, is mp3 encoding a
> valid option on an unaccelerated bird?

If real-time is not a consideration
then absolutely anything is possible.

Shiuming Lai

7253. Media change

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 19:08:23 UTC
From: sitlead <sitlead@caramail.com>
Message-ID: <Hgt%5.1368$Na3.1659976@nnrp4.proxad.net>
Source record: 53084

Hello, I'm from France. I do some stuff with my old Atari and I have a problem :
Is anyone know how to force a media change for Drive A in GFA basic to make it read really the disk in drive A ?

Thank You !!

7254. News Servers

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 21:16:52 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <977248308-019997AEicMi@bun.com>
Source record: 52973

Yo!, Dudes,

Is anyone else getting news server problems?. I started getting errors about 3 days ago, then reports that suggested my index files were shot, so i deleted them and all i got was a truck load old group tripe and a few new one's.

Whilst looking into it i discovered that bun.com and skynow.net have the same IP no's for their various servers. Is this because they use the same sources or are IP no's standardised in some way?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7255. Re: TT HD question

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 21:21:40 UTC
From: steve666@clara.co.uk
Message-ID: <1elutyl.cttqdr4in726N%steve666@clara.co.uk>
Source record: 53085

Cheers Mark, I've made a note of these things and will take care. Sounds
quite simple :)
Thanks vmuch, Steve.

> My brother just got me a TT, unfortunately it was not packed that well and
> had basically been trampled on. The hard disk was DOA and so I just got hold
> of another SCSI drive and dropped it in.
>
> It would appear that most drives work (I also used this SCSI hard disk on an
> ST with an External SCSI adaptor), I have also hard 2 different SCSI CD-ROM
> drives, a SyQuest thing and even an unbranded DAT drive.
>
> You need to look out for....
>
> ID (make sure other things on the chain are not the same)
> Termination (both end need to be terminated)
> Parity Check (needs to be off as far as I can tell)
> Some kind of SCSI interface jumper I have had on some things (would appear
> to change the standard or compatibility, trail and error I found).
>
> I have mixed success with different HD driver software, ICD has always work,
> early HDDriver is OK but I would say get the latest version if possible and
> AXHDI or whatever Atari made just did not work for me. Main problems I had
> was when re-partitioning, I think re-boots helped install driver software
> after a re-partitioning (may need to initialise or it could be my
> imagination).
>
> Hope this helps.
>
> Mark
>
>
>
>
> "Steve" <steve666@clara.co.uk> wrote in message
> news:1elqml6.xyvhm41o4am0wN%steve666@clara.co.uk...
> > The HD inside my TT died about a year ago, and I'm thinking of getting a
> > cheap (as in cost) HD from a computer fair in the new year. Nothing way
> > out, just a couple of gig for a few quid..
> > Anyway, can I simply buy a scsi drive and plonk it in where the current
> > one is atm? Is it as simple as this?
> > Cheers, Steve.

7256. SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 21:28:54 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <Xjv%5.87$9h5.316@nntpserver.swip.net>
Source record: 53086

Hi,

There is Elite 2 Frontier. A lot faster on the Falcon.

/Peter

william wong <wongck@letterbox.com> skrev i
diskussionsgruppsmeddelandet:91k145bbh2@mailint03.im.hou.compaq.com...
>
> Any idea if there is a game like Wing Commander or Star lancer??

7257. Re: Titan/Core Designs

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 21:39:22 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <Rwv%5.72584$R77.5378160@nnrp4.clara.net>
Source record: 53088

"Steve Sweet" <stevesweet@bun.com> wrote in message
news:974221562-138209AEicMi@bun.com...
> Micosoft follow no conventions except their own...

They like to think of it as "innovation".

Shiuming Lai

7258. Re: Unauthorised IRC access

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 21:58:53 UTC
From: bindon@madasafish.com
Message-ID: <t3t24tkf3b272d@corp.supernews.com>
Source record: 53089

On 18 Dec 2000 16:37:07 , Lonny Pursell wrote:
>On Sun, 17 Dec 2000, Sean Barbieri wrote:
>
>> Is it only UK residents having this problem?
>
>Nope it started doing it here (USA) for me a few weeks back.

Same for me here in the UK. Must have been some 2 months ago that
sometimes it wouldn't work with the unauthorized connection reporting.
I'd leave it for a few hours then it would work fine. This kept on
getting more frequent, until the point where it never lets me connect.

I've been trying to do some searches for some news on this subject but
didn't get long (something seems to be reporting "port not found", I
think it's Stik) but there is a site at http://www.ircnews.com , but
I'm not sure if that's any help at all.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7259. Re: Help Please, MiNt MultiTOS or Genev

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 22:14:38 UTC
From: vdjole@EUnet.yu
Message-ID: <91m28e$3g8$1@SOLAIR2.EUnet.yu>
Source record: 53091

On 17 Dec 2000 19:30:56 , Michael and Nicole Freeman wrote:
>problems. I also use an error catching program that traps and displays Mint
>errors in a dialog box. This may help.

May we know the name of that program and where it can be found?

7260. Re: Partition limits in TOS?

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 22:20:54 UTC
From: atarigalen@my-deja.com
Message-ID: <91m2ji$g20$1@nnrp1.deja.com>
Source record: 53092

In article <91kbjeglj1@News.Dal.Ca>,
ab616@chebucto.ns.ca (Tony Cianfaglione) wrote:
> Are there limits to the amount of partitions in TOS 2.06?
>
Yes, 14 (C-P).

> The reason I ask this is that a friend has 2 Mega ST4's (one has
> 2.06) and it will not read his Megafile 30 with the partitions
> contained on it whereas his other ST4 with a newer TOS (3?) sees the
> partitions and can access them. The Megafile, is located in the scsi
> chain, after a Metafile with 10 partitions on it.
>
This is almost certainly a software problem, but I have only used
Megafiles as single items on the chain, so I don't know how to help you.

What software are you using on both machines to drive the HD?

Galen

Sent via Deja.com
http://www.deja.com/

7261. Re: Partition limits in TOS?

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 22:21:01 UTC
From: atarigalen@my-deja.com
Message-ID: <91m2jp$g29$1@nnrp1.deja.com>
Source record: 53094

In article <91kbjeglj1@News.Dal.Ca>,
ab616@chebucto.ns.ca (Tony Cianfaglione) wrote:
> Are there limits to the amount of partitions in TOS 2.06?
>
Yes, 14 (C-P).

> The reason I ask this is that a friend has 2 Mega ST4's (one has
> 2.06) and it will not read his Megafile 30 with the partitions
> contained on it whereas his other ST4 with a newer TOS (3?) sees the
> partitions and can access them. The Megafile, is located in the scsi
> chain, after a Metafile with 10 partitions on it.
>
This is almost certainly a software problem, but I have only used
Megafiles as single items on the chain, so I don't know how to help you.

What software are you using on both machines to drive the HD?

Galen

Sent via Deja.com
http://www.deja.com/

7262. Re: Partition limits in TOS?

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 22:21:15 UTC
From: atarigalen@my-deja.com
Message-ID: <91m2k7$g2n$1@nnrp1.deja.com>
Source record: 53093

In article <91kbjeglj1@News.Dal.Ca>,
ab616@chebucto.ns.ca (Tony Cianfaglione) wrote:
> Are there limits to the amount of partitions in TOS 2.06?
>
Yes, 14 (C-P).

> The reason I ask this is that a friend has 2 Mega ST4's (one has
> 2.06) and it will not read his Megafile 30 with the partitions
> contained on it whereas his other ST4 with a newer TOS (3?) sees the
> partitions and can access them. The Megafile, is located in the scsi
> chain, after a Metafile with 10 partitions on it.
>
This is almost certainly a software problem, but I have only used
Megafiles as single items on the chain, so I don't know how to help you.

What software are you using on both machines to drive the HD?

Galen

Sent via Deja.com
http://www.deja.com/

7263. Falcon memory & FPU

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 22:34:32 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <91m3e8$m7d$1@newsg4.svr.pol.co.uk>
Source record: 53095

Can anybody tell me where I may be able to puchase a 4mb or above memry card, an FPU and HDDriver.

I hope Barry at keychange can supply all of the above

Tim

7264. Falcon Memory & FPU

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 22:39:04 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <91m3il$98k$1@newsg1.svr.pol.co.uk>
Source record: 52946

Any body know where I could get a 4mb or above memory upgrade, an FPU and HDDriver for this beast.

I am hoping Barry at keychange can help me out with the above.

Tim

7265. Re: Help Please, MiNt MultiTOS or Geneva

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 22:42:18 UTC
From: atarigalen@my-deja.com
Message-ID: <91m3s6$he0$1@nnrp1.deja.com>
Source record: 52947

In article <B65EDB0B.6879%nameerf@flash.net>,
Michael and Nicole Freeman <nameerf@flash.net> wrote:
> Hi!
>
> Have you tried Geneva with Mint (newest version), Boxkite or
> other long filename enabled file selector, and Thing or Jinnee (with
> WDIALOG)?

No I haven't. Is the new Mint still as easy as "put MINTNP in the auto folder and reboot"?

Galen

Sent via Deja.com
http://www.deja.com/

7266. Re: Zip drive puzzlement.

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 23:23:24 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <GUJHjZCsxpP6EwZU@lovecraft.demon.co.uk>
Source record: 52948

Once upon a time <t3sbp3hedlp266@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> grabbed chalk and scrawled:

>Yeah, I'm not sure what's up with me. I've seem to have picked up a
>disease that won't let my explain, I've been doing this in a lot of
>posts recently. I blame my STe......

I've got my Zip drive working. I'm thinking it was cables, because
that's what I changed ;)

Now, what massive files can I download for my Falcon using Surftime +
ISDN and a 100Mb drive to move them *grins*

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

7267. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 23:25:55 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <vzx%5.73198$R77.5428572@nnrp4.clara.net>
Source record: 52950

"DjS" <djs@thesoundlab.co.uk> wrote in message
news:91g0qe$c5b$1@newsg4.svr.pol.co.uk...
In message <1iz_5.52170$R77.4369807@nnrp4.clara.net>, "Shiuming Lai" wrote:

> The souping up starts and pretty much ends with the 040 CPU and the
Picasso 2
> VGA gfx card, a falcon should keep up with that pretty much, and should
blow
> them away with sound.

You're not going to impress any 68040 Amiga
owners with any Falcon you can buy for £200.
Well maybe you can, it depends on how you
make it look. My Mega STE impressed the
pants off everyone at school, even PC, Amiga
and Acorn Archimedes owners. Being heavily
involved in art and design (and a friend's band,
which had 11 guitarists but no drummer, so I
used to program drum patterns in my soundtracker
and record them for backing tapes) at the time,
I did stuff on it that people never thought of doing
on a home computer. The spec didn't matter.

If you want to impress them with sound, keep
your eyes on New Beat's ACE DSP soft-synth.
It's really very good indeed. http://nb.atari.org

> I'm a musician and I've wanted a Falcon since '94 unfortunately as I was
about
> 13 I couldn't afford one, now I can so I want one badly.

£200 will get you a basic machine.

Shiuming Lai

7268. Re: Falcon memory & FPU

Newsgroup: comp.sys.atari.st
Date: 2000-12-18 23:57:24 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Exx%5.39702$_h.232369@NewsReader>
Source record: 52949

Hello.
"timothy" <tanderson@tanderson22.freeserve.co.uk> wrote in message
news:91m3e8$m7d$1@newsg4.svr.pol.co.uk...
> Can anybody tell me where I may be able to puchase a 4mb or above memry
> card, an FPU and HDDriver.
>
> I hope Barry at Keychange, (01925 266120) can supply all of the above.

Such faith. I have a couple of 16mb cards for the Falcon in stock.

I don't stock HDDriver 'cos you can buy it cheaper from the importer.
(such honesty).

Email me about the FPU

Barrie at Keychange.

barrie@keychange.co.uk

7269. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 01:42:17 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A3EBCF8.6FADB2D0@ihug.co.nz>
Source record: 52951

Hi there,

Robert Schaffner wrote:
>
> Dan <aahuls@xs4all.nl> wrote:
>
> > Go and see http://www.xtos.de
> >
> > Looks great !
>
> With al smal mistake, coldfire CPUs doasnï¿½t run 68k code..

True. Medusa will need to write a 68k emulator/translator to
achieve 68k emulation. That isn't the best way to use to use
a Coldfire chip, but at 180MHz it should not be too bad. I just
hope they are up to the job of writing the 68k emulator/translator!

Kind regards,

Chris Wilkinson, Chistchurch, New Zealand.
/|\ ATARI Falcon030 owner.

7270. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 01:56:06 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A3EC034.9EB64F35@ihug.co.nz>
Source record: 52952

Hi there,

Bengy wrote:
>
> The official English Poll, which will determine the fate of the "XTOS"
> Project by Medusa Computer Systems/switzerlandhe is now online at
>
> http://magicos.de/survey.html
>
> The Developers are coming along nicely, so the only main hurdle to get over
> is the 500 willing buyers.

If 500 buyers is the only hurdle to get over then why aren't many specs
available. The survey is not entirely necessary also, because if Medusa
have any 'smarts' about them they will use current industry standards
etc...to keep the burgeoning cost down...and not worry about what we the
potential buyers (rightly or wrongly) think should be used in the new
machine...its common sense you see...

Also, what IS the likely cost of the XTOS machine going to be?

Without knowing WHAT I'm saying yes to buying, and not knowing
HOW MUCH I'm going to pay for WHAT, I'm not going to say 'yes'.

I think Medusa have a cheek to ask us to commit to something we
know freakin' nothing about...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

7271. Re: Recasing a falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 02:05:49 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A3EC27B.E372579D@ihug.co.nz>
Source record: 52953

Hi there,

ligotage@my-deja.com wrote:
>
> I'm thinking of recasing my falcon into a peecee case to take advantage
> of more space and an upgraded PSU.
>
> Aside from a case that is large enough, and a falcon, what else do I
> need?

Several things.

1. Some way of accessing the Falcon ports (printer/MIDI/serial/DSP etc...)
2. A new case for the keyboard unit.
3. A lot of sweat/tears/patience to fit it all together!

I hope to finish recasing mine soon. I'm building either a sheet alloy or galv panelled towercase, and the motherboard will be mounted on an angle (see below) to keep the tower height down. I'm refitting the keyboard into another home-designed case, and using RS-422 (LAN style) plugs to reconnect the keyboard/mous/joystick etc...

Internally the new PSU will power the m/b, a 1.2GB IDE disk, a 32X CD-ROM, and maybe an internal SCSI disk if I can get one cheap enough. Not sure about colours etc, but it won't be beige!!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

7272. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 02:34:26 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B664173F.66AD%bengy@mac.com>
Source record: 52954

in article 3A3EC034.9EB64F35@ihug.co.nz, J Wilkinson at jwandjw@ihug.co.nz wrote on 12/18/00 6:56 PM:

> Hi there,

Hi Chris,

> If 500 buyers is the only hurdle to get over then why aren't many specs
> available. The survey is not entirely necessary also, because if Medusa
> have any 'smarts' about them they will use current industry standards

I suppose they want to get a feel of what it will take for Atari-fans to buy the machine. For example, a large number of people have demanded built-in midi ports as standard..
Once again, the specs are not available because they are not determined.. If everyone says, using the example above, that MIDI ports are of prime importance, that will effect both the cost of the machine and midi being built in. However detrimental you believe this method to be, this is the path that they have chosen.

> Also, what IS the likely cost of the XTOS machine going to be?

From what I know, the price will be a middle ground from the combination of what people are willing to pay (determined from survey) and the interfaces in demand.

> Without knowing WHAT I'm saying yes to buying, and not knowing
> HOW MUCH I'm going to pay for WHAT, I'm not going to say 'yes'.

Notice they are not asking "will you buy it: yes or no". They are asking what you would be willing to pay, and with what options that price you name includes (and just as important, what it does not include). The closest the poll comes to asking you if will buy the machine or not is the price field: If you will not buy it, you have the option of entering $0 :-)

Take care,
Bengy

7273. Misc ST items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 03:04:28 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3A3ED03C.64D6A7FB@netzero.net>
Source record: 52955

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. E-Mail me or call me at
440-286-2567 evenings EST. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com

My want list is near the bottom of this list.

HARDWARE

I have a real gem here. The only known stand alone Atari 2600
computer system made. The Bit60 Computer made by Bit Corp.
Spectravideo made an add on adapter for the 2600 console.
This is a fully functional computer and 2600 game system.
This is the 2600 computer system reviewed in
"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
firm on the price since this is not something your going
to find at a local flee market or garage sale. $1,000.00

Falcon Speed by Sack Electronic
Intel 286-16mhz IBM processor board for the Atari Falcon computer
Run DOS and Windows 3.1 programs on your Falcon
Norton SI Factor of 12
Sound Support
Up to 8 Meg of IBM RAM
VGA and SVGA video modes 640x480, 800x600, and 1024x768 under Windows
3.1
Switch back and forth between TOS and DOS modes $90.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 as a stand alone fax machine.
Comes with special fax modem, diskettes, and manual. $30.00

R/C Aerochopper by Ambrosia Microcomputer Products.

This is a R/C Airplane and Helicopter Simulator for the ST.
A Futaba 2 channel controller that plugs into the ST's cartridge
port. With the 2 channel controller it's very realistic. $50.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

Conquest of Camelot by Sierra. Complete with box, docs, and disks $6.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk, box, and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Their Finest Hour (The Battle of Britian) by Lucasfilm Games.
A great flight combat game. This game is brand new and shrink
wrapped still. $15.00

Hard Drivin' by Tengen. The awesome arcade game on the ST.
Comes complete with disk, docs, and box. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

MISC SOFTWARE

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual.
$3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies
$15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual.
$5.00

WARP 9 by Codehead Technologies. This is the famous screen
Accelerator for ST, STe, TT, and Falcon and this is the latest
version 3.80. Also included is the Extendo-O-Pak which includes
screen savers like the infamous flying toilets. Comes on 720K floppies
with manual. $5.00

Space Racer by Loriciels. Kind of like Wipeout for the Playstation.
Comes with disk, box, and docs. $5.00

BOOKS $5.00 each unless noted

Papa's Grafik Guide to AtariWorks Word Processor.
The ultimate AtariWorks Wordprocessing book. $5.00
Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples. $5.00
Thunder! The Writers Assistant manual. $1.00

MAGAZINES

I have a large selection of mostly 80's and early 90's Video Game and
Computer Magazines, Books, and Newsletters for various systems.
Please E-mail me for a current listing.

WANTED

MagiC Mac Ver 6.XX
CAB 2.7 or higher, full version or upgrade
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
MagiC Ver 6.XX for Atari, full version or upgrade
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,

OS/2, Mac, and Amiga. If interested please request a list.

7274. FA: Atari Mega 30 Hard Disk

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 05:03:57 UTC
From: geastman@sympatico.ca
Message-ID: <geastman-1912000004150001@hse-ottawa-ppp157512.sympatico.ca>
Source record: 52956

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1202690111

7275. Re: [PUB] New free site for musicians.

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 06:19:05 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <91mukm$6jt$1@nnrp1.deja.com>
Source record: 52957

In article <Pine.GSO.4.05.10012180224410.20801-100000@shell2>,
Katherine Ellis <kellis@fdn.com> wrote:
>
> Introduction:
>
> This site is going to be a free central location to find all
> the templates you need to efficiently work your music. How many times
have
> you had to take a pen and piece of paper trying to write down all the
> settings. Doodling does work, but why not have a ready to use
template?
> This is the goal of this site, search the site...print it out,
> only to help musicians and technicians.
>
> More at http://coazter.myip.org/project
>
> Please indicate if this site is CAB or Adamas compatible, it should
as I
> didn't use java or java-script.
>
> Thank you.

Thanks for this! Looks like a need was met! I did not know you were
into music creation, I thought you were a coder. All the
same..Thanks...I will put the link on Atari-Midi Egrp

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7276. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 06:28:25 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <91mv65$70n$1@nnrp1.deja.com>
Source record: 52958

In article <91lajoopm1@nnrp1.deja.com>,
bixster@my-deja.com wrote:
> Hi Everyone...
>
> I have many floppies containing tunes I sequenced years ago with
> SMPTETRACK. Although I still have my old ST sitting around, I no
longer
> have a monitor, and although I know that the boot disk and dongle are
> around _somewhere_ I just don't have the time to cobble together the
> pieces to get SMPTETRAK up and running.
>
> Does anyone know of a method to read SMPTETRACK files on a PC or Mac
> that would allow me to convert them the standard MIDI? This would save
> a lot of hassles. Thanks for any help....
>
> Dennis

Hi Dennis

There is a utility for PC called GEMEXPLORER (available on the Atari-
Midi File section...see sig) that allows you to read Atari Discs on a
PC. The problem still remains for you to have them converted to
standard midi files. The only way to do this is within SMPTE track
itself. However...if you can get the files into your PC using
GemExplorer, and ZIP them up, I will be happy to do the conversion for
you.

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7277. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 06:34:53 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <91mvid$74c$1@nnrp1.deja.com>
Source record: 52959

In article <Xjv%5.87$9h5.316@nntpserver.swip.net>,
"Peter Persson" <pep@NOSPAMmbox306.swipnet.se> wrote:
> Hi,
>
> There is Elite 2 Frontier. A lot faster on the Falcon.
>
> /Peter

Where can you get these games? Are they shareware/Freeware..or
available?

I did find some games such as Moongames, some Asteroid clones as well
as the stardust demo. Looks like Stardust would fit the bill if I could
find the full version. Excellent sound on these as well. Sounds like
some of our present day techno-pop sounds like these Tracker
soundtracks. I really like the excellent colors and 3-D effects the
falcon brings!

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7278. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 06:35:19 UTC
From: rsmac@t-online.de
Message-ID: <1elviw0.34m0ke1shldkN%rsmac@t-online.de>
Source record: 52960

J Wilkinson <jwandjw@ihug.co.nz> wrote:

> True. Medusa will need to write a 68k emulator/translator to
> achieve 68k emulation. That isn't the best way to use to use
> a Coldfire chip, but at 180MHz it should not be too bad. I just
> hope they are up to the job of writing the 68k emulator/translator!

Yes, all the "new" ideas from milan, medusa based on software emulation.

a emulation will be ever what it is, a emulation. Iï¿½m not shure if
anybody run older software on that systems. Good, better as nothing.

That smal marked need a better hardware. (in my humble opinion)

But..
Calamus 2000 on power mac G3/400 with magicmac need to load fractals.cdk
page4 in 32 seconds from UDMA66 10GB IDE unit.
What time -ANY- atari needs? (Some Minutes)? :-)

So what..? Itï¿½s only one example.
An emulation can be buyed from anydody imeditaly.
The name of is magic mac :)

We have to wait (what we do as long ;/) what medusa like to present
for a smal amount of atarians. I still hope it was realy more as milan
had to present last time..

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

7279. Reading ST floppies from a PC?

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 06:48:37 UTC
From: Fritz-Ulrich Siewert <UlrichFritz@compuserve.de>
Message-ID: <91n10m$4kico$1@ID-48843.news.dfncis.de>
Source record: 52961

I can't read ST-formatted Floppies on my PC, and the Vgaread-Program
won't help.
Any suggestions?
I dislike the thought that I must copy everything onto PC-formatted
disks on the ST!

Thanks...

7280. Pure Energy disks

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 08:57:42 UTC
From: baz.allen@removethisbit.rdel.co.uk
Message-ID: <3a3f2238.329864259@news.rrds.co.uk>
Source record: 52962

Hello!

Way back, I remember a group on the ST called "Pure Energy",
I think they did a few menus.

Anyone know of any websites which contain these menus or
screen shots from the menus?

I'm looking for the low numbered ones.

Cheers

baz

7281. Re: Geneva, BlowUP030, Outside, STyle, STipple

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 10:42:56 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.14a8f7ada3b4351989820@news.prodigy.net>
Source record: 52963

In article <91flhnpqa1@lola.hrz.fh-lausitz.de>, mpichotz@fh-lausitz.de.nospam stated:

> outside is free now!

I guess that would explain why it received no bids. :)

--
==========
lonniemcclure@prodigy.net

7282. Re: Reading ST floppies from a PC?

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 11:26:35 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Z9l8+KArX0P6EwJX@steverosie.demon.co.uk>
Source record: 52965

In article <91n10m$4kico$1@ID-48843.news.dfncis.de>, Fritz-Ulrich
Siewert <UlrichFritz@compuserve.de> writes
>I can't read ST-formatted Floppies on my PC, and the Vgaread-Program
>won't help.
>Any suggestions?
>I dislike the thought that I must copy everything onto PC-formatted
>disks on the ST!
>
>Thanks...
>

Hi

You don't have to.

I use a program called DC format 3 in which you can have the pc bit
written to the disk. Whats more it'll even allow for extended formatted
disk to be read and written via pc, yep you can use more space:)

The program is available from my LaST PD web site:

www.last-pd.co.uk

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7283. Re: s HD Diskettes

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 11:28:35 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Q93+eWAjZ0P6EwII@steverosie.demon.co.uk>
Source record: 52964

In article <0000.3a3e035d@fmlynet.org>, Andy Ball <Andy.Ballp0.f2.n8.z8@
fmlynet.org> writes
>I don't
>remember much about 5.25" hard sector or 8" diskette drives, except that they
>hurt when you drop them on your foot. E&OE YMMV.

and the 8" ones, used to practice pizza making:)))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7284. Re: BIODATA Bionet DMA ethernet card

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 11:34:21 UTC
From: Steve Rodgers <stevenr_@yahoo.com>
Message-ID: <fohu3tkt7benjkomujgfclh37ltuatqlpe@4ax.com>
Source record: 52966

Great, does this work well?

Can I use this on my Falcon?

What OS are there drivers available for?
MiNT? Magic? MultiTOS?

What kind of ethernet is it? 100 BaseT?
ie CAT5 termination.
Is is 100/10 switchable?

What kind of data rates can you acheive?

Steve

On 17 Dec 2000 15:28:40 GMT, atarist@xs4all.nl (Ronald van der Kamp)
wrote:

>May be you are saved laurent:
>
>I have running 3xTT and Bionet via DMA and an 486 PC as server.
>What do you need? Everything, also for PC?
>
>Met vriendelijke groet,
>Ronald van der Kamp
>secretaris Stichting ST
>atarist@xs4all.nl
>
>On 17 Dec 2000 10:46:49 , FARGUES Laurent wrote:
>> I'm looking for the drivers for the BIODATA Bionet 100 DMA/ethernet box!
>>Help please!!!!
>>
>>
>> Thank you! Laurent
>>
>>.

7285. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 13:05:47 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <91rdh1iav1@newsg4.svr.pol.co.uk>
Source record: 52908

In message <vzx%5.73198$R77.5428572@nnrp4.clara.net>, "Shiuming Lai" wrote:
>
> "DjS" <djs@thesoundlab.co.uk> wrote in message
> news:91g0qe$c5b$1@newsg4.svr.pol.co.uk...
> In message <1iz_5.52170$R77.4369807@nnrp4.clara.net>, "Shiuming Lai" wrote:
>
> > The souping up starts and pretty much ends with the 040 CPU and the
> Picasso 2
> > VGA gfx card, a falcon should keep up with that pretty much, and should
> blow
> > them away with sound.
>
> You're not going to impress any 68040 Amiga
> owners with any Falcon you can buy for =K3200.
> Well maybe you can, it depends on how you
> make it look. My Mega STE impressed the
> pants off everyone at school, even PC, Amiga
> and Acorn Archimedes owners. Being heavily
> involved in art and design (and a friend's band,
> which had 11 guitarists but no drummer, so I
> used to program drum patterns in my soundtracker
> and record them for backing tapes) at the time,
> I did stuff on it that people never thought of doing
> on a home computer. The spec didn't matter.

They have the upgrades but from what I've seen they don't push them to their limits, I'll have to get some Falcon demos running or something.

>
> If you want to impress them with sound, keep
> your eyes on New Beat's ACE DSP soft-synth.
> It's really very good indeed. http://nb.atari.org

I'll bookmark it now.

> > I'm a musician and I've wanted a Falcon since '94 unfortunately as I was
> about
> > 13 I couldn't afford one, now I can so I want one badly.
>
> =K3200 will get you a basic machine.
>
> Shiuming Lai
>

DjS

7286. Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 15:17:06 UTC
From: ebaiz@skyenet.net
Message-ID: <SZK%5.1950$J5.2968@newsfeed.slurp.net>
Source record: 52967

Hello,

Is it possible to use an Atari computer on WWW and access secured sites?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7287. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 16:41:31 UTC
From: dlormand@aztec.asu.edu
Message-ID: <91o33rjln1@news.asu.edu>
Source record: 52968

>> With al smal mistake, coldfire CPUs doasn4t run 68k code..
>
>True. Medusa will need to write a 68k emulator/translator to
>achieve 68k emulation. That isn't the best way to use to use
>a Coldfire chip, but at 180MHz it should not be too bad. I just
>hope they are up to the job of writing the 68k emulator/translator!

Hmm... Maybe I'm thinking of the wrong part (maybe it's "Dragonball"),
but isn't Coldfire MOSTLY compatible with 68K? That they left out
some of the instructions? Which could be trapped and emulated?
That's a order of magnitude easier than a 68K emulator for, say,
Intel or PowerPC.
--

7288. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 17:48:59 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <91o72b$s3p$1@draco.stochastik.rwth-aachen.de>
Source record: 52969

In article <91o33rjln1@news.asu.edu>,
DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote:

>Hmm... Maybe I'm thinking of the wrong part (maybe it's "Dragonball"),

No. The dragonball has a real 68k core.

>but isn't Coldfire MOSTLY compatible with 68K? That they left out
>some of the instructions? Which could be trapped and emulated?
>That's a order of magnitude easier than a 68K emulator for, say,
>Intel or PowerPC.

Yes, the code is similar, but IIRC, only one operand size (16 or 32 bits) is supported native, everything else needs to be emulated. Depending on the type of coldfire CPU (there are different architectures), emulation can be more or less hard.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

7289. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 17:54:15 UTC
From: bindon@madasafish.com
Message-ID: <t3v8674o43eu80@corp.supernews.com>
Source record: 52970

```
On 19 Dec 2000 06:34:53 , Tim Conrardy wrote:
>In article <Xjv%5.87$9h5.316@nntpserver.swip.net>,
> "Peter Persson" <pep@NOSPAMmbox306.swipnet.se> wrote:
>> Hi,
>>
>> There is Elite 2 Frontier. A lot faster on the Falcon.
>>
>> /Peter
>
>Where can you get these games? Are they shareware/Freeware..or
>available?

Wasn't Frontier made freeware, or shareware? Some guy came here
advertising it I think, along with all the other versions.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+
```

7290. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 18:03:48 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012191752170.83-100000@TT030>
Source record: 52985

On Tue, 19 Dec 2000, J Wilkinson wrote:

> If 500 buyers is the only hurdle to get over then why aren't many specs
> available. The survey is not entirely necessary also, because if Medusa
> have any 'smarts' about them they will use current industry standards
> etc...to keep the burgeoning cost down...and not worry about what we the
> potential buyers (rightly or wrongly) think should be used in the new
> machine...its common sense you see...
>
> Also, what IS the likely cost of the XTOS machine going to be?
>
> Without knowing WHAT I'm saying yes to buying, and not knowing
> HOW MUCH I'm going to pay for WHAT, I'm not going to say 'yes'.
>
> I think Medusa have a cheek to ask us to commit to something we
> know freakin' nothing about...

Some of those thoughts crossed my mind as well. I am not so
sure it's just "Medusa" and I think directing comments soley
at them is jumping the gun just a bit. The Medusa site has
not changed at all and you would think if they were the driving
force behind it, something would appear there. At minimum
a link to the poll? I tried to read translations of the
german text and I got the impression someone else is building
this and Medusa is involved?

I would buy a new machine soley from Medusa, I've just don't it.
Personally I'd like more information as to it's origin before
drawing any real conclusions. If you look at Medusa's past
they just design a machine, put it out there, set a price and
if you can't afford it... well, you can't afford it. ;-)

So can someone provide more information as to the combined
efforts going into this machine? Bengy? You are hosting the
poll can we get the entire site translated?!

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7291. audio patch for falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 19:08:07 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A3FB217.94B87047@cfc.dnd.ca>
Source record: 52971

hi
I've started work on various soldering patches for the Falcon,
and have gotten as far as the audio patches.
I can get most of the surface mount resistors and caps,
but need to know the wattage of the resistors and the voltage of the
caps.
I am not an electronics person, otherwise I would know this! ;-)
Can anyone tell me what wattage and voltage I need?
thanks.merci.tussen tak.slainte mhath
ken'

7292. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 19:09:31 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A3FB26B.D5CA2ECF@cfc.dnd.ca>
Source record: 52972

Michael Schwingen wrote:
> In article <91o33rjln1@news.asu.edu>,
> DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote:
> >Hmm... Maybe I'm thinking of the wrong part (maybe it's "Dragonball"),
> No. The dragonball has a real 68k core.
> >but isn't Coldfire MOSTLY compatible with 68K? That they left out
> >some of the instructions? Which could be trapped and emulated?
> >That's a order of magnitude easier than a 68K emulator for, say,
> >Intel or PowerPC.
> Yes, the code is similar, but IIRC, only one operand size (16 or 32 bits) is
> supported native, everything else needs to be emulated. Depending on the
> type of coldfire CPU (there are different architectures), emulation can be
> more or less hard.
> cu
> Michael
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)

I've also heard that coldfire will be unable to run run Linux (lack of
FPU, or PMMU?)

7293. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 19:30:25 UTC
From: atarist@xs4all.nl
Message-ID: <91od0hoef1@news1.xs4all.nl>
Source record: 52974

On 19 Dec 2000 14:42:17 , J Wilkinson wrote:
>Hi there,
>
>Robert Schaffner wrote:
>>
>> Dan <aahuls@xs4all.nl> wrote:
>>
>> > Go and see http://www.xtos.de
>> >
>> > Looks great !
>>
>> With al smal mistake, coldfire CPUs doasn't run 68k code..
>
>True. Medusa will need to write a 68k emulator/translator to
>achieve 68k emulation. That isn't the best way to use to use
>a Coldfire chip, but at 180MHz it should not be too bad. I just
>hope they are up to the job of writing the 68k emulator/translator!

```
Motorola has a Coldfire development kit. In there is also a 68xxx CPU
emulator (even but - I am not sure - with on-the-fly recompilation).
Just as they made for the PCC CPU (Apple Mac).

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

7294. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 20:11:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <91ofe4$1qm$1@plutonium.compulink.co.uk>
Source record: 52975

In message <3a3c7401_2@huge.aa.net>, claytone@aa.net said:

>"You cannot use IBM or WD IDE hard drives with the Falcon. Try
>"Quantum or Seagate. I have had good success with the Quantum
>"Europa series 2.5 inch IDE drives and the Falcon.

I fitted an IDE 3.5" 6.4 GB IBM-DTTA-350640 drive into my Falcon in
place of the original 2.5", using the ABS/Mario adapter for the
connections, and have had no problems so far under HDDRIVER! (FX Fingers
crossed /FX).

Regards, /Peter/

7295. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 20:22:12 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <tuP%5.76220$eT4.5451999@nnrp3.clara.net>
Source record: 52976

"Odd Skancke" <oskancke@online.no> wrote in message
> That sounds just downright wrong to me. It is not like the CPU
> automatically transfer MORE data (relative to its own code) if the FPU
> runs faster. The amount of data sent to the fpu does not vary, so to me
> that means that the amount of data that acutally IS sent, will be send a
> lot faster. Thus, FPU using apps will run faster, because less time is
> spent waiting for FPU.

I know exactly what you're saying and I
don't disagree, you're just misunderstanding
my point. See my other post in reply to Jo.

Shiuming Lai

7296. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 20:32:24 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <5JP%5.76593$eT4.5457722@nnrp3.clara.net>
Source record: 52977

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:918ui3$c20$1@snipp.uninett.no...
> The FPU and CPU are not two different processors, the FPU is simply an
> extension of the CPU. So by speeding up the FPU, you basically speed up a
> part of the CPU. The CPU doesn't do anything when the FPU is active, it
> simply waits for the FPU to finish processing the current instruction. The
> CPU doesn't spend twice as much time sending data, in fact it use exactly
> the same amount of time. However, it only use half as much time waiting
> for the results, hence the CPU get's more time doing non-FPU operations.

I'm not disagreeing with any of this,
you just haven't quite understood what
I'm saying.

Yes, it will still take the same time to
send the data. Yes, it will get the results
back in half the time. However, if you
want to take advantage of that to
process 2x more FP data in the same
time (by consciously programming it to
do so - I'm not suggesting at all that it
automatically sends more data), then is
it not true that the CPU, unaccelerated,
spends twice as many of its clock cycles
sending data? That is, unless it is
proportionally accelerated, so it can
send the data *and* receive the answers
in half the time, thus enabling 2x more FP
data to be processed without reducing
the CPU's bandwidth.

> This is the best way, as it means that the CPU can fetch FPU instructions
> and data faster, thus feeding the FPU faster. But this is insignificant
> compared to double-clocking the FPU *when it comes to FPU operations*.

Again, I don't disagree.

Shiuming Lai

7297. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 21:03:50 UTC
From: atarigalen@my-deja.com
Message-ID: <91oifghbn1@nnrp1.deja.com>
Source record: 52978

In article <t3v8674o43eu80@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) wrote:
> On 19 Dec 2000 06:34:53 , Tim Conrardy wrote:
> >In article <Xjv%5.87$9h5.316@nntpserver.swip.net>,
> > "Peter Persson" <pep@NOSPAMmbox306.swipnet.se> wrote:
> >> Hi,
> >>
> >> There is Elite 2 Frontier. A lot faster on the Falcon.
> >>
> >> /Peter
> >
> >Where can you get these games? Are they shareware/Freeware..or
> >available?
>
> Wasn't Frontier made freeware, or shareware? Some guy came here
> advertising it I think, along with all the other versions.

According to the website, Elite 2 WILL be made PD, but this hasn't
occurred yet. They did state that the copyright owner has no intention
of going after anyone who provides non-commercial copies.

See http://www.frontier.co.uk/games/frontier/faq.html for more details.

Galen

Sent via Deja.com
http://www.deja.com/

7298. Re: Partition limits in TOS?

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 21:10:40 UTC
From: atarigalen@my-deja.com
Message-ID: <91oisahqi1@nnrp1.deja.com>
Source record: 52979

In article <91m2jp$g29$1@nnrp1.deja.com>,
atarigalen@my-deja.com wrote and wrote and wrote...
> Yes, 14 (C-P)....

My apologies folks for the triple post. I kept getting a send error,
so I figured nothing was being sent.

Galen

Sent via Deja.com
http://www.deja.com/

7299. Re: News Servers

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 22:27:14 UTC
From: bindon@madasafish.com
Message-ID: <t3vo625pcvh20@corp.supernews.com>
Source record: 52980

On 18 Dec 2000 21:16:52 , Steve Sweet wrote:
>Xref: rQdQ comp.sys.atari.st:229468
>
> Yo!, Dudes,
>
>Is anyone else getting news server problems?. I started getting errors
>about 3 days ago, then reports that suggested my index files were shot,
>so i deleted them and all i got was a truck load old group tripe and a
>few new one's.

Nope fine here.

>Whilst looking into it i discovered that bun.com and skynow.net have the
>same IP no's for their various servers. Is this because they use the same
>sources or are IP no's standardised in some way?.

I'm not sure but they may use supernews as their news server like
mine. Try resolving the IP number to find the name of it using one of
the utilities out there. Sting tools comes to mind.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7300. Re: BIODATA Bionet DMA ethernet card

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 22:36:45 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <CsR%5.77873$eT4.5488481@nnrp3.clara.net>
Source record: 52981

"Steve Rodgers" <stevenr_@yahoo.com> wrote in message
news:fohu3tkt7benjkomujgfclh37ltuatqlpe@4ax.com...
> Great, does this work well?

Yes.

> Can I use this on my Falcon?

No.

> What OS are there drivers available for?
> MiNT? Magic? MultiTOS?

TOS.

> What kind of ethernet is it? 100 BaseT?

Coax.

Shiuming Lai

7301. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 22:39:58 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <EvR%5.77892$eT4.5489600@nnrp3.clara.net>
Source record: 52983

"Mathias" <mpichotz@fh-lausitz.de.nospam> wrote in message
news:91ijb3ndc1@lola.hrz.fh-lausitz.de...
> Yes, any size.
> I use a 45GB since last week.

Right, that's it, I'm going to rip this
75 GB out of the PC and stick it
in my Falcon.

> "Artur Stachon" <astachon@intergate.bc.ca> schrieb im Newsbeitrag
> news:3A3C42EC.15E7CD78@intergate.bc.ca...
> > Can you use any laptop HD on a falcon ? Any brand ? any size ? Is
> > internal HD only IDE or is it SCSI too ? Please anyone tell me
> >
> > Artur
> >
> >
>
>

7302. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 22:50:36 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <CFR%5.77955$eT4.5491805@nnrp3.clara.net>
Source record: 52984

<xlator@cix.compulink.co.uk> wrote in message
news:91e4q2$1t6$1@plutonium.compulink.co.uk...
> In message <TEcZ5.13222$xW4.110363@news-server.bigpond.net.au>,
mark@baypc.com.au said:
>
> > From what I remember the biggest drama with dd's and
> >hd's is if you put Hdd's in a dd drive you will quickly destroy the disk
as
> >the magnetic strength in a dd drive is a lot higher than a Hdd one. So
you
> >just end up writing a mess after a while, I only use dd's as dd's and not
> >hdd's for this reason.
>
> Surely it's the other way round? The HD coating is higher coercivity to
> work properly with the closer spacing, so it would need a higher record
> current for HD disks...

I can't remember off-hand, but by logic
isn't a comparatively higher recording
flux more likely to mess up the finer
structure of the high density surface?

Shiuming Lai

7303. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 23:03:35 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <NRR%5.78032$eT4.5496218@nnrp3.clara.net>
Source record: 52986

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:FPfV5.11177$GW5.72152@news-server.bigpond.net.au...
> Just as a matter of interest win95 has a bug that will cause it to crash
> after running 32 consecutive days without being switched off,

It's more like 49.7 days or something
silly like that.

Shiuming Lai

7304. Linux/ColdFire (was: Re: SITE OF NEW ATARI OPENED !!!!)

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 23:24:30 UTC
From: Remi Villatel <maxilys@normandnet.fr>
Message-ID: <3A3FEE2E.12873491@normandnet.fr>
Source record: 52987

Ken Macdonald a ï¿½crit :

> I've also heard that coldfire will be unable to run run Linux (lack of
> FPU, or PMMU?)

Apparently, it can... Look at:

http://www.moretonbay.com/coldfire/linux-coldfire.html

This is a special version of Linux --called ï¿½C Linux-- but it's Linux.

(The letter for "C" is the greek letter "mu", code 230 in "TOSCII".)

See you later,

====================
Remi Villatel
maxilys@normandnet.fr
====================

7305. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 23:30:10 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B6653D8E.66ED%bengy@mac.com>
Source record: 52988

in article Pine.MNT.4.10.10012191752170.83-100000@TT030, Lonny Pursell at fatal@SYNTAX.ERROR wrote on 12/19/00 11:03 AM:

HI Lonny,

> The Medusa site has
> not changed at all and you would think if they were the driving
> force behind it, something would appear there. At minimum
> a link to the poll?

Exactly, I told Ulrich (The Medusa "spokesman", who is organizing the whole fiasco) the very same thing. Even at this point, the public has heard no direct statement from Medusa. (I agree - kinda strange)

> So can someone provide more information as to the combined
> efforts going into this machine? Bengy? You are hosting the
> poll can we get the entire site translated?!

Well, the page has already been translated (The actual detail page that is - not the propaganda on the very first page :-)
It's on the DHS site: http://files.dhs.nu/text/medusa_coldfire_english.txt

> Personally I'd like more information as to it's origin before
> drawing any real conclusions. If you look at Medusa's past

Here is the origin (Highly condensed version):

Ulrich Gï¿½ssel (Released the shareware "Desktop 99") was at a point of changing platforms, but did not, like many of you, like Macs, pc's, or even Linux-based systems. So what did he do?
Well, he called Medusa and started discussing with them the idea of a new Atari clone - and apparently, they were quite encouraged by the idea because it was after the Milan II cancellation, and as he put it:

"there were hundreds of users ready to buy a new, powerful (TOS) computer: Their pockets loaded with money, but no machine to buy...."

So Ulrich convinced them to start designing this new computer, and offered to act as their "Spokesman" and conduct a poll, to make sure that the market is indeed strong enough for such a venture..

And that's that.. Any other questions? :-)

Take care,
Bengy

7306. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-19 23:51:14 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <977266396-298099AEicMi@xs4all.nl>
Source record: 52982

>From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
>Date: 19 Dec 2000 16:41:31 GMT

Hello David

>but isn't Coldfire MOSTLY compatible with 68K? That they left out
>some of the instructions? Which could be trapped and emulated?
>That's a order of magnitude easier than a 68K emulator for, say,
>Intel or PowerPC.

On the site http://www.eetimes.com/story/OEG20001017S0041
all the details of the new Coldfire 4e can be found. Under
pressure from customers, next year the Coldfire will have a FPU, MMU, full
68k compatibility, DMA support etc... etc...
Will this be the type of Coldfire Medusa Systems want to put in
their new Atari clone ?

Cheers
Dan

7307. SCSI drive into a Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 00:02:35 UTC
From: ag352@chebucto.ns.ca
Message-ID: <91osurbtq1@News.Dal.Ca>
Source record: 52989

I have this old IBM-made SCSI drive, a 160mB unit which must have come out of a Mac II or something along those lines.

What I'd really like to do is transplant it into a Mega STe which still has the original Atari-issued 42meg drive. RLL, or MFM or some jive like that.

Will I find the 50-pin connector in there? I assume that the Atari internal host adaptor combined with ICD's software will actually recognize the drive.

Your opinions please.

JG

7308. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 00:03:49 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <91ot15gou1@snipp.uninett.no>
Source record: 52990

Shiuming Lai <lais@zetnet.co.uk> wrote:

> process 2x more FP data in the same
> time (by consciously programming it to
> do so - I'm not suggesting at all that it
> automatically sends more data), then is
> it not true that the CPU, unaccelerated,
> spends twice as many of its clock cycles
> sending data? That is, unless it is

Yes, it does, but in the same amount of time it also spends half the
amount of clock cycles waiting for the FPU.

> proportionally accelerated, so it can
> send the data *and* receive the answers
> in half the time, thus enabling 2x more FP
> data to be processed without reducing
> the CPU's bandwidth.

Only if you alter the code, but this can't usually be done so it's
completely irrelevant.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

7309. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 02:34:12 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <EUU%5.25788$xW4.199996@news-server.bigpond.net.au>
Source record: 52991

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:CFR%5.77955$eT4.5491805@nnrp3.clara.net...
>
> <xlator@cix.compulink.co.uk> wrote in message
> news:91e4q2$1t6$1@plutonium.compulink.co.uk...
> > In message <TEcZ5.13222$xW4.110363@news-server.bigpond.net.au>,
> mark@baypc.com.au said:
> >
> > > From what I remember the biggest drama with dd's and
> > >hd's is if you put Hdd's in a dd drive you will quickly destroy the
disk
> as
> > >the magnetic strength in a dd drive is a lot higher than a Hdd one. So
> you
> > >just end up writing a mess after a while, I only use dd's as dd's and
not
> > >hdd's for this reason.
> >
> > Surely it's the other way round? The HD coating is higher coercivity to
> > work properly with the closer spacing, so it would need a higher record
> > current for HD disks...
>
> I can't remember off-hand, but by logic
> isn't a comparatively higher recording
> flux more likely to mess up the finer
> structure of the high density surface?

yes, exactly. It effectivly, writes thru the disk.

mark

7310. Re: SCSI drive into a Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 02:39:59 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <3_U%5.25796$xW4.199983@news-server.bigpond.net.au>
Source record: 52992

"John S. Gray" <ag352@chebucto.ns.ca> wrote in message
news:91osurbtq1@News.Dal.Ca...
> I have this old IBM-made SCSI drive, a 160mB unit which must have come out
> of a Mac II or something along those lines.
>
> What I'd really like to do is transplant it into a Mega STe which still
> has the original Atari-issued 42meg drive. RLL, or MFM or some jive like
> that.
>
> Will I find the 50-pin connector in there? I assume that the Atari
> internal host adaptor combined with ICD's software will actually recognize
> the drive

Yup, real plug and play. Just plug it in, format, partition, and set boot parameters. I think the only issue is with device ID and termination. Make sure it isnt terminated and is set to logical drive 0. The megaste does it's own termination and expects id0.

Mark

7311. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 05:45:51 UTC
From: rsmac@t-online.de
Message-ID: <1elxcl8.2xmkme1kvlincN%rsmac@t-online.de>
Source record: 52993

Bengy <bengy@mac.com> wrote:

> "there were hundreds of users ready to buy a new, powerful (TOS) computer:
> Their pockets loaded with money, but no machine to buy...."

-ROTFL-
A dream, also with some other ..
Sorry, but it is OK. We had to wait whatï¿½s going on.

Regards, Robert

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

7312. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 05:45:51 UTC
From: rsmac@t-online.de
Message-ID: <1elxctp.tlg4o02eksc4N%rsmac@t-online.de>
Source record: 52994

Ronald van der Kamp <atarist@xs4all.nl> wrote:

> Motorola has a Coldfire development kit. In there is also a 68xxx CPU
> emulator (even but - I am not sure - with on-the-fly recompilation).

Yes, but anybody like to recompile TOS? :)

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

7313. Re: Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 05:52:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200012200652.a6940@wun.maus.de>
Source record: 52903

Hallo Edward!

ESBJ>Is it possible to use an Atari computer on WWW and access secured
ESBJ>sites?

it is, provided you use MiNT+MiNT-Net. The appropriate cab.ovl with ssl-support
can be found at http://www.netppl.fi/~jasivu/files/.

There are also some new ports of openssh and openssl to be found on the
spareMiNT pages at
http://wh58-508.st.uni-magdeburg.de/sparemint/html/packages.html.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

7314. Holiday Greetings

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 08:17:13 UTC
From: Michael Olin <molin/pop3.mich.com@127.0.0.1>
Message-ID: <3A406B07.D4B9FDE3@127.0.0.1>
Source record: 52995

Just wanted to poke my head in here and say HI! It's really gratifying
to see there's still some enthusiasm for the Atari platform in this
decidedly PeeCee world.

Keep it up! Happy Holidays, all!

--
http://www.mich.com/~molin/
Truth does not change simply
because a thing is believed
by a majority of the people.

7315. Re: Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 09:46:52 UTC
From: carlos <carlos@nospam.no.no>
Message-ID: <3A40800C.153C60BB@nospam.no.no>
Source record: 52896

No, the Atari web browsers are all shite, frankly.

Edward S. Baiz Jr. wrote:
>
> Hello,
>
> Is it possible to use an Atari computer on WWW and access secured sites?
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

7316. Re: carry out a survey

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 11:00:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977385716-77544AEicMi@cwcom.net>
Source record: 52919

From: "Mathias" <mpichotz@fh-lausitz.de.nospam>
Date: Sun, 17 Dec 2000 15:47:31 +0100

>http://www.xtos.de
>
>please use http://translator.go.com/ for your lang.

There's an English version of the form at http://magicos.de

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7317. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 11:08:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977385718-77964AEicMi@cwcom.net>
Source record: 52920

From: "Baldrick" <baldy@c-jNOSPAMparker.freeserve.co.uk>
Date: Mon, 18 Dec 2000 16:10:39 -0000

>> So how come we dont see you at our Cheshunt Computer Club meet as your
>> local?.
>
>I didn't know it existed and I only found my old ST a few months ago...
>
>Where are you based in Cheshunt then???

My email to you bounced - you'll find all the info you need at my web site,
the address of which is in my sig.

Shiuming Lai had a writeup of us in the November edition of MyAtari at
http://www.myatari.net

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7318. Re: audio patch for falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 11:17:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977385720-78464AEicMi@cwcom.net>
Source record: 52921

From: Ken Macdonald <macdonald@cfc.dnd.ca>
Date: Tue, 19 Dec 2000 14:08:07 -0500

>I've started work on various soldering patches for the Falcon,

>I am not an electronics person, otherwise I would know this! ;-)

You surely aren't attempting this task yourself are you???

Wattage and voltage requirements will be low, as has been said before, it's
getting hold of the right sizes, ie 0805 etc, for the components that is the
important question IMO.

But if you want figures I'd guess at 1/8 Watt for the resistors and 25VDC for
the caps.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7319. ASH?

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 11:37:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977385726-79780AEicMi@cwcom.net>
Source record: 52922

Hi all,

Anyone been able to contact ASH recently? Seems that they haven't replied to
emails for some time now.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7320. Re: SCSI drive into a Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 12:31:50 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <91q8rn$r8f$1@nnrp1.deja.com>
Source record: 52898

In article <3_U%5.25796$xW4.199983@news-server.bigpond.net.au>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:

> Yup, real plug and play. Just plug it in, format, partition, and set
boot
> parameters. I think the only issue is with device ID and termination.
Make
> sure it isnt terminated and is set to logical drive 0. The megaste
does it's
> own termination and expects id0.

And don't forget that the MSTE doesn't support parity, so this must be
disabled on the drive.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com
http://www.deja.com/

7321. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 12:35:48 UTC
From: rcollins@gcfn.org
Message-ID: <91q934igj1@acme.gcfn.org>
Source record: 52897

J Wilkinson (jwandjw@ihug.co.nz) wrote:
: Hi there,

: Dan wrote:
: >
: > Go and see http://www.xtos.de
: >
: > Looks great !

: Siphoned though my poor German it appears little detail is
: finalised on the new machine. I visited www.magicos.de to see
: if any news had arrived. It had, but it appears as though we
: are being held to ransom! Medusa (the developers) want 500
: 'interested' people before they guarantee production. Thats
: almost tantamount to a ransom folks!!

: After the failure of Milan II you'd think that Medusa would
: have learnt a lesson from the failure of others, and actually
: finalised a design and spec to the point where beta-machines
: could be seen working by Joe Public. 'Let the working machine
: wow the people, and then they'll buy it' is my theory. Sadly
: we have got them saying 'we've got this, but we'll only show
: you if 500 of you are interested...'

: Also the survey/form on magicos.de asking our opinions on it
: is silly. Questions like 'what interfaces would you like?' are
: completely idiotic. Have Medusa not been paying attention to the
: computer world? Interface choice is pure and simple, in that
: the current standards in PC's are the ONLY way to go if the
: burgeoning cost of the final product is to be kept to a fair
: price. AGP x2/4, ATA/66/100 (E-IDE), PC100 DRAM, USB and that
: IEEE thingy (Firewire!, or mildwire as I call it!!) are my pick.

: All should be bundled into a mid-tower case with standard 101 AT
: keyboard (they're cheap!), an IDE CD/DVD? drive, 10GB E-IDE disk,
: decent video card (ATI, Voodoo, GeForce, Matrox mid-range card
: WITH some form of developed 3D support as minumum), and a choice
: of 32/64/128MB RAM. A software bundle is necessary (my choice is
: Photoline, Papyrus, Texel, CAB, and other parts to suit the
: purchaser, as well as the OS of choice (MagiC/MiNT/N.AES etc...)

: Without this level of machine I think alot of time and energy will
: be wasted on this thing. I'm not going to commit to saying 'yes'
: until a working machine, as close to final 'shelf' version as it
: can be, is seen working at a major Atari fair...

: Kind regards,

: Chris Wilkinson, Christchurch, New Zealand.
: /|\ ATARI Falcon030 owner.

: PS. I'm not a natural sceptic, I can just see Medusa starting on
: the wrong foot with this...I do hope they prove me wrong though...

I hope you took the time to answer the questionare.
Using the same retoric used here. Besides Medusa is the
first to produce an Atari clone an the only company to
produce 2 successful clones.

I seems that the Atari market maybe drying up in Europe.
My understanding was this page was meant to find programmers
to support this project.

Also, the chip they intend to use may have a restriction from the
manufaturer. They will only sell it in large volumes.
This is a way of stopping any small computer market by tight
control over needed resources. Thus you need a larger capital
expediture with the ability to recover this cost.

Promise to buy surveys help you to decide whether to take the risk.

I wish I had the money to give them.

Raymond Collins
--
| Raymond Collins |
| rcollins@voicenet.com |
| rcollins@gcfn.org |

7322. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 14:15:28 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A40BF00.2615E80F@it.kth.se>
Source record: 52899

Hi all,

> pressure from customers, next year the Coldfire will have a FPU, MMU, full
> 68k compatibility, DMA support etc... etc...

I'm sorry but that article is slightly incorrect. The only instruction set relevant changes to the 4e version of Coldfire according to Motorola are the addition of the FPU which is a new one derivered from the 060, the MMU which is a new one that is _not_ compatible with the ones found in 680x0, and some minor alterations to the core that won't increase the compability level of the Coldfire.

The Coldfire only implements longword versions of the arithmetic instruction of which quite a few has been left out of the instruction set. From version 3 and on the Coldfire can emulate some (but not all) of the instructions in the 68000 instruction set but this is done by intercepting the illegal instruction vector. As the machine code programmers out there can imagine the performance impact is tremendous. The net effect is that the processor appears to be running more than 4 times _slower_. Thus at best the 180 MHz part proposed would about as fast as a 45 MHz EC040, i.e. a 040 without a MMU or FPU.

However, the emulator distributed by Motorola only claims to emulate a subset of the 680x0 instructions. In practice, the emulator can only emulate a subset of the instructions that the 68000 can execute. A lot of 68020,68030,68040 and 68060 instructions can never be supported given the version 4 core as only the instruction word is checked for illegal instructions in that core. The adressing modes introduced in the 68020 uses additional words which are never sanity checked by the core. In essence this means that if you try to run 030 code on the Coldfire you won't get any illegal instruction exceptions. You won't be able to emulate the instruction by intercepting the exception and the Coldfire will execute the code incorrectly. Also, in order for the emulator to work you will need to heavily patch the OS or write a new version of it...

All of these problems made me switch from using a MCF6307 Coldfire in the Tempest to a PowerPC as although you will have to make a more clever just-in-time recompiler, the PowerPCs are more powerful. The resulting speed is higher. You could of course program a better jit recompiler similar to the one I've written for the PowerPC but that's not a trivial thing to do. It will take a lot of time and effort to do so.

The Coldfire is not intended as a direct replacement for 680x0 parts. Instead, it is intended for new designs where you can rewrite/recompile the code. For those, mostly embedded, designs where you can do that the

Coldfire's are absolutely great.

This became a bit technical but I'll make a summary:

* The version 4 of the Coldfire core can never be made to execute 030 code using the Motorola emulator.
* The Motorola emulator do not emulate all instructions used in Atari software. You will need to patch software.
* When emulating 680x0 code the Coldfire becomes, due to the emulation, more than 4 times _slower_. Hence, a 180 MHz part will appear to be running at approximately the same speed as a 45 MHz EC040, i.e., a 040 without FPU or MMU.
* The operating system, i.e, TOS will have to be heavily patched!

Best regards
Sven

7323. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 17:31:26 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <91qqdecbh1@draco.stochastik.rwth-aachen.de>
Source record: 52900

In article <B6653D8E.66ED%bengy@mac.com>, Bengy <bengy@mac.com> wrote:

> "there were hundreds of users ready to buy a new, powerful (TOS) computer:
>Their pockets loaded with money, but no machine to buy...."

The 500 minimum buyers they want is more than the total number of Milans sold
so far. And these *are* still being sold *now*.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

7324. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 17:34:58 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <91qqk2cdu1@draco.stochastik.rwth-aachen.de>
Source record: 52901

In article <91q934igj1@acme.gcfn.org>,
Raymond Collins <rcollins@gcfn.org> wrote:
>
>Also, the chip they intend to use may have a restriction from the
>manufaturer. They will only sell it in large volumes.

Which one? The coldfire?

Motorola is selling these as controllers, not desktop CPUs, and they are
used in many applications - do you have any hints that they have blocked
companies trying to buy small quantities of them?

The last time I talked to a Motorola rep, he did not say anything about
special minimum quantities for coldfire CPUs.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

7325. Re: Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 18:09:51 UTC
From: osian@zetnet.co.uk
Message-ID: <3a40f5ef$0$173@news.zetnet.co.uk>
Source record: 52902

On 19 Dec 2000 15:17:06 , Edward S. Baiz Jr. wrote:
>Is it possible to use an Atari computer on WWW and access secured sites?

I use CAB at home and have set up some secured sites in work. In the
past, CAB has been able to provide the username and password dialog
but for some reason always failed to authenticate properly and the dialog
keeps reappearing without allowing access.

I've just tried it again now and for some reason CAB now bombs when
trying to access a secured page!

Try it yourself to see what happens in your browser. Go to
http://admint.bangor.ac.uk and select any of the sites listed under
"Restricted Access". (I suggest the Card Enquiry or Prospectus
Enquiries ones).
Of course, you haven't got a valid username and
password, but at least you'll be able to ascertain whether your
browser actually works and asks you for a username.

However, sites that use server-side scripting coupled with HTML forms
to submit usernames and passwords should work OK, but I haven't got
any examples of those.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

7326. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 18:55:10 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012201854190.97-100000@TT030>
Source record: 52911

On 20 Dec 2000, Michael Schwingen wrote:

> In article <B6653D8E.66ED%bengy@mac.com>, Bengy <bengy@mac.com> wrote:
>
> > "there were hundreds of users ready to buy a new, powerful (TOS) computer:
> >Their pockets loaded with money, but no machine to buy...."
>
> The 500 minimum buyers they want is more than the total number of Milans sold
> so far. And these *are* still being sold *now*.

It would be interestng to know Hades040 and Hades060 sales to date
as well.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7327. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 19:01:36 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012201856520.97-100000@TT030>
Source record: 52912

On Tue, 19 Dec 2000, Bengy wrote:

> And that's that.. Any other questions? :-)

Nope, that helped.

I guess if anyone would prefer PPC they should indicate that
in the poll. So far myself, I am not so keen on the coldfire chip.
I also wish to avoid the mindset "well at least something is
happening", settling for anything just to get something is not
always a good move. I guess I'll fill out the poll and
leave it that. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7328. Mouse Boot for gfx cards

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 19:11:04 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012201904320.107-100000@TT030>
Source record: 52913

I have placed a special version of Mouse Boot on my website for
download which is suppose to work on gfx cards. Somehow
this was left out of the main archive and since getting
the Hades I discovered it on a disk. It works on my ATI Rage Pro
so it should work for everyone I hope. The archive contains
just the binary and no docs. Soon as I discovered it XBoot
bit the dust. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7329. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 19:59:52 UTC
From: bindon@madasafish.com
Message-ID: <t423toepq4dh87@corp.supernews.com>
Source record: 52904

On 20 Dec 2000 15:15:28 , Sven Karlsson wrote:
>
>The Coldfire is not intended as a direct replacement for 680x0 parts.
>Instead, it is intended for new designs where you can rewrite/recompile
>the code. For those, mostly embedded, designs where you can do that the
>Coldfire's are absolutely great.

I think PPC is the best way too. I first thought Coldfire was ideal,
but there is a lot of misleading texts out there. Also using the PPC
will path the way to a G3, will it not. The PPC is nearer to the G3
right?

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7330. Re: Holiday Greetings

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 19:59:54 UTC
From: bindon@madasafish.com
Message-ID: <t423tqlgjue78a@corp.supernews.com>
Source record: 52905

On 20 Dec 2000 03:17:13 , Michael Olin wrote:
>Just wanted to poke my head in here and say HI! It's really gratifying
>to see there's still some enthusiasm for the Atari platform in this
>decidedly PeeCee world.

So why are you using your PC for internet! At least for email/news
use an Atari... :) Come on where's the immagination! Get an ST and
enjoy using computers again.

>
>Keep it up!
>Happy Holidays, all!

I will do....

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7331. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 20:44:33 UTC
From: leaver@alphalink.com.au
Message-ID: <RS806.1538$Le6.43641@news0.optus.net.au>
Source record: 52906

May I take a step backwards?

When I last looked at the Motorola site, which must be over a year ago now, I convinced myself that the Coldfire series were never intended for use in a PC at all. Rather they are meant for imbedded microprocessor applications where it is impossible to have a 3hp fan keeping the beast cool, so that they push performance only as far as is compatable with heat generation. In fact I think that a year ago the 68060 still outperformed the hottest (or should that be coolest?) of the Coldfires.

What's the position now?

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

7332. Re: Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 21:48:34 UTC
From: osian@zetnet.co.uk
Message-ID: <3a412932$0$173@news.zetnet.co.uk>
Source record: 52907

On 20 Dec 2000 06:52:00 , Ekkehard Flessa wrote:
>it is, provided you use MiNT+MiNT-Net. The appropriate cab.ovl with ssl-support
>can be found at http://www.netppl.fi/~jasivu/files/.

Ah - did I misunderstand the question?! I thought you meant access to
restricted sites (that's what I call 'secured') rather than sites that
offer encryption.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

7333. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 23:22:44 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B6668D7B.7048%nameerf@flash.net>
Source record: 52909

in article t423toepq4dh87@corp.supernews.com, Lyndon Amsdon at
bindon@madasafish.com wrote on 12/20/00 11:59 AM:

> On 20 Dec 2000 15:15:28 , Sven Karlsson wrote:
>>
>> The Coldfire is not intended as a direct replacement for 680x0 parts.
>> Instead, it is intended for new designs where you can rewrite/recompile
>> the code. For those, mostly embedded, designs where you can do that the
>> Coldfire's are absolutely great.
>
> I think PPC is the best way too. I first thought Coldfire was ideal,
> but there is a lot of misleading texts out there. Also using the PPC
> will path the way to a G3, will it not. The PPC is nearer to the G3
> right?

G3 *is* a PPC model nickname. It's the PPC 750. The G4 is PPC 7500, and you
could call the PPC 603(e) and 604 G2's, and the 601 a G1. They're all in the
PPC family.

Mike Freeman
nameerf@flash.net

7334. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-20 23:28:24 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <0jb06.86700$R77.5982033@nnrp4.clara.net>
Source record: 52910

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:91ot15gou1@snipp.uninett.no...
> Shiuming Lai <lais@zetnet.co.uk> wrote:
>
> > process 2x more FP data in the same
> > time (by consciously programming it to
> > do so - I'm not suggesting at all that it
> > automatically sends more data), then is
> > it not true that the CPU, unaccelerated,
> > spends twice as many of its clock cycles
> > sending data? That is, unless it is
>
> Yes, it does,

Well that's exactly my point. Nothing
more, nothing less.

> but in the same amount of time it also spends half the
> amount of clock cycles waiting for the FPU.

I know. I don't disagree.

> > proportionally accelerated, so it can
> > send the data *and* receive the answers
> > in half the time, thus enabling 2x more FP
> > data to be processed without reducing
> > the CPU's bandwidth.
>
> Only if you alter the code, but this can't usually be done so it's
> completely irrelevant.

It's not completely irrelevant because
in principle it is true and should be
taken into consideration when writing
code.

Shiuming Lai

7335. Re: SCSI drive into a Mega STe?

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 00:33:58 UTC
From: vdjole@EUnet.yu
Message-ID: <91rj5m$70h$1@SOLAIR2.EUnet.yu>
Source record: 52914

On 20 Dec 2000 02:39:59 , "Mark Bedingfield" wrote:
>"John S. Gray" <ag352@chebucto.ns.ca> wrote in message
>news:91osurbtq1@News.Dal.Ca...
>> I have this old IBM-made SCSI drive, a 160mB unit which must have come out
>> of a Mac II or something along those lines.
>>
>> What I'd really like to do is transplant it into a Mega STe which still
>> has the original Atari-issued 42meg drive. RLL, or MFM or some jive like
>> that.
>>
>> Will I find the 50-pin connector in there? I assume that the Atari
>> internal host adaptor combined with ICD's software will actually recognize
>> the drive
>
>Yup, real plug and play. Just plug it in, format, partition, and set boot
>parameters. I think the only issue is with device ID and termination. Make
>sure it isnt terminated and is set to logical drive 0. The megaste does it's
>own termination and expects id0.

And also, you must "disable unit attention at startup" if your IBM drive
has a jumper for that. I have a DSAS3540 IBM SCSI drive that did not want to
boot without an additional reset after power-up until that was reconfigured.
I have read that "disable unit attention at startup" is not needed
with TOS2.06. Anyway, it would be a good idea to find on the net the
docs for your drive so that functions of all jumpers are clear to you.

cu.

7336. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 00:53:54 UTC
From: wongck@letterbox.com
Message-ID: <91rkaepmf1@mailint03.im.hou.compaq.com>
Source record: 52915

In article <NRR%5.78032$eT4.5496218@nnrp3.clara.net>, "Shiuming Lai" <lais@zetnet.co.uk>
wrote:
>> Just as a matter of interest win95 has a bug that will cause it to crash
>> after running 32 consecutive days without being switched off,
>
>It's more like 49.7 days or something
>silly like that.

But unfortunately, something will crash it before that. :-)

7337. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 01:41:03 UTC
From: nowt <nowt@nowt.co.uk>
Message-ID: <3a415fda$0$175@news.zetnet.co.uk>
Source record: 52916

you will never get any Atari computer to compete with the marvellous Amigas

7338. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 02:33:44 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <c_d06.27183$xW4.211131@news-server.bigpond.net.au>
Source record: 52917

"nowt" <nowt@nowt.co.uk> wrote in message
news:3a415fda$0$175@news.zetnet.co.uk...
> you will never get any Atari computer to compete with the marvellous
Amigas

Oh goodness a crossposting troller, with no wit.

I have an Amiga 2000 with Hard drive and CDrom $50 aussie, if you want it...

Mark

--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom
Falcon030-4-800MB-SBlaster II, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

7339. Re: Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 02:42:14 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.ff6c5ac8.ca8e5440.doyene@zetnet.co.uk>
Source record: 52851

In message <3a412932$0$173@news.zetnet.co.uk>
Chris Simon wrote:
>On 20 Dec 2000 06:52:00 , Ekkehard Flessa wrote:
>>it is, provided you use MiNT+MiNT-Net. The appropriate cab.ovl with ssl-sup
>port
>>can be found at http://www.netppl.fi/~jasivu/files/.

>Ah - did I misunderstand the question?! I thought you meant access to
>restricted sites (that's what I call 'secured') rather than sites that
>offer encryption.

>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !

Hei Chris.

Recently I had trouble with Draconis bombing me, when accessing
amazon.co.uk. I eventually sussed my problem, but I use it for ordering
from amazon with no problem. I think the secured site problem may stem
from linking to https sites. this does trip up on certain software.
On Linux lynx web browser it has the same problem of access to https, but
with the lynx-ssl it's like knives through butter.

regards

--

##################################
Thank you for reading my
email. If you like to
contact myself, please
send your message to
# #
John N Oakes
@
doyene@zetnet.co.uk
# #
Atari/Linux User
##################################

7340. Re: Desktop '99 (was Re: XTOS Poll)

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 03:09:46 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B666C288.6734%bengy@mac.com>
Source record: 52918

in article 1elyztx.u9wcyv1uv05s7N%northstar2010@yahoo.no, Hallvard Tangeraas
at northstar2010@yahoo.no wrote on 12/20/00 7:37 PM:

> Never heard about "Desktop 99", but sounds interesting.
> Got a URL or download site, anyone?

ATOS has an article on it, (German),
http://www.mindrup.de/atos/news/news20000609-01.html
Bengy

7341. Re: Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 05:47:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200012210647.a7001@wun.maus.de>
Source record: 52929

Hallo Chris!

CS>Ah - did I misunderstand the question?! I thought you meant access to
CS>restricted sites (that's what I call 'secured') rather than sites that
CS>offer encryption.

Well, perhaps it's me who misunderstood the question...

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

7342. t the JYBOLAC Atari Chat tonight...

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 09:04:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a42221b@fmlynet.org>
Source record: 52926

FamilyNet HQ: Telnet:\\www.family-bbs.net

Well folks, this is just to get the word out that there will be no official Atari chat being so close to the holidays, so have fun visiting friends and family, watching Christmas specials, and all that. Or visit with each other at:

http://stargate.cs.swau.edu/atari

Sorry I didn't get the word out sooner but I've had server problems with Southwestern Bells lately (how funny that it would be the service I pay for and not the non-profit BBS I actually use that would poop out.) :)

Anyway, take care, and we'll pick up again next week Thursday (December 28th) at 8pm CST to talk about all the Atari stuff we got right? Until then be safe, and let's see that we all make it through the holidays in one piece.

God bless,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7343. Re: Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 09:34:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977467794-220026AEicMi@cwcom.net>
Source record: 52854

From: carlos <carlos@nospam.no.no>
Date: Wed, 20 Dec 2000 09:46:52 +0000

>No, the Atari web browsers are all shite, frankly.

You're wrong on two counts, not bad for a one-line answer!

>
>Edward S. Baiz Jr. wrote:
>>
>> Hello,
>>
>> Is it possible to use an Atari computer on WWW and access secured sites?

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7344. FS SCSI Harddrive

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 11:05:16 UTC
From: Carolyn M Haley-Murray <NOTE-ABLE@prodigy.net>
Message-ID: <91sn27$iboq$1@newssvr06-en0.news.prodigy.com>
Source record: 52925

I have a 540 meg SCSI harddrive for sale. The encasement has room for an additional drive.
$50 plus shipping.

contact Carolyn
note-able@prodigy.net

7345. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 11:08:08 UTC
From: bindon@madasafish.com
Message-ID: <t43p4o7t618q29@corp.supernews.com>
Source record: 52923

On 20 Dec 2000 18:31:26 , Michael Schwingen wrote:
>In article <B6653D8E.66ED%bengy@mac.com>, Bengy <bengy@mac.com> wrote:
>
>> "there were hundreds of users ready to buy a new, powerful (TOS) computer:
>>Their pockets loaded with money, but no machine to buy...."
>
>The 500 minimum buyers they want is more than the total number of Milans sold
>so far.
>And these *are* still being sold *now*.

Yeah, maybe but only in Germany. El at SysSol enquired for me about
the current prices and availabilty and he got no response. Hmm, maybe
that's the reason why they ain't been shifting.....

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7346. Falcon VGA adapter

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 11:39:10 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A41EBDE.C34F6B2C@intergate.bc.ca>
Source record: 52924

If anyone has a VGA adapter for Falcon for sale please let me know or
tell me where can I buy one ?

Thanks a lot,

Artur

7347. Re: [WANTED] 44.1 KHz falcon clock

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 16:05:50 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <91t9oubgg1@snipp.uninett.no>
Source record: 52927

Shiuming Lai <lais@zetnet.co.uk> wrote:

>> Only if you alter the code, but this can't usually be done so it's
>> completely irrelevant.

> It's not completely irrelevant because
> in principle it is true and should be
> taken into consideration when writing
> code.

I can't see how this can be done in real life. I mean, you have a specific algorithm to implement, and you can't shuffle around FPU-instructions just like that. Things has to be done in a specific order, that's why it's called an algorithm ;-)

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

7348. FS: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 16:25:25 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a422ef6$0$77895$272ea4a1@news.execpc.com>
Source record: 52928

Hello,

I have for sale the following items:
==========
Atari Part# C101629 - ST/Mega U.S. TOS 1.2 1 Meg (Hi) ROM
Atari Part# C101630 - ST/Mega U.S. TOS 1.2 1 Meg (Lo) ROM

This two chip set came out of a Mega ST4. I upgraded to TOS 1.4
Price - $20.00 You pay shipping
U.S. dollars/cashiers check or money order
==========
Atari Part# C301163-002A - STE U.S. TOS 1.62 (RAINBOW) (Hi) 28 pin ROM
Atari Part# C301164-002A - STE U.S. TOS 1.62 (RAINBOW) (Lo) 28 pin ROM

This two chip set came out of a STE (not Mega). I don't even recall
booting the machine with this set. I bought the machine new, then
immediately upgraded it to TOS 2.06
Price - $30.00 You pay shipping
U.S. dollars/cashiers check or money order
==========
Four 256K Simm Modules - STE

These four modules came out of a STE (same as above - not Mega).
I don't even recall booting the machine with this set.
I bought the machine new, then upgraded it to 4 meg of RAM.
Price - $50.00 You pay shipping
U.S. dollars/cashiers check or money order
==========

If sincerely interested, email me at kjcat@execpc.com

Happy Holidays,

ken

7349. Re: SITE OF NEW ATARI OPENED !!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 18:42:38 UTC
From: Joshua Kaijankoski <joshua@vianet.ca>
Message-ID: <B667C75D.398%joshua@vianet.ca>
Source record: 52938

in article 3A3FB26B.D5CA2ECF@cfc.dnd.ca, Ken Macdonald at
macdonald@cfc.dnd.ca wrote on 12/19/00 3:09 PM:

> Michael Schwingen wrote:
>> In article <91o33rjln1@news.asu.edu>,
>> DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote:
>>> Hmm... Maybe I'm thinking of the wrong part (maybe it's "Dragonball"),
>> No. The dragonball has a real 68k core.
>>> but isn't Coldfire MOSTLY compatible with 68K? That they left out
>>> some of the instructions? Which could be trapped and emulated?
>>> That's a order of magnitude easier than a 68K emulator for, say,
>>> Intel or PowerPC.
>> Yes, the code is similar, but IIRC, only one operand size (16 or 32 bits) is
>> supported native, everything else needs to be emulated. Depending on the
>> type of coldfire CPU (there are different architectures), emulation can be
>> more or less hard.
>> cu
>> Michael
>> --
>> "Intelligent life is very rare in the universe.
>> On earth, it has not been discovered yet" (Stephen Hawking)
>
> I've also heard that coldfire will be unable to run run Linux (lack of
> FPU, or PMMU?)

Screw Linux...

7350. FS: Atari 1040ST (includes Atari Color Monitor) only $29.95 plus freight

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 18:49:05 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B66790A1.2F88%amishman@pacbell.net>
Source record: 52930

The $29.95 plus freight includes the 1040ST, user manual, language disk, mouse, Atari SC1224 Color Monitor, SC1224 User Manual, monitor cable, power cords. All items look and work fine. Mouse a tad sticky but I would think a cleaning of the mouse ball would take care of that. All items tested and work fine. I also have the Atari SF354 External Floppy Drive for sale. The drive includes user manual, power adapter, and data cable. Add just $10 for the drive.

I am in California.

Tom

7351. FS: Atari SF354 External Floppy Drive only $15

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 18:49:48 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B66790CC.2F89%amishman@pacbell.net>
Source record: 52931

Includes user manual, data cable, and power adapter. $15 plus freight.

7352. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 18:57:45 UTC
From: <>
Message-ID: <3a425236.16927783@news.blueyonder.co.uk>
Source record: 52932

On Wed, 20 Dec 2000 11:08:22 GMT, Derryck Croker
<derryck@NOSPAMcix.co.uk> wrote:

>From: "Baldrick" <baldy@c-jNOSPAMparker.freeserve.co.uk>
>Date: Mon, 18 Dec 2000 16:10:39 -0000
>
>>> So how come we dont see you at our Cheshunt Computer Club meet as your
>>> local?.
>>
>>I didn't know it existed and I only found my old ST a few months ago...
>>
>>Where are you based in Cheshunt then???
>
>My email to you bounced - you'll find all the info you need at my web site,
>the address of which is in my sig.
>
>Shiuming Lai had a writeup of us in the November edition of MyAtari at
>http://www.myatari.net
>
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>

Thanks for that, I'm in the middle of transferring to my HSI internet
account hence lost messages and it taking a while to return posts
etc....

I'll look you up at some point as you're just down the road...

Regards,

JP

7353. Re: Pure Energy disks

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 18:57:47 UTC
From: Mark Davies <Pov@nospam.btinternet.com>
Message-ID: <91tjs3$ko3$1@plutonium.btinternet.com>
Source record: 52933

Yes I have a few of their compilations. I also wrote some of their menu
code.

Mark
Mac Sys Data of POV
Spaceman Spiff of PE.

"Baz Allen" <baz.allen@removethisbit.rdel.co.uk> wrote in message
news:3a3f2238.329864259@news.rrds.co.uk...
>
> Hello!
>
> Way back, I remember a group on the ST called "Pure Energy",
> I think they did a few menus.
>
> Anyone know of any websites which contain these menus or
> screen shots from the menus?
>
> I'm looking for the low numbered ones.
>
> Cheers
>
> baz
>

7354. Re: Falcon VGA adapter

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 18:59:10 UTC
From: Mark Davies <Pov@nospam.btinternet.com>
Message-ID: <91tjunkrs1@plutonium.btinternet.com>
Source record: 52934

You could always make a cable.

Falcon 030 VGA

```
1 +-------------------------+ 1
2 +-------------------------+ 2
3 +-------------------------+ 3
4 +-------------------------+ 4
5 +-------------------------+ 5
6 +-------------------------+ 6
7 +-------------------------+ 7
8 +-------------------------+ 8
9 + N/C N/C + 9
10 +-------------------------+ 10
+-11 + N/C + 11
| 12 + N/C N/C + 12
| 13 +-------------------------+ 13
| 14 +-------------------------+ 14
| 15 + N/C N/C + 15
| 16 + N/C
| 17 + N/C
| 18 + N/C
+-19 +
```

"Artur Stachon" <astachon@intergate.bc.ca> wrote in message
news:3A41EBDE.C34F6B2C@intergate.bc.ca...
> If anyone has a VGA adapter for Falcon for sale please let me know or
> tell me where can I buy one ?
>
> Thanks a lot,
>
> Artur
>
>

7355. Re: FS: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 19:00:28 UTC
From: bindon@madasafish.com
Message-ID: <t44kqcjav3h91d@corp.supernews.com>
Source record: 52935

On 21 Dec 2000 10:25:25 , Ken Kosut wrote:

Hi Ken

>I have for sale the following items:
>===
>Four 256K Simm Modules - STE
>
>These four modules came out of a STE (same as above - not Mega).
>I don't even recall booting the machine with this set.
>I bought the machine new, then upgraded it to 4 meg of RAM.
>Price - $50.00 You pay shipping
>U.S. dollars/cashiers check or money order
>===

Heh, that's put a smile on my face! These days you wouldn't even dare
paying that for four 1meg simms.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7356. Re: FS: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 19:00:31 UTC
From: bindon@madasafish.com
Message-ID: <t44kqf8lioeh1f@corp.supernews.com>
Source record: 52936

On 21 Dec 2000 10:25:25 , Ken Kosut wrote:

Hi Ken

>I have for sale the following items:
>===
>Four 256K Simm Modules - STE
>
>These four modules came out of a STE (same as above - not Mega).
>I don't even recall booting the machine with this set.
>I bought the machine new, then upgraded it to 4 meg of RAM.
>Price - $50.00 You pay shipping
>U.S. dollars/cashiers check or money order
>===

Heh, that's put a smile on my face! These days you wouldn't even dare
paying that for four 1meg simms.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7357. Help for the newbie!

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 19:05:31 UTC
From: mcardina@f1n06.kent.edu
Message-ID: <91tk9r$m04$1@usenet.kent.edu>
Source record: 52937

Hello all! Well let me start off by saying that I am fairly new to the ST line of computers. I have been an Atari enthusiast since the mid-80's. My first computer was an 800XL! That was the extent of my Atari computing. I bought an Amiga in 1989 and stuck with that until I bought a PC in 1995. (Please don't beat me profusely for that one! :))

I have recently aquired an Atari MegaST 2 with 4Meg of RAM and a 20Meg Supra Hard Disk. I am very interested in getting this machine up and running on the Internet. What do I need to do to make this possible? Is it even a feasable idea or should I try to find a Falcon or TT? How about a Medusa Board or a Milan? I have done some reading about these computers but I am afraid that I am a "lost sheep" when it comes to TOS. I like the computer very much and it seems fairly easy to use.

Let me know if anyone has any ideas or suggestions.

Thanks!

Mike

7358. Re: Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 19:28:09 UTC
From: ALTTDGAP.0CLJ2733.uN7I@dibra.saar.de
Message-ID: <ALTTDGAP.0CLJ2733.asZW827btwwuXIjKK@dibra.saar.de>
Source record: 52942

Edward S. Baiz Jr. wrote:
> Is it possible to use an Atari computer on WWW and access secured sites?

Rather poor option (and maybe not exactly what you're asking for) is
requesting web pages at https addresses via e-mail sent to a
web-by-mail server. www4mail supports this since recently by
version 2.4p4 running at www4mail@wm.ictp.trieste.it .
Form submission should be possible there, though reliability
seems to be low.

7359. Year End ATARI Sale! 10%-30% off!

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 19:56:42 UTC
From: bensmith@user2.teleport.com
Message-ID: <91tn9q$lf3$1@user2.teleport.com>
Source record: 52939
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

To make room for new stock, Bravo Sierra Computers is holding a YearEnd
Holiday Sale. Everything is 10%-30% off! Atari Orders for $50 and up
are 10% off, Orders $100 and up are 20% off and orders $150 and up are
30% off provided the customer claims the discount in E-Mail. This Sale
covers Atari Jaguar, 8-Bit & ST. This Sale does not cover Monitors.
Customer pays Shipping. So order now while supplies last. Get your free
Atari catalogs at: www.atari.benjamin.net or E-Mail atari@benjamin.net

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at

http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7360. Wanted: Mega ST 4! Pay upto $100! Buy or Trade!

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 20:00:58 UTC
From: bensmith@user2.teleport.com
Message-ID: <91tnhq$lp3$1@user2.teleport.com>
Source record: 52940

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

Looking for an Atari Mega 4 ST. Please, no upgraded Mega 2's. I need a
stock 4 MB Machine Plus a TOS 1.4 upgrade would be nice. The important
feature is this. The built-in floppy must be the Chinon (I think that's
the name). You can tell, the drive has an eject button centered under
the slot of the floppy. The button is wide, short and slanted on both
the left and right side. And the case needs to be unaltered, not cut up
to replace a drive with an incompatible button. Mega 4 ST with a bad
floppy considered? As long as the case is right. Please direct your
reply through E-Mail to bensmith@teleport.com or call Ben at:
(503)256-9974. I need to keep this transaction solely in the U.S.

P.S. Some have asked me "Why do you insist on a Mega 4 ST? Why not a
Mega 2 ST upgraded to 4 Megs?". My answer, I had a Mega 2 upgraded to 4
Megs. The upgrade failed and I don't want that again. I don't care if
Jack Tramiel himself upgraded it and Guaranteed it. I wan't the Mega to
come that way from the factory. I don't trust most of other peoples
tech work. I'd rather have the RAM put in at the Factory.
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7361. FA: Children's book on Atari BASIC (1984)

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 20:13:17 UTC
From: Eric Chomko <chomko@IDT.NET>
Message-ID: <91to8t$fuf@nnrp2.farm.idt.net>
Source record: 52941
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari,comp.sys.atari.st

Get beginners book on Atari BASIC. See link:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1203359290

7362. Re: ISO translator?

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 20:31:11 UTC
From: dziewon@xs4all.nl
Message-ID: <91tpaf$lg0$1@news1.xs4all.nl>
Source record: 52943

As far as ISO charactersets goes [ISO-8859-x], try Papyrus - the
demo is good enough for this purpose, the very Papyrus + NVDI can
make use of the larger TrueType fonts such as Cyberbit or MS Arial
Unicode so you should have no problem with Japanese. But should
your emails be in UTF-8 than so far there is no Atari-program
available [yet ;)].

gtx, Rein

--

Rein Bakhuizen van den Brink
URL http://www.xs4all.nl/~dziewon
+00-31-71-5212950 [voice] /-5234587 [fax]
P.O.Box 749, NL-2300 AS Leiden
ISO-8859-2 ��dz�Ö�� ����□

On 18 Dec 00 05:23:55 +0, "Iggy Drougge" wrote:
>Clayton Murray skrev:
>
>>Does anyone know if there is such a thing as a translator for
>>different ISO codes? I got an email from a friend in Japan, and it has
>>some "extra stuff" in there that doesn't make any sense, and I'm
>>wondering if there's a way to find out what the original intention
>>was.
>
>Try http://www1.freeweb.ne.jp/~d-lab/atari/
>

7363. Re: Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 21:51:13 UTC
From: ebaiz@skyenet.net
Message-ID: <lXu06.30$Eq1.439@newsfeed.slurp.net>
Source record: 52945

On 21 Dec 2000 20:28:09 , Thomas Knecht wrote:
>Edward S. Baiz Jr. wrote:
>> Is it possible to use an Atari computer on WWW and access secured sites?
>
>Rather poor option (and maybe not exactly what you're asking for) is
>requesting web pages at https addresses via e-mail sent to a
>web-by-mail server. www4mail supports this since recently by
>version 2.4p4 running at www4mail@wm.ictp.trieste.it .
>Form submission should be possible there, though reliability
>seems to be low.

Well I am not sure. I joined PayPal and they have web pages that begin with the https:.... I can get to the main page, but when I sign in I get an error from Cab saying that I need to be in a secured mode. Right now I have to use my wife's, UGGG, PC...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

7364. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 21:51:15 UTC
From: ebaiz@skyenet.net
Message-ID: <nXu06.31$Eq1.439@newsfeed.slurp.net>
Source record: 52944

On 19 Dec 2000 18:03:48 , Lonny Pursell wrote:

>I would buy a new machine soley from Medusa, I've just don't it.
>Personally I'd like more information as to it's origin before
>drawing any real conclusions. If you look at Medusa's past
>they just design a machine, put it out there, set a price and
>if you can't afford it... well, you can't afford it. ;-)

I would but the new machine also, but I too would love to see the specs of the machine. It is kind of strange since we are being told the new machine will be available in about 5 months. I thought the process would take alot longer...

>So can someone provide more information as to the combined
>efforts going into this machine? Bengy? You are hosting the
>poll can we get the entire site translated?!

Goto the site below and there is a link for an English translation:

http://www.atari-users.net/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7365. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 21:58:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <91tuem$q1o$1@plutonium.compulink.co.uk>
Source record: 52846

In message <UDq%5.2468$L14.8601@news.colt.net>, baldy@c-jNOSPAMparker.freeserve.co.uk said:

>Where are you based in Cheshunt then???

We meet at the Wolsey Hall, Windmill Lane in Cheshunt at 7.30 of (usually) the 3rd Wednesday of the month. The next meetings are Jan 24th and Feb 28th, 2001.

Regards, /Peter/

7366. Re: Q:upgrade floppy for 520

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 23:08:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <91u2h1sdv1@plutonium.compulink.co.uk>
Source record: 52847

In message <CFR%5.77955$eT4.5491805@nnrp3.clara.net>, lais@zetnet.co.uk said:

>> Surely it's the other way round? The HD coating is higher coercivity to
>> work properly with the closer spacing, so it would need a higher record
>> current for HD disks...
>
>I can't remember off-hand, but by logic
>isn't a comparatively higher recording
>flux more likely to mess up the finer
>structure of the high density surface?

Well, I am drawing a parallel to S-VHS v VHS videotape. To record at a higher carrier frequency = shorter wavelengths, they had to increase the coercivity of the tape. Higher coercivity needs a higher write (and erase) current. As an HD disk has twice the number of sectors per track, the equivalent of a shorter wavelength is needed. The difference in fringing from changing write current to a disk head should be negligible, I would have thought.

Regards, /Peter/

7367. How to make hi-res non-interlaced on RGB SC1224 ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-21 23:38:33 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A429479.D16D9C08@intergate.bc.ca>
Source record: 52848

When I connect my Falcon to my Atari SC1224 color monitor and switch to
"high resolution" it switches to interlaced mode and the monitor
flickers too much, but when I switch back to non-interlaced mode then it
throws me back to medium resolution.
Is there any utility that would make the non-interlaced mode stay in
high resolution mode
on SC1224 monitor without throwing me back to med-resolution ?

Artur

7368. Merry Xmas

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 00:53:56 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <ECx06.28564$xW4.221078@news-server.bigpond.net.au>
Source record: 52850

Well, I'm off for two weeks of renovating, tree lopping fun. No access to
News or Mail, so see ya

Mark

Live long and prosper
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom
Falcon030-4-800MB-SBlaster II, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

7369. Re: Falcon VGA adapter

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 01:16:26 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3A42AB6A.614CA511@netzero.net>
Source record: 52852

I have a Falcon VGA Adapter still packaged I can sell for $10.00 plus
shipping.

Mark Davies wrote:

> You could always make a cable.
>
> Falcon 030 VGA
>
> 1 +-------------------------+ 1
> 2 +-------------------------+ 2
> 3 +-------------------------+ 3
> 4 +-------------------------+ 4
> 5 +-------------------------+ 5
> 6 +-------------------------+ 6
> 7 +-------------------------+ 7
> 8 +-------------------------+ 8
> 9 + N/C N/C + 9
> 10 +-------------------------+ 10
> +-11 + N/C + 11
> | 12 + N/C N/C + 12
> | 13 +-------------------------+ 13
> | 14 +-------------------------+ 14
> | 15 + N/C N/C + 15
> | 16 + N/C
> | 17 + N/C
> | 18 + N/C
> +-19 +
>
> "Artur Stachon" <astachon@intergate.bc.ca> wrote in message
> news:3A41EBDE.C34F6B2C@intergate.bc.ca...
> > If anyone has a VGA adapter for Falcon for sale please let me know or
> > tell me where can I buy one ?
> >
> > Thanks a lot,
> >
> > Artur
> >
> >

7370. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 01:25:04 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <977444840-696963AEicMi@xs4all.nl>
Source record: 52849

>From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>Date: Thu, 21 Dec 2000 21:51:15 GMT
>I would but the new machine also, but I too would love to see the
>specs of
>the machine.
Hello,

So do I but the specs will be decided by us ! Once Medusa knows how many people are interested and what they want they will analyse the poll and then let us know on their site what we have decided. I guess afterwards they will contact everyone who participated in the poll and ask if you want to buy it. For sure is that it will be based on a 180 MHz Coldfire. I am sure more details will follow once Medusa knows how many people are interested.Medusa is a reliable company, they have already made two Atari clones long before anyone else had tried it. Read on Magic Online that until now only 43 Atarians have responded. There must be more in the world ! Do you want our platform to die ? Please respond.
(Responding to the poll will not force you to buy it !)
I read that there are already enough devellopers willing to participate. What is needed now are potential buyers. Will the project fail because of lack of interest ?

Cheers
Dan

7371. Atari Sale

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 03:43:32 UTC
From: "William T. Brown" <wtbrownual1@earthlink.net>
Message-ID: <3A42CDB0.3BA0EF6A@earthlink.net>
Source record: 52853

WILLIAM BROWN
6402 Mae Anne Ave. #131
Reno, Nv 89523

Home (775) 787-6506
Cell (775) 772-9154

wtbrownual1@earthlink.net

List of Atari hardware/software:

130xe Computer in Box with power supply
800xl Computer
Touch Tablet with pen and Software
Indus GT Floppy disk drive/power supply
1 Meg MIO board/power supply
joysticks
Atari 1010 Program Recorder
P:R: connectioin (with software)
Carts:
Basic XE
Diamond GOS (by Reeve Software)
ICD R-time 8 clock for Computer
Atari Basic
AtariArtist
Pole Position
Pilot Programming Language
Eastern Front
Star Trek
Super Cobra
Microsoft Basic II programming Language
Boulders & Bombs
Defender
Pengo
Jumpman Junion
Video Easel (use with joysticks)
Star Raiders Popeye
James Bond 007 PacMan
Joust
Qbert
Oili¿½s Well
Boulder Dash
Submarine Commander
SeaFox
Mr. Cool

Return of the Jedi (Star Wars)
Buck Rogers Planet of Zoom
Ant Eater
Jumbo Jet Pilot
Princess & the Frog
Donkey Kong

Floppy Software:

Suspended (in Box)
Tumble Bugs Candy Factory
Capture the Flag Tail of Beta Lyrae
Moon Shuttle Space Eggs
Pacific Coast Hwy Sneakers
Ali Baba (and the forty thieves)
Aztec Challenge
A.E. Apple Panic
Serpentine Sky Blazer
Track Attack Labyrinth
The mask of the Sun
Bill Budge Pinball construction set
Hard Hat Mack
Murder on the Zinderneuf
The Seven Cities of Gold
Music Construction Set
D-Bug Hickers
Enchanter StarCross
Planetfall Deadline
Witness Zork I, II, III
Infidel RainBow Walker
Drelbs Nautilus
Encounter Picnic Paranoia
Dimension X Claim Jumper
Shamus I, II Zeppelin
Slime Threshold
Jaw Breaker Choplifter
DogeRacer Mouskattack
Marauder Crossfire
Wizard and the Princess
The Dark Crystal Computer Wars
Dragonriders of Pern
Upper Reaches of Apshai
Astro Chase Snake Bite
Cyclod Canyan Climber
Oï¿½Rileyï¿½s Mine The Cosmic Tunnels
Galactic Chase Sea Dragon
Speedway Blast Pooyan
Spyï¿½s Demise Alien Swarm
Metor Storm Ultima II
Caverns of Mars SpartaDos R-time 8 softwar
Print Shop files PacMan Jr

Disk Wizard I,II P:R: connection software
Atari Translator Indus GT disk software
Atari 1050 software Top Dos 1.4
SmartDos/Dos Xl MyDos 4.0
Print Shop Karatika
Davidï¿½s Midnight Magic F-15 Eagle fighter
B/Graph Realm of Impossibility
Transylvania Drol
Mr. Robot & his Robot Factory
Jump Man Sargon II
Asylum Solo Fight
RasterBlaster Fight Night
Summer Games One on One
Kid Grid Silent Service
Spy vs Spy Lode Runner
Concentration Spare Change
Great American Road Race Ninja
Hacker Super Mailer II
Mind Shadow Wish Bringer
Mega Filer Hypnosis
Page Design Intro Machine language
Multi I/O utilities disk Abuse
The Dallas Quest Sparta Dos tool Kit
Ghostbusters Castle Wolfenstein
Cyborg BBCS BBS software
Carina 1 and 2 BBS The Eidolon
World Karate Gunship
Clowns & Ballons Kennedy Approch
Amodem and support files Compactor utilities
Archon 1,2 Combat Leader
Zaxxon The Sands of Egypt
Fortress Deluxe Invaders
Wizard of Wor Paint master
The Home Accountant Tax Advantage
SyntrendFinancial Cookbook
Beach-Head Diamond Paint
Diamond Gos utilities TeleTari
Bank Street Writer Typesetter
Rubber Stamp Forem 2.6 BBS software
Tons of Antic/Analog disk version software from 1980-1988 over 30
different disks full of stuff
RamBrandt Graphics shop
Trivia Trek Spell Wizard
Letter Wizard The Return of Heracles
Home Term/Pack Okimate Learn to print
Time Wise Syn Calc
Graphax Disk Snooper Troops
Compucat disks (alot)
130xe Spell Magic/Word/Graphic with dictionary
Aerobics Dancing Feats

Antic graphics/sound demo
Stocks and Bonds Paper Clip 130xe version
Fast Amis/Gray Amis BBS software
Strip Poker
Most all the games listed above are full versions on disk some of the following were copied and combined multi-on 1 disk or more:
Missle Command Outlaw
Crossfire Preppie 2
WallWar New Pole Possition 2
Embargo Centipeed
Galaxian Asteroids
Breakout Norad
Dragons Lord Math Wiz
Two Gun Ghost Busters
Bowling Lost Tomb
Qix Star Maze
Pharoah Curse BC Quest For Tires
Space Dungen Monopoly
Air Support Sea Dragon
Air Raid FootBall
Super Cube Clown
Planetry Drop Zone
Gravtron Aztec
Ball Blazer Space Pussys
Kenï¿½s Black Jack MMG Basic Complier
Haunted House Gauntlet
Leather Goddesses of Phobos (in original box)
Suspect (in original box) Ballyhoo (original box)
FlashBack Movie Maker
Talladega Action and tool kit
Tapper Erotic
Super PacMan New York
Mirax Force Jeepers
Frogger II Worms
Super Cobra Mr. Do
Fire Flee Shamus 1,2
Juice Mr Robot
Chess 3 Bruce Lee
Kong Jr. Star Fighter
Cavers Millipede
Alley Cat PitFall
Ms PacMan Mr. Doï¿½s Castle
CreepShow Pole Position 3

Plus a ton of stuff I am sure I havenï¿½t even seen in the boxes like Cables, cords, wires and everything else that I had with my Atari for almost 10 years. I am looking to sell the ï¿½wholeï¿½ bundle instead of piece by piece. Best offer takes it all. I thought I had a 10 Meg Supra Hard drive (with software/connections) but dont see it. Thats very nice as well!

William Brown
wtbrownual1@earthlink.net

7372. Atari FLH video format

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 07:02:32 UTC
From: phantomm@eastky.net
Message-ID: <91uua8$9e$1@nd.eastky.net>
Source record: 52858

Does anyone reading this group know if the FLH Video Format like the one that Apex Media creates is an Atari only format, or is there a FLH video format on the PC and MAC platforms?

If PC and MAC does have an FLH video format, is Apex Media's compatible or does it have to be changed/converted in any way?

Any info on the FLH format would be most helpful...

Any URl's on the subject of FLH video format would be a plus!

Also, if you reply to this posting, do e-mail me a copy just in case my news server doesn't pick it up.

Thanks,
phantomm@eastky.net

7373. Wanted Studio Photo and Prism Paint 2

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 07:06:05 UTC
From: phantomm@eastky.net
Message-ID: <91uugt$9e$2@nd.eastky.net>
Source record: 52856

Wanted Studio Photo and Prism Paint 2.

Must be all original.

Will trade original Rainbow Multimedia 2 for either.
Also have other Falcon graphics/D2D/Games for trade/sale.

phantomm@eastky.net

7374. USA: Looking for Atari Software Trades

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 07:09:56 UTC
From: phantomm@eastky.net
Message-ID: <91uuo4$9e$3@nd.eastky.net>
Source record: 52857

Looking for Atari Users in the USA who are willing to trade original
Atari software for original Atari software. ST-Falcon Games, Utilities,
Applications and etc.

Contact me by e-mail if interested.

phantomm@eastky.net

7375. USA:Atari Hardware wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 07:17:47 UTC
From: phantomm@eastky.net
Message-ID: <91uv6r$9e$4@nd.eastky.net>
Source record: 52855

Need ST-Falcon Joystick/Mouse extenders or sometype of MouseMaster devices.
Also... Golden Image Mouse GI-250 or better, and Black and White Wand or
Flatbed Scanners.

Items must be in good working condition.

phantomm@eastky.net

7376. Re: Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 09:37:03 UTC
From: carlos <carlos@nospam.no.no>
Message-ID: <3A4320BF.C39995B4@nospam.no.no>
Source record: 52859

hmm... show me a CAB-compatible online banking service... please

Derryck Croker wrote:
>
> From: carlos <carlos@nospam.no.no>
> Date: Wed, 20 Dec 2000 09:46:52 +0000
>
> >No, the Atari web browsers are all shite, frankly.
>
> You're wrong on two counts, not bad for a one-line answer!
>
> >
> >Edward S. Baiz Jr. wrote:
> >>
> >> Hello,
> >>
> >> Is it possible to use an Atari computer on WWW and access secured sites?
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

7377. Re: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 10:22:50 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <977480655.19135.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 52860

> ==
> Four 256K Simm Modules - STE
>
> These four modules came out of a STE (same as above - not Mega).
> I don't even recall booting the machine with this set.
> I bought the machine new, then upgraded it to 4 meg of RAM.
> Price - $50.00 You pay shipping
> U.S. dollars/cashiers check or money order
> ==

What??? tell me if you get that price, I have been stirring my cafe with 1mb SIMMs in between giving them away.

Well good luck....

7378. Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 10:30:03 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <977481093.19273.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 52861

How do I get this card working in Magic (6), it is in a TT and also has the 15Bit extension???

I do have drivers but they would appear to be in German and all mixed up and in different places on the drive.

Mark

7379. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 11:32:45 UTC
From: DjS <djs@thesoundlab.co.uk>
Message-ID: <920rbg$6q8$1@newsg2.svr.pol.co.uk>
Source record: 52876

In message <wyP06.5613$WC3.388573@nnrp4.clara.net>, "Shiuming Lai" wrote:
>
> "nowt" <nowt@nowt.co.uk> wrote in message
> news:3a415fda$0$175@news.zetnet.co.uk...
> > you will never get any Atari computer to compete with the marvellous
> Amigas
>
> Is it just me or is the Amiga scene just
> full of such bigoted half-wits?
>
> Shiuming Lai

The ones I know are quite nice and very open minded, I don't think they were too bothered at my local computer club where I was running an Atari emulator on my PC with the trashcan renamed to 'Amiga'. Hmmmm..... The PC users don't much like my hatred of Windoze and my mocking of them using it though.

DjS

7380. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 12:17:39 UTC
From: bindon@madasafish.com
Message-ID: <t46hj34sn3cp3c@corp.supernews.com>
Source record: 52862

On 22 Dec 2000 01:25:04 , Dan wrote:
>>From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>>Date: Thu, 21 Dec 2000 21:51:15 GMT

>Read on Magic Online that until
>now only 43 Atarians have responded. There must be more in the
>world ! Do you want our platform to die ?

I'd love too but my machine with CAB 1.5 just doesn't cut it and
everytime I go to magicos.de I get there ISP reporting something in
German.

Please, if the questionaire is not too big, could someone please send
me a copy of the questions or something then put my answers back, as
I'd liked to put my view over. Especially on using the PPC instead.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7381. Re: FS: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 12:17:41 UTC
From: bindon@madasafish.com
Message-ID: <t46hj5cctvnn3d@corp.supernews.com>
Source record: 52863

On 21 Dec 2000 19:00:28 , Lyndon Amsdon wrote:
>On 21 Dec 2000 10:25:25 , Ken Kosut wrote:

Oops, Newsie's up the shoot again, sending more copies of my sig.
Maybe I should try switching to Emailer...

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7382. Re: Help for the newbie!

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 12:17:44 UTC
From: bindon@madasafish.com
Message-ID: <t46hj8a7efpb41@corp.supernews.com>
Source record: 52864

On 21 Dec 2000 19:05:31 , Michael Cardina wrote:
>Hello all! Well let me start off by saying that I am fairly new to the ST
>line of computers. I have been an Atari enthusiast since the
>mid-80's. My first computer was an 800XL! That was the extent of my
>Atari computing. I bought an Amiga in 1989 and stuck with that until I
>bought a PC in 1995. (Please don't beat me profusely for that one! :))

I'll beat you up for the PC *and* the Amiga! :)

>I have recently aquired an Atari MegaST 2 with 4Meg of RAM and a 20Meg
>Supra Hard Disk.
<<<Snip>>

First you'll need a patch for the bad serial drivers in TOS. Get
HSModem v7 or better. Read the docs with it and put it in the
auto folder on the hard disk. You'll need MFP.PRG and DRIVIN.PRG.

Next you need a internet connection layer. Use STIK 2 as it's easy to
install. Read the docs and edit the script files on a PC to suit your
ISP.

Next you need the software to do something. Use CAB to surf the net
(not recommened on an ST) but news groups and email and FTP can all be
done very well, even better than a PC. Download Newsie and you can do
all that.

If you need any help at all feel free to email for more help, as I'm
not sure how much detail you want.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7383. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 12:47:12 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B6689B5F.6786%bengy@mac.com>
Source record: 52865

in article t46hj34sn3cp3c@corp.supernews.com, Lyndon Amsdon at
bindon@madasafish.com wrote on 12/22/00 5:17 AM:

> Please, if the questionaire is not too big, could someone please send
> me a copy of the questions or something then put my answers back, as
> I'd liked to put my view over. Especially on using the PPC instead.

Here are the questions, please send them to bengy AT mac.com:
Full Name:

Email:

1. Which up-to-date interfaces should the new computer have?
2. Which interfaces do you think are obsolete or not required anymore?
3. Which interfaces do you consider as a "Must"?
4. Which OS would you prefer for the new computer?
5. Which hardware should it be fitted with?
6. How much would you be willing to pay for it at the most?
7. Do you have a suggestion concerning a suitable name?
Additional questions for developers:
8. Which programs/tools/drivers have you developed so far?
9. Which programs/tools/drivers would you be able to develop?
10. Do you prefer developing on your own or together with others?
11. Would you be willing to develop something (agreed upon beforehand)
and keep one of the new computers as payment?
12. If you answer question No. 11 with "No": Which other conditions
would you have in mind?

7384. Re: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 13:20:23 UTC
From: chrisc1966@my-deja.com
Message-ID: <91vkej$5f3$1@nnrp1.deja.com>
Source record: 52866

In article <977480655.19135.0.nnrp-07.9e98a620@news.demon.co.uk>,
"Mark" <mark@recycledsteel.co.uk> wrote:
> >
==========
> > Four 256K Simm Modules - STE
> >
> > These four modules came out of a STE (same as above - not Mega).
> > I don't even recall booting the machine with this set.
> > I bought the machine new, then upgraded it to 4 meg of RAM.
> > Price - $50.00 You pay shipping
> > U.S. dollars/cashiers check or money order
> >
==========
>
> What??? tell me if you get that price, I have been stirring my cafe
with 1mb

Yeah...here in the UK I get 5 UKP for a set of four 1Mb SIMM's tested
with TOS 2.06 or 3.06....Old TOS ses go for about the same, or maybe
less....

chrisc

> SIMMs in between giving them away.
>
> Well good luck....
>
>

Sent via Deja.com
http://www.deja.com/

7385. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 15:05:50 UTC
From: bindon@madasafish.com
Message-ID: <t46reenbkrcf64@corp.supernews.com>
Source record: 52867

On 22 Dec 2000 12:47:12 , Bengy wrote:
>in article t46hj34sn3cp3c@corp.supernews.com, Lyndon Amsdon at
>bindon@madasafish.com wrote on 12/22/00 5:17 AM:

Thankyou Bengy :) I'll send the answers to you tonight, hopefully.

>Here are the questions, please send them to bengy AT mac.com:
>Full Name:
>
>Email:
>
>1. Which up-to-date interfaces should the new computer have?
>2. Which interfaces do you think are obsolete or not required anymore?
>3. Which interfaces do you consider as a "Must"?
>4. Which OS would you prefer for the new computer?
>5. Which hardware should it be fitted with?
>6. How much would you be willing to pay for it at the most?
>7. Do you have a suggestion concerning a suitable name?
>Additional questions for developers:
>8. Which programs/tools/drivers have you developed so far?
>9. Which programs/tools/drivers would you be able to develop?
>10. Do you prefer developing on your own or together with others?
>11. Would you be willing to develop something (agreed upon beforehand)
>and keep one of the new computers as payment?
>12. If you answer question No. 11 with "No": Which other conditions
>would you have in mind?
>
>.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7386. Re: First Word Plus

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 17:55:35 UTC
From: sidcelery@cix.co.uk
Message-ID: <9204in$20r$1@plutonium.compulink.co.uk>
Source record: 52868

On 16 Dec 2000 02:46:10 , John Garone wrote:
>On 12 Dec 2000 19:46:50 , "Chris Owen" wrote:
>> My copy of 1st Word Plus has finally ended its days and I didn't
>> have a copy (thought I did!)
>>
>> Does anyone know where I can download a copy?
>>
>> I'm in the middle of transferring some old documents onto my PC.
>> I'm using a converter to put it into wordperfect format which my
>> PC can read. Unfortunately it loses a lot of the formatting which
>> is a pain.
>
> Will 1st Word V1.06 do?

No John. If Chris created the docs with the commercial FWP he'll need
the same to retain all formatting. ALthough this'll depend on the
quality of the conversion software I suppose.

Are you still waiting for some help, Chris?

rgds
H

7387. Re: Geneva, BlowUP030, Outside, STyle,

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 17:55:36 UTC
From: sidcelery@cix.co.uk
Message-ID: <9204io$20r$2@plutonium.compulink.co.uk>
Source record: 52869

On 16 Dec 2000 13:01:57 , "Mathias" wrote:
> outside is free now!

Sure, but in German and without an English manual?
For a couple of bucks it would still be useful...

> "Lonnie McClure" <lonniemcclure@prodigy.net> schrieb im Newsbeitrag
> news:MPG.14a44707e4e18789989812@news.prodigy.net...
>> I have the following software up for auction on eBay. All auctions
>> end on Sunday, December 17.
>>
>> Outside version v3.20 (virtual memory manager - requires 68030 CPU):
>> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1201722894
>> NO BIDS (minimum bid = $2.00)

rgds
H

7388. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 18:10:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9205esnki1@snipp.uninett.no>
Source record: 52870

Mark <mark@recycledsteel.co.uk> wrote:
> How do I get this card working in Magic (6), it is in a TT and also has the
> 15Bit extension???

> I do have drivers but they would appear to be in German and all mixed up and
> in different places on the drive.

I haven't even tried the original drivers, I installed NVDI ET4000
(included in NVDI5) from the start. It works fine with MagiC6, just as
well as a "normal" NVDI.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

7389. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 20:56:18 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <wyP06.5613$WC3.388573@nnrp4.clara.net>
Source record: 52871

"nowt" <nowt@nowt.co.uk> wrote in message
news:3a415fda$0$175@news.zetnet.co.uk...
> you will never get any Atari computer to compete with the marvellous
Amigas

Is it just me or is the Amiga scene just
full of such bigoted half-wits?

Shiuming Lai

7390. Re: Destiny

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 21:25:43 UTC
From: ebaiz@skyenet.net
Message-ID: <rFP06.19$yu3.153@newsfeed.slurp.net>
Source record: 52872

On 15 Dec 2000 01:52:14 , "Mark Bedingfield" wrote:
>Was poking around the Web today, and discovered that F-max are making
>adaptors to plug the PPC tempest accelerator into ANY atari or compatible.
>This includes ST/FM/E, Mega ST/STE, TT, Milan and Hades... Look
>http://fmax.atari.org/

Yep, I am already on the list for one. I am anxious to see just what it
does for my Hades.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7391. Re: Atari FLH video format

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 23:11:52 UTC
From: sidcelery@cix.co.uk
Message-ID: <920n3o$d81$1@plutonium.compulink.co.uk>
Source record: 52873

On 22 Dec 2000 07:02:32 , Phantomm wrote:
> Does anyone reading this group know if the FLH Video Format like
> the one that Apex Media creates is an Atari only format, or is
> there a FLH video format on the PC and MAC platforms?

The formats FLI/FLC/FLH are from Autodesk Animator.

> If PC and MAC does have an FLH video format, is Apex Media's
> compatible or does it have to be changed/converted in any way?

IIRC this is a tricky question. There was some question mark about the
portability of this format with HiSoft's software. I don't know if
this also applies to Apex.

An alternative, though, is to grab Aniplayer v2.13 by Didier Mequignon
from http://aniplay.atari.org - it can read the folowing formats and
has been optimised for the Falcon and TT's with Graphics card displays.

- QuickTime Movies (MOV)
Video For Windows (AVI)
Autodesk Animator (FLI/FLC/FLH)
MPEG 1/2 (MPG)
- Interactive Video QuickTime VR (MOV with mouse control)
- Sounds Audio Visual Research (AVR)
Microsoft RIFF-WAVE (WAV)
Apple Interchange File Format (AIF)
Real Audio (RA 14.4K and 28.8K)
MPEG 1/2 Audio Layer 1,2,3 (MP1/2/3)
- JPEG pictures

More importantly for you it can also _save_ in the following formats:

- AVI, Video For Windows in Microsoft RLE 256 colors (RLE8).
- MOV, QuickTime in:
• Apple Animation RLE 256 colors (RLE8) if screen <= 256 colors.
• Apple Animation RLE 32768 colors (RLE16) if screen > 256 colors.

The unregistered version only has some time delays at program start
and end

It also supports the following standards, so it hooks up really nicely
into CAB and Magic if you pre-load it, so you don't have to waste
online time with the nag screens.

• Long filenames
• Command line & ARGV
• AV-protocol (VA_START, AV_SENDKEY, AV_STARTED, & AV_XWIND)

- Drag & Drop protocol
- DHST-protocol
- ST-Guide (see 'General informations')
- BubbleGEM
- OLGA (see 'OLGA installation')
- GEMScript

It's only $10/5ukp/50FF to register so it's better to support Didier than to have to wait. He EMail'd my key the same day he received my letter.

HTH

rgds
H

7392. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 23:11:57 UTC
From: sidcelery@cix.co.uk
Message-ID: <920n3t$d81$2@plutonium.compulink.co.uk>
Source record: 52874

On 22 Dec 2000 10:30:03 , "Mark" wrote:
> How do I get this card working in Magic (6), it is in a TT and also
> has the 15Bit extension???

Hi Mark,
I'm running with a TT and a Crazy Dots 2 and I've just received Magic 6 this week. I think I've set it up ok (well, it works!) so I'm sure I can help.

> I do have drivers but they would appear to be in German and all
> mixed up and in different places on the drive.

What drivers? NVDI4 or 5 or something else?
I'm running with v4.11r3 atm, but I've just got v5.0x and I'll be setting them up over the holidays. EMail me and I'm sure we can get you sorted out.

In return maybe you (or anyone else - I'm not too proud <g>) can help me with a serial port problem I have with the TT and STinG:

I've always been confused because STinG's Serial CPX always starts up showing Modem 1 @19k2 with no flow control etc. While setting up Magic I finally realised that my old Magx.inf was causing this because the lines after #_CTR showed:
#a040000
#b000000

I've changed the first to #a0=0021 and I'm getting close because, even though it still shows Modem 1, when I flick over to Modem 2 in the CPX I get 38400 8N1 RTS/CTS, which is exactly what I want, but I still can't get modem 2 to be selected automatically.

I think the #b line relates to the printer - could the setting be in line #c ? What do I need to change? Currently I'm showing:
#c77700070006000700552005055522207705570750555077031111103

I've got HSModem 7 set up correctly for every other comms program (110 set to represent 38k4) and I've got Modem 2 named in DIAL.SCR and every other terminal I use works fine. I can even run CixComm correctly and follow up by going to the Dialler and there's Modem 1 cropping up yet again.

It's not something I can't work around - I just know there's a fix somewhere.

TLA

rgds
H

7393. Re: How to make hi-res non-interlaced on RGB SC1224 ?

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 23:18:20 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <zIR06.95053$eT4.6374125@nnrp3.clara.net>
Source record: 52875

"Artur Stachon" <astachon@intergate.bc.ca> wrote in message
news:3A429479.D16D9C08@intergate.bc.ca...
> When I connect my Falcon to my Atari SC1224 color monitor and switch to
> "high resolution" it switches to interlaced mode and the monitor
> flickers too much, but when I switch back to non-interlaced mode then it
> throws me back to medium resolution.
> Is there any utility that would make the non-interlaced mode stay in
> high resolution mode
> on SC1224 monitor without throwing me back to med-resolution ?

Waste of time. The SC1224 is a monitor
for games, not serious work, hence the
low resolution and refresh rate (that's
why it needs to interlace to display a
high resolution image).

Do yourself a favour and buy a good
quality SVGA screen if you want
high resolution.

Shiuming Lai

7394. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-22 23:41:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <977580892-524407AEicMi@bun.com>
Source record: 52891

Hi Harry

>In return maybe you (or anyone else - I'm not too proud <g>) can help me
>with a serial port problem I have with the TT and STinG:
>
>I've always been confused because STinG's Serial CPX always starts up
>showing Modem 1 @19k2 with no flow control etc.

And you have saved the settings in the CPX? and the CPX is active?.
Once saved, the CPX is a boot-init CPX, it'l initialize the port and go
bye bye's.

>While setting up Magic I finally realised that my old Magx.inf was
>causing this because the lines after #_CTR showed:

And mine is..

#_CTR
#a000000
#b001001

Anyway, red herrings dude, the CPX will set all, but if you want you
could load the CPX and set as you require, then save MAGX.INF.

You mention that youve got HSMODEM redirected to use 100, i dont do any
of this twatting and my modem 2 speed max is 115200.

The CPX will set the protocol, and then the dialler selects the port it
needs at the speed the CPX has pre-set.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7395. Re: USA:Atari Hardware wanted...

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 00:36:51 UTC
From: David Smith <david@suscom.net>
Message-ID: <3A43F3A3.ED1AC48E@suscom.net>
Source record: 52877

I have both MouseMaster and joystick extenders for sale. check out my home page.

Phantomm wrote:

> Need ST-Falcon Joystick/Mouse extenders or sometype of MouseMaster devices.
> Also... Golden Image Mouse GI-250 or better, and Black and White Wand or
> Flatbed Scanners.
>
> Items must be in good working condition.
>
> phantomm@eastky.net

--
David Smith. Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david

7396. Re: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 03:11:29 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a4417e3$0$36812$272ea4a1@news.execpc.com>
Source record: 52878

On Fri, 22 Dec 2000, Mark wrote:

> > ==
> > Four 256K Simm Modules - STE
> >
> > These four modules came out of a STE (same as above - not Mega).
> > I don't even recall booting the machine with this set.
> > I bought the machine new, then upgraded it to 4 meg of RAM.
> > Price - $50.00 You pay shipping
> > U.S. dollars/cashiers check or money order
> > ==
>
> What??? tell me if you get that price, I have been stirring my cafe with 1mb
> SIMMs in between giving them away.
>
> Well good luck....

Gentlemen,

Do you have any idea what I paid for TOS chips and RAM simm modules
only a few years back?

TOS 2.06 was $59. U.S. dollars excluding shipping.
4 1 mbs were $116.00 or $29.00ea excluding shipping.
(and that was the "sale" price - and the simms were Generic, not Atari)

One does have the option of making an offer.

But if you say that the market value is 5 UKP or $7.5 U.S. for four
simms, ok. well and good.
But at that price, it is hardly worth my time to package them,
and take them down to the post office.
Salvation Army is closer.

BTW - The simms you speak of. Are they Atari or Generic?

Have a nice holiday!

ken

7397. First Word Plus

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 05:15:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3a44a9fb$1_1@news.pacifier.com>
Source record: 52885

>> My copy of 1st Word Plus has finally ended its days and I didn't
>> have a copy (thought I did!)
>>
>> Does anyone know where I can download a copy?
>>
>> I'm in the middle of transferring some old documents onto my PC.
>> I'm using a converter to put it into wordperfect format which my
>> PC can read. Unfortunately it loses a lot of the formatting which
>> is a pain.

I have a copy of 1st Word Plus version 3.14 and the 3 ring binder manual.
The package weighs 3.5 lbs. I'll ship it to you if you think its worth $15.

I can be reached at:

Don Schmidt (360) 573-3333 dschmidt@pacifier.com
11111 NE 30 Ave
Vancouver, WA 98686-4326

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---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

7398. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 05:56:15 UTC
From: dwolfe4@genie.idt.net
Message-ID: <921epv$1s6@nnrp1.farm.idt.net>
Source record: 52879

On 22 Dec 2000 23:11:57 , Harry Sideras wrote:
>On 22 Dec 2000 10:30:03 , "Mark" wrote:
> > How do I get this card working in Magic (6), it is in a TT and also
> > has the 15Bit extension???

>In return maybe you (or anyone else - I'm not too proud <g>) can help
>me with a serial port problem I have with the TT and STinG:
>
>I've always been confused because STinG's Serial CPX always starts up
>showing Modem 1 @19k2 with no flow control etc. While setting up Magic
>I finally realised that my old Magx.inf was causing this because the
>lines after #_CTR showed:
>#a040000
>#b000000
>
>I've changed the first to #a0=0021 and I'm getting close because, even
>though it still shows Modem 1, when I flick over to Modem 2 in the CPX
>I get 38400 8N1 RTS/CTS, which is exactly what I want, but I still
>can't get modem 2 to be selected automatically.
>
>I think the #b line relates to the printer - could the setting be in
>line #c ? What do I need to change? Currently I'm showing:
>#c77700070006000700552005055522207705570750555077031111103
>
>I've got HSModem 7 set up correctly for every other comms program (110
>set to represent 38k4) and I've got Modem 2 named in DIAL.SCR and
>every other terminal I use works fine. I can even run CixComm
>correctly and follow up by going to the Dialler and there's Modem 1
>cropping up yet again.
>
>It's not something I can't work around - I just know there's a fix
>somewhere.

I have the DIAL.SCR set to SERIAL2/LAN, and the SERIAL.CPX set to the
same thing with the baud at 115,400 and when I run the DIALER this is
the port I get and the connect speed, TT30/MagiC 4/10/NIVDI 4/EASE 4

Later, Donner.....

7399. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 09:00:25 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a4469a9$0$179@news.zetnet.co.uk>
Source record: 52880

Hi William & Peter!

>> Any idea if there is a game like Wing Commander or Star lancer??

>There is Elite 2 Frontier. A lot faster on the Falcon.

I've only just seen this thread, so I apologise that my reply is late! :)

Anyway, I know everyone has been talking about Frontier, but William wanted a Wing Commander clone, and there is one for the Falcon: CROWN OF CREATION 3D, written by Rebelsoft Design.

There is even a website for it:

http://www-public.tu-bs.de:8080/~y0001569/E_SEITE0.HTM

Cheers!

James


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-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

7400. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 09:40:54 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a447326$0$173@news.zetnet.co.uk>
Source record: 52881

On 19 Dec 2000 22:39:58 , "Shiuming Lai" wrote:

>>> Can you use any laptop HD on a falcon ? Any brand ? any size ? Is
>>> internal HD only IDE or is it SCSI too ? Please anyone tell me
>> I use a 45GB since last week.
>Right, that's it, I'm going to rip this
>75 GB out of the PC and stick it
>in my Falcon.

I don't see the point of that. You'd never fill it up! Being an IDE it's not fast enough for D2D recording with Cubase Audio.

I've had a 10.2gig IDE in my Falcon for a year, and I've still got loads of space!

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

7401. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 09:40:57 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a447329$0$173@news.zetnet.co.uk>
Source record: 52882

Hi John!

On 17 Dec 2000 05:01:34 , John Garone wrote:

> I'd like to superimpose/combine/cut'n paste an animated GIF with
>a still GIF (or JPEG). Anyone here know of a program for the Falcon?

I'd also like to know of an Atari program that can create/edit animated
GIFs....

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

7402. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 13:21:55 UTC
From: bindon@madasafish.com
Message-ID: <t499nj3k4ejb6a@corp.supernews.com>
Source record: 52883

On 23 Dec 2000 09:40:54 , James Haslam wrote:
>On 19 Dec 2000 22:39:58 , "Shiuming Lai" wrote:
>
>>>> Can you use any laptop HD on a falcon ? Any brand ? any size ? Is
>>>> internal HD only IDE or is it SCSI too ? Please anyone tell me
>>> I use a 45GB since last week.
>>Right, that's it, I'm going to rip this
>>75 GB out of the PC and stick it
>>in my Falcon.
>
>I don't see the point of that. You'd never fill it up! Being an IDE it's
>not fast enough for D2D recording with Cubase Audio.
>
>I've had a 10.2gig IDE in my Falcon for a year, and I've still got loads
>of space!

Yeah, it does seem a lttle pointless. I've had a 1.7gb in my STe for
over 5 years now and I only managed to fill some 500mb of it. And
know that I'm moving the drive to a Falcon (partioning it from 8
drives to 1 or 2) then I realised that a lot of that 500mb was useless
old buggy software as I started to backup on to floppys. Things like
STWord, STWriter, DBMaster, 50 odd disk formatters, 20 or so virus
killers. I need to repartition because I need to look forward, so
I'll need a bigish drives to hold CD Disk image.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7403. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 13:22:07 UTC
From: bindon@madasafish.com
Message-ID: <t499nvi5k22d71@corp.supernews.com>
Source record: 52884

```
On 23 Dec 2000 09:40:57 , James Haslam wrote:
>Hi John!
>
>On 17 Dec 2000 05:01:34 , John Garone wrote:
>
>> I'd like to superimpose/combine/cut'n paste an animated GIF with
>>a still GIF (or JPEG). Anyone here know of a program for the Falcon?
>
>I'd also like to know of an Atari program that can create/edit animated
>GIFs....

I think GIFBAT which came on a cover disk to AC? I remeber something
about it in AC, and IIRC it is a TTP that strings a load of GIFs
together to make an animation. I've deleted it off my HD so I can't
tell, but I could search through my cover disks if you like.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+
```

7404. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 13:32:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <977583488-42243AEicMi@gmx.net>
Source record: 52886

From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Date: 9 Dec 2000 01:54:14 GMT

Hi David,

>Works great as both an audio CD player and a CD-ROM drive.
>I guess I will never use it as a photo-CD player, as Apple
>cannot provide me with the adapter cable, and there are
>no schematics to figure out the connector pinout. Oh, well.
I you can't find spare parts for the Apple PowerCD go and check out a
Philips service center.... the Apple PowerCD and Philips CDF100 are
identical except for the SCSI interface which is lacking on the Philips.

>Since so few people have seen this, I'll describe it: It is
>a squarish package with the circular door/CD holder that
>hinges out. The door has a back-lit LCD display for track,
>time, etc. The main unit plugs into the power adapter/SCSI
>circuit base such that it is inclined at about a 45 degree
>angle. Very cool. Very Apple-ish.
Yes it looks great... but Philips designed it ;-), the only difference
between the two is the Apple logo, two Mac HFS disks with drivers for
Mac OS 7.x and the SCSI interface.
I haven't followed this thread... if the infrared red remote control is
broken or missing, you can use a Philips replacement which costs 25 Euro,
the PowerCD can be attached to a TV by means of a simple RF adapter cable
(the same thing that connects an ST to a TV). You have to set the TV to
channel 36 to get a picture.
Rechargeble batteries are still widely available for it, these are the same
type as the ones used in the older Philips VCR cameras...

Cheers from Belgium
Dennis
--

Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7405. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 13:34:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <977583492-43036AEicMi@gmx.net>
Source record: 52887

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Thu, 14 Dec 2000 01:22:38 GMT

Hi Michael,

>1. PPC 603e CPU (up to 200MHz), which runs 680x0 software at about the
>same speed as up to a 100MHz 68060 (the "up to" means it will run at that
>speed with Nemesis or similar bus accelerator).
>2. 2 SDRAM slots for up to 256Mb of fast RAM
>3. dual processing with either the 68030 or other CPU replacement cards,
>such as Afterburner (and maybe CT60?).
>4. Plug-n-play operation, with the option of soldering in a single wire
>foradded Falcon compatibility.
>5. Priced at about $300 US / 300 Euro / 199 UK Pounds.
Well the specs are nice, but aren't they always ?
300 Euro for a card which in practice will only be usable as a memory upgrade
seems a bit steep to me. As long as there isn't any software that is written
specificly to run on the PPC processor, it's useless.. they could just as
well have sticked a Pentium or Athlon on top of it.
Considering that the Hades and Milan are around for quiet some time now and
that for those computers no one bothered to write specific software, I think
finding programmers developing applications for the Tempest are minimal.

>This card should be faster, cheaper, and allow for better compatibility than
>the CT60 (from my own comparison of the specs), and allow people to make PPC
>ports of software, which will run even faster than the specs I quoted in #1!
>I'm quite impressed, personally, and look forward to this card.
No way... Mac PPC's with a 603/200Mhz can barely emulate an 68040. It's only
faster when the PPC is actually used, since there isn't any software you'll
have to run the card in the other mode => 68030. Who on earth do you expect
to be porting that software? and what software? Firms like ASH, Invers or ROM
didn't even bother about the Hades and Milan.
Even the shareware and PD market ignored these computers, I'm sorry Mike but
I'm not even slightly impressed with the specs, it sounds to me that the PPC
argument is nothing more then a useless and costly gimmick...

>This card does seem to be a reality, despite what the nay-sayers
>have said, and isn't a Cortex vaporware rumor. I hope people will support
>this card, too! Both are equally viable accelerators that seem to be pretty
>high-powered stuff!
OK. Lets assume that it really exists and isn't vapourware, the problem is
that it isn't an accellerator at all! it accelerates absolutely nothing. If
you're in need of 256Mb RAM then it might be a valuable option....

>which has caused the hoped for addition of a USB port to not become a
>reality (which may be why they were taking longer than expected to produce

>the card?). However, this may be an additional add-on they'll make in the
>future.
And will be an additional useless feature... USB ports are fine, but without someone writing suitable drivers of no use at all. Manufacturers don't just "give" their specifications away, they want hard cash in return.
On a platform as small as ours, these drivers would cost probably more then the Tempest card.

Instead of waiting for cards that might never appear or in the case of the Tempest will never even accelerate anything, just sell your Falcon and add the money you're prepared to pay for the Tempest card... this should be enough to order a Milan, which will be delivered by UPS next week at your doorstep and enjoy computing like you never did before...

Is this a ridiculous suggestion? just think about it.. you can stick as much cheap RAM in the Milan as you like, it comes with a graphic card , nice fat speedy harddisk, CD-R... etc.
If you want to add an Ethernet-, SCSI, MIDI, DSP or even TV card no problem, its all available *now* :-)

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7406. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 13:35:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <977583506-45855AEicMi@gmx.net>
Source record: 52889

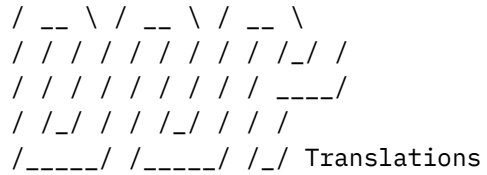
From: Bengy <bengy@mac.com>
Date: Tue, 19 Dec 2000 23:30:10 GMT

Hi Bengy,

>Exactly, I told Ulrich (The Medusa "spokesman", who is organizing the whole
>fiasco) the very same thing. Even at this point, the public has heard no
>direct statement from Medusa. (I agree - kinda strange)
It seems to me that a firm that is producing Atari clones for well over five
years now, should at least have a pretty good idea of how the market is like.
If *they* don't have a clue, I wonder who does....

I suppose that you've somehow must have checked mister Ulrich Goessel his
credentials? My first thoughts were that he's some German version of Jared
Falvo... just try imagine the outcome if we could lock these two up for a
couple of hours in a small room.... :-)

Cheers from Belgium
Dennis
--



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dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7407. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 13:36:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <977583498-44187AEicMi@gmx.net>
Source record: 52888

From: michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen)
Date: 20 Dec 2000 18:31:26 +0100

Hi Michael,

>The 500 minimum buyers they want is more than the total number of Milans
>sold so far. And these *are* still being sold *now*.
Unless Milan gets his act together these numbers probably will not rise significantly... Milan makes me think of Atari, great at R&D but lousy at marketing. One would think that the Atari debacle would have served as an example how *not* to conduct business, but Milan goes to show that lessons must be learned the hard way. Announcing the Milan2 while the Milan1 was barely available was a colossal mistake in the first place. Potential buyers were likely to wait for the successor..., every kid following an an econmy-class knows this... one doesn't *kill* the chicken that produces golden eggs, unfortunately Ali G. and company didn't seem to know this.
I'm convinced that Milan could easily double the numbers of sold units in a couple of months, if only they would change their market "strategy".

In Germany which is the Milan *home-market* after all, it's quiet difficult to get hold of a Milan, only a handfull of dealers sell them. Supporting the local dealers sounds very nice on paper, in practice it must be clear by now that it doesn't work... why on earth can't the public buy the Milan straight from the manufacturer? it should have been possible from day one to order a Milan and it's peripheals online from the Milan website and UPS delivering the goods within a week.

Which brings us to Atari users located elsewhere.... if you follow CSAST regularly surely you must have noticed the postings of people wanting to know where they possibly could obtain a Milan? except for France, Holland and England where a handfull of dealers are supposed to sell them at prices that are a lot higher then the German retail price, it's easier to spot an UFO then to obtain a Milan.

AFAIK the Milan can be bought in an assembled computer version or in a DIY kit package. Getting hold of that DIY kit is virtually impossible, there isn't one dealer in Germany able or willing to sell this.... why? That kit is considerably cheaper and many people have got spare HD's, CD-R's, RAM or can get them cheaper from a third party, that kit is 600DM cheaper opposed to the assembled version, 600DM could make *all* the difference...

Selling a computer with *only* German docs, OS and programs, IMHO is equal to committing suicide if one wants to capture a piece of the market. German is a nice language, but I strongly doubt that an American will be charmed by it. AXRO at least knew this, and contacted several translators including DDP to produce local translations for the Milan2...

Since polls are popular lately, let's have one here as well :-)
Supposing.....that Milan would change his marketing strategy radically and offer various packages of the Milan by direct marketing online from their website and ship these anywhere in the world like a:

- Milan040 DIY kit basic version for 1000DM/300 ukp/$450
- Milan040 DIY kit with MagiCMilan for 1100DM/330 ukp/$485
- Milan040 DIY kit with the 060 upgrade 1600DM/470 ukp/$695
- etc....

The kits would be available with German, English or French docs, OS and programs.. it would also be a very good thing if Milan puts this poll on their own website, and for a change actually communicate with the Atari community.

The costs for this operation would be minimal for Milan since the packages already exist, it's merely a matter of replacing the language CD.... since most of the programs included are already translated in English and French all that needs to be done is to translate the manual(s)... I reckon that in less then two months, Milan could be in business...

So let's hear it guys... who's interested in a DIY kit at the above quoted price? the kit contains all necessary cables, screws, processor, TOS, suitable drivers and graphic card. All that needs to be done is to plonk the whole lot in an ATX tower, add a HD, CD-R, Floppy and some RAM....

Unrealistic? dreaming ? who knows? but isn't it worth just trying? At least it's better then waiting for some vapourware with unknown specifications to appear. The big advantage over the Tempest and Medusa projects is that we know for sure that the existing software base will actually run on it. While the CT-60 is a a more viable contender all it does it speed up the Falcon, but then there's still the problem of by today standards crappy and very slow graphics not to mention the lack of a fast 10Mbit/sec network option, and ST, STE, Mega, MegaSTe and TT users are left in the dark...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7408. Re: Atari 520STFM Internal FDD

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 14:45:24 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <977580886-523551AEicMi@bun.com>
Source record: 52890

Hi Peter

>>Where are you based in Cheshunt then???
>
>We meet at the Wolsey Hall, Windmill Lane in Cheshunt at 7.30 of
>(usually) the 3rd Wednesday of the month. The next meetings are Jan 24th
>and Feb 28th, 2001.

And i'l be there.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7409. Re: ASH?

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 14:47:02 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <977580890-524011AEicMi@bun.com>
Source record: 52892

Hi Derryck

>
>Anyone been able to contact ASH recently? Seems that they haven't
>replied to emails for some time now.

They've probably shut down for the hol's.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7410. Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 15:05:39 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <vA316.753$3U5.1815@nntpserver.swip.net>
Source record: 52796

Hi everyone around the world,
I want to wish you all a very Merry Christmas and a Happy New Year.
May the new year be one of less problems with your computers... ;)

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7411. Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 15:05:39 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <1B316.754$3U5.1632@nntpserver.swip.net>
Source record: 52797

Hi everyone around the world,
I want to wish you all a very Merry Christmas and a Happy New Year.
May the new year be one of less problems with your computers... ;)

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7412. Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 15:05:39 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <wz316.750$3U5.1488@nntpserver.swip.net>
Source record: 52893

Hi everyone around the world,
I want to wish you all a very Merry Christmas and a Happy New Year.
May the new year be one of less problems with your computers... ;)

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7413. Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 15:05:39 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <Tz316.751$3U5.1122@nntpserver.swip.net>
Source record: 52894

Hi everyone around the world,
I want to wish you all a very Merry Christmas and a Happy New Year.
May the new year be one of less problems with your computers... ;)

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7414. Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 15:05:39 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <5A316.752$3U5.1827@nntpserver.swip.net>
Source record: 52895

Hi everyone around the world,
I want to wish you all a very Merry Christmas and a Happy New Year.
May the new year be one of less problems with your computers... ;)

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7415. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 15:39:51 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3A44C747.3C625A78@greeleynet.com>
Source record: 52798

Bengy wrote:
>
> The official English Poll, which will determine the fate of the "XTOS"
> Project by Medusa Computer Systems/switzerlandhe is now online at

I went to the site, and left most of the poll blank. I did this because I didn't care about most of the questions, but I understand why they would ask them.

What I did do was write a long comments sections. In brief, what I said was that to be successful, they would have to provide value for the money, and software that was able to handle file formats from the more popular PC programs. That way they have a chance at increasing the size of the market. If they are just trying to sell to the existing Atari market, it's eventually doomed to failure since the market continues to shrink.

You can't stay in business selling to a shrinking marketplace. Plain economics.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

7416. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 16:13:47 UTC
From: swampfox1@earthlink.net
Message-ID: <%a416.8684$G4.389159@newsread2.prod.itd.earthlink.net>
Source record: 52799

On 23 Dec 2000 13:22:07 , Lyndon Amsdon wrote:
>On 23 Dec 2000 09:40:57 , James Haslam wrote:
>>Hi John!
>>
>>On 17 Dec 2000 05:01:34 , John Garone wrote:
>>
>>> I'd like to superimpose/combine/cut'n paste an animated GIF with
>>>a still GIF (or JPEG). Anyone here know of a program for the Falcon?
>>
>>I'd also like to know of an Atari program that can create/edit animated
>>GIFs....
>
>I think GIFBAT which came on a cover disk to AC? I remeber something
>about it in AC, and IIRC it is a TTP that strings a load of GIFs
>together to make an animation. I've deleted it off my HD so I can't
>tell, but I could search through my cover disks if you like.
>
>Lyndon Amsdon
>--
> +--------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +--------------------------+
>.
Hi Lyndon,
Sounds like a neat program but it does'nt sound like what I'm
looking for so don't go crazy trying to find it! (although I would'nt
mind having it). I can cut a section out of a GIF 'still' (with True
Image) and paste another GIF 'still' in it's place after I've converted
a JPEG to a GIF using Image Copy but that's where it ends since I want
to replace the cut out portion with an animated GIF. Thanks though,
John G.

7417. Re: Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 17:01:22 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <cT416.807$3U5.1036@nntpserver.swip.net>
Source record: 52800

Wow - so many postings from only one original...
My ISP had problems with their news-server, so it seems the msg got sent
without getting removed from my outbox - and it happened every time I
retried after getting an error message :(
Sorry for the many copies, but I actually had nohing to do with it...

Best regards and a Merry Christmas anyway ;)
Claes

"Claes Holmerup" <newsgroups@holmerup.com> skrev i meddelandet
news:wz316.750$3U5.1488@nntpserver.swip.net...
> Hi everyone around the world,
> I want to wish you all a very Merry Christmas and a Happy New Year.
> May the new year be one of less problems with your computers... ;)
>
> Best regards,
> Claes
> e-mail: claes@holmerup.com
> website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
> swedish music on the web: http://www.swebmusic.com

7418. Re: Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 17:01:22 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <kT416.808$3U5.1602@nntpserver.swip.net>
Source record: 52801

Wow - so many postings from only one original...
My ISP had problems with their news-server, so it seems the msg got sent
without getting removed from my outbox - and it happened every time I
retried after getting an error message :(
Sorry for the many copies, but I actually had nohing to do with it...

Best regards and a Merry Christmas anyway ;)
Claes

"Claes Holmerup" <newsgroups@holmerup.com> skrev i meddelandet
news:wz316.750$3U5.1488@nntpserver.swip.net...
> Hi everyone around the world,
> I want to wish you all a very Merry Christmas and a Happy New Year.
> May the new year be one of less problems with your computers... ;)
>
> Best regards,
> Claes
> e-mail: claes@holmerup.com
> website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
> swedish music on the web: http://www.swebmusic.com

7419. M.C.!

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 17:06:40 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <977591256-985525AEicMi@xs4all.nl>
Source record: 52808

Merry Christmas to y'all!

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

7420. WTB: Atari ST SM124 Monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 17:13:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3a455ae4$1_2@news.pacifier.com>
Source record: 52818

```
j> WTB: Atari ST SM124 Monochrome monitor.
j>
j>
j> Bay Area preferred but will accept shipped.
j>
j> Please email with price and condition.
j>

I have an Atari 14" swival base monochrome monitor. (forgot the model number)
Its in very good shape except at the top the case got slightly warped when a
desk lamp got a little to close.

Send me $25 and I'll send it C.O.D. to cover shipping ($20+/-).

Don Schmidt (360) 573-3333 dschmidt@pacifier.com
11111 NE 30 Ave
Vancouver, WA 98686-4326
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register
```

7421. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 17:16:03 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10012231812130.130-100000@mail.online.no>
Source record: 52802

On Sat, 23 Dec 2000, Dennis Vermeire wrote:

> From: Bengy <bengy@mac.com>
> Date: Tue, 19 Dec 2000 23:30:10 GMT
>
> Hi Bengy,
>
> >Exactly, I told Ulrich (The Medusa "spokesman", who is organizing the whole
> >fiasco) the very same thing. Even at this point, the public has heard no
> >direct statement from Medusa. (I agree - kinda strange)
> It seems to me that a firm that is producing Atari clones for well over five
> years now, should at least have a pretty good idea of how the market is like.
> If *they* don't have a clue, I wonder who does....
>
> I suppose that you've somehow must have checked mister Ulrich Goessel his
> credentials? My first thoughts were that he's some German version of Jared
> Falvo... just try imagine the outcome if we could lock these two up for a
> couple of hours in a small room.... :-)

This is said as if Dennis read my mind! I find it downright strange that
the only company (read Medusa) that have successfully made two TOS clones
are planning such a thing, and now ONE notice on their pages. I also have
big problems believing that Fredi would use a ColdFire for any "next" TOS
clone. I think Dennis is closer to the truth than he thinks ... perhaps
;-)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

7422. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 17:38:56 UTC
From: bindon@madasafish.com
Message-ID: <t49opgro5vt9c0@corp.supernews.com>
Source record: 52803

On 23 Dec 2000 16:13:47 , John Garone wrote:

Hi John

>Hi Lyndon,
> Sounds like a neat program but it does'nt sound like what I'm
>looking for so don't go crazy trying to find it! (although I would'nt
>mind having it). I can cut a section out of a GIF 'still' (with True
>Image) and paste another GIF 'still' in it's place after I've converted
>a JPEG to a GIF using Image Copy but that's where it ends since I want
>to replace the cut out portion with an animated GIF. Thanks though,
> John G.

I think the best way to do it is to rip apart the animated GIF and
paste each frame into that "still" GIF and recompile the whole lot as
to speak to an animated GIF. If you understand what I'm saying.

The "still" GIF in each frame will stay the same, even though it's
being animated because, on each frame that section is identical to
that section on all the other frames.

The program is actually called EasyBat, and I've skimmed through the
review but I don't think it's the sort of program you're looking for.
The address is http://www.perso.wanadoo.fr/gtello/ the link is 2
years old, but if that is a broken link email me and I can send you it.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

7423. [Chrismas update] Atari Icon Library

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 17:45:07 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <922ob2$e0p$1@nnrp1.deja.com>
Source record: 52804

Hi all,

I have just (in the eleventh hour!) added a nice set with 44 christmas
icons from Hideki Itoh in the artist section. (Gallery 11)

In ordinary archive you will find these additions:

Archive 83, 22+22 Chrome icons by Digital Garage (both 32x32 and 48x48)

Archive 84, 22 flag icons

...all converted by yours truly ;))

Merry Christmas!

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com
http://www.deja.com/

7424. Re: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 18:18:04 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <922pqr$619$1@newsg3.svr.pol.co.uk>
Source record: 52805

Ken,

But that was a few years back. Memory prices move on almost a daily basis,
not monthly or yearly.
256K simm modules are probably worthless unless you have a PC that will only
work with 256K and
are desperate for some SIMMS for it. I have about 20 or so 1 Meg ones in a
bag in my loft (attic or whatever) and
as you say its not worth going to the post office with them to send them
off. (If desperate ask in the group)

In fact I recently junked some 386 servers, not because they did not work,
but because I needed the space and no one wanted
large boxes with little CPU power.

Also whilst there might be ATARI branded SIMMS they were probably selected
for being slow rather than being
"better". I think (and its some time since I upgraded) STE's will tolerate
80ns SIMMS, whereas most PCs need
70 or even 60 to run with no wait states. So ATARI probably bought the
rejects that did not make the speed and
stuck ATARI labels on them.....

Dave.

Ken Kosut <kjcat@execpc.com> wrote in message
news:3a4417e3$0$36812$272ea4a1@news.execpc.com...
> On Fri, 22 Dec 2000, Mark wrote:
>
> > > ==
> > > Four 256K Simm Modules - STE
> > >
> > > These four modules came out of a STE (same as above - not Mega).
> > > I don't even recall booting the machine with this set.
> > > I bought the machine new, then upgraded it to 4 meg of RAM.
> > > Price - $50.00 You pay shipping
> > > U.S. dollars/cashiers check or money order
> > > ==
> >
> > What??? tell me if you get that price, I have been stirring my cafe with
1mb
> > SIMMs in between giving them away.
> >
> > Well good luck....
>
>

> Gentlemen,
>
> Do you have any idea what I paid for TOS chips and RAM simm modules
> only a few years back?
>
> TOS 2.06 was $59. U.S. dollars excluding shipping.
> 4 1 mbs were $116.00 or $29.00ea excluding shipping.
> (and that was the "sale" price - and the simms were Generic, not Atari)
>
> One does have the option of making an offer.
>
> But if you say that the market value is 5 UKP or $7.5 U.S. for four
> simms, ok. well and good.
> But at that price, it is hardly worth my time to package them,
> and take them down to the post office.
> Salvation Army is closer.
>
> BTW - The simms you speak of. Are they Atari or Generic?
>
> Have a nice holiday!
>
> ken
>

7425. WTB: Atari ST SM124 Monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 19:22:31 UTC
From: jr <JamesBRey@aol.com>
Message-ID: <3A44FB76.47B5@aol.com>
Source record: 52806

```
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

WTB: Atari ST SM124 Monochrome monitor.

Bay Area preferred but will accept shipped.

Please email with price and condition.

JamesBRey@aol.com
```

7426. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 19:37:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a44ff2617ff0e2@online.be>
Source record: 52807
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/vision40b.zip (462.113 bytes)
(powerful tool for draw and retouching graphics. France/English vesion)
(VISION est un logiciel de dessin et de retouche d'images)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/gemsetup200.lzh (274.134 bytes)
(General installation and setup program for TOS compatible programs)

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--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7427. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 20:24:06 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <aZ716.8438$WC3.688466@nnrp4.clara.net>
Source record: 52809

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3a4469a9$0$179@news.zetnet.co.uk...
> Anyway, I know everyone has been talking about Frontier, but William
> wanted a Wing Commander clone, and there is one for the Falcon: CROWN OF
> CREATION 3D, written by Rebelsoft Design.

Is anyone running this OK on a CT2?
The demo version doesn't seem happy here.

Shiuming Lai

7428. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 20:28:21 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <bZ716.8439$WC3.688402@nnrp4.clara.net>
Source record: 52810

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3a447326$0$173@news.zetnet.co.uk...
> On 19 Dec 2000 22:39:58 , "Shiuming Lai" wrote:
> >Right, that's it, I'm going to rip this
> >75 GB out of the PC and stick it
> >in my Falcon.
>
> I don't see the point of that. You'd never fill it up!

Of course I will! :-) Horses for courses.

> Being an IDE it's
> not fast enough for D2D recording with Cubase Audio.

Not quite true - Cubase Audio was written
to *only* work with SCSI because at the
time, AV SCSI drives were the only
type capable of sustained transfer. In any
case modern EIDE drives can wipe the
floor with anything you can put on the
Falcon's slow 8-bit SCSI bus, and
I've got a CT2 which improves IDE
transfers further. This 75 GB IBM drive
was the fastest EIDE drive on the market
(100 MB/s busrt, 37 MB/s sustained)
until recently overtaken by its new
brother in the Deskstar 60GXP range
(40 MB/s sustained). Any music that's
taking 40 MB/s bandwidth has something
very wrong with it! (Not that you'd get
that on the Falcon IDE, but in principle...
and I've built countless PCs for multi-track
digital audio using EIDE very well).

SoundPool software all works best on
IDE, and is officially recommended.
I use both Audio Tracker and V-Trax
on IDE and they work superbly.

> I've had a 10.2gig IDE in my Falcon for a year, and I've still got loads
> of space!

We must be doing very different things
as my 10.1 GB secondary IDE was
full two years ago :-)

Shiuming Lai

7429. Re: Atari FLH video format

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 21:29:37 UTC
From: phantomm@eastky.net
Message-ID: <9235g1$7hn$1@nd.eastky.net>
Source record: 52811

On 22 Dec 2000 23:11:52 , Harry Sideras wrote:

>The formats FLI/FLC/FLH are from Autodesk Animator.

>
>IIRC this is a tricky question. There was some question mark about the
>portability of this format with HiSoft's software. I don't know if
>this also applies to Apex.
>
>An alternative, though, is to grab Aniplayer v2.13 by Didier Mequignon
>

Thanks for the Info.

I am a registered user of AniPlayer and do convert my FLH videos made
with Expose into MOV and etc.

I don't have a MAC at the moment, but recently someone told me that
MOV's made from FLH files with AniPlayer are not compatible with MAC!
Not sure if thats correct or not.

Anyone know if Apex FLC and FLH videos converted with ANIPLAYER into
AVI and MOV are compatible on PCs and MACs??

Also is FLC or FLH a fairly common format for PCs or MACs today?

In other words, do alot of the good Graphics and Video players include
support for FLC and FLH?

Any other info on FLC and FLH formats is much appreciated.

phantomm@eastky.net

7430. List for Free Releases of Commercial Software

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 21:35:27 UTC
From: phantomm@eastky.net
Message-ID: <9235qv$7hn$2@nd.eastky.net>
Source record: 52812

Anyone know if there is a updated list or Web site that keeps track
of all Commercial Atari Software that has been released to the public
for Free!

If so, point us in that direction please.

Thanks,
phantomm@eastky.net

7431. Re: Misc ST items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 22:24:05 UTC
From: stooriepops <stooriepops@hotmail.comNOSPAM>
Message-ID: <92397ghoc1@newsg3.svr.pol.co.uk>
Source record: 52813

Hi,

Do you have the July 1992 version of ST Format (including the cover disk)?

"Fred Horvat" <fmh@netzero.net> wrote in message
news:3A3ED03C.64D6A7FB@netzero.net...
> Hi,
>
> Here's some Atari ST stuff that I'm not using
> anymore. Those are my asking prices. I'm open to offers.
> Buyer pays shipping. E-Mail me or call me at
> 440-286-2567 evenings EST. I am also open to trade offers.
> E-mail me your list to fmhcom@operamail.com
>
> My want list is near the bottom of this list.
>
> HARDWARE
>
> ----------
> I have a real gem here. The only known stand alone Atari 2600
> computer system made. The Bit60 Computer made by Bit Corp.
> Spectravideo made an add on adapter for the 2600 console.
> This is a fully functional computer and 2600 game system.
> This is the 2600 computer system reviewed in
> "The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
> firm on the price since this is not something your going
> to find at a local flee market or garage sale. $1,000.00
> ----------
> Falcon Speed by Sack Electronic
> Intel 286-16mhz IBM processor board for the Atari Falcon computer
> Run DOS and Windows 3.1 programs on your Falcon
> Norton SI Factor of 12
> Sound Support
> Up to 8 Meg of IBM RAM
> VGA and SVGA video modes 640x480, 800x600, and 1024x768 under Windows
> 3.1
> Switch back and forth between TOS and DOS modes $90.00
> ----------
> Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
> for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
> box, and an extra disk of misc ST utils. $30.00
> ----------
> Fast Fax by Michtron. This is the original fax hardware/software
> for the Atari computers. Works with ST 520 to Falcon. This is a
> special Michtron 9600 Send/Receive Fax Modem with software. The

> software is very efficient, powerfull, and simple. Send, receive,
> view, log, and print, faxes. has drivers for popular printers and the
> SLM804/SLM605. Use a spare 520 or 1040 as a stand alone fax machine.
> Comes with special fax modem, diskettes, and manual. $30.00
> ----------
> R/C Aerochopper by Ambrosia Microcomputer Products.
> This is a R/C Airplane and Helicopter Simulator for the ST.
> A Futaba 2 channel controller that plugs into the ST's cartridge
> port. With the 2 channel controller it's very realistic. $50.00
> ----------
>
> AtariSoft IBM Games
> ** Note ** these games are made for the IBM PC on 5 1/4" floppy
> These were made in 1983 when Atari was making games for multiple
> computer and video game consoles. All the games bellow are
> BRAND NEW and never used! Games are $15.00 each shipped.
>
> Battlezone *sealed*
> Centipede *sealed*
> Defender *sealed*
> Dig Dug *sealed*
> Galaxian *sealed*
> Gremlins *sealed*
> Jungle Hunt *sealed*
> Moon Patrol *sealed*
> Pacman *sealed*
> Robotron 2084 opened
> Stargate *sealed*
>
>
> GAMES
>
> Imperium Game manual and registration card from Electronic Arts.
> I no longer have the disks or box but for someone who needs
> the docs here you go. $1.00
> ----------
> Conquest of Camelot by Sierra. Complete with box, docs, and disks $6.00
>
> ----------
> S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00
>
> ----------
> Plan 9 From Outer Space by Gremlin. Complete with box,
> docs, and disks. $10.00
>
> ----------
> Road Runner by Mindscape. The ST version of the arcade game.
> Obviously with the Road Runner and Wile E. Coyote.
> Comes complete with box, docs, and disk. $5.00
> ----------

> Star Raiders by Atari. The classic Galactic Adventure game.
> Comes complete with disk, box, and docs. $5.00
> ---
> Test Drive by Accolade. The classic driving game for the
> ST. Comes with box and disks. $5.00
>
> ---
> Their Finest Hour (The Battle of Britian) by Lucasfilm Games.
> A great flight combat game. This game is brand new and shrink
> wrapped still. $15.00
> ---
> Hard Drivin' by Tengen. The awesome arcade game on the ST.
> Comes complete with disk, docs, and box. $5.00
> ---
> Star Raiders by Atari. The classic Galactic Adventure game.
> Comes complete with disk and docs. $5.00
> ---
>
>
> MISC SOFTWARE
> ---
> ST Control by Trio Engineering. A BASIC like language that
> is closer to using normal language to program. Example
> "Draw picture with Neochrome" Includes box and diskette
> no manual.
> $3.00
> ---
> MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
> Comes complete with binder, manual, and on 720K floppies
> $15.00
> ---
> Dac Easy Accounting by Dac Software. A complete accounting system
> for your Atari computer. Comes with disks and manual.
> $5.00
> ---
> WARP 9 by Codehead Technologies. This is the famous screen
> Accelerator for ST, STe, TT, and Falcon and this is the latest
> version 3.80. Also included is the Extendo-O-Pak which includes
> screen savers like the infamous flying toilets. Comes on 720K floppies
> with manual. $5.00
> ---
> Space Racer by Loriciels. Kind of like Wipeout for the Playstation.
> Comes with disk, box, and docs. $5.00
> ---
>
>
> -----
> BOOKS $5.00 each unless noted
> -----
> Papa's Grafik Guide to AtariWorks Word Processor.

> The ultimate AtariWorks Wordprocessing book. $5.00
> Compute's Technical Reference Guide to Atari ST TOS Vol 3.
> Includes fully commented C and machine language examples. $5.00
> Thunder! The Writers Assistant manual. $1.00
>
> MAGAZINES
> ---------
> I have a large selection of mostly 80's and early 90's Video Game and
> Computer Magazines, Books, and Newsletters for various systems.
> Please E-mail me for a current listing.
>
>
> WANTED
> ------
> MagiC Mac Ver 6.XX
> CAB 2.7 or higher, full version or upgrade
> AIXIT TT RAM board or any TT RAM board with at least 16 Meg
> MagiC Ver 6.XX for Atari, full version or upgrade
> NDVI 5.XX full version or upgrade
> Atari Jaguar Battlesphere
> Falcon MKX Case
>
> OTHER Platforms
> ---------------
> I also have lists of software for other platforms like IBM, XXX CD-ROMS,
>
> OS/2, Mac, and Amiga. If interested please request a list.
>

7432. Wanted: ST Format July 92

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 22:25:20 UTC
From: stooriepops <stooriepops@hotmail.comNOSPAM>
Message-ID: <92399qvhj1@newsg2.svr.pol.co.uk>
Source record: 52814

Hi,

Does anyone have a copy of ST Format July 1992 (with or without coverdisk)?

Or does anyone have a copy of The Financer v1.1s which was included in this issue?

Thanks

--
---
stooriepops@hotmailNOSPAM.com
"This world is totally FUGAZI..."

7433. Re: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 22:46:03 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a452b2b$0$180@news.zetnet.co.uk>
Source record: 52815

On 22 Dec 2000 21:11:29 , Ken Kosut wrote:

| . . . .
|Do you have any idea what I paid for TOS chips and RAM simm modules
|only a few years back?

The problem is that things never stay still. What was expensive then
is worth nothing now. The chips haven't changed but the world has.
And what applies to chips also applies to complete (functional)
machines.
--
JI Logan

7434. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 22:46:15 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012232238510.84-100000@TT030>
Source record: 52819

On Sat, 23 Dec 2000, Odd Skancke wrote:

snip

> This is said as if Dennis read my mind! I find it downright strange that
> the only company (read Medusa) that have successfully made two TOS clones
> are planning such a thing, and now ONE notice on their pages. I also have
> big problems believing that Fredi would use a ColdFire for any "next" TOS
> clone. I think Dennis is closer to the truth than he thinks ... perhaps
> ;-)

It won't be lack of interest that kills it, it will most likely be that
ColdFire idea that kills it. I filled out the questionaire, didn't
care about the options, but like some others I expressed my opinion
to move to PPC in the comment section. I sprung for a Hades060
and I am willing to move on, but not a ColdFire design.
At this point I'd much rather try the DesTTiny with the PCI
adapter with my Hades. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7435. Connect EGA Monitor to Atari ST

Newsgroup: comp.sys.atari.st
Date: 2000-12-23 23:49:04 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <923djlaum01$1@news.t-online.com>
Source record: 52816

Is it possible to connect an old EGA Monitor (supports up to 80Hz) to an
Atari ST ?
If yes, can i find a connection schematic somewhere on the web ?

Thanks for answers

Mirko

7436. Re: NeoAmi i mean Atari

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 00:10:23 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <nBb16.9081$WC3.755705@nnrp4.clara.net>
Source record: 52817

"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message
news:3a0c7f05$0$174@news.zetnet.co.uk...
> Hi Jo Even,
>
> On 10 Nov 2000 07:10:53 , Jo Even Skarstein wrote:
> >I'd rather sell my a**... Besides, even though a Hades060 is pretty
> >impressive, I doubt that it attracts girls ;-)
>
> I can confirm that it is, and that it doesn't :-(((

If you keep it locked up at home then of course
it won't. You need to hang it on your trousers,
slap on some Brut 060 and strut down to the
local clubs, pubs and beaches.

Shiuming Lai

7437. Re: Misc ST items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 04:19:51 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3A457967.AD80F6D0@netzero.net>
Source record: 52820

No, I do not have either.

stooriepops wrote:

> Hi,
>
> Do you have the July 1992 version of ST Format (including the cover disk)?
>
> "Fred Horvat" <fmh@netzero.net> wrote in message
> news:3A3ED03C.64D6A7FB@netzero.net...
> > Hi,
> >
> > Here's some Atari ST stuff that I'm not using
> > anymore. Those are my asking prices. I'm open to offers.
> > Buyer pays shipping. E-Mail me or call me at
> > 440-286-2567 evenings EST. I am also open to trade offers.
> > E-mail me your list to fmhcom@operamail.com
> >
> > My want list is near the bottom of this list.
> >
> > HARDWARE
> >
> > --
> > I have a real gem here. The only known stand alone Atari 2600
> > computer system made. The Bit60 Computer made by Bit Corp.
> > Spectravideo made an add on adapter for the 2600 console.
> > This is a fully functional computer and 2600 game system.
> > This is the 2600 computer system reviewed in
> > "The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
> > firm on the price since this is not something your going
> > to find at a local flee market or garage sale. $1,000.00
> > --
> > Falcon Speed by Sack Electronic
> > Intel 286-16mhz IBM processor board for the Atari Falcon computer
> > Run DOS and Windows 3.1 programs on your Falcon
> > Norton SI Factor of 12
> > Sound Support
> > Up to 8 Meg of IBM RAM
> > VGA and SVGA video modes 640x480, 800x600, and 1024x768 under Windows
> > 3.1
> > Switch back and forth between TOS and DOS modes $90.00
> > --
> > Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
> > for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
> > box, and an extra disk of misc ST utils. $30.00

> > --
> > Fast Fax by Michtron. This is the original fax hardware/software
> > for the Atari computers. Works with ST 520 to Falcon. This is a
> > special Michtron 9600 Send/Receive Fax Modem with software. The
> > software is very efficient, powerfull, and simple. Send, receive,
> > view, log, and print, faxes. has drivers for popular printers and the
> > SLM804/SLM605. Use a spare 520 or 1040 as a stand alone fax machine.
> > Comes with special fax modem, diskettes, and manual. $30.00
> > --
> > R/C Aerochopper by Ambrosia Microcomputer Products.
> > This is a R/C Airplane and Helicopter Simulator for the ST.
> > A Futaba 2 channel controller that plugs into the ST's cartridge
> > port. With the 2 channel controller it's very realistic. $50.00
> > --
> >
> > AtariSoft IBM Games
> > ** Note ** these games are made for the IBM PC on 5 1/4" floppy
> > These were made in 1983 when Atari was making games for multiple
> > computer and video game consoles. All the games bellow are
> > BRAND NEW and never used! Games are $15.00 each shipped.
> >
> > Battlezone *sealed*
> > Centipede *sealed*
> > Defender *sealed*
> > Dig Dug *sealed*
> > Galaxian *sealed*
> > Gremlins *sealed*
> > Jungle Hunt *sealed*
> > Moon Patrol *sealed*
> > Pacman *sealed*
> > Robotron 2084 opened
> > Stargate *sealed*
> >
> >
> > GAMES
> >
> > Imperium Game manual and registration card from Electronic Arts.
> > I no longer have the disks or box but for someone who needs
> > the docs here you go. $1.00
> > --
> > Conquest of Camelot by Sierra. Complete with box, docs, and disks $6.00
> >
> > --
> > S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00
> >
> > --
> > Plan 9 From Outer Space by Gremlin. Complete with box,
> > docs, and disks. $10.00
> >
> > --

> > Road Runner by Mindscape. The ST version of the arcade game.
> > Obviously with the Road Runner and Wile E. Coyote.
> > Comes complete with box, docs, and disk. $5.00
> > ----------
> > Star Raiders by Atari. The classic Galactic Adventure game.
> > Comes complete with disk, box, and docs. $5.00
> > ----------
> > Test Drive by Accolade. The classic driving game for the
> > ST. Comes with box and disks. $5.00
> >
> > ----------
> > Their Finest Hour (The Battle of Britian) by Lucasfilm Games.
> > A great flight combat game. This game is brand new and shrink
> > wrapped still. $15.00
> > ----------
> > Hard Drivin' by Tengen. The awesome arcade game on the ST.
> > Comes complete with disk, docs, and box. $5.00
> > ----------
> > Star Raiders by Atari. The classic Galactic Adventure game.
> > Comes complete with disk and docs. $5.00
> > ----------
> >
> >
> > MISC SOFTWARE
> > ----------
> > ST Control by Trio Engineering. A BASIC like language that
> > is closer to using normal language to program. Example
> > "Draw picture with Neochrome" Includes box and diskette
> > no manual.
> > $3.00
> > ----------
> > MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
> > Comes complete with binder, manual, and on 720K floppies
> > $15.00
> > ----------
> > Dac Easy Accounting by Dac Software. A complete accounting system
> > for your Atari computer. Comes with disks and manual.
> > $5.00
> > ----------
> > WARP 9 by Codehead Technologies. This is the famous screen
> > Accelerator for ST, STe, TT, and Falcon and this is the latest
> > version 3.80. Also included is the Extendo-O-Pak which includes
> > screen savers like the infamous flying toilets. Comes on 720K floppies
> > with manual. $5.00
> > ----------
> > Space Racer by Loriciels. Kind of like Wipeout for the Playstation.
> > Comes with disk, box, and docs. $5.00
> > ----------
> >
> >

> > -----
> > BOOKS $5.00 each unless noted
> > -----
> > Papa's Grafik Guide to AtariWorks Word Processor.
> > The ultimate AtariWorks Wordprocessing book. $5.00
> > Compute's Technical Reference Guide to Atari ST TOS Vol 3.
> > Includes fully commented C and machine language examples. $5.00
> > Thunder! The Writers Assistant manual. $1.00
> >
> > MAGAZINES
> > ---------
> > I have a large selection of mostly 80's and early 90's Video Game and
> > Computer Magazines, Books, and Newsletters for various systems.
> > Please E-mail me for a current listing.
> >
> >
> > WANTED
> > ------
> > MagiC Mac Ver 6.XX
> > CAB 2.7 or higher, full version or upgrade
> > AIXIT TT RAM board or any TT RAM board with at least 16 Meg
> > MagiC Ver 6.XX for Atari, full version or upgrade
> > NDVI 5.XX full version or upgrade
> > Atari Jaguar Battlesphere
> > Falcon MKX Case
> >
> > OTHER Platforms
> > ---------------
> > I also have lists of software for other platforms like IBM, XXX CD-ROMS,
> >
> > OS/2, Mac, and Amiga. If interested please request a list.
> >

7438. MidiTree: Merry Christmas from Tim

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 05:17:27 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <9240t5$a6v$1@nnrp1.deja.com>
Source record: 52821

Just uploaded a file to the File section of Atari-Midi. Look for "Midi Tree", a Christmas program...St Low res. It is a midi file player that plays 128 different christmas songs one after the other. The lights on the tree light up to what the music is doing. Pretty cool.So thats my Christmas present to all of you.

So Merry Christmas to all Atarians!!!

http://www.egroups.com/files/atari-midi

Tim

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7439. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 07:56:49 UTC
From: swampfox1@earthlink.net
Message-ID: <5%h16.259$3B5.7565@newsread2.prod.itd.earthlink.net>
Source record: 52822

On 23 Dec 2000 17:38:56 , Lyndon Amsdon wrote:
>On 23 Dec 2000 16:13:47 , John Garone wrote:
>
>Hi John
>
>>Hi Lyndon,
>> Sounds like a neat program but it does'nt sound like what I'm
>>looking for so don't go crazy trying to find it! (although I would'nt

Snip

>The program is actually called EasyBat, and I've skimmed through the
>review but I don't think it's the sort of program you're looking for.
>The address is http://www.perso.wanadoo.fr/gtello/ the link is 2
>years old, but if that is a broken link email me and I can send you it.
>
>
>Lyndon Amsdon

Thanks Lyndon. I'll check it out anyway.
John G.

7440. Re: First Word Plus

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 11:38:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200012241238.a48551@su2.maus.de>
Source record: 52715

Hi Harry,

HS>If Chris created the docs with the commercial FWP he'll need the same
HS>to retain all formatting.
yes. But what about 1WP2LTX (1st Word Plus to LaTeX)? Okay, that
demands for a LaTeX system (exists on nearly all platforms).

Und TTschï¿½
ps

7441. Re: Secured Websites

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 13:51:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977735154-106842AEicMi@cwcom.net>
Source record: 52703

From: carlos <carlos@nospam.no.no>
Date: Fri, 22 Dec 2000 09:37:03 +0000

>hmm... show me a CAB-compatible online banking service... please
We're told that a MiNTnet setup can access secure sites.

I couldn't comment any further because I haven't tried it - but it does
seem to contradict your sweeping statement! :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7442. Re: FS: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 13:52:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977735156-107326AEicMi@cwcom.net>
Source record: 52704

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Fri, 22 Dec 2000 12:17:41 -0000

>Oops, Newsie's up the shoot again, sending more copies of my sig.
>Maybe I should try switching to Emailer...

Go for it, I like it :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7443. Re: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 13:56:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977735158-107746AEicMi@cwcom.net>
Source record: 52705

From: Ken Kosut <kjcat@execpc.com>
Date: Fri, 22 Dec 2000 21:11:29 -0600

>Do you have any idea what I paid for TOS chips and RAM simm modules
>only a few years back?

Unfortunately economies of scale have brought prices tumbling, never mind
what happens to the price of what is really obsolete kit :-(

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7444. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 14:01:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977735160-108162AEicMi@cwcom.net>
Source record: 52706

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 22 Dec 2000 23:11:57 GMT

>I've always been confused because STinG's Serial CPX always starts up
>showing Modem 1 @19k2 with no flow control etc. While setting up Magic

A long shot - do you use Zcontrol? If so, that has problems saving
changes back to CPXs.

--


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```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7445. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 14:04:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977735162-108582AEicMi@cwcom.net>
Source record: 52707

From: Steve Sweet <stevesweet@bun.com>
Date: Fri, 22 Dec 2000 23:41:00 -0000

>You mention that youve got HSMODEM redirected to use 100, i dont do any
>of this twatting and my modem 2 speed max is 115200.

The CiX terminal program tops out well before that, so we have to use the
redirection facility.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7446. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 14:06:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977735164-109022AEicMi@cwcom.net>
Source record: 52708

From: jfhaslam@zetnet.co.uk (James Haslam)
Date: 23 Dec 2000 09:40:57 GMT

>I'd also like to know of an Atari program that can create/edit animated
>GIFs....

Papillon from ASH.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7447. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 14:19:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977735166-109450AEicMi@cwcom.net>
Source record: 52709

From: "Shiuming Lai" <lais@zetnet.co.uk>
Date: Sat, 23 Dec 2000 20:24:06 -0000

>> wanted a Wing Commander clone, and there is one for the Falcon: CROWN OF
>> CREATION 3D, written by Rebelsoft Design.
>
>Is anyone running this OK on a CT2?

Seems fine here, what is/are the symptom(s)?

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7448. USA Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 14:59:37 UTC
From: phantomm@eastky.net
Message-ID: <92530p$p3j$1@nd.eastky.net>
Source record: 52823

Anyone in North America know if Systems For Tomorrow and ChroMagic are still in the Atari business?

I think that B@C and Best are.

Is there any other Atari hardware/software dealers in the USA?

phantomm@eastky.net

7449. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 17:03:49 UTC
From: bixster@my-deja.com
Message-ID: <925a9j$524$1@nnrp1.deja.com>
Source record: 52824

Hi Tim...

Thanks for the info; I'll check out the utility. A friend of mine near Chicago has a 1224 monitor sitting in storage that he may be able to find once the thaw comes. I'll see if that will do before I burden you with trying to convert the many random files I hsve on these disks. Thanks for the offer.

I also have my old TT set up at my mother's house, but I remember there being a problem getting SMPTETRACK to run on it... prolly worth another try though...

Dennis
>
> There is a utility for PC called GEMEXPLORER (available on the Atari-
> Midi File section...see sig) that allows you to read Atari Discs on a
> PC. The problem still remains for you to have them converted to
> standard midi files. The only way to do this is within SMPTE track
> itself. However...if you can get the files into your PC using
> GemExplorer, and ZIP them up, I will be happy to do the conversion for
> you.
>
> --
> Tim Conrardy
> --
> If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
> ____
> Tim's Atari Midi World :
http://sites.netscape.net/timconrardy/index.htm
> Atari-Midi Mailing List:http://www.egroups.com/group/atari
> tconrardy@hotmail.com
>
> Sent via Deja.com
> http://www.deja.com/
>

Sent via Deja.com
http://www.deja.com/

7450. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 17:42:24 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <925chv$6oa$1@nnrp1.deja.com>
Source record: 52825

In article <925a9j$524$1@nnrp1.deja.com>,
bixster@my-deja.com wrote:
> Hi Tim...
>
> Thanks for the info; I'll check out the utility. A friend of mine near
> Chicago has a 1224 monitor sitting in storage that he may be able to
> find once the thaw comes. I'll see if that will do before I burden you
> with trying to convert the many random files I hsve on these disks.
> Thanks for the offer.

I am willing. Just let me know

>
> I also have my old TT set up at my mother's house, but I remember
there
> being a problem getting SMPTETRACK to run on it... prolly worth
another
> try though...

AHHH...now you are saved. On my site is the final version of Editrack
ver 7.0 as well as the beta versions of SMPTE Track . All of those work
fine on a Falcon and a TT030.So just download those, put them on a 720K
Dos formatted disc...or with a TT...you don't need to...just a "regular
1.4M disc. and you can convert your files from there. Let me know if
you have any q's on the new style of Editrack. It's a bit different,
has more funtions...and might even convince you to find another Atari
to run just that!

The program is on my HYBRIDS ARTS page or the DOWNLOADS Page.

have a great Christmas

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.

Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7451. Re: Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 17:47:46 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <925cs0$72i$1@nnrp1.deja.com>
Source record: 52826

> Hi everyone around the world,
> I want to wish you all a very Merry Christmas and a Happy New Year.
> May the new year be one of less problems with your computers... ;)
>
> Best regards,
> Claes

Merry Christmas from Santa Clara CA, USA Tim Conrardy

(NEXT? Where are you from ...keep it going!Lets see how international
this Grp is! Just put in a one-liner)

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.

Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7452. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 18:19:26 UTC
From: Jean-Yves Durand <jydurand.xyz@free.fr>
Message-ID: <WS3.92a23706.c5a45ee1.jydurand.xyz@free.fr>
Source record: 52827
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
Dans le message <3a44ff2617ff0e2@online.be>
Martin \ a ï¿½crit:
>New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------------
>
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>* ||| . . . . . . | . . . . /||| + | +
> *
>* |||. Season's Greetings! . . / |||
> *
>* |||\. . . | . /\ /. ||| + | + Merry
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>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@online.be ***********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Un tri¿½s joyeux Noi¿½l i¿½ Martin, et surtout un tri¿½s grand MERCI pour le suivi
et le si¿½rieux de ce ftp indispensable i¿½ nos oiseaux.
Salutations Atariennes, bonne fin d'anni¿½e, A+.

--
e-mail posti¿½ avec Wensuite 3.30c http://oxo.systems.online.fr
----
http://jydurand.free.fr
e-mail jydurand.xyz@free.fr
----
enlever .xyz pour ri¿½pondre
remove .xyz for your answer

7453. Eeek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 18:54:30 UTC
From: Steve Sweet <steve_sweet@lineone.net>
Message-ID: <977685992-330829AEicMi@lineone.net>
Source record: 52830

Hi Y'all

Am i getting out yet?
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7454. CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 19:41:22 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a465162$1_2@athena.netset.com>
Source record: 52828

Well I think I got it working well enough to do a general release.
There might be a few problems running around still, so keep a back up of
your current OVL.

http://www.netset.com/~baldrick/

Changes:

Numerous small changes patches and fixes.
HTTP 1.1 compliance in place.
User can now configure OVL to not display the infamous
POST/GET/CANCEL dialog.

Have a happy holiday and I hope you enjoy this small gift
from me.

Dan Ackerman
aka baldrick@netset.com

7455. Re: USA Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 19:48:21 UTC
From: Video61@webtv.net
Message-ID: <28028-3A465305-65@storefull-173.iap.bryant.webtv.net>
Source record: 52829

systems for tomorrow still is. kent just e-mailed me about a order, but
it looks like its a part time thing now.
chro- magic has never returned one of my e-mails, as well as
wiztronics.
ben smoth is still in business, as well as me, but i am mostly 8-bit,
and the game machines.
but i might try selling a new clone if one of the clone makers can get
there act together.
there is also ATY, he still is there.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

7456. Re: First Word Plus

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 20:36:59 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a465e6b$0$179@news.zetnet.co.uk>
Source record: 52831

On 22 Dec 2000 17:55:35 , Harry Sideras wrote:
>On 16 Dec 2000 02:46:10 , John Garone wrote:
> >On 12 Dec 2000 19:46:50 , "Chris Owen" wrote:
> >> My copy of 1st Word Plus has finally ended its days and I didn't
>snip>
> > Will 1st Word V1.06 do?
>
>No John. If Chris created the docs with the commercial FWP he'll need
>the same to retain all formatting. ALthough this'll depend on the
>quality of the conversion software I suppose.

I have one DD disk entitled "Disk One" with version 3.1: I seem to
remember that there was no disk two. If this is what you want, you
can have it with my compliments. Please email me.

Charles.

7457. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 20:37:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a465e6c$0$179@news.zetnet.co.uk>
Source record: 52832

On 22 Dec 2000 23:11:57 , Harry Sideras wrote:
>snip a lot>
>I think the #b line relates to the printer - could the setting be in
>line #c ? What do I need to change? Currently I'm showing:
>#c77700070006000700552005055522207705570750555077031111103
>
>I've got HSModem 7 set up correctly for every other comms program (110
>set to represent 38k4) and I've got Modem 2 named in DIAL.SCR and
>every other terminal I use works fine. I can even run CixComm
>correctly and follow up by going to the Dialler and there's Modem 1
>cropping up yet again.

Harry, I'm no expert, but with my TT I use Serial2
and I have in Magx.inf:
a#a0<0021
b#001100

Hoping you get this sorted,
Merry Christmas,
Charles.

7458. Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 20:57:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977691560-444957AEicMi@madasafish.com>
Source record: 52833

Is anyone out there?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7459. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 22:09:26 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B66BC24E.7513%nameerf@flash.net>
Source record: 52834

in article 977583492-43036AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 12/23/00 5:34 AM:

>> 1. PPC 603e CPU (up to 200MHz), which runs 680x0 software at about the
>> same speed as up to a 100MHz 68060 (the "up to" means it will run at that
>> speed with Nemesis or similar bus accelerator).
>> 2. 2 SDRAM slots for up to 256Mb of fast RAM
>> 3. dual processing with either the 68030 or other CPU replacement cards,
>> such as Afterburner (and maybe CT60?).
>> 4. Plug-n-play operation, with the option of soldering in a single wire
>> foradded Falcon compatibility.
>> 5. Priced at about $300 US / 300 Euro / 199 UK Pounds.
> Well the specs are nice, but aren't they always ?
> 300 Euro for a card which in practice will only be usable as a memory upgrade
> seems a bit steep to me.

I'd love to have a memory upgrade that runs software as fast as a 100MHz
060! ;)

> As long as there isn't any software that is written
> specificly to run on the PPC processor, it's useless.. they could just as
> well have sticked a Pentium or Athlon on top of it.
> Considering that the Hades and Milan are around for quiet some time now and
> that for those computers no one bothered to write specific software, I think
> finding programmers developing applications for the Tempest are minimal.

The way it's supposed to work is, when you run programs on it, it interprets
the programs as much as possible into PPC code and saves a separate program
file that runs directly on the PPC. What can't be interpreted runs through
an emulator, which they say is quite fast compared to older emulation
methods. Their estimates are that it will run as fast as what I quoted. Now
whether you believe that or not is up to you.

> No way... Mac PPC's with a 603/200Mhz can barely emulate an 68040. It's only
> faster when the PPC is actually used, since there isn't any software you'll
> have to run the card in the other mode => 68030.

I'm only going on the specs presented by Istari, Cortex, and others. And
like I said, it is supposed to do a bit of decompiling and re-coding of the
software. They say it's possible that some programs will run faster each
time they're run, as sections of the program get progressively translated.

> Who on earth do you expect
> to be porting that software? and what software? Firms like ASH, Invers or ROM
> didn't even bother about the Hades and Milan.
> Even the shareware and PD market ignored these computers, I'm sorry Mike but

> I'm not even slightly impressed with the specs, it sounds to me that the PPC
> argument is nothing more then a useless and costly gimmick...

Well, if it is indeed faster than the 68060 options available currently (as they say it will be), I'm *VERY* impressed. But, as you say, it could just be a gimmick, so we'll wait and see if they release any benchmark tests and such and see what it looks like.

As far as I'm concerned, the 680x0 line is a dead end, and as soon as they completely quit making them, we'll have no choice but to move to a PPC or other type of chip. So why not start now, while we at least have the option? And as 680x0's get more scarce, we'll have no choice but to re-compile the software to run on PPC's or other CPU's, or come up with better emulation schemes, as these people have claimed to be doing. My personal opinion is that the only real progress we can make at this point for the future, is to move to another CPU type that is actively supported and available, otherwise we'll just gradually get our supply of CPU's cut off completely.

Mike Freeman
nameerf@flash.net

7460. Re: Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 22:14:42 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a4676466616c20@online.be>
Source record: 52837

on Sun 24-12-2000 17:47 Tim Conrardy wrote:

>
>> Hi everyone around the world,
>> I want to wish you all a very Merry Christmas and a Happy New Year.
>> May the new year be one of less problems with your computers... ;)
>>
>> Best regards,
>> Claes
>
>
>Merry Christmas from Santa Clara CA, USA Tim Conrardy

Merry Christmas from Deerlijk, Belgium Martin Byttebier

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7461. Re: Destiny

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 22:16:29 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B66BC3F5.7514%nameerf@flash.net>
Source record: 52835

in article 1em3jdt.1owacuzeagudcN%northstar2010@yahoo.no, Hallvard Tangeraas
at northstar2010@yahoo.no wrote on 12/23/00 11:52 AM:

> Checked out the website and this looks interesting.
> As I understand it, the "Tempest" PPC accelerator
> (http://www.uni-mainz.de/~heuno000/TEMPEST/welcome.html) for the Falcon
> can be fitted inside any ST/STe/Mega ST etc. using an adapter called
> "DesTTiny" (http://www.uni-mainz.de/~heuno000/DESTTINY/ST.html).
>
> A couple of questions:
>
> 1) How will this affect software compatibility? As no PPC enhanced
> software exists for the ST I assume that 68K emulation is used for the
> most part, and even though this doesn't take advantage of the processor
> to its full extent I'm sure the speed boost is more than adequate.
> (even a modest ST is more efficient than the average PC or Mac in many
> cases as we all know!).

Supposedly, the software runs through some sort of translation program,
which interprets as much of it as possible into PPC code, and saves it as a
separate program file. They say it's possible that more code will get
interpreted each time you run it, making it run faster each time. Aside from
that, they say that there are other new techniques used in their version of
68030 emulation that makes it quite fast and compatible.

> 2) Software compatibility again... I'll be using the MIDI sequencer
> Notator SL a lot with my Mega ST 4. How will such an accelerator work in
> this case? Will I have to switch it off when running Notator? Will I
> have to forget about even installing it, or will it boost the
> performance like it should?
> Notator doesn't work on anything but regular STs -not even the Falcon or
> TT, so I have a feeling an accelerator like this will make it
> incompatible, but you never know...

This may be a problem, as the emulation is supposed to emulate a 68030, and
who knows how Notator would react in PPC code. They do offer
dual-processing, however, meaning that if it doesn't work, you can still
revert to the original CPU to run it.

Mike Freeman
nameerf@flash.net

7462. Tempest

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 22:49:28 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A467D78.2413BBC7@intergate.bc.ca>
Source record: 52778

If this is true what you guy say that Tempest doesn't accelerate then why bother to make an accelerator like this ? Would it make any sense to make pentium 4 CPU and no previous software be able to run on it ? And why would you want to have 200Mb Ram on Falcon anyway ? It would never use even 1/10 th of it.

"Additionally, the emulation is fully compatible to an MC68030 while a real MC68060 is
not. Accelerators using an MC68060 suffer from more incompatibilities than Tempest does. The highly intelligent emulation software does not emulate an MC68030 instruction by instruction. It translates the currently existing MC680x0 code into PPC-native code all at once, stores this file on disk and then executes it"

I think Tempest is nothing else than Atari Falcon hadware Emulator based on Macintosh PPC cpu.

"200 MHz Tempest equals a 100 MHz 68060 "

Why then not use cheaper motorola 68060 Cpu instead ?

" Emulating an 680x0 processor

The Atari software that exists today requires an MC680x0 CPU, which Tempest
needs to emulate. Luckily, the Emulation is one of the strong points of Tempest - it
currently emulates a full MC68EC030 CPU incl. caches most of the MC68882 FPU instructions all integer-related MC68060 instructions In the near future, the Emulation will be upgraded to also handle

MC68030 PMMU-instructions
all MC68882 FPU instructions
all MC68060 instructions

Additionally, the emulation is fully compatible to an MC68030 while a real MC68060 is
not. Accelerators using an MC68060 suffer from more incompatibilities than Tempest does.

The highly intelligent emulation software does not emulate an MC68030 instruction by instruction. It translates the currently existing MC680x0 code into PPC-native code all at once, stores this file on disk and then executes it. Critical code-segments that cannot be prepared in advance are dealt with at runtime - but then stored on disk, too, so
applications may speed up every time you run them. In fact, the emulation can even handle self-modifying code to a certain degree, which

usually gives a lot of trouble on the MC68040. "

http://www.uni-mainz.de/~heuno000/TEMPEST/welcome.html

7463. Software from 30p

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 22:55:03 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3A467EC7.89125E4B@cyberpeeps.freeserve.co.uk>
Source record: 52836

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

7464. Re: Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 23:10:17 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <925vop$88j$1@zingo.tninet.se>
Source record: 52838

```
On 24 Dec 2000 20:57:40 , Steve Sweet wrote:
>
>
>Is anyone out there?.
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.
Hi Steve

Yep, were all here as usual. Btw, if you get this merry christmas!
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

7465. Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2000-12-24 23:28:45 UTC
From: James Pinson <jlpinson@dundee.net>
Message-ID: <B66BF0DF.2D7E%jlpinson@dundee.net>
Source record: 52839

A program I just installed on my Atari ST's hard drive has caused the drive to freeze on boot up. If this were a PC, I'd just boot off a boot disk, delete the offending program, and all would be OK. But as near as I can tell, there's no equivalent on the ST. Am I wrong? How can I gain access to my hard drive to delete the program that's leeping the drive from booting? Thanks for any relevant advice.
-- Jim Pinson

7466. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 00:10:16 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <HHw16.11655$WC3.1034810@nnrp4.clara.net>
Source record: 52840

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t499nj3k4ejb6a@corp.supernews.com...
> Yeah, it does seem a lttle pointless. I've had a 1.7gb in my STe for
> over 5 years now and I only managed to fill some 500mb of it. And
> know that I'm moving the drive to a Falcon (partioning it from 8
> drives to 1 or 2)

There's got to be a reason for you
getting a Falcon, and it's probably in
order to do things you couldn't do on
the STE. Rest assured, once you start
using your Falcon to its potential, that
1.7 GB will disappear very quickly!

> then I realised that a lot of that 500mb was useless
> old buggy software as I started to backup on to floppys. Things like
> STWord, STWriter, DBMaster, 50 odd disk formatters, 20 or so virus

I'm sure you're not getting a Falcon to use
as a glorified disk formatter!

> killers. I need to repartition because I need to look forward, so
> I'll need a bigish drives to hold CD Disk image.

With a Falcon you don't need that.
Burn straight to CD at 4x speed.

Shiuming Lai

7467. Re: Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 00:40:22 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <b0RArfB2dpR6Ewo1@lovecraft.demon.co.uk>
Source record: 52841

```
Once upon a time <3a4676466616c20@online.be>, Martin "Nightowl"
Byttebier <tos4ever@online.be> grabbed chalk and scrawled:
>on Sun 24-12-2000 17:47 Tim Conrardy wrote:

>>Merry Christmas from Santa Clara CA, USA Tim Conrardy
>
>Merry Christmas from Deerlijk, Belgium Martin Byttebier

Merry Christmas from Kelso, Scotland and also New Jersey, USA R T K

--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, MC202, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4- ) )-,_. ,\ ( `'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'\_)Morticia
```

7468. Re: Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 03:43:13 UTC
From: ebaiz@skyenet.net
Message-ID: <lnz16.9380$wE3.9760@newsfeed.slurp.net>
Source record: 52842

On 23 Dec 2000 16:05:39 , "Claes Holmerup" wrote:
>Hi everyone around the world,
>I want to wish you all a very Merry Christmas and a Happy New Year.
>May the new year be one of less problems with your computers... ;)

Thanks and the same to you and everyone else here. May the new year bring
alot of new and good things to the Atari world and supporters.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7469. Re: MidiTree: Merry Christmas from Tim

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 03:43:15 UTC
From: ebaiz@skyenet.net
Message-ID: <nnz16.9381$wE3.9760@newsfeed.slurp.net>
Source record: 52843

On 24 Dec 2000 05:17:27 , Tim Conrardy wrote:
> Just uploaded a file to the File section of Atari-Midi. Look for "Midi
>Tree", a Christmas program...St Low res. It is a midi file player that
>plays 128 different christmas songs one after the other. The lights on
>the tree light up to what the music is doing. Pretty cool.So thats my
>Christmas present to all of you.
>
>So Merry Christmas to all Atarians!!!

Yes I have it already and it is an excellent program. Too bad there is not
a version for higher resolutions and higher color modes.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7470. Re: USA Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 03:43:17 UTC
From: ebaiz@skyenet.net
Message-ID: <pnz16.9382$wE3.9760@newsfeed.slurp.net>
Source record: 52844

On 24 Dec 2000 14:59:37 , Phantomm wrote:
>Anyone in North America know if Systems For Tomorrow and ChroMagic are still
>in the Atari business?

As far as I know they are, but they also do other platforms.

>I think that B@C and Best are.

Yes, there are as I ordered something from them not too long ago.

>Is there any other Atari hardware/software dealers in the USA?

Yes, try these sites:

http://www.vme.net/dvm/aty/
http://www.myatari.com/
http://www.teleport.com/~bensmith/bscomputers.shtml
http://www.best-electronics-ca.com/
http://chromagic.digistar.com/
http://www.SystemsForTomorrow.com/
http://www.iarelative.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7471. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 03:43:19 UTC
From: ebaiz@skyenet.net
Message-ID: <rnz16.9383$wE3.9760@newsfeed.slurp.net>
Source record: 52845

On 24 Dec 2000 23:28:45 , James Pinson wrote:
>A program I just installed on my Atari ST's hard drive has caused the drive
>to freeze on boot up. If this were a PC, I'd just boot off a boot disk,
>delete the offending program, and all would be OK. But as near as I can
>tell, there's no equivalent on the ST. Am I wrong? How can I gain access to
>my hard drive to delete the program that's leeping the drive from booting?
>Thanks for any relevant advice.
>-- Jim Pinson

What are you using to boot the drive? If it is an ICD driver, then there is
a program called icdboot.prg. If you are using HDDriver, then there is a
program called hddriver.prg. Just boot the computer and run one of these
program from a floppy. Then just installed the partition icons and you
should have access.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7472. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 05:35:07 UTC
From: bixster@my-deja.com
Message-ID: <926mac$25r$1@nnrp1.deja.com>
Source record: 52696

Thanks Tim... I just visited your page and d/l'ed the Editrack files. Since it is freeware and dongle-free, can I assume that I can use Gemulator to run it on my PC? I just queried Darek Mihocka tonight, and he told me that Gemulator doesn't work with any dongles or copy protected software, but perhaps it will with Editrack? I haven't kept up with the emulation scene for a while so I'm not sure if there is midi support with Gemulator, but since I'm only looking to open my old SNG files and resave them as Midi 1 files, perhaps this might work. The only reason I don't go straight to the TT is that when I turned it on tonight, I found my mouse to be acting wierdly... only scrolls in one direction (after cleaning) making it pretty rough to maneuver... and I'm too cheap to spend the $35 on a replacement mouse... unless I absolutely have to...;-)

BTW it's nice to know that there is still the some of the old Atari community floating around out here. Reminds me of my old GENIE days... the Atari people were always the first there with the answers. Thanks again...

Dennis

> AHHH...now you are saved. On my site is the final version of Editrack
> ver 7.0 as well as the beta versions of SMPTE Track . All of those
work
> fine on a Falcon and a TT030.So just download those, put them on a
720K
> Dos formatted disc...or with a TT...you don't need to...just
a "regular
> 1.4M disc. and you can convert your files from there. Let me know if
> you have any q's on the new style of Editrack. It's a bit different,
> has more funtions...and might even convince you to find another Atari
> to run just that!
>
> The program is on my HYBRIDS ARTS page or the DOWNLOADS Page.
>
> have a great Christmas
>
> --
> Tim Conrardy
> --
> If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
> ____
> Tim's Atari Midi World :
http://sites.netscape.net/timconrardy/index.htm
> Atari-Midi Mailing List:http://www.egroups.com/group/atari

> tconrardy@hotmail.com
>
> Sent via Deja.com
> http://www.deja.com/
>

Sent via Deja.com
http://www.deja.com/

7473. MagicPC6.0/Gemulator

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 06:06:44 UTC
From: bixster@my-deja.com
Message-ID: <926o5j$397$1@nnrp1.deja.com>
Source record: 52697

Hi everyone...

Does anyone have any experience running Gemulator 2000 with MagicPC6.0? I found the German demo, but I'm a bit queasy on installing it if I don't know what I'm doing. I remember running earlier versions of Magic and Gemulator on an older PC a few years back without too many problems, but it's been a while, so I thought I'd ask around here before I do something silly. Thanks....

Dennis

Sent via Deja.com
http://www.deja.com/

7474. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 08:40:16 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <92715g$9t0$1@nnrp1.deja.com>
Source record: 52698

In article <926mac$25r$1@nnrp1.deja.com>,
bixster@my-deja.com wrote:
> Thanks Tim... I just visited your page and d/l'ed the Editrack files.
> Since it is freeware and dongle-free, can I assume that I can use
> Gemulator to run it on my PC? I just queried Darek Mihocka tonight,
and
> he told me that Gemulator doesn't work with any dongles or copy
> protected software, but perhaps it will with Editrack? I haven't kept
> up with the emulation scene for a while so I'm not sure if there is
> midi support with Gemulator, but since I'm only looking to open my old
> SNG files and resave them as Midi 1 files, perhaps this might work.

YES...That should work. Gemulator I heard has limited midi support, but
as long as you don't PLAY the file and just do the conversion...file
management stuff...i see no reason why it should not work. Had a report
that you can use the PVG in DR T's KSC to process midi files as long as
you don't hit the PLAY button...then gemulator crashes.

there is another emulator that DOES work on Midi and that is
STEem...although the bugs are being worked on as we "speak".

The
> only reason I don't go straight to the TT is that when I turned it on
> tonight, I found my mouse to be acting wierdly... only scrolls in one
> direction (after cleaning) making it pretty rough to maneuver... and
> I'm too cheap to spend the $35 on a replacement mouse... unless I
> absolutely have to...;-)

You can download GENMOUSE from the Atari-Midi file section and that
will work with any regular serial mouse on the Modem or serial port on
the TT. You can also use the keyboard to minipulate the mouse : Hit
ALT and use the Arrow keys to move the mouse I beleive.INSERT is Right
Click.

>
> BTW it's nice to know that there is still the some of the old Atari
> community floating around out here. Reminds me of my old GENIE days...
> the Atari people were always the first there with the answers. Thanks
> again...

You will find the Atari Community is still very Strong, especially
since all this great Software is being released. A good time to get
back into Atari for a more stable platform for Midi work.

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.

_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7475. Re: Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 09:32:56 UTC
From: bindon@madasafish.com
Message-ID: <t4e528sno54205@corp.supernews.com>
Source record: 52699

On 24 Dec 2000 20:57:40 , Steve Sweet wrote:
Hi Steve

>Is anyone out there?.

Wow, you're even stranger than normal :) he he

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7476. Re: Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 10:02:41 UTC
From: bindon@madasafish.com
Message-ID: <t4e6q1gec1l4d5@corp.supernews.com>
Source record: 52700

On 25 Dec 2000 00:40:22 , Richard Kilpatrick wrote:
>Once upon a time <3a4676466616c20@online.be>, Martin "Nightowl"
>Byttebier <tos4ever@online.be> grabbed chalk and scrawled:
>>on Sun 24-12-2000 17:47 Tim Conrardy wrote:
>
>>>Merry Christmas from Santa Clara CA, USA Tim Conrardy
>>
>>Merry Christmas from Deerlijk, Belgium Martin Byttebier
>
>Merry Christmas from Kelso, Scotland and also New Jersey, USA R T K

Mery Christmas from Somerset, England. Can I put my Wurzels CD on
now? :)

7477. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 10:03:04 UTC
From: bindon@madasafish.com
Message-ID: <t4e6qor4iuome0@corp.supernews.com>
Source record: 52701

On 25 Dec 2000 03:43:19 , Edward S. Baiz Jr. wrote:
>On 24 Dec 2000 23:28:45 , James Pinson wrote:
>>A program I just installed on my Atari ST's hard drive has caused the drive
>>to freeze on boot up. If this were a PC, I'd just boot off a boot disk,
>>delete the offending program, and all would be OK. But as near as I can
>>tell, there's no equivalent on the ST. Am I wrong? How can I gain access to
>>my hard drive to delete the program that's leeping the drive from booting?
>>Thanks for any relevant advice.
>>-- Jim Pinson
>
>What are you using to boot the drive? If it is an ICD driver, then there is
>a program called icdboot.prg. If you are using HDDriver, then there is a
>program called hddriver.prg. Just boot the computer and run one of these
>program from a floppy. Then just installed the partition icons and you
>should have access.

Remember you may have to hold down ALT,TAB, or Control (can't
remember) to stop it booting from the HD and make it boot from floppy.

7478. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 10:03:07 UTC
From: bindon@madasafish.com
Message-ID: <t4e6qrqca9pre4@corp.supernews.com>
Source record: 52702

Hi Shiuming

>Rest assured, once you start
>using your Falcon to its potential, that
>1.7 GB will disappear very quickly!

I suppose, but it'll not be the programmes taking that space up. I'll probably find myself cluttering a bit samples folder up with massive 16bit 44khz samples. I know, I had about 100mb of samples and they were only about 15khz rubbish. I'll go mad when I hear decent sound coming out of my Atari for once.

And I'll probably be sitting down and watching all the MOV files on the Lego Mindstorms CD. Just doesn't look good in monochrome and 1.2 frames a sec. And I'll be able to play MP3....

7479. FS : ATARI ST Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 10:05:59 UTC
From: lord-chaos@t-online.de
Message-ID: <927667clb1@nnrp1.deja.com>
Source record: 52710

I sell some ATARI ST games , for example Sorcerer Lord , Skyfox II , Fusion , Music Constuction Set (ok , no game) , Bombuzal , Mindshadow (Activision) , Shadowgate and some others.
All with boxes and manuals.

If you re interested , please contact me /ask for a complete list.

Sent via Deja.com
http://www.deja.com/

7480. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 10:20:38 UTC
From: beauroge@free.fr
Message-ID: <WbF16.4353$Zl5.13111332@nnrp1.proxad.net>
Source record: 52711

On 24 Dec 2000 14:41:22 , Dan Ackerman wrote:
>
> Well I think I got it working well enough to do a general release.
>There might be a few problems running around still, so keep a back up of
>your current OVL.
>
>http://www.netset.com/~baldrick/
>
>Changes:
>
> Numerous small changes patches and fixes.
> HTTP 1.1 compliance in place.
> User can now configure OVL to not display the infamous
> POST/GET/CANCEL dialog.
>
> Have a happy holiday and I hope you enjoy this small gift
>from me.
>
> Dan Ackerman
> aka baldrick@netset.com
>
>
>
>
>
>
>
>.
Thanks, Merry Xmas for you too.

7481. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 11:38:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200012251238.a48645@su2.maus.de>
Source record: 52735

Hi Jim,

JP>How can I gain access to my hard drive to delete the program that's
JP>leeping the drive from booting?
any modern driver allows you to type in a (from C) different letter,
e.g. D or even A, just after the driver's message has been displayed
on your screen.

Afterwards you delete the program in your AUTO folder, ACC or whatever
did upset you.

Second solution: Power on the hard drive _after_ you arrived on
the desktop and run the driver from a floppy. Most of the drivers
named *.SYS may be renamed to *.PRG and be double-clicked!

Und TTschï¿½
ps

7482. Tiss strange

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 11:48:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977742460-511304AEicMi@madasafish.com>
Source record: 52712

Hi all, merry wossname 'n that.

Anyway..

I was sitting down last evening watching independance day and signing up a new IP so's i could get a reliable news-feed, and my kid says " Do you realise this film was on the same time last christmas eve, and that you were signing up some new IP's then as well".

I hate friggin chrimbo, summat goes wrong with my mail/news, bah!, humbug!!.. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7483. Re: Merry Christmas!

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 11:50:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977742462-511898AEicMi@madasafish.com>
Source record: 52713

Hi Hallvard

>Merry Christmas to all you Atarians all around the world from Oslo,
>Norway!!!

And a very good one to you and your country, i understand rather a lot of
tree's come from your land this time of year.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7484. Re: News Servers

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 12:42:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849058-574996AEicMi@madasafish.com>
Source record: 52764

Hi Lyndon

>>Whilst looking into it i discovered that bun.com and skynow.net have
>>the same IP no's for their various servers. Is this because they use
>>the same sources or are IP no's standardised in some way?.

>I'm not sure but they may use supernews as their news server like mine.
>Try resolving the IP number to find the name of it using one of the
>utilities out there.

Turns out my IP finally acknowledged its their fault, but as its that time of year and i cant go without my newsgroups, i signed up a new IP, crazy fish or summat. :-) I wasnt so easy just plumbing in another news server, bloody authentication boxxols.

>Sting tools comes to mind.

Eek!, i'l stick with iConnect i think and use Get_IP.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7485. Re: Mouse Boot for gfx cards

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 12:44:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849062-575620AEicMi@madasafish.com>
Source record: 52765

Hi Lonny

>I have placed a special version of Mouse Boot on my website for download
>which is suppose to work on gfx cards.

Ooh!, ive got one of those, pity you didnt include your URL!. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7486. Re: [Chrismas update] Atari Icon Library

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 12:48:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849064-576188AEicMi@madasafish.com>
Source record: 52766

Hi Joakim

>I have just (in the eleventh hour!) added a nice set with 44 christmas
>icons from Hideki Itoh in the artist section. (Gallery 11)

I'l pop by and take a look later, i use quite a few of the icons from
these archives, and also have modified some for my own purposes, so
thanks to all who have made the effort, its very much appreciated by
myself.

Happy Christmas
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7487. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 12:49:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849068-576764AEicMi@madasafish.com>
Source record: 52767

Hi Dennis

>I suppose that you've somehow must have checked mister Ulrich Goessel
>his credentials? My first thoughts were that he's some German version of
>Jared Falvo... just try imagine the outcome if we could lock these two
>up for a couple of hours in a small room.... :-)

They probably already get locked in a small room for some hours a day, a
padded room.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7488. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 13:06:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849070-577344AEicMi@madasafish.com>
Source record: 52768

Hi Shiuming

>> you will never get any Atari computer to compete with the marvellous
>>Amigas

>Is it just me or is the Amiga scene just full of such bigoted half-wits?

We call them arseholes over here dude!, keep up with the lingo. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7489. Re: WTD Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 13:07:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849072-577928AEicMi@madasafish.com>
Source record: 52769

Hi Nowt.

>you will never get any Atari computer to compete with the marvellous
>Amigas

Until you add a power cable to it.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7490. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 13:12:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849076-578510AEicMi@madasafish.com>
Source record: 52770

Hi Shiuming

>> Anyway, I know everyone has been talking about Frontier, but William
>> wanted a Wing Commander clone, and there is one for the Falcon: CROWN
>> OF CREATION 3D, written by Rebelsoft Design.

>Is anyone running this OK on a CT2? The demo version doesn't seem happy
>here.

Hm!, what colour LED's are you using and how many cooling fans do you
have?. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7491. Re: Help for the newbie!

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 13:19:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849078-579096AEicMi@madasafish.com>
Source record: 52771

Hi Lyndon

> Use CAB to surf the net (not recommened on an ST)

<Flame bait> :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7492. Re: FS: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 13:21:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849082-579676AEicMi@madasafish.com>
Source record: 52772

Hi Derryck

>>Oops, Newsie's up the shoot again, sending more copies of my sig.
>>Maybe I should try switching to Emailer...

>Go for it, I like it :-)

Wot and ruin its exclucivity<sp>, nah!!. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7493. Re: Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 13:23:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849084-580232AEicMi@madasafish.com>
Source record: 52773

Hi Jorgen

>>Is anyone out there?.

>Yep, were all here as usual. Btw, if you get this merry christmas!

I got it eventually, but only by changing IP's. Merry Christmas.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7494. Re: Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 13:23:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849088-580796AEicMi@madasafish.com>
Source record: 52774

Hi Lyndon

>>Is anyone out there?.

>Wow, you're even stranger than normal :) he he

I dont know what you mean!!!. :-/

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7495. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 13:25:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849090-581376AEicMi@madasafish.com>
Source record: 52775

Hi Derryck

>>You mention that youve got HSMODEM redirected to use 100, i dont do any
>>of this twatting and my modem 2 speed max is 115200.

>The CiX terminal program tops out well before that, so we have to use
>the redirection facility.

OIC, i think youve told me this before.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7496. Harlekin

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 14:27:16 UTC
From: Trampa Radovan <trampa@bitsYU.net>
Message-ID: <977758164-448356AEicMi@bitsYU.net>
Source record: 52716

Hi!

I would like to ask someone who knows anthing about harlekin III. I have this program because harlekin II has problem with date beyoun 1999. My problem with new halekin is macro option in it. In previous version II i had txt macros and hpg macros ect., but in this new version ther are not such macros. In new harlekin III everything is the same, only macro mudule is not the same no more. So if anyone knows anything, how I can contakt someone through mail or the man who wrote this program, please mail me private.
Thanks to all who can help!!

yours sincerely,
Trampa Radovan

7497. Re: Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 14:36:25 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3a475b69$0$175@news.zetnet.co.uk>
Source record: 52714

On 25 Dec 2000 10:02:41 , Lyndon Amsdon wrote:
>On 25 Dec 2000 00:40:22 , Richard Kilpatrick wrote:
>>Once upon a time <3a4676466616c20@online.be>, Martin "Nightowl"
>>Byttebier <tos4ever@online.be> grabbed chalk and scrawled:
>>>on Sun 24-12-2000 17:47 Tim Conrardy wrote:
>>
>>>>Merry Christmas from Santa Clara CA, USA Tim Conrardy
>>>
>>>Merry Christmas from Deerlijk, Belgium Martin Byttebier
>>
>>Merry Christmas from Kelso, Scotland and also New Jersey, USA R T K
>
>Mery Christmas from Somerset, England. Can I put my Wurzels CD on
>now? :)

and Merry Christmas from Lincolnshire, England. (I know lots about Somerset though as I grew up there. You go easy on that scrumpy Lyndon :-)))

Cheers

Paul

7498. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 15:41:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <977766058-22071AEicMi@gmx.net>
Source record: 52718

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Sun, 24 Dec 2000 22:09:26 GMT

Hi Michael,

>I'd love to have a memory upgrade that runs software as fast as a 100MHz
>060! ;)
So would I, I can only guess how fast a 68060/100Mhz *would* be, since it doesn't exist, but I do know that a 603/200Mhz running in native PPC mode will not even come close, under emulation it will barely be faster if not slower than a Milan or Hades040.

>The way it's supposed to work is, when you run programs on it, it interprets
>the programs as much as possible into PPC code and saves a separate program
>file that runs directly on the PPC. What can't be interpreted runs through
>an emulator, which they say is quite fast compared to older emulation
>methods. Their estimates are that it will run as fast as what I quoted. Now
>whether you believe that or not is up to you.
Indeed... and I don't believe a single word of it.

>it is supposed to do a bit of decompiling and re-coding of the
>software. They say it's possible that some programs will run faster each
>time they're run, as sections of the program get progressively translated.
???
I would love to know what programs will run faster each time they're run, you do realise that this is messing with the law of physics? If they can pull it off there's a Nobelprice waiting for them...

<serious mode off>
Come to think of it.... they're gonna get two Nobelprices!! just imagine... These guys are claiming they've found a way to speed up a processor merely by writing some "super-code" for it, well IBM and Motorola will be very interested, can you imagine what this will do for a G4?
Intel, AMD and MS probably are shaking in their boots right now.
<serious mode on>

Michael, suppose someone would claim that thanks to some nifty programming it's now possible to achieve the speed/power of a TT on a simple ST, what would you think of such a statement? Well, that's exactly what Titan is claiming....

>Well, if it is indeed faster than the 68060 options available currently (as
>they say it will be), I'm *VERY* impressed. But, as you say, it could just
>be a gimmick, so we'll wait and see if they release any benchmark tests and
>such and see what it looks like.
I'm not the expert... they're people here which have a much bigger knowledge

on the topic, I'm just using some common sense. A 603/200Mhz *can't* possibly be any faster then a 68060, not in pure speed and power anyway. It might be faster at doing floating point calculations but that's beside the point.

>As far as I'm concerned, the 680x0 line is a dead end, and as soon as they
>completely quit making them, we'll have no choice but to move to a PPC or
>other type of chip.
Why did you buy a Falcon? when it was released the 68030/16Mhz was a dead end as well.... it doesn't mean because the development on 680x0 line has come to an end that it's not a viable option anymore. Even if the production would be stopped tomorrow, there are enough 68060's around to last us a lifetime. It's not like millions of people need one...
Talking about dead ends... that PPC603 has had it's best time as well, if you ask me.

>So why not start now, while we at least have the option? And as 680x0's get
>more scarce, we'll have no choice but to re-compile the software to run on
>PPC's or other CPU's.
Ever heard of MagiCMac? following your logic one could just as well buy a Mac PowerPC and as an additional bonus will be able to run Mac software also. And yes I know that recompiling is not the same as emulation ;-)
Just ask yourself the question who's going to recompile what... even if some programmers were willing to rewrite their programs, they'll need the proper tools, who's going to write the programming software? compilers, debuggers, editors etc...

>My personal opinion is that the only real progress we can make at this point
>for the future,is to move to another CPU type that is actively supported and
>available, otherwise we'll just gradually get our supply of CPU's cut off
>completely.
Without Atari software written/ported to run in native PPC code, there's no real advantage in this for the user. Production of the 68000 has stopped ages ago, but they're still in supply, same thing for the 6502 which drives the Atari 800/XL/XE, it wont be any different for the 68060.
What you're proposing is to drop compatibility in favour of raw power. I can see your point, but considering that a clone with a real 68060 will run even faster then the 603/200 while retaining software compatibility, I think it's better and cheaper to opt for a Milan or Hades instead of adding a card into an old computer that by today standards had has its best times anyway...

IMO Milan and Medusa are the only two firms with enough knowledge and experience to produce " a next generation clone", but without support it will never happen. In my book support means bying their products, these two firms deserve a Nobel price as well... one for courage and perseverance, why they haven't closed the books and tossed it all in is beyond me... all they've received over the years is negative criticism... how many unhappy Hades or Milan users do you know?

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7499. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 15:45:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <977766062-22967AEicMi@gmx.net>
Source record: 52719

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Sat, 23 Dec 2000 22:46:15 +0000

Hi Lonny,

>>I also have big problems believing that Fredi would use a ColdFire for any
>>"next" TOS clone. I think Dennis is closer to the truth than he thinks ...
>
>It won't be lack of interest that kills it, it will most likely be that
>ColdFire idea that kills it. I filled out the questionaire, didn't
>care about the options, but like some others I expressed my opinion
>to move to PPC in the comment section.
There will always be interest when someone announces a new "TOS clone"...

If we would announce tomorrow that we've been working very hard the past year designing the next "generation", and annouce some details like that it will run on a Sun UltraSparc/666Mhz, comes with Firewire, USB, PCI, AGP etc.. and last but not least is completely TOS compatible thanks to some clever coding on your part... let put a picture of a motherboard showing nothing at all really on the website, ask anyone who's interested to fill in a questionaire asking stupid questions like how much they are prepared to pay for it, or if it should have a VME interface...
Next step is to inform the leading Atari websites like MagiC Online, ATOS, Place2be, MyAtari, Atari-world... etc of our little venture. Don't forget to add that we've lined up a truckload of developers who are all eager writing drivers and new powerfull software for it.
To make the project even more appealing we'll announce the inclusion of a softwarebundle, containing software most of us already bought years ago, but then who cares anyway... To drive everyone wild we could even publish some benchmarks that are to good to be true and add that these can only improve since they're taken from an early development board...
Who's gonna manufacture the boards? since Milan teamed up supposedly with Motorola I suggest we announce that IBM will take care of it, marketing wise this sounds better then an OEM firm...
In a couple of months when the interest falls back somewhat, we'll announce that the machine is coming along nicely and that we've managed to squeeze an Internet Explorer 5.5 clone in ROM... that should be enough to keep interest going untill next Xmass.

Let me tell you Lonny, there will be enough people interested.... and the few ones that are sceptical will not be heard. People like to finally read/hear some positive news for a change and the timing is just perfect for it.
Any clown can announce anything, checking the story is virtually impossible and in the mean time the biggest majority stick to their Falcons and TT's waiting for better things to come.... :-(

>At this point I'd much rather try the DesTTiny with the PCI
>adapter with my Hades. ;-)
To do what ?

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7500. Re: WTB: Atari ST SM124 Monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 17:26:03 UTC
From: David Smith <david@suscom.net>
Message-ID: <3A47832C.C9B20342@suscom.net>
Source record: 52717

I have a couple SM124 Monitors for sale. check out my home page

http://yourpage.suscom.net/david

jr wrote:

> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> WTB: Atari ST SM124 Monochrome monitor.
>
> Bay Area preferred but will accept shipped.
>
> Please email with price and condition.
>
> JamesBRey@aol.com

--
David Smith. Williamsport, Pennsylvania, US.
http://yourpage.suscom.net/david

7501. Re: Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 17:47:41 UTC
From: swampfox1@earthlink.net
Message-ID: <1LL16.11599$3B5.282093@newsread2.prod.itd.earthlink.net>
Source record: 52720

On 24 Dec 2000 20:57:40 , Steve Sweet wrote:
>
>
>Is anyone out there?.
>--
>
SNIP (:-)~

Nope! No one here! Merry christmas!
John G.

7502. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 17:50:32 UTC
From: swampfox1@earthlink.net
Message-ID: <INL16.11614$3B5.282093@newsread2.prod.itd.earthlink.net>
Source record: 52721

On 25 Dec 2000 10:20:38 , Roger Beauchier wrote:
>On 24 Dec 2000 14:41:22 , Dan Ackerman wrote:
>>
>> Well I think I got it working well enough to do a general release.
>>There might be a few problems running around still, so keep a back up of
>>your current OVL.
>>
>>http://www.netset.com/~baldrick/
>>
>>Changes:
>>
>> Numerous small changes patches and fixes.
>> HTTP 1.1 compliance in place.
>> User can now configure OVL to not display the infamous
>> POST/GET/CANCEL dialog.
>>
>> Have a happy holiday and I hope you enjoy this small gift
>>from me.
>>
>> Dan Ackerman
>> aka baldrick@netset.com
>>
>>
>>
>>
>>
>>
>>
>>.
>Thanks, Merry Xmas for you too.
>.
Ditto!
John G.

7503. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 18:15:23 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a478ebb$0$173@news.zetnet.co.uk>
Source record: 52722

On 24 Dec 2000 23:28:45 , James Pinson wrote:
|A program I just installed on my Atari ST's hard drive has caused the drive
|to freeze on boot up. If this were a PC, I'd just boot off a boot disk,
|delete the offending program, and all would be OK. But as near as I can
|tell, there's no equivalent on the ST. Am I wrong? How can I gain access to
|my hard drive to delete the program that's leeping the drive from booting?
|Thanks for any relevant advice.

Hold down the Alt key while booting, run your hard driver from a
floppy, put an icon for drive C on the desktop and open it.
--
JI Logan

7504. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 18:16:01 UTC
From: sidcelery@cix.co.uk
Message-ID: <9282t1ftc2@plutonium.compulink.co.uk>
Source record: 52723

On 23 Dec 2000 05:56:15 , Don Wolfe wrote:
>On 22 Dec 2000 23:11:57 , Harry Sideras wrote:
>>On 22 Dec 2000 10:30:03 , "Mark" wrote:
>>In return maybe you (or anyone else - I'm not too proud <g>) can help
>>me with a serial port problem I have with the TT and STinG:
>>
>>I've always been confused because STinG's Serial CPX always starts up
>>showing Modem 1 @19k2 with no flow control etc.
>
>I have the DIAL.SCR set to SERIAL2/LAN, and the SERIAL.CPX set to the
>same thing with the baud at 115,400 and when I run the DIALER this is
>the port I get and the connect speed, TT30/MagiC 4/10/NIVDI 4/EASE 4

Hi Don,
Can you UUE Email me the DRVIN, MFP_TT and SCC files you're using?
I've never got around to doing this properly and it's the only thing
that'll get me to upgrade my modem all the way to 57k6 from my current
33k6 jobby. Thanks!

rgds
H

7505. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 18:16:04 UTC
From: sidcelery@cix.co.uk
Message-ID: <9282t4ftc3@plutonium.compulink.co.uk>
Source record: 52724

On 22 Dec 2000 23:41:00 , Steve Sweet wrote:
>Hi Harry
>>In return maybe you (or anyone else - I'm not too proud <g>) can help me
>>with a serial port problem I have with the TT and STinG:
>>
>>I've always been confused because STinG's Serial CPX always starts up
>>showing Modem 1 @19k2 with no flow control etc.
>
>And you have saved the settings in the CPX? and the CPX is active?

A million times. Believe me... B^<

> Once saved, the CPX is a boot-init CPX, it'll initialize the port
> and go bye bye's.

It does, but to modem 1 19k2. I can't explain it...

>> While setting up Magic I finally realised that my old Magx.inf was
>> causing this because the lines after #_CTR showed:
>
>And mine is..
>
>#_CTR
>#a000000
>#b001001
>
>Anyway, red herrings dude, the CPX will set all, but if you want you
>could load the CPX and set as you require, then save MAGX.INF.

I have to run the CPX everytime and it just refuses to save to
Magx.inf. I've had to make the amendments manually and then they don't
get overwritten either...

> You mention that youve got HSMODEM redirected to use 100, I dont do
> any of this twatting and my modem 2 speed max is 115200.

That's what I want, but I just can't make it happen. Of course, on the
TT the modem 2 port is a bit screwy and above 38k4 only supports the
non-standard 76k8, 153k6 and 220k4 %^X

> The CPX will set the protocol, and then the dialler selects the port it
> needs at the speed the CPX has pre-set.

It could be that having set the 110 speed, the switching of the port
in DIAL.SCR is sufficient to sort me out. It may be working ok, but I
don't want to go online at 110 on modem 1 to find out!

rgds
H

7506. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 18:16:07 UTC
From: sidcelery@cix.co.uk
Message-ID: <9282t7ftc4@plutonium.compulink.co.uk>
Source record: 52725

On 24 Dec 2000 20:37:00 , Charles Stanley wrote:
>On 22 Dec 2000 23:11:57 , Harry Sideras wrote:
>>snip a lot>
>>I think the #b line relates to the printer - could the setting be in
>>line #c ? What do I need to change? Currently I'm showing:
>>#c77700070006000700552005055522207705570750555077031111103
>
>Harry, I'm no expert, but with my TT I use Serial2
>and I have in Magx.inf:
>a#a0<0021
>b#001100

"<" remaps to 57600
";" remaps to 115200

This much I can work out. But what sets the serial port?

rgds
H

7507. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 18:16:09 UTC
From: sidcelery@cix.co.uk
Message-ID: <9282t9ftc5@plutonium.compulink.co.uk>
Source record: 52726

On 24 Dec 2000 14:01:48 , Derryck Croker wrote:
>From: sidcelery@cix.co.uk (Harry Sideras)
>> I've always been confused because STinG's Serial CPX always starts
>> up showing Modem 1 @19k2 with no flow control etc.
> A long shot - do you use Zcontrol? If so, that has problems saving
> changes back to CPXs.

I do, but I've tried it in the latest COPS too and still no dice...

rgds
H

7508. Re: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 18:16:13 UTC
From: sidcelery@cix.co.uk
Message-ID: <9282tdftc6@plutonium.compulink.co.uk>
Source record: 52727

On 23 Dec 2000 18:18:04 , "Dave Wade" wrote:
> Ken Kosut <kjcat@execpc.com> wrote:
>> On Fri, 22 Dec 2000, Mark wrote:
>>>> ==
>>>> Four 256K Simm Modules - STE
>>>>
>>>> These four modules came out of a STE (same as above - not Mega).
>>>> I don't even recall booting the machine with this set.
>>>> I bought the machine new, then upgraded it to 4 meg of RAM.
>>>> Price - $50.00 You pay shipping
>>>> U.S. dollars/cashiers check or money order
>>>> ==
>>>
>>> What??? tell me if you get that price, I have been stirring my
>>> cafe with 1mb SIMMs in between giving them away.
>> BTW - The simms you speak of. Are they Atari or Generic?
> ...
> Also whilst there might be ATARI branded SIMMS they were probably
> selected for being slow rather than being "better". I think (and
> its some time since I upgraded) STE's will tolerate 80ns SIMMS,
> whereas most PCs need 70 or even 60 to run with no wait states. So
> ATARI probably bought the rejects that did not make the speed and
> stuck ATARI labels on them.....

I'd doubt if there were any Atari branded SIMMs. Just being SIMMs was
enough - that's would be why they standardised on them.

Plus, I remember Paul Rossiter writing that an STe would not gain any
advantage from 256Kb SIMMs faster than 150ns or 1Mb SIMMs faster than
120ns.

rgds
H

7509. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 18:23:21 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <sSM16.2531$3U5.2924@nntpserver.swip.net>
Source record: 52728

> >Rest assured, once you start
> >using your Falcon to its potential, that
> >1.7 GB will disappear very quickly!
>
> I suppose, but it'll not be the programmes taking that space up. I'll
> probably find myself cluttering a bit samples folder up with massive
> 16bit 44khz samples. I know, I had about 100mb of samples and they
> were only about 15khz rubbish. I'll go mad when I hear decent sound
> coming out of my Atari for once.

Audio will eat your disk in no time. You'll use about 10MB/minute in CD
quality stereo files...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7510. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 18:23:21 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <1VM16.2536$3U5.2985@nntpserver.swip.net>
Source record: 52729

> >Rest assured, once you start
> >using your Falcon to its potential, that
> >1.7 GB will disappear very quickly!
>
> I suppose, but it'll not be the programmes taking that space up. I'll
> probably find myself cluttering a bit samples folder up with massive
> 16bit 44khz samples. I know, I had about 100mb of samples and they
> were only about 15khz rubbish. I'll go mad when I hear decent sound
> coming out of my Atari for once.

Audio will eat your disk in no time. You'll use about 10MB/minute in CD
quality stereo files...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7511. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 18:23:21 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <OUM16.2535$3U5.3014@nntpserver.swip.net>
Source record: 52730

> >Rest assured, once you start
> >using your Falcon to its potential, that
> >1.7 GB will disappear very quickly!
>
> I suppose, but it'll not be the programmes taking that space up. I'll
> probably find myself cluttering a bit samples folder up with massive
> 16bit 44khz samples. I know, I had about 100mb of samples and they
> were only about 15khz rubbish. I'll go mad when I hear decent sound
> coming out of my Atari for once.

Audio will eat your disk in no time. You'll use about 10MB/minute in CD
quality stereo files...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7512. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 18:23:21 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <vBN16.2582$3U5.2374@nntpserver.swip.net>
Source record: 52731

> >Rest assured, once you start
> >using your Falcon to its potential, that
> >1.7 GB will disappear very quickly!
>
> I suppose, but it'll not be the programmes taking that space up. I'll
> probably find myself cluttering a bit samples folder up with massive
> 16bit 44khz samples. I know, I had about 100mb of samples and they
> were only about 15khz rubbish. I'll go mad when I hear decent sound
> coming out of my Atari for once.

Audio will eat your disk in no time. You'll use about 10MB/minute in CD
quality stereo files...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7513. Re: Atari FLH video format

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 20:21:05 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <3A47AC32.B672D774@mrgs.cix.co.uk>
Source record: 52732

Phantomm wrote:
>
> Thanks for the Info.
>
> I am a registered user of AniPlayer and do convert my FLH videos made
> with Expose into MOV and etc.
>
> I don't have a MAC at the moment, but recently someone told me that
> MOV's made from FLH files with AniPlayer are not compatible with MAC!
> Not sure if thats correct or not.
>
> Anyone know if Apex FLC and FLH videos converted with ANIPLAYER into
> AVI and MOV are compatible on PCs and MACs??

Works fine here converting FL? into AVI, MOV and QT files from Falcon to
Mac (G3) in Quicktime. Quicktime files from the Mac don't seem to work
properly in Aniplay though.

> Also is FLC or FLH a fairly common format for PCs or MACs today?

Nope.

> In other words, do alot of the good Graphics and Video players include
> support for FLC and FLH?
> Any other info on FLC and FLH formats is much appreciated.

Graphic Converter on the Mac will load and convert FLC files to animated GIFs.

Hope this helps

Chris

7514. Re: High Quality Porn Site With Animals 9378

Newsgroup: comp.sys.atari.st
Date: 2000-12-25 22:32:07 UTC
From: James Aubrey <Jaubrey@btinternet.com>
Message-ID: <928i2opvr1@neptunium.btinternet.com>
Source record: 52733

<olipxk@worldex.com> wrote in message
news:91gcl4cfi15028@venus.telepac.pt...
> http://www.memberpro.com/cgi-bin/goto.cgi?WS100015150IJ&FS100003529BB
>
> http://www.memberpro.com/cgi-bin/goto.cgi?WS100015150IJ&FS100003529BB
>
> http://www.memberpro.com/cgi-bin/goto.cgi?WS100015150IJ&FS100003529BB
>
> http://www.memberpro.com/cgi-bin/goto.cgi?WS100015150IJ&FS100003529BB
> newiwljkmnwvkjodsebfedumzpqfipuqoirhbblnyiketlbqivwevgzkuolxcpeqkicrd
>
Get a life mate!

James

7515. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 00:22:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <977840852-43088AEicMi@gmx.net>
Source record: 52752

From: swampfox1@earthlink.net (John Garone)
Date: Sat, 23 Dec 2000 16:13:47 GMT

Hi John,

>I can cut a section out of a GIF 'still' (with True Image) and paste
>another GIF 'still' in it's place after I've converted a JPEG to a
>GIF using Image Copy but that's where it ends since I want to replace
>the cut out portion with an animated GIF.
Sounds to me like you need Papillon.... available from ASH. You can
download the demo version 3.0 from their website. Only available in
German I'm afraid since the programmer doesn't want to coorporate
producing a proper English version :-(

Despite this, it's probably exactly what you're looking for and comes
with some nice additional features thrown in....
http://www.application-systems.de

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7516. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 00:23:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <977840854-43595AEicMi@gmx.net>
Source record: 52753

From: "Shiuming Lai" <lais@zetnet.co.uk>
Date: Mon, 25 Dec 2000 00:10:16 -0000

Hi Shiuming,

>> I'll need a bigish drives to hold CD Disk image.
>
>With a Falcon you don't need that. Burn straight to CD at 4x speed.
Burning Audio CD's or large files yes.... but then try burning a CD
containing for example 10,000 small fonts or thumbnails.. You'll get
a buffer underrun before you even know it. The type of writer used is
also important, if it comes with a big RAM buffer then it *might*
just be possible, but I would feel much safer with an image file...
Having a 1Gig partition especially for the CD isn't such a bad idea
after all, unless he'll use CD Recorder Pro, he'll have a hell of a
job creating certain CD's...

Cheers from Belgium
Dennis
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7517. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 00:59:44 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <56S16.44208$_h.270544@NewsReader>
Source record: 52734

Hello.

"James Pinson" <jlpinson@dundee.net> wrote in message
news:B66BF0DF.2D7E%jlpinson@dundee.net...
> A program I just installed on my Atari ST's hard drive has caused the
drive
> to freeze on boot up.

>How can I gain access to my hard drive etc....

Interesting one this, the relevant instructions for ICD are in the readme on the program disc, for HDDriver, on page 7 of the manual, you do have the origional disc or manual.....?

Barrie at Keychange.

7518. Re: Merry Christmas!!!

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 01:52:38 UTC
From: wongck@letterbox.com
Message-ID: <928tkj$2nh$1@mailint03.im.hou.compaq.com>
Source record: 52736

In article <3a475b69$0$175@news.zetnet.co.uk>, paul.williamson@zetnet.co.uk (Paul Williamson) wrote:
>On 25 Dec 2000 10:02:41 , Lyndon Amsdon wrote:
>>On 25 Dec 2000 00:40:22 , Richard Kilpatrick wrote:
>>>Once upon a time <3a4676466616c20@online.be>, Martin "Nightowl"
>>>Byttebier <tos4ever@online.be> grabbed chalk and scrawled:
>>>>on Sun 24-12-2000 17:47 Tim Conrardy wrote:
>>>
>>>>Merry Christmas from Santa Clara CA, USA Tim Conrardy
>>>>
>>>>Merry Christmas from Deerlijk, Belgium Martin Byttebier
>>>
>>>Merry Christmas from Kelso, Scotland and also New Jersey, USA R T K
>>
>>Mery Christmas from Somerset, England. Can I put my Wurzels CD on
>>now? :)
>
>and Merry Christmas from Lincolnshire, England. (I know lots about
>Somerset though as I grew up there. You go easy on that scrumpy
>Lyndon :-)))
>

To all Atarian
Merry Christmas from Singapore !

Rgds
william
http://probehouse.atari.org

7519. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 02:00:30 UTC
From: wongck@letterbox.com
Message-ID: <928u3b$2nh$2@mailint03.im.hou.compaq.com>
Source record: 52737

In article <3a4469a9$0$179@news.zetnet.co.uk>, jfhaslam@zetnet.co.uk (James Haslam) wrote:
>>> Any idea if there is a game like Wing Commander or Star lancer??
>>There is Elite 2 Frontier. A lot faster on the Falcon.
>wanted a Wing Commander clone, and there is one for the Falcon: CROWN OF
>CREATION 3D, written by Rebelsoft Design.

I went through my old diskette and found another ..... EPIC,
I remenbered playing this on my 520ST & it was like wing commander.

rgds
William

7520. serial link speed queries

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 02:10:24 UTC
From: wongck@letterbox.com
Message-ID: <928uls$2nh$3@mailint03.im.hou.compaq.com>
Source record: 52738

Over christmas, I transfered over 26MB of stuff off my Falcon to my PC so that I can backup them on a CDR. It took over, 2 hours over a RS232 link, at 115Kbps & 8N1 settings. I was using Zmodem, and the rate was 3200CPS.

Why shouldn't it be 115200/9 = 12800CPS??
It seems to be 4x slower.

Rgds
William

7521. Hard Drive Problems....

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 02:30:01 UTC
From: baz <baz@rapidoffset.com.au>
Message-ID: <JoT16.32444$xW4.255541@news-server.bigpond.net.au>
Source record: 52739

I have a Megafile 60 attached to my 1040ste. Everything was working fine, but I switched it on this morning and it is crashing (cherry bomb, rebooting) in certain drives / directories.
Does anyone have a fix for this problem?

Regards

Baz

7522. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 05:39:13 UTC
From: dwolfe4@genie.idt.net
Message-ID: <929au1$llc@nnrp2.farm.idt.net>
Source record: 52743

On 25 Dec 2000 18:16:09 , Harry Sideras wrote:
>On 24 Dec 2000 14:01:48 , Derryck Croker wrote:
> >From: sidcelery@cix.co.uk (Harry Sideras)
> >> I've always been confused because STinG's Serial CPX always starts
> >> up showing Modem 1 @19k2 with no flow control etc.
> > A long shot - do you use Zcontrol? If so, that has problems saving
> > changes back to CPXs.
>
>I do, but I've tried it in the latest COPS too and still no dice...

Hi Harry,

I have my Dial.Scr file set to SERIAL2/LAN, and STING SERIAL CPX to
SERIAL2/LAN and the Baud at 115,400, I've made no changes in MagiC..

When I run DIALER I connect at 115,400, now if you will go up to
CONTROL and open The STING SERIAL CPX and try to access SERIAL2/LAN you
will get a message that the port is in use and cannot be configured.
This seem to work for me ??

Check Your E-Mail

Later, Donner......

7523. Atari ST Newbie

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 06:05:38 UTC
From: staalejg@bigfoot.com
Message-ID: <929cfgpqv1@nnrp1.deja.com>
Source record: 52740

Greetings to all!

I just purchased an Atari 1040STe. Back in the days (mid to late 80s) I owned an Atari 800XL and loved it more than any other PC since. So I am interested in getting back into the Atari scene but am looking for any help I can get. Need help with the following?

What kind of monitor do I need for my Atari ST? Is a TV ok?
How can I tell how much RAM I have?
What is the latest version of TOS I can run on my 1040STe?
What upgrades can I purchase for my STe?
What is the max video resolution I can achieve?
Can I hook up a Hard Drive, and if so, what is the max size?
Does the ST support SCSI hard drives?
Does the ST support IDE hard drives?
Does the ST support a CDROM?

I'd like to use the ST for music sequencing, especially piano. I am also beginning to learn to play the piano. Does anyone know of a good piano teaching software for the ST that utilizes the midi ports?

Thanks for any info you can provide.

staalejg@bigfoot.com

Sent via Deja.com
http://www.deja.com/

7524. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 06:14:20 UTC
From: Video61@webtv.net
Message-ID: <7411-3A48373C-13@storefull-176.iap.bryant.webtv.net>
Source record: 52741

what really needs to be done is for one of these companies to market there products in the english markets around the world, that way they can at least stabilize the atari market, once its stabilized, then try to expand it.
they sure are not going to get many new users to buy there computers right away till there is a stable user base with some cool software.
the fastest speed of the computer may not be the most pressing thing even though it is hurting apple, they are in a different situation, they are directly competing with the PEECEE, and there operating architecture is not as good as the atari
i see the atari, and amiga platforms as a kinda gorilla type of platform that can sneak up on a unsuspecting market that really does not even know that they exist.
this will be a longterm thing to undue the damage of the worthless management of the now defunct atari/commodore companies.
the clone manufacturers should be looking at this as a niche market, and promoting there products as a premium platform that has large advantages over the common platform machines, thus stabilizing, and to a small extent in small increments enlarging the base.
there are still some small companies in just about every kind of market that are really stable, and have some growth, and are looked at as the Cadillac of that market, that is how i would promote the clones(but we need a decent browser for that, and upgrade the many fine midi programs out there).
there is not one dealer in a country the size of the u.s.a. that i can pick up the phone, and order a clone, that is insane for a market that they claim they want to sell lots of machines, if they let the dealer base wither away, no matter what they do, they will not be able to crack this market.
i see the atari/amiga platforms as a gift to europe, and the rest of the world from the fine lousey managed companies here in the u.s.a.
it could be handing them the opportunity to gain freedom from the slave PEECEE market that is heavily influenced from the u.s.a.(microsoft), and starting there own homegrown, and managed platforms in which to compete.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

7525. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 06:42:05 UTC
From: bixster@my-deja.com
Message-ID: <929ejt$r36$1@nnrp1.deja.com>
Source record: 52742

Well I found STEem and installed it, along with Editrack 7.1. So far I'm unable to read any floppies (perhaps I should RTFM, eh?) and I can't seem to find a way to export SNG files as Midi. STEem also hangs when I try to play an SNG file, but I'm not worried about that. It's pretty cool... I'll have to work with it more tomorrow. Again, thanks for steering me in the right direction...

Sent via Deja.com
http://www.deja.com/

7526. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 08:43:21 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <929ln9lc1@nnrp1.deja.com>
Source record: 52744

In article <929ejt$r36$1@nnrp1.deja.com>,
bixster@my-deja.com wrote:
> Well I found STEem and installed it, along with Editrack 7.1.

Good going!

So far
> I'm unable to read any floppies (perhaps I should RTFM, eh?)

Unfortunatly, Steem cannot read Atari formatted discs which is what
your problem is.It reads only Dos-Formatted discs. the gem explorer
program does however.

and I
> can't seem to find a way to export SNG files as Midi.

That is easy. Once you get a SNG file into memory, simply go to FILE
(on the menu) , go to "SAVE SNG/MIDI file" and RIGHT click on that! A
RIGHT click will save it as a Midi File. A LEFT Click will save it as a
SNG file. Easy enough! :-)

STEem also hangs
> when I try to play an SNG file, but I'm not worried about that. It's
> pretty cool... I'll have to work with it more tomorrow. Again, thanks
> for steering me in the right direction...

Thanks for trying it..I beleive it depends on what kind of system you
have as there have been varying reports on different systems. I only
have a 120 MHTZ system and it is too slow on that.
--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.

Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7527. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 09:08:29 UTC
From: french-lines@usa.net
Message-ID: <929n6c$1dl$1@nnrp1.deja.com>
Source record: 52745

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com
http://www.deja.com/

7528. Re: Hard Drive Problems....

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 09:13:26 UTC
From: french-lines@usa.net
Message-ID: <929nfl$1n4$1@nnrp1.deja.com>
Source record: 52746

In article <JoT16.32444$xW4.255541@news-server.bigpond.net.au>,
"baz" <baz@rapidoffset.com.au> wrote:
> I have a Megafile 60 attached to my 1040ste. Everything was working
fine,
> but I switched it on this morning and it is crashing (cherry bomb,
> rebooting) in certain drives / directories.
> Does anyone have a fix for this problem?
>
> Regards
>
> Baz
>
URGENT !

I would suggest you save all that can be saved NOW (I mean right NOW),
before your disk crashes totally... Yes, disks do die, as we all do...
Now the problem is to replace the disk... Not very easy, these days,
with those old type drives...

Sent via Deja.com
http://www.deja.com/

7529. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 12:04:36 UTC
From: chris_thorley2603@my-deja.com
Message-ID: <92a1gj$7jh$1@nnrp1.deja.com>
Source record: 52747

In article <56S16.44208$_h.270544@NewsReader>,
"Barrie at Atarispares"
<barrie@keychange.co.uk> wrote:
> Hello.
>
> "James Pinson" <jlpinson@dundee.net> wrote in
message
> news:B66BF0DF.2D7E%jlpinson@dundee.net...
> > A program I just installed on my Atari ST's
hard drive has caused the
> drive
> > to freeze on boot up.
>
> >How can I gain access to my hard drive etc....
>
> Interesting one this, the relevant instructions
for ICD are in the readme on
> the program disc, for HDDriver, on page 7 of
the manual, you do have the
> origional disc or manual.....?
>
> Barrie at Keychange.
>
>

If you can make up a boot disk up try booting up
using that.You can try and force the computer to
boot from the 'A:' drive by holding down the
<Alt> key on switch on and keeping it depressed
until it starts booting from that drive.This
might enable you to get at the 'C:' partition on
its own.

Sent via Deja.com
http://www.deja.com/

7530. Re: Atari ST Newbie

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 12:19:02 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <8R$1VIA2yIS6EwHU@steverosie.demon.co.uk>
Source record: 52748

In article <929cfgpqv1@nnrp1.deja.com>, staalejg@bigfoot.com writes
>Greetings to all!
>
>I just purchased an Atari 1040STe. Back in the days (mid to late 80s)
>I owned an Atari 800XL and loved it more than any other PC since. So I
>am interested in getting back into the Atari scene but am looking for
>any help I can get. Need help with the following?
>
>What kind of monitor do I need for my Atari ST? Is a TV ok?

Hiya

A tv is fine for games, but for serious applications a monitor is much
kinder on the eyes, and for music (Cubase) a hi res monitor is ideal.

>How can I tell how much RAM I have?

4 meg, BUT can have 16 meg with additional hardware. STE's are easily
upgraded and may be cheaper than upgrading STF/FM/m's.

>What is the latest version of TOS I can run on my 1040STe?

to my knowledge TOS 2.06, but you should have TOS 1.62 as standard
(older STE's have 1.06 which has a minor bug or 2) and then have 2.06
switchable for compatibility.

>What upgrades can I purchase for my STe?

TOS 2.06, hardware accelerators, pc emulators, serial port upgrades...

>What is the max video resolution I can achieve?

Hi-res 2 colour, med res 4 colour, low res 16 colour, (bugger can't
remember the specs... it's on the tip of me tongue an all)

>Can I hook up a Hard Drive, and if so, what is the max size?

Yes. Partition size varies on software and TOS used.

>Does the ST support SCSI hard drives?

Yes with an adaptor like the Link II, top link etc..

>Does the ST support IDE hard drives?

Yes. internal as well.

>Does the ST support a CDROM?

Yes SCSI, but generally you need a SCSI adaptor as you would do with the hard drive (as a rule only 1 is needed). You will then need a cd-rom driver such as extendos or spin!

I use 3 x Pioneer CD-ROM Changers giving access to 18 cd's at one time, so that should give you an idea of the scope.

Adding a SCSI adaptor enables you to use other devices: Optical drives, removable ez and zip disk drives, even Panasonics PD drive which encorportates a optical and cd drive in one unit!

>
>I'd like to use the ST for music sequencing, especially piano. I am
>also beginning to learn to play the piano. Does anyone know of a good
>piano teaching software for the ST that utilizes the midi ports?
>

Sorry can't help ya there:(

>Thanks for any info you can provide.
>

no problem all part of the service:)))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7531. Re: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 12:20:11 UTC
From: chris_thorley2603@my-deja.com
Message-ID: <92a2dq$81v$1@nnrp1.deja.com>
Source record: 52749

In article <922pqr$619$1@newsg3.svr.pol.co.uk>,
"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
wrote:
> Ken,
>
> But that was a few years back. Memory prices move on almost a daily
basis,
> not monthly or yearly.
> 256K simm modules are probably worthless unless you have a PC that
will only
> work with 256K and
> are desperate for some SIMMS for it. I have about 20 or so 1 Meg ones
in a
> bag in my loft (attic or whatever) and
> as you say its not worth going to the post office with them to send
them
> off. (If desperate ask in the group)

BTW, if anyone does have any spare 1Meg chips my emergency Ste is
aching to be upgraded to 4Meg

Chris.

Sent via Deja.com
http://www.deja.com/

7532. Re: Atari ST Newbie

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 12:48:44 UTC
From: chris_thorley2603@my-deja.com
Message-ID: <92a43c$928$1@nnrp1.deja.com>
Source record: 52750

> I just purchased an Atari 1040STe. Back in the days (mid to late 80s)
> I owned an Atari 800XL and loved it more than any other PC since. So
I
> am interested in getting back into the Atari scene but am looking for
> any help I can get. Need help with the following?

Hi,welcome back.

> What kind of monitor do I need for my Atari ST? Is a TV ok?

A TV is o.k. but for serious work try and find an Atari Med-Rez monitor
or,better still,get a cheap SVGA monitor and buy an adaptor (such
as the ones ASP sells) and run in Hi-Rez (B/W only)

> How can I tell how much RAM I have?

Without opening up the machine get an analysis program such as profile
or stdata etc.There are PD vendors on this Newsgroup who could provide
you with one.

> What is the latest version of TOS I can run on my 1040STe?

TOS2.06 with a bit of fiddling

> What upgrades can I purchase for my STe?

Memory,TOS,Keyboard,drive interfaces,high density disk modules.Quite a
few in fact.

> What is the max video resolution I can achieve?

ST High without machine modification (680x400?)

> Can I hook up a Hard Drive, and if so, what is the max size?

Yes you can.SCSI using a link interface or similar,IDE by using an
internal interface such as the one from Mario Becroft.Size will most
likely be determined by the software you will be using (HD Driver is
reckoned to be the best)

> Does the ST support a CDROM?

Yes.See answer to previous question

> I'd like to use the ST for music sequencing, especially piano. I am
> also beginning to learn to play the piano. Does anyone know of a good
> piano teaching software for the ST that utilizes the midi ports?

Can't help ref: the piano teaching bit but many choices in the
sequencing depatment.

> Thanks for any info you can provide.

My pleasure.

Chris Thorley

Sent via Deja.com
http://www.deja.com/

7533. Atari FTP site

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 13:10:02 UTC
From: baz <baz@rapidoffset.com.au>
Message-ID: <KM026.33072$xW4.260577@news-server.bigpond.net.au>
Source record: 52751

Hi, found this today, maybe most of you know it anyway...
ftp://f.ms.uky.edu

/pub2/atari

baz

7534. Re:Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 15:29:14 UTC
From: James Pinson <jlpinson@dundee.net>
Message-ID: <B66E2379.2DCC%jlpinson@dundee.net>
Source record: 52754

Thanks to everyone for your advice on getting my hard drive going again. What eventually worked was what I had been trying numerous times unsuccessfully: rebooting from the hard drive utilities disk in the A: drive, re-nstalling the drive, etc.
The problem was, I'd do that, but when I'd click on the C: drive icon, I got the message that no such drive existed. I figured I was doing something wrong. After you guys affirmed I was doing it right, I just kept at it until one time it eventually saw the drive.
I'd already checked the cables so knew that wasn't the problem, so why it wasn't seeing the drive then eventually did is a mystery to me. The same thing happened last year to me on my other ST and hard drive, and the solution eventually was the same: 20 or 30 tries, and it eventually saw the drive.
I take it others haven't run into this problem much, so I'm guessing it might be related to the "Atari Advanced Hard Disk Utilities" drivers I use, if not the guy behind the keyboard.
-- Jim Pinson

7535. Re: Hard Drive Problems....

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 15:35:18 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <92adnj$7q3$1@news6.svr.pol.co.uk>
Source record: 52755

It is quite possible that a backup and reformat / partition my salvage the drive.

Tim

<french-lines@usa.net> wrote in message news:929nfl$1n4$1@nnrp1.deja.com...
> In article <JoT16.32444$xW4.255541@news-server.bigpond.net.au>,
> "baz" <baz@rapidoffset.com.au> wrote:
> > I have a Megafile 60 attached to my 1040ste. Everything was working
> fine,
> > but I switched it on this morning and it is crashing (cherry bomb,
> > rebooting) in certain drives / directories.
> > Does anyone have a fix for this problem?
> >
> > Regards
> >
> > Baz
> >
> URGENT !
>
> I would suggest you save all that can be saved NOW (I mean right NOW),
> before your disk crashes totally... Yes, disks do die, as we all do...
> Now the problem is to replace the disk... Not very easy, these days,
> with those old type drives...
>
>
> Sent via Deja.com
> http://www.deja.com/

7536. AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 15:39:19 UTC
From: James Pinson <jlpinson@dundee.net>
Message-ID: <B66E25D5.2DCD%jlpinson@dundee.net>
Source record: 52756

Have any of you successfully installed AtariWorks to your hard drive?
After I got my hard drive running again (see my previous messages), I tried installing this program but ran into problems.
I ran the install program from the first disk. Things seemed to be going smoothly. It installed files, prompted me for disk two, installed more files, then prompted me for disk three and installed those files, too. Then, when it was done and I clicked on the works.prg file on my hard drive, I got the screen bombs routine.
Oddly, the program runs fine off the installation disk in the A: drive, although it won't again when I copy that file into the Works directory on my hard drive.
I know it's not my hard drive itself because I've tried installing this on a different (physical) hard drive, and the same thing happened.
I've also tried moving files around every way I can imagine and have discovered that the works.prg file will run if it's not in the Works directory where the installer puts it, but that if it's not there, then the program can't find the spelling and thesaurus files, even when you add their location to the path statement for them in the program.
Any ideas?
Thanks.
-- Jim Pinson

7537. Re: Tiss strange

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 16:03:16 UTC
From: swampfox1@earthlink.net
Message-ID: <8j326.19260$RC1.517732@newsread1.prod.itd.earthlink.net>
Source record: 52757

On 25 Dec 2000 11:48:14 , Steve Sweet wrote:
> Hi all, merry wossname 'n that.
>
>Anyway..
>
>I was sitting down last evening watching independance day and signing up
>a new IP so's i could get a reliable news-feed, and my kid says " Do you
>realise this film was on the same time last christmas eve, and that you
>were signing up some new IP's then as well".
>
>I hate friggin chrimbo, summat goes wrong with my mail/news, bah!,
>humbug!!.. :-)
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.
Hey Steve,
"Things Are Tough All Over" (Cheech and Chong)! Earthlink's NG has
been the most reliable for me here (across the pond) but around Christmas
Eve they decided to cut the NG downloads to max at 300 and every day that
goes by the new posts are added to the 300 and is now up to about 370!!!
??????? Can't wait to see what happens New Years Eve!!!
John G.

7538. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 16:07:32 UTC
From: swampfox1@earthlink.net
Message-ID: <8n326.19287$RC1.517732@newsread1.prod.itd.earthlink.net>
Source record: 52758

On 26 Dec 2000 01:22:40 , Dennis Vermeire wrote:
>From: swampfox1@earthlink.net (John Garone)
>Date: Sat, 23 Dec 2000 16:13:47 GMT
>
>Hi John,
>
>>I can cut a section out of a GIF 'still' (with True Image) and paste
>>another GIF 'still' in it's place after I've converted a JPEG to a
>>GIF using Image Copy but that's where it ends since I want to replace
>>the cut out portion with an animated GIF.
>Sounds to me like you need Papillon....
>Cheers from Belgium
>Dennis
>--
Thanks Dennis,
On my way there now!
John G.

7539. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 16:18:56 UTC
From: bixster@my-deja.com
Message-ID: <92agdchhk1@nnrp1.deja.com>
Source record: 52761

I found out the floppy dilemma when I read the FAQ... after I posted of course....;-) I can just copy my files to the TT and back onto DOS floppies then.

Ahh the right click... didn't think of that. I'll give that a try... after I cede control of the computer to my son for a while (don't want him to miss any urgent messages from the GamesFAQ boards...yeah, right).

STEem chugs along pretty good on this machine (overclocked to 923). I maxed out the speed to 128mhz in the settings, although I notice that they recommend running at 8mhz(!) for most things. I'll have to fool with that a bit later.

>
> So far
> > I'm unable to read any floppies (perhaps I should RTFM, eh?)
>
> Unfortunatly, Steem cannot read Atari formatted discs which is what
> your problem is.It reads only Dos-Formatted discs. the gem explorer
> program does however.
>
> and I
> > can't seem to find a way to export SNG files as Midi.
>
> That is easy. Once you get a SNG file into memory, simply go to FILE
> (on the menu) , go to "SAVE SNG/MIDI file" and RIGHT click on that! A
> RIGHT click will save it as a Midi File. A LEFT Click will save it as
a
> SNG file. Easy enough! :-)
>
> STEem also hangs
> > when I try to play an SNG file, but I'm not worried about that. It's
> > pretty cool... I'll have to work with it more tomorrow. Again,
thanks
> > for steering me in the right direction...
>
> Thanks for trying it..I beleive it depends on what kind of system you
> have as there have been varying reports on different systems. I only
> have a 120 MHTZ system and it is too slow on that.
> --
> Tim Conrardy
> --
> If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
> --
> Tim's Atari Midi World :

http://sites.netscape.net/timconrardy/index.htm
> Atari-Midi Mailing List:http://www.egroups.com/group/atari
> tconrardy@hotmail.com
>
> Sent via Deja.com
> http://www.deja.com/
>

Sent via Deja.com
http://www.deja.com/

7540. Re: Help Please, MiNt MultiTOS or Genev

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 16:20:06 UTC
From: mb@gem.win.co.nz
Message-ID: <G63LuA.LL@gem.win.co.nz>
Source record: 52759

Djordje Vukovic (vdjole@EUnet.yu) wrote:
: On 17 Dec 2000 19:30:56 , Michael and Nicole Freeman wrote:
: >problems. I also use an error catching program that traps and displays Mint
: >errors in a dialog box. This may help.

: May we know the name of that program and where it can be found?

A program that does this comes with multitos and is called Alert. There is
a better alternative program that does the same thing called Newalert
(from memory). Otherwise the messages just appear on the console, which is
fine if you have the console on another screen, or use xconout2 and
toswin2 to put the console output in a window.

--
--
Mario Becroft <mb@gem.win.co.nz> - http://gem.win.co.nz/mario/
Atari hardware products - 68HC08 support site

7541. Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 16:30:54 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <92agvrpli1@news7.svr.pol.co.uk>
Source record: 52760

Many thanks go to Barry at Keychange for uprading my Falcon.

I now have a 3.2gb IDE Hard Disc and 4mb of ram.

Thanks Again.

Hope you had a good Christmas and have a wonderful New Year!!!

7542. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 16:34:24 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <977848628-464896AEicMi@xs4all.nl>
Source record: 52648

Hi David,

Philips used to be quite big in the South Americas..So maybe
around the southern border of the U.S.A?

Raoul Teulings
3 x TT, 2 x 1040 ST, 1 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

7543. Re: Atari ST Newbie

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 16:35:09 UTC
From: bindon@madasafish.com
Message-ID: <t4hi5takaj1248@corp.supernews.com>
Source record: 52762

On 26 Dec 2000 12:19:02 , Steve Stupple wrote:
>In article <929cfgpqv1@nnrp1.deja.com>, staalejg@bigfoot.com writes
>>Greetings to all!

>>Does the ST support a CDROM?
>
>Yes SCSI, but generally you need a SCSI adaptor as you would do with the
>hard drive (as a rule only 1 is needed). You will then need a cd-rom
>driver such as extendos or spin!

I'd just like to add, IDE (ATAPI) CDROMs work great too, if you're
thinking of going down the IDE route.

>I use 3 x Pioneer CD-ROM Changers giving access to 18 cd's at one time,
>so that should give you an idea of the scope.
>
>Adding a SCSI adaptor enables you to use other devices: Optical drives,
>removable ez and zip disk drives, even Panasonics PD drive which
>encorportates a optical and cd drive in one unit!
>
>>I'd like to use the ST for music sequencing, especially piano. I am
>>also beginning to learn to play the piano. Does anyone know of a good
>>piano teaching software for the ST that utilizes the midi ports?

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7544. Re: serial link speed queries

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 17:22:41 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a48d3e1$1_1@athena.netset.com>
Source record: 52763

In article <928uls$2nh$3@mailint03.im.hou.compaq.com>,
william wong <wongck@letterbox.com> wrote:
>Over christmas, I transfered over 26MB of stuff off my Falcon to my PC so that
>I can backup them on a CDR. It took over, 2 hours over a RS232 link, at
>115Kbps & 8N1 settings. I was using Zmodem, and the rate was 3200CPS.
>
>Why shouldn't it be 115200/9 = 12800CPS??
>It seems to be 4x slower.
>
>Rgds
>William

because PC's are notoriously bad with serial connections. I've
seen situations in the past where we had to set the speed to 32k on the
serial port to get the NULL modem to work at all, anything faster and too
many packets would be dropped to make it worthwhile.

Dan Ackerman
aka baldrick..

7545. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 18:40:42 UTC
From: dlormand@aztec.asu.edu
Message-ID: <92aonasfd1@news.asu.edu>
Source record: 52776

>>I guess I will never use it as a photo-CD player, as Apple
>>cannot provide me with the adapter cable, and there are
>>no schematics to figure out the connector pinout. Oh, well.
>I you can't find spare parts for the Apple PowerCD go and check out a
>Philips service center.... the Apple PowerCD and Philips CDF100 are
>identical except for the SCSI interface which is lacking on the Philips.

Ahh... Thanks, Dennis! Not sure I can find a Philips service center
in the U.S., but I can try...

>the PowerCD can be attached to a TV by means of a simple RF adapter cable
>(the same thing that connects an ST to a TV). You have to set the TV to
>channel 36 to get a picture.

Uhh... didn't catch that. The connection on the back of the PowerCD
is like a 6-pin DIN (circular pattern). I connect my STfm to a TV
with either a RCA cable (from the modulator) or a 13-pin DIN ST monitor
connector.
--

7546. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 18:43:02 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <WE526.1792$s4.1259@news.indigo.ie>
Source record: 52777

Hi James!

On 26 Dec 2000 15:39:19 , James Pinson wrote:
> I've also tried moving files around every way I can imagine and have
> discovered that the works.prg file will run if it's not in the Works
> directory where the installer puts it, but that if it's not there, then the

Sounds like you might have a problem with your works.inf file!

Try renaming it to works.bak for a moment and see if thigs work. You can't
actually set the paths for the spelling checker etc. (only the user dictionary)
from within works.

Merry Christmas,

Jerry

Jerry Martin---
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG

7547. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 18:56:24 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012261843300.83-100000@TT030>
Source record: 52786

On Mon, 25 Dec 2000, Dennis Vermeire wrote:

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Sat, 23 Dec 2000 22:46:15 +0000
>
> Hi Lonny,
>
> >>I also have big problems believing that Fredi would use a ColdFire for any
> >>"next" TOS clone. I think Dennis is closer to the truth than he thinks ...
> >
> >It won't be lack of interest that kills it, it will most likely be that
> >ColdFire idea that kills it. I filled out the questionaire, didn't
> >care about the options, but like some others I expressed my opinion
> >to move to PPC in the comment section.
> There will always be interest when someone announces a new "TOS clone"...

That's a given, didn't say there wouldn't be "interest".

snip

> Let me tell you Lonny, there will be enough people interested.... and the few
> ones that are sceptical will not be heard. People like to finally read/hear
> some positive news for a change and the timing is just perfect for it.
> Any clown can announce anything, checking the story is virtually impossible
> and in the mean time the biggest majority stick to their Falcons and TT's
> waiting for better things to come.... :-(

Not entire sure what you are getting at.

> >At this point I'd much rather try the DesTTiny with the PCI
> >adapter with my Hades. ;-)
> To do what ?
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

To do what? Go FASTER! I need the extra boost to process
your rather long sig. lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7548. Re: Atari ST Newbie

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 20:29:46 UTC
From: Cyprian Konador <c_konador@poczta.onet.pl>
Message-ID: <3A48FFBA.65BA762E@poczta.onet.pl>
Source record: 52780

chris_thorley2603@my-deja.com wrote:

> > What is the max video resolution I can achieve?
>
> ST High without machine modification (680x400?)

or 640x800 interlaced (ST High) and
640x400 interlaced (ST Med),
with Double2.prg

Cyprian Konador

7549. Re: Hard Drive Problems....

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 20:34:56 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <92avdgnhj1@nnrp1.phx.gblx.net>
Source record: 52779

baz <baz@rapidoffset.com.au> writes:
: I have a Megafile 60 attached to my 1040ste. Everything was working fine,
: but I switched it on this morning and it is crashing (cherry bomb,
: rebooting) in certain drives / directories.
: Does anyone have a fix for this problem?

The problem is probably bearings. Turn the drive upside down,
offload everything you can, and replace the drive. If all else
fails, I would try Best in the US of A. Not cheap, but available.

Jim

7550. Re: Tempest

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 20:52:45 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a49051d$1_1@athena.netset.com>
Source record: 52782

In article <3A467D78.2413BBC7@intergate.bc.ca>,
Artur Stachon <astachon@intergate.bc.ca> wrote:
>If this is true what you guy say that Tempest doesn't accelerate then
>why bother to make an accelerator like this ? Would it make any sense to
>make pentium 4 CPU and no previous software be able to run on it ? And
>why would you want to have 200Mb Ram on Falcon anyway ? It would never
>use even 1/10 th of it.
>
>"Additionally, the emulation is fully compatible to an MC68030 while a
>real MC68060 is
> not. Accelerators using an MC68060 suffer from more incompatibilities
>than Tempest does. The highly intelligent emulation software does not
>emulate an MC68030 instruction by instruction. It translates the
>currently existing MC680x0 code into PPC-native code all at once, stores
>this file on disk and then executes it"
>
>
>I think Tempest is nothing else than Atari Falcon hadware Emulator based
>on Macintosh PPC cpu.

Not really true. The Falcon is still there.

>
>"200 MHz Tempest equals a 100 MHz 68060 "
>
>Why then not use cheaper motorola 68060 Cpu instead ?
>

Cheaper for an 060? I've seen nothing but 060's become rarer to
get ahold of and more expensive in the last couple of years.

Personally I'd be just as happy with a PowerPC motherboard that we
could run our software on instead of an accelerator for atari hardware.
But since it seems like we will never see one of these, I guess something
like this is a valid route.

Dan Ackerman
aka baldrick

7551. Re: Connect EGA Monitor to Atari ST

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 20:53:40 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <92b029$1u$1@newsg4.svr.pol.co.uk>
Source record: 52781

But its a DIGITAL monitor, 2 Bits per colour. You STE only outputs Analogue Video. I can't remember
how many possible colours there are but I know its more than the 64 the EGA will display.

I suppose you might get it to do MONO but I don't think the line rate on the EGA is fast enough for that.

Dave.

Mirko <remove_mirko@mouseattack.de> wrote in message news:923djlaum01$1@news.t-online.com...
> Is it possible to connect an old EGA Monitor (supports up to 80Hz) to an
> Atari ST ?
> If yes, can i find a connection schematic somewhere on the web ?
>
> Thanks for answers
>
> Mirko
>
>
>
>

7552. Re: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 21:11:28 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <92b1as$6a8$1@newsg3.svr.pol.co.uk>
Source record: 52783

Chris,
Where are you located. I can probably get you some, but if you are in the
USA you
may have to wait until I can get someone to post them whilst over there.
Dave.

<chris_thorley2603@my-deja.com> wrote in message
news:92a2dq$81v$1@nnrp1.deja.com...
> In article <922pqr$619$1@newsg3.svr.pol.co.uk>,
> "Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
> wrote:
> > Ken,
> >
> > But that was a few years back. Memory prices move on almost a daily
> basis,
> > not monthly or yearly.
> > 256K simm modules are probably worthless unless you have a PC that
> will only
> > work with 256K and
> > are desperate for some SIMMS for it. I have about 20 or so 1 Meg ones
> in a
> > bag in my loft (attic or whatever) and
> > as you say its not worth going to the post office with them to send
> them
> > off. (If desperate ask in the group)
>
> BTW, if anyone does have any spare 1Meg chips my emergency Ste is
> aching to be upgraded to 4Meg
>
> Chris.
>
>
> Sent via Deja.com
> http://www.deja.com/

7553. Re: serial link speed queries

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 22:44:06 UTC
From: ebaiz@skyenet.net
Message-ID: <Wa926.17010$wE3.20560@newsfeed.slurp.net>
Source record: 52784

On 26 Dec 2000 02:10:24 , william wong wrote:
>Over christmas, I transfered over 26MB of stuff off my Falcon to my PC so that
>I can backup them on a CDR. It took over, 2 hours over a RS232 link, at
>115Kbps & 8N1 settings. I was using Zmodem, and the rate was 3200CPS.
>
>Why shouldn't it be 115200/9 = 12800CPS??
>It seems to be 4x slower.

I would have used PARCP for the transfer. It uses the parallel ports at a
speed of 100,000 bytes/sec...
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7554. HDDriver 8.01 and the Hades

Newsgroup: comp.sys.atari.st
Date: 2000-12-26 22:44:07 UTC
From: ebaiz@skyenet.net
Message-ID: <Xa926.17011$wE3.20560@newsfeed.slurp.net>
Source record: 52785

Hello,

I just received my HDDriver upgrade to 8.01. This version does not seem to have the cache problem for the Hades like the other versions. I can access my Jaz drive and the HDDriver utilities program without turning off the instruction cache. Nice...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

7555. Re: Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 00:20:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977937448-487558AEicMi@madasafish.com>
Source record: 52655

Hi John

>>Is anyone out there?.

>SNIP (:-)~

>Nope! No one here! Merry christmas!

Bugger, i'm alone again. Where's that smutty mag.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7556. Re: Tiss strange

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 00:23:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977937450-488138AEicMi@madasafish.com>
Source record: 52656

Hi John

> "Things Are Tough All Over" (Cheech and Chong)! Earthlink's NG has
>been the most reliable for me here (across the pond) but around
>Christmas Eve they decided to cut the NG downloads to max at 300 and
>every day that goes by the new posts are added to the 300 and is now up
>to about 370!!! ??????? Can't wait to see what happens New Years Eve!!!

Thoughtfull barstards. Its the same everywhere, it seems all IP's are
having prob's.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7557. help! falcon won't boot

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 00:26:04 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a49371f$0$36812$272ea4a1@news.execpc.com>
Source record: 52787

Hello,

I boot my falcon, but do not get the proper desktop.
I get floppy A and floppy B icons along with trash can.

I cannot access my IDE internal drive.

I got in last night my holding down the CNTRL key after a reset.
everything worked fine.

But tonight I cannot get in at all.

Does anyone know what would be causing this?

thanks for your help.

ken

7558. Re: Merry Christmas!

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 00:26:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977937452-488746AEicMi@madasafish.com>
Source record: 52657

Hi again Hallvard

>> And a very good one to you and your country, i understand rather a lot
>> of tree's come from your land this time of year.

>Thank you :-)
>Even though your email address doesn't give it away I'm guessing you're
>in the UK ;-)

Bummer dude, i keep forgeting there's puters outside of the UK, yes i'm
in the UK.

>Too bad we didn't have any snow on Christmas eve, and still don't have
>any. It's currently -9 degrees C, so it's pretty cold though.

Eeek!, and i'm bothered by the current +4 deg C. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7559. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 00:33:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977937456-489365AEicMi@madasafish.com>
Source record: 52658

Hi H.

>
> > Once saved, the CPX is a boot-init CPX, it'll initialize the port
> > and go bye bye's.

>It does, but to modem 1 19k2. I can't explain it...

Check for other Auto's or ACC's that may be interfering??, set up a basic
(TOS even) setup for an experiment and build up from there.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7560. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 00:38:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977937460-490165AEicMi@madasafish.com>
Source record: 52659

Hi Dennis

>Only available in German I'm afraid since the programmer doesn't want to
>coorporate producing a proper English version :-(

A make money quick venture if ever i saw one, that prog'r will be a
millionaire before you fart next..

Oops, spoke to soon, open your window dude..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7561. Re: Atari FTP site

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 02:57:49 UTC
From: phantomm@eastky.net
Message-ID: <92blrd$5jd$1@nd.eastky.net>
Source record: 52795

This one has been around for awhile. I had forgotten all about it!

Thanks for reminding us. I think it is based at the University of Kentucky.

Will have to check it out.
phantomm@eastky.net

On 26 Dec 2000 13:10:02 , "baz" wrote:
>Hi, found this today, maybe most of you know it anyway...
>ftp://f.ms.uky.edu
>
>/pub2/atari
>
>baz
>
>

7562. Re: News Servers

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 03:00:10 UTC
From: phantomm@eastky.net
Message-ID: <92blvq$5jd$2@nd.eastky.net>
Source record: 52794

Steve,

Have you tried searching for some FREE News servers?

Most only allow you to download, but ever now and then you'll find one
that will let you post as well.
phantomm@eastky.net

On 25 Dec 2000 12:42:54 , Steve Sweet wrote:
>Hi Lyndon
>
>>>Whilst looking into it i discovered that bun.com and skynow.net have
>>>the same IP no's for their various servers. Is this because they use
>>>the same sources or are IP no's standardised in some way?.
>
>>I'm not sure but they may use supernews as their news server like mine.
>>Try resolving the IP number to find the name of it using one of the
>>utilities out there.
>
>Turns out my IP finally acknowledged its their fault, but as its that
>time of year and i cant go without my newsgroups, i signed up a new IP,
>crazy fish or summat. :-) I wasnt so easy just plumbing in another news
>server, bloody authentication boxxols.
>
>>Sting tools comes to mind.
>
>Eek!, i'l stick with iConnect i think and use Get_IP.
>

7563. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 03:05:19 UTC
From: phantomm@eastky.net
Message-ID: <92bm9f$5jd$3@nd.eastky.net>
Source record: 52793

I use Atariworks on my Falcon and have installed it a few times.
Never had any problems. I really like the WordProcessor part.
It's Cool being able to record messages into your text documents if you
have a Falcon!

Wish there was a way to use it as an online/offline newsreader/editor in
programs like Newsie.

It would be cool to use the recording feature to attach voice messages to
e-mails and news group postings!

phantomm@eastky.net

On 26 Dec 2000 18:43:02 , Jerry Martin wrote:
>Hi James!
>
>On 26 Dec 2000 15:39:19 , James Pinson wrote:
>> I've also tried moving files around every way I can imagine and have
>> discovered that the works.prg file will run if it's not in the Works
>> directory where the installer puts it, but that if it's not there, then the
>
>Sounds like you might have a problem with your works.inf file!
>
>Try renaming it to works.bak for a moment and see if thigs work. You can't
>actually set the paths for the spelling checker etc. (only the user dictionary)
>from within works.
>
>Merry Christmas,
>
>Jerry
>
>
>
>Jerry Martin---
> jtmartin@eircom.net
> Atari mICQ support site: http://icqinfo.atari.org
>---
> 14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG
>---
>.

7564. CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 03:12:48 UTC
From: phantomm@eastky.net
Message-ID: <92bmng$5jd$4@nd.eastky.net>
Source record: 52646

What is the lastest version of the CenTurbo II B Flash?
I think I have it but want to make sure.

Will there be any upgrades?

Also, has anyone found that some programs won't run with the last version
that will with the next to the last version?

And has anyone tried using anyother 3rd party hardware board with the
CT2B, like the Expose or etc?

phantomm@eastky.net

7565. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 06:06:58 UTC
From: bixster@my-deja.com
Message-ID: <92c0u1$m04$1@nnrp1.deja.com>
Source record: 52790

Success! Using the Gem Explorer prog I found at your site, I was able to copy the first batch of files from an Atari floppy to a folder in the STEem virtual drive. Opened it in Editrack, flattened the chains and exported as Midi 0. Opened that in Cakewalk. My problem now is figuring out patches and channel assignments (not to mention filtering out some of the god-awful noodling - these tracks are 13 years old and I'm sure I was having fun at the time).

I'm still going to try to get SMPTE/Editrack up and running on the TT when I have time, cause they remain pretty good programs even compared to today's slick sequencers. Right now STEem locks up when I hit play, but perhaps that will be addressed in the future.

Now I can go to sleep. Thanks once more....

Dennis

Sent via Deja.com
http://www.deja.com/

7566. Re: Holiday Greetings

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 06:07:06 UTC
From: Michael Olin <molin/pop3.mich.com@127.0.0.1>
Message-ID: <3A498707.3890B13D@127.0.0.1>
Source record: 52788

Lyndon Amsdon wrote:

> On 20 Dec 2000 03:17:13 , Michael Olin wrote:
> >Just wanted to poke my head in here and say HI! It's really gratifying
> >to see there's still some enthusiasm for the Atari platform in this
> >decidedly PeeCee world.
>
> So why are you using your PC for internet! At least for email/news
> use an Atari... :) Come on where's the immagination! Get an ST and
> enjoy using computers again.

If I were to get an ST, what would I do with my Falcon? :)

--
http://www.mich.com/~molin/
What do you call a lawyer gone bad?
Senator.

7567. Re: Falcon Happiness!

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 06:08:57 UTC
From: Michael Olin <molin/pop3.mich.com@127.0.0.1>
Message-ID: <3A498777.90A0097C@127.0.0.1>
Source record: 52789

william wong wrote:

> In article <NRR%5.78032$eT4.5496218@nnrp3.clara.net>, "Shiuming Lai" <lais@zetnet.co.uk>
wrote:
> >> Just as a matter of interest win95 has a bug that will cause it to crash
> >> after running 32 consecutive days without being switched off,
> >
> >It's more like 49.7 days or something
> >silly like that.
>
> But unfortunately, something will crash it before that. :-)

And that "something" is often Windoze itself...

--
http://www.mich.com/~molin/
What do you call a lawyer gone bad?
Senator.

7568. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 09:26:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977985770-79632AEicMi@cwcom.net>
Source record: 52693

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 25 Dec 2000 18:16:04 GMT

> >Anyway, red herrings dude, the CPX will set all, but if you want you
> >could load the CPX and set as you require, then save MAGX.INF.
>
>I have to run the CPX everytime and it just refuses to save to
>Magx.inf. I've had to make the amendments manually and then they don't
>get overwritten either...

You aren't expecting the serial.cpx to save to the magx.inf file, are
you???

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7569. Help for CardFile 4? Update needed.

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 11:07:08 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.10012270259050.25635-100000@user2.teleport.com>
Source record: 52791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have CardFile 4.05 and I wan't to get the latest version. Is Gribnif Software still supporting Atari? How do I contact them? I tried using the Patch software from Gribnif but it doesn't work. If someone can help, please E-Mail atari@benjamin.net

==Thanx==
===Ben===

Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7570. Re: News Servers

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 11:18:13 UTC
From: bindon@madasafish.com
Message-ID: <t4jjvl8c0a85eb@corp.supernews.com>
Source record: 52792

On 25 Dec 2000 12:42:54 , Steve Sweet wrote:
Hi Steve

>Turns out my IP finally acknowledged its their fault, but as its that
>time of year and i cant go without my newsgroups, i signed up a new IP,
>crazy fish or summat. :-)

Ahh that makes two of us Atari users on Madasafish. Support is very
good via email, he seems to know what he's talking about.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

7571. Re: Help for CardFile 4? Update needed. Help Found.

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 13:18:51 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.10012270509290.23027-100000@user2.teleport.com>
Source record: 52647
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Everybody,

it's me Ben again. Please forgive my Rash, Jumping of the gun. I found
what I was looking for on Gribnif Software's web site. It looks like
their still in business and I may buy more of their Software. If I can
get support for CardFile first. I can't give you address info now,
but I found them on www.search.com searching under either (I think)
Gribnif or Gribnif Software. Thank You for your support.

==Thanx==
===Ben===

On Wed, 27 Dec 2000, Bravo Sierra Computers wrote:

> I have CardFile 4.05 and I wan't to get the latest version. Is Gribnif
> Software still supporting Atari? How do I contact them? I tried using
> the Patch software from Gribnif but it doesn't work. If someone can
> help, please E-Mail atari@benjamin.net
>
>
> ==Thanx==
> ===Ben===
>
> Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
> DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
> http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
> http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!
>
>
>

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http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7572. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 13:51:28 UTC
From: rand@cd.chalmers.se
Message-ID: <92cs50cjv1@nyheter.chalmers.se>
Source record: 52649

In article <977766058-22071AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>From: Michael and Nicole Freeman <nameerf@flash.net>
>Date: Sun, 24 Dec 2000 22:09:26 GMT
>
>Hi Michael,
>
>>I'd love to have a memory upgrade that runs software as fast as a 100MHz
>>060! ;)
>So would I, I can only guess how fast a 68060/100Mhz *would* be, since it
>doesn't exist, but I do know that a 603/200Mhz running in native PPC mode
>will not even come close, under emulation it will barely be faster if not

Then you 'know' very wrong.
(Well, I've not checked out the 603, but if you had taken the time you
would have noticed that the chip we're talking about uses the 603e core.
Even the 603 could not be nearly as slow as the '060, though.)

If you click on the appropriate link on Cortex's Tempest page, you'll
get to Motorola's page on the MPC8240. Among lots of other interesting
information, that page says that the chip is capable of 375 MIPS
(Dhrystone 2.1) at 266 MHz. Let's say around 280 MIPS at 200 MHz.
(http://www.mot.com/SPS/PowerPC/products/semiconductor/cpu/8240.html)

Now, step over to the 68000 page and you'll see that Motorola only
claims 110 MIPS for that (presumably also Dhrystone 2.1). They don't
say if that is for the 50, 60, or 75 MHz version, but it would be rather
unusual to specify such numbers for other than the top performer.
(http://e-www.motorola.com/webapp/sps/prod_cat/sel_guide.jsp?catId=M934310184622)

So, rather than 'not even come close', it looks like the Tempest PPC
will be more than twice as fast!

>slower than a Milan or Hades040.

And where have you learned all there is to know about the emulation
software used with the Tempest?
It is nothing like the usual 'interpret one instruction at a time'
variety you'll find in most (all?) 68k emulators for the PC.

>>The way it's supposed to work is, when you run programs on it, it interprets
>>the programs as much as possible into PPC code and saves a separate program
>>file that runs directly on the PPC. What can't be interpreted runs through
>>an emulator, which they say is quite fast compared to older emulation
>>methods. Their estimates are that it will run as fast as what I quoted. Now
>>whether you believe that or not is up to you.

>Indeed... and I don't believe a single word of it.

You should.

>>it is supposed to do a bit of decompiling and re-coding of the
>>software. They say it's possible that some programs will run faster each
>>time they're run, as sections of the program get progressively translated.
>???
>I would love to know what programs will run faster each time they're run, you
>do realise that this is messing with the law of physics? If they can pull it

It's not messing with any laws whatsoever.

Obviously, the first time a program is run no translation has been done,
so the processor must spend time on that. Next time it won't have to. QED

>Come to think of it.... they're gonna get two Nobelprices!! just imagine...
>These guys are claiming they've found a way to speed up a processor merely
>by writing some "super-code" for it, well IBM and Motorola will be very

See above.

>I'm not the expert... they're people here which have a much bigger knowledge
>on the topic, I'm just using some common sense. A 603/200Mhz *can't* possibly
>be any faster then a 68060, not in pure speed and power anyway. It might be

Motorola disagrees, which you could easily have found out if you'd taken
a few minutes to look up some facts.

>faster at doing floating point calculations but that's beside the point.

Dhrystone MIPS do not include any floating point calculations whatsoever.
Like most benchmarks it's not terribly good, but Motorola apparently
think it's good enough for rating their processors.

>Talking about dead ends... that PPC603 has had it's best time as well, if you
>ask me.

I doubt many people would use the actual 603e in new designs, but this is
an integrated version we're talking about.
Certainly not something you'd put in a performance machine, but it's cheap
and a lot faster than the current alternatives in the Atari market.

>Just ask yourself the question who's going to recompile what... even if some
>programmers were willing to rewrite their programs, they'll need the proper

The neat thing with an 'Atari' with a PPC is that you'd still have the
same OS etc as with the 68k machines. There should be very little need
for rewriting anything (except assembly stuff, obviously).
I wouldn't really expect any of the commercial software to be recompiled,
though.

>tools, who's going to write the programming software? compilers, debuggers,

GCC has been ported for the PPC, of course.
Debuggers may be a problem for a while, though.

>editors etc...

Normal software will run fine under emulation, or at worst on the original
Falcon processor which is still usable with the Tempest.

>>My personal opinion is that the only real progress we can make at this point
>>for the future,is to move to another CPU type that is actively supported and
>>available, otherwise we'll just gradually get our supply of CPU's cut off
>>completely.
>Without Atari software written/ported to run in native PPC code, there's no
>real advantage in this for the user. Production of the 68000 has stopped ages
>ago, but they're still in supply, same thing for the 6502 which drives the
>Atari 800/XL/XE, it wont be any different for the 68060.

I wouldn't be so sure of that, since the '060 is a very expensive chip
compared to the 68000 or 6502. Also, not much hardware ever used the '060,
while there were millions upon millions of 68000 and 6502 machines.
Anyway, the '060 isn't likely to get any faster and it's _very_ slow by
today's standards (not that a 200 MHz 603e is all that much better, but at
least it's a first step away from the dead end 68k series).

>What you're proposing is to drop compatibility in favour of raw power. I can
>see your point, but considering that a clone with a real 68060 will run even
>faster then the 603/200 while retaining software compatibility, I think it's

See above.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

7573. ST TOS Question

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 14:57:53 UTC
From: baz <baz@rapidoffset.com.au>
Message-ID: <Rrn26.34971$xW4.273758@news-server.bigpond.net.au>
Source record: 52650

Hi,
I was recently given a non-working STe, I opened it up to check out the memory etc and thought I could try exchanging the TOS rom chip in my STe to see if it would be a more recent version.

Would someone be able to tell me which chip I am looking for and how to tell what TOS revision it is (and if I can do this at all??).....

Regards

baz

7574. Re: Hard Drive Problems....

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 15:07:59 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <92d0hdech1@newsg4.svr.pol.co.uk>
Source record: 52651

Hi,

If it is happening on certain directories then surely it could just be a FAT problem.

Tim

Jim DeClercq wrote in message <92avdgnhj1@nnrp1.phx.gblx.net>...
>baz <baz@rapidoffset.com.au> writes:
>: I have a Megafile 60 attached to my 1040ste. Everything was working fine,
>: but I switched it on this morning and it is crashing (cherry bomb,
>: rebooting) in certain drives / directories.
>: Does anyone have a fix for this problem?
>
>The problem is probably bearings. Turn the drive upside down,
>offload everything you can, and replace the drive. If all else
>fails, I would try Best in the US of A. Not cheap, but available.
>
>Jim

7575. Re: falcon upgrades

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 15:25:35 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A4A09EF.1330D9A1@it.kth.se>
Source record: 52653

Hi Dennis,

> No way... Mac PPC's with a 603/200Mhz can barely emulate an 68040. It's only
> faster when the PPC is actually used, since there isn't any software you'll
> have to run the card in the other mode => 68030. Who on earth do you expect

Your statement is true if you are thinking about the old emulation that
Apple did. This engine emulate a 68040 much the same way as ST emulators
emulate the 68000.

I have made my own engine that analyze the 680x0 machine code and
rewrite it into PPC code before it actually is run. The net speed of the
code after the analyzer has run is equal to a 100MHz 060 on the 200MHz
603e.

Best regards
Sven Karlsson / Istari Software

7576. Re: Destiny

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 15:38:05 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A4A0CDD.EB5565C7@it.kth.se>
Source record: 52652

Hi Hallward,

I'm sending this to you as well as to the newsgroup as I think that the
answers to these questions are interesting to the news readers as well.

> 1) How will this affect software compatibility? As no PPC enhanced
> software exists for the ST I assume that 68K emulation is used for the
> most part, and even though this doesn't take advantage of the processor
> to its full extent I'm sure the speed boost is more than adequate.
> (even a modest ST is more efficient than the average PC or Mac in many
> cases as we all know!).

Yes, the emulation engine will be used. Much the same as in the Falcon.

> 2) Software compatibility again... I'll be using the MIDI sequencer
> Notator SL a lot with my Mega ST 4. How will such an accelerator work in
> this case? Will I have to switch it off when running Notator? Will I
> have to forget about even installing it, or will it boost the
> performance like it should?
> Notator doesn't work on anything but regular STs -not even the Falcon or
> TT, so I have a feeling an accelerator like this will make it
> incompatible, but you never know...

I'll have to look into that specific application to see if there is any
problem but I doubt it. In any case the emulation engine is flexible
enough to be "downgraded" into emulating a 68000 however very fast.
Without looking at the application code I would think that Notator will
work on the Tempest+Destiny combo.

Best regards
Sven

7577. CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 16:39:30 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <6Xo26.1908$s4.1133@news.indigo.ie>
Source record: 52654

Hi all!

Some of these questions are going to seem rather daft, but then I was never one to do things the easy way! My poor old Falcon is generally subjected to, "now what weird and wonderful things can we do with you today!"

I have seen a number of CD-RW/CD-R drives available for quite a reasonable price on the second hand market so I have been tempted to invest in one. I understand that to record CDs you generally need enough hard disk space to create an image of the CD first. And this is my slight problem.

At the moment all I have is an internal 540MB disk in my falcon, and an external SCSI Zip 100 drive. I notice that some of the software available like CD-Recorder Pro allows audio/data files to be sourced on different partitions. So my question is does the ENTIRE CD-image have to be in the same place.

Put another way, would it be possible to copy say 500MB of files/audio from the internal drive and the other 100MB from the ZIP onto a CD-R/CD-RW?

I know this could be written to a multi-session CD no problem: but are such CDs readable by normal audio-cd players?

I guess I could upgrade my internal hard disk first, but just thought I would check out the possibility of this route first, as it would save a lot of pain (and cash!)

Thanks for any help, and merry Christmas!

Jerry

Jerry Martin--
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG

7578. Re: HDDriver 8.01 and the Hades

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 17:17:30 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a4a4b7083961c0@online.be>
Source record: 52666

on Tue 26-12-2000 22:44 Edward S. Baiz Jr. wrote:

>Hello,
>
>I just received my HDDriver upgrade to 8.01. This version does not seem to
>have the cache problem for the Hades like the other versions. I can access
>my Jaz drive and the HDDriver utilities program without turning off the
>instruction cache. Nice...

Yes, I know that. I've reported this a month ago. I hope I receive my
copy soon.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7579. Re: News Servers

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 18:44:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978024904-92291AEicMi@madasafish.com>
Source record: 52608

Hi Phantom

>
>Have you tried searching for some FREE News servers?
>
>Most only allow you to download, but ever now and then you'll find one
>that will let you post as well.

Thats the prob, i need to be able to post, and in the short time i had i couldnt find any, except one where i registered and was confirmed as registered but were still blocked from posting, bloody usefull..

Perhaps peop's could post what servers they are using to give someone the opportunity of investigating their portability.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7580. Re: Atari ST Newbie

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 18:53:05 UTC
From: staalejg@bigfoot.com
Message-ID: <92ddqe$me0$1@nnrp1.deja.com>
Source record: 52660

In article <92a43c$928$1@nnrp1.deja.com>,
chris_thorley2603@my-deja.com wrote:

A TV is o.k. but for serious work try and find an Atari Med-Rez monitor
or,better still,get a cheap SVGA monitor and buy an adaptor (such as
the ones ASP sells) and run in Hi-Rez (B/W only)

Where can I find an adaptor (ASP) to connect my Atari to my SVGA
Monitor?

Thanks

Sent via Deja.com
http://www.deja.com/

7581. Re: help! falcon won't boot

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 19:16:20 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <977947884-875847AEicMi@xs4all.nl>
Source record: 52662

>From: Ken Kosut <kjcat@execpc.com>
>Date: Tue, 26 Dec 2000 18:26:04 -0600
>
>Hello,
>
>I boot my falcon, but do not get the proper desktop. I get
>floppy A and floppy B icons along with trash can.
>
>I cannot access my IDE internal drive.
>
>I got in last night my holding down the CNTRL key after a
>reset. everything worked fine.
>
>But tonight I cannot get in at all.
>
>Does anyone know what would be causing this?
>
>thanks for your help.
>
>ken
>
Hello Ken,
I have the same problem with my Falcon, now and then , during the boot, I hear a click and instead of the desktop with the usual harddisk partitions I only get the standard desktop just like you. My Atari dealer doesn`t know what causes this problem.

Cheers
Dan

7582. Re: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 19:44:51 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <92dgrh$p1d$1@nnrp1.deja.com>
Source record: 52661

In article <3a4417e3$0$36812$272ea4a1@news.execpc.com>,
Ken Kosut <kjcat@execpc.com> wrote:
> On Fri, 22 Dec 2000, Mark wrote:
>
> > >
==
> > > Four 256K Simm Modules - STE
> > >
> > > These four modules came out of a STE (same as above - not Mega).
> > > I don't even recall booting the machine with this set.
> > > I bought the machine new, then upgraded it to 4 meg of RAM.
> > > Price - $50.00 You pay shipping
> > > U.S. dollars/cashiers check or money order
> > >
==
> >
> > What??? tell me if you get that price, I have been stirring my cafe
with 1mb
> > SIMMs in between giving them away.
> >
> > Well good luck....
>
> Gentlemen,
>
> Do you have any idea what I paid for TOS chips and RAM simm modules
> only a few years back?
>
> TOS 2.06 was $59. U.S. dollars excluding shipping.
> 4 1 mbs were $116.00 or $29.00ea excluding shipping.
> (and that was the "sale" price - and the simms were Generic, not
Atari)
>
> One does have the option of making an offer.
>
> But if you say that the market value is 5 UKP or $7.5 U.S. for four
> simms, ok. well and good.
> But at that price, it is hardly worth my time to package them,
> and take them down to the post office.
> Salvation Army is closer.
>
> BTW - The simms you speak of. Are they Atari or Generic?
>
> Have a nice holiday!
>

> ken

Hey, I found that it is ok in this group to announce that you have Atari computer items for sale, but you will be far better off selling the items on Ebay in the long run. Most of the users here know what TOS items are worth, but that isn't the point, it's what someone willing to pay to have them. I have Atari hardware that would make a lot of users drool, but if it ever goes up for sale, it will be on Ebay. I paid big dollars for limited production hardware, and know that eventually I will get money back. Plus, you don't have to deal with the whining about shipping cost and such after you have agreed to make the sale.
The other option, (which I would use in the case of your simms) is to make a charitable contribution to one of the few Atari clubs that legally hold that status. Write the original price off your taxes. There are a few of those clubs still out there.

3 working Expose'
Afterburner at 40Mhz
Mighty Sonic at 40Mhz
Falcon Rack
CLab Mark-X
3 working Falcon NOVA Mach 64's
14mb Atari Sparrow

And that is just the hard to find stuff...wipe your chin:)

Mike

Sent via Deja.com
http://www.deja.com/

7583. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 20:09:44 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <9Cs26.19918$WC3.1682277@nnrp4.clara.net>
Source record: 52663

"Jerry Martin" <jtmartin@gofree.indigo.ie> wrote in message
news:6Xo26.1908$s4.1133@news.indigo.ie...
> Hi all!
>
> Some of these questions are going to seem rather daft, but then I was
never one
> to do things the easy way! My poor old Falcon is generally subjected to,
"now
> what weird and wonderful things can we do with you today!"

Send it to me and I'll sort you out a
good cooling solution.

> I have seen a number of CD-RW/CD-R drives available for quite a reasonable
> price on the second hand market so I have been tempted to invest in one.

Bah! Don't touch second-hand CD-R(W)
with a barge pole unless you know its
history, or it's really so outrageously cheap
that it's worth it for spares. CD-R(W) drives
have a lower average MTBF rating than their
read-only counterparts and you can be almost
sure that the only reason one would be for sale
cheap is that it doesn't work properly
any more.

> I
> understand that to record CDs you generally need enough hard disk space to
> create an image of the CD first.

No, SoundPool CDRecorder Pro can
do it disc-to-disc real-time.
And this is my slight problem.

> At the moment all I have is an internal 540MB disk in my falcon,

That'll be a 2.5" unless you've
modified it. Will work for CD-R
but for best results a 3.5" is
recommended, you've certainly
got room for one inside a MKX.

> and an
> external SCSI Zip 100 drive. I notice that some of the software available
like
> CD-Recorder Pro allows audio/data files to be sourced on different
partitions.

> So my question is does the ENTIRE CD-image have to be in the same place.

Yes, the whole point of making an
image file is for data stream continuity,
but software like SoundPool CD-RP
can do it on the fly anyway, and
Anodyne's CDWriter can pull audio
files from different places all over your
file system real-time, too.

> Put another way, would it be possible to copy say 500MB of files/audio
from the
> internal drive and the other 100MB from the ZIP onto a CD-R/CD-RW?

That's heading for trouble. Do yourself
a favour and treat your Falcon to a new
faster and larger hard disk.

> I know this could be written to a multi-session CD no problem: but are
such CDs
> readable by normal audio-cd players?

No.

> I guess I could upgrade my internal hard disk first, but just thought I
would
> check out the possibility of this route first, as it would save a lot of
pain
> (and cash!)

Pain is often the consequence of
saving cash - not to say there is no
such thing as a good deal, you just
have to be careful.

Shiuming Lai

7584. Re: ST TOS Question

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 20:29:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200012272129.a50263@su2.maus.de>
Source record: 52604

Hi baz,

B>Would someone be able to tell me which chip I am looking for and how to
B>tell what TOS revision it is (and if I can do this at all??).....
should be two 1-MBit-roms, I think. (512k, partially used)

But regarding the production time of STEs I'm afraid that there aren't
different TOS versions for the STE computer. All should be 1.06.

But have a look at the leftmost desktop menu (that with the ACCs) and
click on the uppermost menu. It will give you the TOS info dialog, and
a couple of (copyright) years should be given. And the most recent
year will give the hint to any STE owner what version you're running.

I'm sorry I can't help you there but I never had an English TOS in
ROMs.

Und TTschï¿½
ps

7585. Re: Destiny

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 20:38:07 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012272027290.83-100000@TT030>
Source record: 52683

On Wed, 27 Dec 2000, Sven Karlsson wrote:

> Yes, the emulation engine will be used. Much the same as in the Falcon.

I'm interested in knowing if one puts this into a Hades060 for
example if the 060 is still available? Can both be used
at the same time is what I am wondering. Also very curious
about the furture part. How would native PPC apps exist,
as some extended binary format? And will there be some
development tools available so PPC apps can be made?

Sorry for so many questions, and of technical nature. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7586. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 20:46:11 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <bCs26.19919$WC3.1683106@nnrp4.clara.net>
Source record: 52664

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:977735166-109450AEicMi@cwcom.net...
> From: "Shiuming Lai" <lais@zetnet.co.uk>
> Date: Sat, 23 Dec 2000 20:24:06 -0000
>
> >> wanted a Wing Commander clone, and there is one for the Falcon: CROWN
OF
> >> CREATION 3D, written by Rebelsoft Design.
> >
> >Is anyone running this OK on a CT2?
>
> Seems fine here, what is/are the symptom(s)?

Right now, I click on START.PRG (of the demo)
and it loads to a black screen. It used to at least
load to the intro, then didn't actually get into the
game as I recall.

In between doing that I've upgraded from
NVDI 5.02 to 5.03, which has the side-effect
that if CENTSCREEN is not installed, in turbo mode
I boot to a desktop that's totally devoid of text
and icons. Very strange.

Apart from that, I found that CENTSCREEN
clashed with one or two games. Very rare.

So it looks like I have to remove NVDI and
CENTSCREEN to make this work. I'll try that
right now (the problem being that these two
programs are pretty much essential to having
a machine that makes visual sense when running
in CT2 turbo mode).

OK, disabled everything (taking my own advice)
except DSP_IRQ, and set fast RAM flags to off,
and it loads OK. Must have been last time I was
messing around trying to make it work

Do you have the full version? This is a "Pre-preview"
Doesn't do a lot except show all the different ships
and some long story. Right, I can't be bothered
with this, it's not responding to anything. Reboot
and get on with other things...

Shiuming Lai

7587. Re: Merry Christmas!

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 20:47:05 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <eCs26.19920$WC3.1683054@nnrp4.clara.net>
Source record: 52665

"Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
news:1em82u1.9w7usb1pvynr4N%northstar2010@yahoo.no...
> Too bad we didn't have any snow on Christmas eve, and still don't have
> any.

I don't remember the last time we had
snow at Christmas in the UK (except,
very clearly, when I was 5 years old)

> It's currently -9 degrees C, so it's pretty cold though.

Excellent - I'd love to know what speed
you can clock your machine to in those
conditions.

Shiuming Lai

7588. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 20:51:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200012272151.a50264@su2.maus.de>
Source record: 52605

Hi Phantomm,

P>I really like the WordProcessor part.
so do I for the data base part. :-)

Right now, I had a look at my original #1 disk. As the INSTALL.DAT
file only gives the disk numbers and the corresponding files, I'm
really sure that the INSTALL.PRG won't do anything but copy all
files from floppy to disk!

Therefore the reason why Jim's WORKS.PRG didn't launch correctly IMHO
should be found elsewhere. :-(

Finally I'll give you my directory structure:
H:\WORKS\WORKS.PRG
\WORKS.INF
\POP.STD (my peronal data base of popular music cds)
and a couple of more personal files
\WORKS\WORKSYS\GERMAN.OVL
\GRM23.LEX
\GRM93.THS
\USER.DIC
\WORKCGRM.RSC
\WORKMGRM.RSC
\WORKSGRM.RSC

Und TTschï¿½
ps

AtariWorks version 1.207 (german) 439.504 bytes
copyright July 22, 1993
file date Dec 1, 94

7589. Re: Problems with "Happy" (Address)

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 21:07:51 UTC
From: chemmad@wish.net
Message-ID: <977952598.359575@news.l3.wish.net>
Source record: 52667

On 27 Dec 2000 06:26:36 , Hallvard Tangeraas wrote:

You might have an Enviroment variable setting violation in your Magic
System.

have you examed your magic config file?
Try to make it autorun with that script file...

7590. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 21:11:33 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92dlu5pfp1@plutonium.compulink.co.uk>
Source record: 52668

In message <B66BF0DF.2D7E%jlpinson@dundee.net>, jlpinson@dundee.net said:

>A program I just installed on my Atari ST's hard drive has caused the drive
>to freeze on boot up. If this were a PC, I'd just boot off a boot disk,
>delete the offending program, and all would be OK. But as near as I can
>tell, there's no equivalent on the ST. Am I wrong? How can I gain access to
>my hard drive to delete the program that's leeping the drive from booting?
>Thanks for any relevant advice.

You don't say which hard disk driver you are using. With most of them
you can press [Control] to bypass all AUTO folder programs, and holding
down [Alternate] boots from the floppy. I hope you have kept a copy of
your hard driver on floppy! If so, boot from that, install new icons on
the desktop the usual way, and you can start up the hard disk and access
it as normal to delete the program...

Regards, /Peter/

7591. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 21:27:48 UTC
From: ebaiz@skyenet.net
Message-ID: <o9t26.24156$wE3.33873@newsfeed.slurp.net>
Source record: 52669

>I have seen a number of CD-RW/CD-R drives available for quite a reasonable
>price on the second hand market so I have been tempted to invest in one. I
>understand that to record CDs you generally need enough hard disk space to
>create an image of the CD first. And this is my slight problem.

Actaully you could use the space on your Zip disk too. I ran CDISO and
backed up my IDE hard drive. I used my 1 GIG Jaz drive for the image file.

>At the moment all I have is an internal 540MB disk in my falcon, and an
>external SCSI Zip 100 drive. I notice that some of the software available like
>CD-Recorder Pro allows audio/data files to be sourced on different partitions.
>So my question is does the ENTIRE CD-image have to be in the same place.

I use CDBackup and CDISO. As far as I know CDBackup does not do the image
file thing. CDISO does and you can only choose one partition.

>Put another way, would it be possible to copy say 500MB of files/audio from the
>internal drive and the other 100MB from the ZIP onto a CD-R/CD-RW?

Yes, I could do that with my setup.

>I know this could be written to a multi-session CD no problem: but are such CDs
>readable by normal audio-cd players?

Well I also have CDWriter for burning audio CD's. I can read multi-session
CD's using a CPX file from Anodnye, but only one sessions at a time can be
read. I would think if it would be possible for a normal audio CD player to
read a multi-session CD, but it would only the read the first session that
was recorded (my opinion) if there are compatible audio files on that
session.

>I guess I could upgrade my internal hard disk first, but just thought I would
>check out the possibility of this route first, as it would save a lot of pain
>(and cash!)

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7592. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 22:25:07 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <D1u26.19959$WC3.1715869@nnrp4.clara.net>
Source record: 52670

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:977849076-578510AEicMi@madasafish.com...
> >Is anyone running this OK on a CT2? The demo version doesn't seem happy
> >here.
>
> Hm!, what colour LED's are you using and how many cooling fans do you
> have?. :-)

The blinkers are BlueShine v2.93 and the
three rotors are Fan2000 Server Edition SP56
with Norton MC68030 >16MHz timing
bug fix beta 2.1.44.

Yesterday I bought HeatSink ME with
Extra Cost desktop wallpaper pack but
that appears to have a conflict with the
DSP_IRQ patch if run more than twice
consecutively within 5 minutes while
the sun is shining and I hold a carrot in
my left hand.

Any ideas?

Shiuming Lai

7593. Re: help! falcon won't boot

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 22:37:05 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <jRu26.4413$3U5.4879@nntpserver.swip.net>
Source record: 52673

> >I boot my falcon, but do not get the proper desktop. I get
> >floppy A and floppy B icons along with trash can.
> >
> >I cannot access my IDE internal drive.
> >
> >I got in last night my holding down the CNTRL key after a
> >reset. everything worked fine.
> >
> >But tonight I cannot get in at all.
> >

> I have the same problem with my Falcon, now and then , during
> the boot, I hear a click and instead of the desktop with the
> usual harddisk partitions I only get the standard desktop just
> like you. My Atari dealer doesn`t know what causes this
> problem.

Hi,
This can happen occasionally (don't ask me why). It's happened me with my Falcon several times - but if it happens frequently, I'd suspect that the harddisk is about to die on you. Listen to the HD. Do you hear that it starts spinning when you start the Falcon (might be a bit hard to recognise since there's a noisy fan inside the Falcon too...) - and then it clicks one or a couple of times, stops and then starts spinning again - just to repeat again and again? Then you've already got yourself a dead drive :(
Otherwise, the next time you manage to get in contact, make a backup of everything important and then get a new HD or borrow another HD for testing to verify that this is the cause.
There could be other explanations, but this is what springs to mind immediately.

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7594. Re: Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 22:42:38 UTC
From: swampfox1@earthlink.net
Message-ID: <yfu26.29568$RC1.1024278@newsread1.prod.itd.earthlink.net>
Source record: 52671

On 27 Dec 2000 00:20:54 , Steve Sweet wrote:
>Hi John
>
>>>Is anyone out there?.
>
>>SNIP (:-)~
>
>>Nope! No one here! Merry christmas!
>
>Bugger, i'm alone again. Where's that smutty mag.
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.
Stuck to something?

7595. Re: Harlekin

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 22:50:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92drmrqrk1@plutonium.compulink.co.uk>
Source record: 52672

In message <977758164-448356AEicMi@bitsYU.net>, trampa@bitsYU.net said:

>I would like to ask someone who knows anthing about harlekin III. I have
>this program because harlekin II has problem with date beyoun 1999. My
>problem with new halekin is macro option in it. In previous version II i
>had txt macros and hpg macros ect., but in this new version ther are not
>such macros. In new harlekin III everything is the same, only macro
>mudule is not the same no more. So if anyone knows anything, how I can
>contakt someone through mail or the man who wrote this program, please
>mail me private.
>Thanks to all who can help!!

Hi Trampa!

Yes, I have used Harly 1, 2 and 3. I believe the date bug had to do with the HiSoft file selector. In 3, you can have preset macros to which you can add, recording as many text macros as you have key combinations for:

Double-click on the Macro icon on the Harlekin 'desktop' to open the macro editor window, showing all existing macros. The program is normally supplied with macros for all the Harlekin modules and you can edit them by double-clicking on an entry and then entering the key combinations when invited.

In addition you can record your own text and keypress macros: To record a text macro, press the keys that have been assigned to turn Record macro on - by default Ctrl+Alt+Esc, though I use Alt+Esc - and this will display a cassette symbol at top left of the menubar. When you have finished inputting the macro keystrokes (up to 100 keypresses, which can be text and/or modifier keys Shift, Ctrl, Alt etc) press the Record macro key combination again. The cassette icon will change to a key icon and the next key or key-combination you press will be assigned the string you have entered. I usually use a character I'm unlikely to need, such as an accent or tilde etc. or unusual combinations with Ctrl or Alt - though those are not available for all non-alphabetic characters. To delete a macro, highlight it and press the Delete key.

Once you have your macros, you can save them with the File menu in the Macro editor, normally with a MAC extender. You can save your custom file and load various different MAC files when required.

Regards, /Peter/
The Options in the Edit menu
are fairly self-explanatory.

7596. Hades users (HYPertext)

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 22:55:45 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012272245580.113-100000@TT030>
Source record: 52688

I'm currently working on the HYP with hades info and anyone
with a Hades that would like a preview may request one
via my direct e-mail. I would like opinions and ideas
before I release it.

Also if you have not already given me your IDE HD model/make
for the HYP, now would be a good time. I'm also
collecting Serial Numbers, the SN: from the GEM Desktops
"Desktop Info". A theory of mine is that the serial numbers
might give clues to how many Hades have been sold, assuming
I got enough responces. The Serial Number list is a combination
contact list as well, so if you wish to have your contact info
in the HYP as well I need your e-mail address and URL.

Thanks.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7597. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-27 23:23:29 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <lRu26.4414$3U5.4879@nntpserver.swip.net>
Source record: 52674

"Jerry Martin" <jtmartin@gofree.indigo.ie> wrote:

> I have seen a number of CD-RW/CD-R drives available for quite a reasonable
> price on the second hand market so I have been tempted to invest in one.

I'd rather buy a new one. You don't know where a used one has been. It may be so worn out that you can only burn a few CD's before it breaks down...

> I
> understand that to record CDs you generally need enough hard disk space to
> create an image of the CD first. And this is my slight problem.
>
> At the moment all I have is an internal 540MB disk in my falcon, and an
> external SCSI Zip 100 drive. I notice that some of the software available
like
> CD-Recorder Pro allows audio/data files to be sourced on different
partitions.
> So my question is does the ENTIRE CD-image have to be in the same place.

If you use the Image option, you must have the whole image on the same partition, yes. Audio burning doesn't require an Image, but data does normally - since the OS is too slow when you dive into sub-folders :(
By the way; If you plan on burning a lot of audio, get the audio version of CDRecorder also - and not only Pro. Pro has a meager audio support and doesn't allow you to change pauses between songs (they're always set to 2 s), doesn't allow you to edit PQ data like ISRC-number, doesn't allow you to insert Indexes etc... The Audio version does in fact have everything you need for making a perfect audio-CD...

> Put another way, would it be possible to copy say 500MB of files/audio
from the
> internal drive and the other 100MB from the ZIP onto a CD-R/CD-RW?

No problem. CDRecorder doesn't care where the audio files are located, as long as they're stereo files in 44.1kHz. The files can be located on 10 different disks if needed, but they all have to be available directly (so you can't exchange a Zip-disk while the program is burning a file from the internal HD...). Don't keep them in sub-sub-sub-folders though. Just one or maybe two levels down.

> I know this could be written to a multi-session CD no problem: but are
such CDs
> readable by normal audio-cd players?

You can do Multi-session CD's, so you'll start with as much as you have room for and then start another session etc until you've filled the CD. One annoying thing about doing it that way is that the drivers for CD which I

know of for the Falcon can only handle one session at a time and you have to choose which one in a CPX... However, this is only valid for data CD's. Audio is a whole other matter and they can't be burned as multi-session. If you want to write one song at a time, you'll need Track-at-once functionality, which doesn't exist in CDRecorder from SoundPool. It's no coincidense that it doesn't exist, since Track-at-once can't be used for mass-duplication and it may not work in all CD-players (the CD will probably not be playable at all in an audio CD-player until it's closed) - so it's safer to use Disk-at-once. The sad thing is that you must burn the whole CD at once when using Disk-at-once, so your HD capacity may be a bit small...

> I guess I could upgrade my internal hard disk first, but just thought I would
> check out the possibility of this route first, as it would save a lot of pain
> (and cash!)

Don't upgrade the internal disk! Since it's 540MB, I suspect that you've got a C-lab MKII with a built-in 540MB 2.5" SCSI-disk. 2.5" SCSI-drives are terribly expensive, so I'd suggest that you add an external SCSI-disk instead. If you remove the internal SCSI, to make room for an IDE-disk instead, keep in mind that Cubase Audio MUST use a SCSI-disk - and that the internally mounted SCSI drive means that the internal termination of the SCSI-bus has been removed at the factory and has to be fixed before you can attach any external SCSI-units.
Otherwise, it would be nice to have a 3.5" IDE instead (there are drives around, which are small enough to be mounted internally). With a 3.5" IDE, you might even be able to burn at 4X if lucky...
Get the right CD-burner! All brands and models aren't supported. Keep to Yamaha to be sure...
Here is a list of CD-burners which are supported by CDRecorder: http://www.soundpool.de/writer.txt . They've forgotten to add Yamaha 8424S, which also works nicely...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7598. FS: Atari 1040ST only $15

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 00:38:18 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B66FCB79.3405%amishman@pacbell.net>
Source record: 52676

Includes mouse, user manual, language disk, and power cord. Computer works and looks fine. Mouse a bit sticky but I would bet a good cleaning would make it click better. $15 plus freight. I am in Northern California. Can UPS in USA.

7599. FS: Atari SC1224 Color Monitor only $15

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 00:38:53 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B66FCB9D.3406%amishman@pacbell.net>
Source record: 52675

```
Works and looks fine. Includes user manual, power cord, and data cable.
$15 plus freight.
```

7600. FS: Atari SF354 Floppy Drive only $13

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 00:42:14 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B66FCC66.3407%amishman@pacbell.net>
Source record: 52677

Works and looks fine. Includes manual, power adapter, and data cable. $13 plus freight.

7601. FS: Practical Peripherals Monitor Switch Box $10

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 00:44:46 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B66FCCFD.340B%amishman@pacbell.net>
Source record: 52678

Works and looks fine. $10 plus freight. Lets you connect both a mono and color monitor to the Atari and easily switch between them.

7602. Re: help! falcon won't boot

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 00:51:41 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A4A8E9D.C6B79C2E@intergate.bc.ca>
Source record: 52679

Hard drives are like old cars, they will refuse to start if left unused for a long time. If you get your hard drive to work, never ever turn your computer off. It happened to me once, I could boot from time to time and later it would never boot anymore. Keep trying, shake your falcon a bit and if you get it working immediately back up all your data and change the hard drive.

Artur

Claes Holmerup wrote:

> > >I boot my falcon, but do not get the proper desktop. I get
> > >floppy A and floppy B icons along with trash can.
> > >
> > >I cannot access my IDE internal drive.
> > >
> > >I got in last night my holding down the CNTRL key after a
> > >reset. everything worked fine.
> > >
> > >But tonight I cannot get in at all.
> > >
>
> > I have the same problem with my Falcon, now and then , during
> > the boot, I hear a click and instead of the desktop with the
> > usual harddisk partitions I only get the standard desktop just
> > like you. My Atari dealer doesn`t know what causes this
> > problem.
>
> Hi,
> This can happen occasionally (don't ask me why). It's happened me with my
> Falcon several times - but if it happens frequently, I'd suspect that the
> harddisk is about to die on you. Listen to the HD. Do you hear that it
> starts spinning when you start the Falcon (might be a bit hard to recognise
> since there's a noisy fan inside the Falcon too...) - and then it clicks one
> or a couple of times, stops and then starts spinning again - just to repeat
> again and again? Then you've already got yourself a dead drive :(
> Otherwise, the next time you manage to get in contact, make a backup of
> everything important and then get a new HD or borrow another HD for testing
> to verify that this is the cause.
> There could be other explanations, but this is what springs to mind
> immediately.
>
> Best regards,
> Claes
> e-mail: claes@holmerup.com
> website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com

> swedish music on the web: http://www.swebmusic.com

7603. Re: serial link speed queries

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 01:08:33 UTC
From: wongck@letterbox.com
Message-ID: <92e3qq$9hs@usenet.pa.dec.com>
Source record: 52680

In article <Wa926.17010$wE3.20560@newsfeed.slurp.net>, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
>I would have used PARCP for the transfer. It uses the parallel ports at a
>speed of 100,000 bytes/sec...

yes that would be nice, and does that program
work with WinMe??
Can you point me a URL for it?

Thanks

7604. Re: serial link speed queries

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 01:14:37 UTC
From: wongck@letterbox.com
Message-ID: <92e45s$9hs@usenet.pa.dec.com>
Source record: 52681

In article <3a48d3e1$1_1@athena.netset.com>, baldrick@dilbert.netset.com (Dan Ackerman) wrote:
> because PC's are notoriously bad with serial connections. I've
>seen situations in the past where we had to set the speed to 32k on the
>serial port to get the NULL modem to work at all, anything faster and too
>many packets would be dropped to make it worthwhile.

Me thinks that my 933MHz PC can take that 115Kbps speed.
The motherboard specs seems to say it's a 16550 plus UART chip (what ever that means).
Anyway, I don't think that any packets was dropped as the error count was 0 and I was monitoring it for about 5-10 minutes before I started monitor another screen ... TV :-)
I wonder if it's something to do with zmodem protocol.

rgds
William

7605. Re: help! falcon won't boot

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 01:19:07 UTC
From: Don <dons@qnet.com>
Message-ID: <3A4A950A.27AF5FE2@qnet.com>
Source record: 52684

Ken,

Your problem sounds like your power supply. Check the capacitors on the
power supply and replace the one that make the noise when you power on
the Falcon. Ive had to do this a few times.

Don

Dan wrote:

> >From: Ken Kosut <kjcat@execpc.com>
> >Date: Tue, 26 Dec 2000 18:26:04 -0600
> >
> >Hello,
> >
> >I boot my falcon, but do not get the proper desktop. I get
> >floppy A and floppy B icons along with trash can.
> >
> >I cannot access my IDE internal drive.
> >
> >I got in last night my holding down the CNTRL key after a
> >reset. everything worked fine.
> >
> >But tonight I cannot get in at all.
> >
> >Does anyone know what would be causing this?
> >
> >thanks for your help.
> >
> >ken
> >
> Hello Ken,
> I have the same problem with my Falcon, now and then , during
> the boot, I hear a click and instead of the desktop with the
> usual harddisk partitions I only get the standard desktop just
> like you. My Atari dealer doesn`t know what causes this
> problem.
>
> Cheers
> Dan

7606. Look at these specs!

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 01:32:34 UTC
From: wongck@letterbox.com
Message-ID: <92e57h$9hs@usenet.pa.dec.com>
Source record: 52682

I was looking at some laser printer for the office.
The specs blow me down... they are way better than my falc!
for example:
a HP model runs on 133MHz Risc cpu, max 192MB ram, 2GB or more HDD.
Ports incl. IEEE 1284-compliant bidirectional parallel, RS-232 9-pin serial, 2 PCI-based EIO slots, Fast Infrared, Ethernet 10/100Base-TX in 1 EIO slot, USB in EIO slot.

<serious mode off>
I wonder if there's an Atari emulator for this printer

ciao...

7607. Re: serial link speed queries

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 02:26:03 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a4aa4bb$1_1@athena.netset.com>
Source record: 52685

In article <92e45s$9hs@usenet.pa.dec.com>,
william wong <wongck@letterbox.com> wrote:
>In article <3a48d3e1$1_1@athena.netset.com>, baldrick@dilbert.netset.com (Dan Ackerman)
wrote:
>> because PC's are notoriously bad with serial connections. I've
>>seen situations in the past where we had to set the speed to 32k on the
>>serial port to get the NULL modem to work at all, anything faster and too
>>many packets would be dropped to make it worthwhile.
>
>Me thinks that my 933MHz PC can take that 115Kbps speed.
>The motherboard specs seems to say it's a 16550 plus UART chip (what ever that
>means).

IF I were in hardware mode I would remember, I could look it up
if it really mattered ;) But yes that chip should handle 115k, if you
have a decent bios that chip should handle 230k.

>Anyway, I don't think that any packets was dropped as the error count was 0
>and I was monitoring it for about 5-10 minutes before I started monitor
>another screen ... TV :-)
>I wonder if it's something to do with zmodem protocol.
>

Possible, but it doesn't conflict that much with my experience in
the past. There is a conflict that occurs somewhere along the line and if
you slow the PC serial port down the actual transfer rate increases. This
was what we saw on 486's, a media gx and most recently a P2 400. I didn't
have this sort of problem null modem to a mac and even the mac people will
admit that mac serial isn't everything it could be.

As to the zmodem, that is possible as well. Back in the bbs days
we always used to use ymodem 1k, actually generally gave us a better
through put.

Dan Ackerman
aka baldrick

>rgds
>William

7608. Link 96 Mega STE

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 02:36:48 UTC
From: Stempell Mathieu <dma-sc@wanadoo.fr>
Message-ID: <3A4AA740.D3A16D04@wanadoo.fr>
Source record: 52686

Hello,

Does someone known where i could find (buy in fact :) the interface
Link 96 FOR MEGA STE (special version) ?

Here are the specs : http://members.aol.com/norwiecz/96mega_e.html

I know some dealers were selling this interface ...
... and the author of it can't be contacted (e-mail non-valide).

Thanx ! :)

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| \____/__/_/__/_____//_______\____/mcl
| |
: [ Stempell Mathieu ] :
| |
: [ Atari Zikos ] :
: [ Soundchip & Track ] :
| |
: [ e-mail : dma-sc@atari.org ] :
: [ irc : #atariscne - Dma-Sc ] :
: [ url : sectorone.atari.org ] :
| |
'------ - --[ sECt0r oNE ]-- - ------'
```

7609. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 03:19:15 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <92ebffeqg1@nnrp1.deja.com>
Source record: 52687

> Yesterday I bought HeatSink ME with
> Extra Cost desktop wallpaper pack but
> that appears to have a conflict with the
> DSP_IRQ patch if run more than twice
> consecutively within 5 minutes while
> the sun is shining and I hold a carrot in
> my left hand.
>
> Any ideas?
>
> Shiuming Lai

As long as you can shoot the carrot into SPACE (keeping on subject here)
HEY...new space game subject: Shoot the Carrot! (and not the monkey)
into SPACE.
--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.

_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7610. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 04:35:36 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <csbl4tk3mlfi4q46lb5uiocv44fgq6le1c@4ax.com>
Source record: 52689

On Wed, 27 Dec 2000 16:39:30 GMT, jtmartin@gofree.indigo.ie (Jerry
Martin) wrote:

>Hi all!
>
<...>
>I know this could be written to a multi-session CD no problem: but are such CDs
>readable by normal audio-cd players?
>
You CAN write multi-session audio CDs, but it would be pointless if
you plan to play them in "normal" audio CD players.

A "normal" audio player can only see the FIRST session on the disc.
Other sessions would just be ignored.

I'm not familiar with the Falcon CD applications, but the way to write
"compilation" audio discs where you can't write the entire disc at
once is to write "Track at Once", and leave the session open after
writing each track.

That way you can "rip" one track at a time from a CD to your hard
drive and record that track to the blank CD before ripping the next
track and overwriting the first track on the hard drive. You'll only
need enough hard drive space to hold one audio track.

When you record the last track, you close the session, and the disc,
so the disc can be played in an audio player.

>Thanks for any help, and merry Christmas!
>
>Jerry
>

BobR

7611. Re: Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 06:05:47 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <92elau$2ehi$1@news.comnet.co.nz>
Source record: 52690

"Steve Sweet" <steve_sweet@madasafish.com> wrote ...
> >>Is anyone out there?.
>
> >SNIP (:-)~
>
> >Nope! No one here! Merry christmas!
>
> Bugger, i'm alone again. Where's that smutty mag.

Dunno. Didn't you take it with you when you left here last time?

Oh well, here's a copy of "Windows For Dummies" (smutty emough for ya?)
to tide you over...

(My favourite is the photo on page 37)

;)

--

Quote for the month:

"There are no k's in broke"
(Al Bundy, "Married With Children")

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

7612. Re: help! falcon won't boot

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 06:58:56 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a4ae4b1$0$57183$272ea4a1@news.execpc.com>
Source record: 52691

On Wed, 27 Dec 2000, Claes Holmerup wrote:

> > >I boot my falcon, but do not get the proper desktop. I get
> > >floppy A and floppy B icons along with trash can.
> > >
> > >I cannot access my IDE internal drive.
> > >
> > >I got in last night my holding down the CNTRL key after a
> > >reset. everything worked fine.
> > >
> > >But tonight I cannot get in at all.
> > >
>
> > I have the same problem with my Falcon, now and then , during
> > the boot, I hear a click and instead of the desktop with the
> > usual harddisk partitions I only get the standard desktop just
> > like you. My Atari dealer doesn`t know what causes this
> > problem.
>
> Hi,
> This can happen occasionally (don't ask me why). It's happened me with my
> Falcon several times - but if it happens frequently, I'd suspect that the
> harddisk is about to die on you. Listen to the HD. Do you hear that it
> starts spinning when you start the Falcon (might be a bit hard to recognise
> since there's a noisy fan inside the Falcon too...) - and then it clicks one
> or a couple of times, stops and then starts spinning again - just to repeat
> again and again? Then you've already got yourself a dead drive :(
> Otherwise, the next time you manage to get in contact, make a backup of
> everything important and then get a new HD or borrow another HD for testing
> to verify that this is the cause.
> There could be other explanations, but this is what springs to mind
> immediately.
>
> Best regards,
> Claes
> e-mail: claes@holmerup.com
> website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
> swedish music on the web: http://www.swebmusic.com
>

Hello,

Thanks for your input.
The CNTRL key "trick" does not work anymore.
I am running HDDriver.

The next time I got in by making an auto folder with AHDI.prg
Then I booted from the floppy.

That I got me in. I copied all of my IDE partitions to my SCSI drive.
I don't want to backup because I think there may be a corrupted file
somewhere.

But now booting from the file does not seem to work either.
I have to click on the auto folder then click on AHDI.prg
Then I have to install an icon for the Hard drive.

Well when I got in, I have some odd looking folders.
Like Auto'`
Its hard to explain, odd characters after the name of the folder.
I try to delete them, but I get the message "illegal operation"
I double click on them and they wont open.
HdDriver folder is fine. It boots but I get a message.
Something about missing XHDI. I think.

I think I will try to access my scsi drive, then possibly zero
the corrupted partition one the IDE.

I hope it is just the drive going bad. I am just about to
replace it with either 315 or a 2 gig.

thanks

ken

7613. Re: FS: Atari 1040ST only $15

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 07:23:27 UTC
From: swampfox1@earthlink.net
Message-ID: <PTB26.30337$3B5.1161780@newsread2.prod.itd.earthlink.net>
Source record: 52692

On 27 Dec 2000 16:38:18 , TJ wrote:
>Includes mouse, user manual, language disk, and power cord. Computer works
>and looks fine. Mouse a bit sticky but I would bet a good cleaning would
>make it click better. $15 plus freight. I am in Northern California. Can
>UPS in USA.
>
>.
I'll take it! See my e-mail.
John G.

7614. Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 08:22:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978072516-134252AEicMi@cwcom.net>
Source record: 52636

From: phantomm@eastky.net (Phantomm)
Date: 27 Dec 2000 03:12:48 GMT

>What is the lastest version of the CenTurbo II B Flash?
>I think I have it but want to make sure.
Go to http://www.czuba-tech.com/ to download the latest version of all the
Centurbo stuff.

>Will there be any upgrades?
I wouldn't think so.

>And has anyone tried using anyother 3rd party hardware board with the
>CT2B, like the Expose or etc?
A very good question. The makers of the Eclipse graphics card reckon that
that will run with a CT2B once it (the graphics card adaptor) is fitted
with the appopriate through connectors.

Anyone else?

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7615. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 08:34:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978072518-134868AEicMi@cwcom.net>
Source record: 52637

From: "Shiuming Lai" <lais@zetnet.co.uk>
Date: Wed, 27 Dec 2000 20:46:11 -0000

>> >> CREATION 3D, written by Rebelsoft Design.
>> >
>> >Is anyone running this OK on a CT2?
>>
>> Seems fine here, what is/are the symptom(s)?
>
>Right now, I click on START.PRG (of the demo)
>and it loads to a black screen. It used to at least
>load to the intro, then didn't actually get into the
>game as I recall.

Seems to be fine here - I didn't have a joystick plugged in to check if it ran beyond the intro. I see that I have it set to single-task in jinnee however.

>In between doing that I've upgraded from
>NVDI 5.02 to 5.03, which has the side-effect
>that if CENTSCREEN is not installed, in turbo mode
>I boot to a desktop that's totally devoid of text
>and icons. Very strange.

Sounds like the dear 'ol blitter chip making a comeback.

>Apart from that, I found that CENTSCREEN
>clashed with one or two games. Very rare.

I never got Centscreen to work properly - pick your choice from having part of the screen duplicated to the right of the screen or loads of pixel garbage at the bottom of the screen. Give me Videlity any day, harder to set up but it works!

>Do you have the full version? This is a "Pre-preview"
>Doesn't do a lot except show all the different ships

Yep, full version. I'm not that taken with it. It's too slow to get into the game and there doesn't seem to be anything much to do :-(

--

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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk

dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7616. Re: Merry Christmas!

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 08:38:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978072520-135428AEicMi@cwcom.net>
Source record: 52638

From: "Shiuming Lai" <lais@zetnet.co.uk>
Date: Wed, 27 Dec 2000 20:47:05 -0000

>> Too bad we didn't have any snow on Christmas eve, and still don't have
>> any.
>
>I don't remember the last time we had
>snow at Christmas in the UK (except,

It started last night (Wednesday), needless to say London is now in
complete havoc. Maybe the authorities should listen to the weather
forecast and actually grit the roads, now that it's the right thing to
do!

>very clearly, when I was 5 years old)

Boxing Day 1963 was the start of a dreadful freeze, very unusual for the
UK.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7617. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 10:56:37 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978001069.21060.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 52694

Sorry, I have more problems with Sting, CAB and the other internet programs
than with getting the VME card going.

Thanks for the help, I have NVDI 5 that I got with a Mega STE so I will try
that and see if it works.

I already have Magic installed, will NVDI install ontop OK?

Anyone know were how to set this up or what the general process is?

The drivers I have are in German and would appear to be very basic and not
very good, using these the best I got out of the card was a messed up mono
output.

Would fVDI do any better? (from the Eclipse)

Mark

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:920n3t$d81$2@plutonium.compulink.co.uk...
> On 22 Dec 2000 10:30:03 , "Mark" wrote:
> > How do I get this card working in Magic (6), it is in a TT and also
> > has the 15Bit extension???
>
> Hi Mark,
> I'm running with a TT and a Crazy Dots 2 and I've just received Magic
> 6 this week. I think I've set it up ok (well, it works!) so I'm sure I
> can help.
>
> > I do have drivers but they would appear to be in German and all
> > mixed up and in different places on the drive.
>
> What drivers? NVDI4 or 5 or something else?
> I'm running with v4.11r3 atm, but I've just got v5.0x and I'll be
> setting them up over the holidays. EMail me and I'm sure we can get
> you sorted out.
>
> In return maybe you (or anyone else - I'm not too proud <g>) can help
> me with a serial port problem I have with the TT and STinG:
>
> I've always been confused because STinG's Serial CPX always starts up
> showing Modem 1 @19k2 with no flow control etc. While setting up Magic
> I finally realised that my old Magx.inf was causing this because the
> lines after #_CTR showed:
> #a040000
> #b000000

>
> I've changed the first to #a0=0021 and I'm getting close because, even
> though it still shows Modem 1, when I flick over to Modem 2 in the CPX
> I get 38400 8N1 RTS/CTS, which is exactly what I want, but I still
> can't get modem 2 to be selected automatically.
>
> I think the #b line relates to the printer - could the setting be in
> line #c ? What do I need to change? Currently I'm showing:
> #c77700070006000700552005055522207705570750555077031111103
>
> I've got HSModem 7 set up correctly for every other comms program (110
> set to represent 38k4) and I've got Modem 2 named in DIAL.SCR and
> every other terminal I use works fine. I can even run CixComm
> correctly and follow up by going to the Dialler and there's Modem 1
> cropping up yet again.
>
> It's not something I can't work around - I just know there's a fix
> somewhere.
>
> TLA
>
> rgds
> H

7618. Re: Link 96 Mega STE

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 10:57:41 UTC
From: Mirko <remove_mirko@mouseattack.de>
Message-ID: <92f69divo06$1@news.t-online.com>
Source record: 52695

> Hello,
>
> Does someone known where i could find (buy in fact :) the interface
> Link 96 FOR MEGA STE (special version) ?

http://www.wbsystemtechnik.de/atari/index.htm

I found this page, they sell it for 179 DM ~ 90EURO. Its a german website.

Greets, Mirko

7619. Re: Wanted: ST Format July 92

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 11:00:42 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978001313.21173.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 52596

I have lots of ST Formats but you must take them all (can't guarantee it is there but it probably is).

UK, Kent.

Mark

"stooriepops" <stooriepops@hotmail.comNOSPAM> wrote in message news:92399qvhj1@newsg2.svr.pol.co.uk...
> Hi,
>
> Does anyone have a copy of ST Format July 1992 (with or without coverdisk)?
>
> Or does anyone have a copy of The Financer v1.1s which was included in this
> issue?
>
> Thanks
>
>
>
> --
> --
> stooriepops@hotmailNOSPAM.com
> "This world is totally FUGAZI..."
> --
>
>
>
>

7620. Re: Merry Christmas!

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 11:03:57 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978001508.21248.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 52597

It snowed loads last night, if you are in the West it should be coming your
way soon.

I still had to go to work though.

Mark

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:eCs26.19920$WC3.1683054@nnrp4.clara.net...
>
> "Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
> news:1em82u1.9w7usb1pvynr4N%northstar2010@yahoo.no...
> > Too bad we didn't have any snow on Christmas eve, and still don't have
> > any.
>
> I don't remember the last time we had
> snow at Christmas in the UK (except,
> very clearly, when I was 5 years old)
>
> > It's currently -9 degrees C, so it's pretty cold though.
>
> Excellent - I'd love to know what speed
> you can clock your machine to in those
> conditions.
>
> Shiuming Lai
>
>

7621. Re: MagicPC6.0/Gemulator

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 11:27:33 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978002923.21650.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 52598

Magic PC is a version of magic that runs directly on a PC, Gemulator is an ST Emulator they will not work together in the manor you talk about.

If you want to run Magic only then use Magic PC, if you want to use Gemulator with Magic then you need a standard ST Magic (as it were).

Mark.

<bixster@my-deja.com> wrote in message news:926o5j$397$1@nnrp1.deja.com...
> Hi everyone...
>
> Does anyone have any experience running Gemulator 2000 with MagicPC6.0?
> I found the German demo, but I'm a bit queasy on installing it if I
> don't know what I'm doing. I remember running earlier versions of Magic
> and Gemulator on an older PC a few years back without too many
> problems, but it's been a while, so I thought I'd ask around here
> before I do something silly. Thanks....
>
> Dennis
>
>
> Sent via Deja.com
> http://www.deja.com/

7622. Re: Atari ST Newbie

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 11:54:25 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978004535.22162.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 52599

> What is the max video resolution I can achieve?

Normally

ST Low 320x200x16
ST Med 640x200x4
ST High 640x400x2 (mono)

You can also interlace these with a number of programs;

ST Low 320x400x16
ST Med 640x400x4
ST High 640x800x2 (mono)

But it should be noted that this does look bad unless you have a good SVGA in mono as Med and Low have to low a frequency to give a good picture.

You could also consider a SCART lead and TV, this produces much much better results than a standard TV lead thing (forget the actual term something like OHF, ohhh now I am in my own personal hell).

You could also convert an old monitor from say an Amstrad 464 (colour one), this is simply RGB to each RGB (I think you need a little resistor as he signal is a bit strong), H and V sync to the sync line (I think that Amstrad monitors only have one sync line) and the other things like ground to ground, simple.

Mark.

7623. Re: help! falcon won't boot

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 12:08:03 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978005354.22397.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 52600

Heads can also get stuck and fail to come out, if the disk spins but you get no clicking then this could be the problem. This has happened to me on a number of IDE 3.5" drives, the only solution I found was to 'drop' the unit (the HD) on its side from about 1", note that the drive needs to be replaced in that case.

I does also sound like it could be a driver problem, do not go out and buy a new one until you have tried re-formatting, etc. with HDDriver.

Mark.

"Dan" <aahuls@xs4all.nl> wrote in message
news:977947884-875847AEicMi@xs4all.nl...
> >From: Ken Kosut <kjcat@execpc.com>
> >Date: Tue, 26 Dec 2000 18:26:04 -0600
> >
> >Hello,
> >
> >I boot my falcon, but do not get the proper desktop. I get
> >floppy A and floppy B icons along with trash can.
> >
> >I cannot access my IDE internal drive.
> >
> >I got in last night my holding down the CNTRL key after a
> >reset. everything worked fine.
> >
> >But tonight I cannot get in at all.
> >
> >Does anyone know what would be causing this?
> >
> >thanks for your help.
> >
> >ken
> >
> Hello Ken,
> I have the same problem with my Falcon, now and then , during
> the boot, I hear a click and instead of the desktop with the
> usual harddisk partitions I only get the standard desktop just
> like you. My Atari dealer doesn`t know what causes this
> problem.
>
> Cheers
> Dan
>
>

7624. Re: ST TOS Question

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 12:14:38 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978005749.22505.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 52601

It should not be a problem, I think that the STE only had one 'layout' of chips for TOS.

You are looking for 2 chips on the right hand side of the computer just under the floppy drive, I believe they are 68 Pin each and will probably have a code on them or (if you are lucky) the TOS version.

If you want to put them into another STE then you should have no problems and may be able to figure out which are the newest from the chips marks (as mentioned above).

You could put some TOS 2.06 chips in if it is important.

Mark.

"baz" <baz@rapidoffset.com.au> wrote in message
news:Rrn26.34971$xW4.273758@news-server.bigpond.net.au...
> Hi,
> I was recently given a non-working STe, I opened it up to check out the
> memory etc and thought I could try exchanging the TOS rom chip in my STe
to
> see if it would be a more recent version.
>
> Would someone be able to tell me which chip I am looking for and how to
tell
> what TOS revision it is (and if I can do this at all??).....
>
> Regards
>
> baz
>
>

7625. Re: Destiny

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 12:21:57 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A4B3065.42D1C3B8@it.kth.se>
Source record: 52602

Hi Lonny,

> I'm interested in knowing if one puts this into a Hades060 for
> example if the 060 is still available?

Sure!

> Can both be used
> at the same time is what I am wondering.

Yes, you can. The system is effectively turned into a multiprocessor system with one 680x0 (on your case a 060) and a PPC. You can run the emulator on the PPC to get a "second" 680x0.

> Also very curious
> about the furture part. How would native PPC apps exist,
> as some extended binary format?

The PPC runs its own Fenix microkernel that supports full memory protection and virtual memory with demand paging, copy on write and so on. Not all of these features are implemented yet but the framework is there. The kernel also have services making it possible for PPC code to call 680x0 code and perform TOS calls. 680x0 code can also call PPC code via the Kernel. The kernel have extensive thread support and synchronization primitives.The 680x0 emulator itself runs as a process under the kernel.

PPC processes are always run in the user model (VEA) and there is no way processes can leave that. The emulator is a PPC process itself.

ELF binaries can be run with the Fenix loader and since virtual memory is supported by the kernel ELF shared objects (dynamically loaded libraries) is possible although I haven't fully implemented the dynamical linker.

> And will there be some
> development tools available so PPC apps can be made?

GCC and GAS already targets PPC. I'm working on a MonST like debugger that can debug both 680x0 and PPC code.

Speaking of which, I would gladly receive suggestions as to which features the debugger should have. It already can use a vt52 like terminal, raw shifter video and GEM windows as graphical frontends.

> Sorry for so many questions, and of technical nature. ;-)

Don't worry. I don't mind answering questions here unless the crowd out there objects of course.

Best regards
Sven

7626. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 15:34:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200012281634.a50422@su2.maus.de>
Source record: 52630

Hi Claes,

CH>One annoying thing about doing it that way is that the drivers for CD
CH>which I know of for the Falcon can only handle one session at a time
CH>and you have to choose which one in a CPX...
maybe I misunderstand you, but I think I should object. Here on my TT,
on a multi-session data CD all data are available as on a single
session CD. For the cd rom drive it does make no difference!

I only see previous sessions when using CD Recorder in order to add a
session.

A usual Audio player 'sees' only the first session of a cd. That's the
reason why I use to add non-audio data (e.g., the cover) in a second
session.

CH>They've forgotten to add Yamaha 8424S, which also works nicely...
That's true for CD Recorder from 3.x onwards. I bought that drive and
even the latest version of CD Recorder 2 (floppy dongled and
downloadable from the web) was not able to write with that drive.

So I updated to 3.132. They returned it to me within three days.

Two final remarks: For CDs with no pauses between tracks ('live
recordings') you'll need the Audio version or a corresponding soft
from Anodyne. CD Recorder Audio is _not_ able to write 'mixed mode'
CDs nor CD-Extra, but Audio only! Dic at once, as you mentioned before.

Und TTschï¿½
ps

7627. Re: Tempest

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 16:17:25 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <01bf8cb7$140a8200$5f6697d4@y>
Source record: 52603

Hi,

> Why then not use cheaper motorola 68060 Cpu instead ?

Where did you get that from?
The 68060 is very expensive compared to the PPC.

Regards

/PeP

7628. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 16:50:13 UTC
From: swampfox1@earthlink.net
Message-ID: <9bK26.33056$3B5.1291090@newsread2.prod.itd.earthlink.net>
Source record: 52606

```
On 26 Dec 2000 01:22:40 , Dennis Vermeire wrote:
>From: swampfox1@earthlink.net (John Garone)
>Date: Sat, 23 Dec 2000 16:13:47 GMT
>
>Hi John,
>
>>I can cut a section out of a GIF 'still' (with True Image) and paste
>>another GIF 'still' in it's place after I've converted a JPEG to a
>>GIF using Image Copy but that's where it ends since I want to replace
>>the cut out portion with an animated GIF.
>Sounds to me like you need Papillon.... available from ASH. You can
>download the demo version 3.0 from their website. Only available in
>German I'm afraid since the programmer doesn't want to coorporate
>producing a proper English version :-(
>
>Despite this, it's probably exactly what you're looking for and comes
>with some nice additional features thrown in....
>http://www.application-systems.de
>
>Cheers from Belgium
>Dennis
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.
Dennis,
Papillon does have an English RSC (separate download)!
Are GIF animations supposed to "animate" within the program?
They don't in the demo.
John G.
```

7629. Re: XTOS Poll

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 17:58:41 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <92fv0h$fc3$1@draco.stochastik.rwth-aachen.de>
Source record: 52607

In article <977583498-44187AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>Unless Milan gets his act together these numbers probably will not rise
>significantly... Milan makes me think of Atari, great at R&D but lousy at

Right. However, I would not guess that you can get 500+ buyers for a *new*
machine under that conditions.

>Selling a computer with *only* German docs, OS and programs, IMHO is equal
>to committing suicide if one wants to capture a piece of the market. German

The Milan Bootblock, TOS and utilities can be set to english and german (and
the default is english!). TOS supports additional languages and keyboards,
but due to a lack of interest, the RSC files for the desktop may not be
completely translated. At least french should be useable.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

7630. Re: MagicPC6.0/Gemulator

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 19:38:15 UTC
From: bixster@my-deja.com
Message-ID: <92g4r7$q49$1@nnrp1.deja.com>
Source record: 52609

Well that would explain why Gemulator doesn't see it. Thanks...

In article <978002923.21650.0.nnrp-07.9e98a620@news.demon.co.uk>,
"Mark" <mark@recycledsteel.co.uk> wrote:
> Magic PC is a version of magic that runs directly on a PC, Gemulator
is an
> ST Emulator they will not work together in the manor you talk about.
>
> If you want to run Magic only then use Magic PC, if you want to use
> Gemulator with Magic then you need a standard ST Magic (as it were).
>
> Mark.
>
> <bixster@my-deja.com> wrote in message news:926o5j$397
$1@nnrp1.deja.com...
> > Hi everyone...
> >
> > Does anyone have any experience running Gemulator 2000 with
MagicPC6.0?
> > I found the German demo, but I'm a bit queasy on installing it if I
> > don't know what I'm doing. I remember running earlier versions of
Magic
> > and Gemulator on an older PC a few years back without too many
> > problems, but it's been a while, so I thought I'd ask around here
> > before I do something silly. Thanks....
> >
> > Dennis
> >
> >
> > Sent via Deja.com
> > http://www.deja.com/
>
>

Sent via Deja.com
http://www.deja.com/

7631. Re: News Servers

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 20:10:21 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <92g68qama1@newsg2.svr.pol.co.uk>
Source record: 52610

I use http://news.cis.dfn.de/ but as usual FreeServe dosn't seem to be able
to connect to the WEB server for me to check.

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:978024904-92291AEicMi@madasafish.com...
> Hi Phantom
>
> >
> >Have you tried searching for some FREE News servers?
> >
> >Most only allow you to download, but ever now and then you'll find one
> >that will let you post as well.
>
> Thats the prob, i need to be able to post, and in the short time i had i
> couldnt find any, except one where i registered and was confirmed as
> registered but were still blocked from posting, bloody usefull..
>
> Perhaps peop's could post what servers they are using to give someone the
> opportunity of investigating their portability.
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

7632. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 20:11:20 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <I7N26.2181$s4.1591@news.indigo.ie>
Source record: 52611

Hi Shiuming, Edward, Claes and Bob!

Thanks for your suggestions and answers: been a great help. I think I will stick to the common sentiment and avoid the second-user CD-R(W) but at least I have a clearer idea in my mind about the suitability and capabilities of my current setup.

Thanks again and Happy new year!

Jerry

Jerry Martin--
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG

7633. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 20:13:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978110606-050696AEicMi@madasafish.com>
Source record: 52497

Hey!, Shiuming

>>>Is anyone running this OK on a CT2? The demo version doesn't seem
>>>happy here.

>> Hm!, what colour LED's are you using and how many cooling fans do you
>> have?. :-)

>The blinkers are BlueShine v2.93

They'l do!, they'l have to as your a f'in pauper.

>and the three rotors are Fan2000 Server Edition SP56

Hm!, bit ancient, but usually compatible with most crashes.

>with Norton MC68030 >16MHz timing bug fix beta 2.1.44.

And your wondering why you have a problem, tit!!! Youre gonna need 5.2.17
at least, sheduled for release early end of 2002, pending discovery of
plasma-bus modulation technology, this is currenly seen as a hurdle.

>Yesterday I bought HeatSink ME with Extra Cost desktop wallpaper pack
>but that appears to have a conflict with the DSP_IRQ patch

Its supposed to.... Duh!! RTFM, how else would you expect it to move the
bootblock into the reserved read only drive-personality sectors...

>if run more than twice consecutively within 5 minutes

There's your problem, normally it would take longer than that to reinstal
windows, hence you couldnt normally run it twice in 5 minutes, you'l need
to reduce your cache size to slow down HD access so it will take longer
to re-install. Once youve done that it will take longer before you can
get it to crash the system.

>while the sun is shining and I hold a carrot in my left hand.

I also saw you added this to mail in alt.chicken-in-a-box.rumpey-bumbum
in relation to another more personal issue.

>Any ideas?

None that i'm not receiving treatment for.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7634. Re: Merry Christmas!

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 20:17:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978110610-051471AEicMi@madasafish.com>
Source record: 52498

Hi Shiuming

>> It's currently -9 degrees C, so it's pretty cold though.

>Excellent - I'd love to know what speed you can clock your machine to in
>those conditions.

Why dont you the top half of your peltier pump up the snomans kaboosh and
find out!!!...

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7635. Re: Link 96 Mega STE

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 20:19:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978110614-052120AEicMi@madasafish.com>
Source record: 52499

Hi Stempell

>Does someone known where i could find (buy in fact :) the interface
>Link 96 FOR MEGA STE (special version) ?

Atari Workshop in the UK got mine for me.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7636. Re: Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 20:25:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978110616-052715AEicMi@madasafish.com>
Source record: 52500

Hi G.

>> Bugger, i'm alone again. Where's that smutty mag.

>Dunno. Didn't you take it with you when you left here last time?

Hm!, no i dint, James Hasslam, come (no i dint mean that) here with my
smut-rag, before you..... stick the pages to your new christmas tie,
hm!!, never mind, keep it, ive plenty more, some even open still..

>Oh well, here's a copy of "Windows For Dummies" (smutty emough for ya?)
>to tide you over...

I wanted smutt not perversions i could get arrested for..

>(My favourite is the photo on page 37)

Now you mention it, turn the page clockwise 45 degrees, it looks like a
hamsters nose..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7637. Re: Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 20:26:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978110620-053347AEicMi@madasafish.com>
Source record: 52501

Hi Swampfox

>>Bugger, i'm alone again. Where's that smutty mag.

>Stuck to something?

If i'd found the mag i probably would be by now!!.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7638. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 20:28:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978110624-053963AEicMi@madasafish.com>
Source record: 52502

Hi Derryck

>>I have to run the CPX everytime and it just refuses to save to
>>Magx.inf. I've had to make the amendments manually and then they don't
>>get overwritten either...

>You aren't expecting the serial.cpx to save to the magx.inf file, are
>you???

I wasnt, but i'd expect MAGIC to copy back its present state, effectivly
doing the same thing.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7639. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 20:30:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978110626-054591AEicMi@madasafish.com>
Source record: 52503

Hi Mark

>Sorry, I have more problems with Sting, CAB and the other internet
>programs than with getting the VME card going.

Where'd you live dude, if your local i'd be happy to help.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7640. Re: PowerCD power connection

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 21:15:39 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92gahrgmj1@plutonium.compulink.co.uk>
Source record: 52612

In message <977848628-464896AEicMi@xs4all.nl>, rt@xs4all.nl said:

>Philips used to be quite big in the South Americas..So maybe
>around the southern border of the U.S.A?

Didn't Philips trade as Norelco in the USA due to some previous
registration of the tradename?

Regards, /Peter/

7641. Re: HDDriver 8.01 and the Hades

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 21:30:22 UTC
From: ebaiz@skyenet.net
Message-ID: <OhO26.59$po4.803@newsfeed.slurp.net>
Source record: 52613

On 27 Dec 2000 18:17:30 , "Martin \"Nightowl\" Byttebier" wrote:
>on Tue 26-12-2000 22:44 Edward S. Baiz Jr. wrote:
>
>>Hello,
>>
>>I just received my HDDriver upgrade to 8.01. This version does not seem to
>>have the cache problem for the Hades like the other versions. I can access
>>my Jaz drive and the HDDriver utilities program without turning off the
>>instruction cache. Nice...
>
>Yes, I know that. I've reported this a month ago. I hope I receive my
>copy soon.

Hmmm??? Must have miseed it. I got my copy by email from Uwe. I sent him my disks, so I am registered with him....
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

7642. Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 21:48:48 UTC
From: S=?ISO-8859-1?B?6Q==?=bastien BERVAS <brenig@atari.org>
Message-ID: <B67173D0.DC4%brenig@atari.org>
Source record: 52614

dans l'article 92bmng$5jd$4@nd.eastky.net, Phantomm ï¿½ phantomm@eastky.net a
ï¿½crit le 27/12/00 4:12ï¿½:

Hello,

> What is the lastest version of the CenTurbo II B Flash?
> I think I have it but want to make sure.

It is the 1.4.1 (06/16/2000).
Patchs and other infos of the CTIIb on :

http://centek.free.fr/atari/ct2/ct2_soft.htm

Bye.

Seb.

--
Email : brenig@atari.org / Irc : Brenig / Icq : 102754036

7643. Re: Hades users (HYPertext)

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 21:59:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a4bbdec1076191@online.be>
Source record: 52615

on Wed 27-12-2000 22:55 Lonny Pursell wrote:

>"Desktop Info". A theory of mine is that the serial numbers
>might give clues to how many Hades have been sold, assuming
>I got enough responces. The Serial Number list is a combination
>contact list as well, so if you wish to have your contact info
>in the HYP as well I need your e-mail address and URL.

I don't think the serial numbers will give you a clue about the numbers
of Hades that has been sold so far. There are lots of Hades around which
doesn't have a serialised TOS. My Hades didn't had a serialised TOS when
I bought him back in 1997. I believe the Hades came with a serialised
TOS only from late 1998 on.

A German chap who at that time, early 1999, worked very close together
with Medusa System told me once that so far Medusa had sold 500 Hades.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7644. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 22:58:29 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a4bc595$0$179@news.zetnet.co.uk>
Source record: 52616

On 24 Dec 2000 20:37:00 , Charles Stanley wrote:
>On 22 Dec 2000 23:11:57 , Harry Sideras wrote:
>>snip a lot>
>
>Harry, I'm no expert,
I admit it :)
> but with my TT I use Serial2
>and I have in Magx.inf:
>a#a0<0021
>b#001100

Correction (I blame the Glenfiddich):

#a0<0021
#b001100

>Hoping you get this sorted,
>Merry Christmas,
And a Good New Year too,
Charles.

7645. Re: Eeek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 22:58:30 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a4bc596$0$179@news.zetnet.co.uk>
Source record: 52618

On 24 Dec 2000 18:54:30 , Steve Sweet wrote:
>Hi Y'all
>
>Am i getting out yet?
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Indeed you are, Steve.

7646. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 22:58:31 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a4bc597$0$179@news.zetnet.co.uk>
Source record: 52617

On 24 Dec 2000 14:41:22 , Dan Ackerman wrote:
>
>snip>
>http://www.netset.com/~baldrick/
>
>Changes:
>
> Numerous small changes patches and fixes.
> HTTP 1.1 compliance in place.
> User can now configure OVL to not display the infamous
> POST/GET/CANCEL dialog.
>
> Have a happy holiday and I hope you enjoy this small gift
>from me.

Thank you very much, Dan, for your gift and all your gifts.

May I ask you to explain just what the @@@ that infamous message box means
and what is the result of clicking one or the other, please?

And happy Chri.. (sorry) Holiday and Good New Year to you too,
Charles.

7647. Re: FS: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 23:13:47 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <fRP26.21390$WC3.2032288@nnrp4.clara.net>
Source record: 52620

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:977849082-579676AEicMi@madasafish.com...
> Hi Derryck
>
> >>Oops, Newsie's up the shoot again, sending more copies of my sig.
> >>Maybe I should try switching to Emailer...
>
> >Go for it, I like it :-)
>
> Wot and ruin its exclucivity<sp>, nah!!. :-)

Elitist snob.

Shiuming Lai

7648. Fingerbobs !

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 23:15:45 UTC
From: steve666@clara.co.uk
Message-ID: <1emdht9.69i2ugbeh43kN%steve666@clara.co.uk>
Source record: 52619

Anyone got a utility by the "Fingerbobs" called "Bootblock"?
It was made in 1990 and basically writes nice looking bootup screens to
your floppy discs boot block.
I've got a copy, but it's (probably) corrupt as it doesn't work on my
STe, Falcon or TT ! (so I'm guessing it may be STfm only???)

I can email my copy to any STfm owners wanting to test...

Anyway, any help appreciated. Thanks, Steve

7649. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 23:19:56 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <%WP26.21399$WC3.2035030@nnrp4.clara.net>
Source record: 52621

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:92715g$9t0$1@nnrp1.deja.com...
> there is another emulator that DOES work on Midi and that is
> STEem...although the bugs are being worked on as we "speak".

It's unlikely ever to be accurate enough
for serious work without totally draining
the host CPU to emulate the timing
precision of a real Atari.

Don't get your hopes up. Stay with
reality for the time being and use the
proper thing.

Shiuming Lai

7650. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 23:38:16 UTC
From: sidcelery@cix.co.uk
Message-ID: <92git8kbp3@plutonium.compulink.co.uk>
Source record: 52624

On 27 Dec 2000 09:26:48 , Derryck Croker wrote:
>From: sidcelery@cix.co.uk (Harry Sideras)
>>> Anyway, red herrings dude, the CPX will set all, but if you want you
>>> could load the CPX and set as you require, then save MAGX.INF.
>> I have to run the CPX everytime and it just refuses to save to
>> Magx.inf. I've had to make the amendments manually and then they don't
>> get overwritten either...
> You aren't expecting the serial.cpx to save to the magx.inf file, are
> you???

No - I used too much shorthand there.

- I autosave Magx.inf at every shutdown of MagxDesk.
- When I change Serial CPX and save it I get full use of modem 2. I can close the CPX and re-open it and it stays as modem 2 - that's fine.
- When I shutdown or re-boot, Magx.inf gets saved (window positions etc) but not the serial settings, nor the port, into Magx.inf.
- After the desktop reappears I go to Serial.cpx and I'm back at modem 1 (set to 110baud, 8N1, RTS/CTS) yet again.

rgds
H

7651. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 23:38:19 UTC
From: sidcelery@cix.co.uk
Message-ID: <92gitbkbp4@plutonium.compulink.co.uk>
Source record: 52622

On 28 Dec 2000 10:56:37 , "Mark" wrote:
Hi Mark,

> Sorry, I have more problems with Sting, CAB and the other internet
> programs than with getting the VME card going.
<g> Ok.
It seems others are rallying round anyway.

> Thanks for the help, I have NVDI 5 that I got with a Mega STE so I
> will try that and see if it works.
That's the one. There used to be seperate releases of the NVDI version for graphics cards (seperately the version for Matrix cards and the ET4000 version for Crazy Dots and Nova), but now they're all in with the same package (including MagicMac and MagicPC).

>I already have Magic installed, will NVDI install on top OK?
Yes. In fact, because NVDI has its own version of CHGRES I think you _must_ install in that order. I do need to know, though. What software is driving the card at the moment? If you are using Crazy Dots software (CD2_MANA.PRG ?) then you will need to do some preparatory work for NVDI.

Do you have a file NVDIVGA.INF in your Auto folder? If not you'll need to create one with the program VMG4000. If you don't already have it you need to grab a copy. One comes with the NVDI installation, but by the time you get it out it may be too late IYSWIM. Go to Jo Vandeweghe's site to pick up a copy at:

http://www.ping.be/~pin10575/ATARI-E.HTM

> Anyone know were how to set this up or what the general process is?
>
> The drivers I have are in German and would appear to be very basic
> and not very good, using these the best I got out of the card was a
> messed up mono output.
>
> Would fVDI do any better? (from the Eclipse)

First, find the max and min horizontal and vertical frequencies that your monitor can cope with. You may be have to contact the manufacturer if you don't still have the manual.

Run VMG4000 and before anything else go to the Options menu and enter these max/min figures for the Monitor and then ensure Crazy Dots II is selected in the Hardware menu. Save options.

Make sure you read the VMG4000 manual thoroughly, then create a new file and go to the modes menu in order to create a couple of resolutions for each colour depth. If you exceed the limitations of the monitor you will be warned.

Once the modes are created double click on each one in turn, test them, readjust the frame position if you need to (click and hold, then drag) and when you're happy click ok and save.

Eventually you'll get a usable Inf file which goes in the AUTO folder.

Only then install NVDI ET4000. After that it should be possible to tweak the setup.

rgds
H

7652. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 23:38:21 UTC
From: sidcelery@cix.co.uk
Message-ID: <92gitdkbp5@plutonium.compulink.co.uk>
Source record: 52623

On 27 Dec 2000 23:35:36 , Bob Retelle wrote:
> On Wed, 27 Dec 2000 16:39:30 GMT, jtmartin@gofree.indigo.ie (Jerry
> Martin) wrote:
>
>> Hi all!
> <...>
>> I know this could be written to a multi-session CD no problem: but
>> are such CDs readable by normal audio-cd players?
> You CAN write multi-session audio CDs, but it would be pointless if
> you plan to play them in "normal" audio CD players.
>
> A "normal" audio player can only see the FIRST session on the disc.
> Other sessions would just be ignored.

Hmmm... I just bought a Marantz CD player in the sales for 90ukp. I
don't think it's the latest model by any stretch of the imagination
and it still has "CD Rewritable playback" printed on the fascia.
Depending on how old/capable your CD player is I wouldn't write off
the chances of it being playable.

rgds
H

7653. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-28 23:38:22 UTC
From: sidcelery@cix.co.uk
Message-ID: <92gitekbp6@plutonium.compulink.co.uk>
Source record: 52625

On 27 Dec 2000 00:33:12 , Steve Sweet wrote:
>>> Once saved, the CPX is a boot-init CPX, it'll initialize the port
>>> and go bye bye's.
>> It does, but to modem 1 19k2. I can't explain it...
>
> Check for other Auto's or ACC's that may be interfering??, set up a
> basic (TOS even) setup for an experiment and build up from there.

Hi Steve,
I have very little that affects the serial port, but what do you
think about the order of these three:

DRVIN
..
STING
..
SCC

What order do you have them in?

rgds
H

7654. wo bekomme ich ein tt tos her?

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 00:19:58 UTC
From: "St. Rosik" <s01q@uni-bremen.de>
Message-ID: <3A4BD8AE.3A19F897@uni-bremen.de>
Source record: 52626

--

- - - - - - - - - - - - - - - - - - -
Every second is an eternity if you are
waiting the future to be born

7655. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 00:26:28 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <mWQ26.21474$WC3.2058745@nnrp4.clara.net>
Source record: 52628

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t4e6qrqca9pre4@corp.supernews.com...
> Hi Shiuming
>
> >Rest assured, once you start
> >using your Falcon to its potential, that
> >1.7 GB will disappear very quickly!
>
> I suppose, but it'll not be the programmes taking that space up.

My first three partitions go like this
C [boot] 408 MB(?? Wow! I'd better check this out) (42 MB free)
D [games, demos and personal data] 449 MB (1 MB free)
E [programs] 448 MB (12 MB free)

Then the rest of it on the secondary drive
is audio and video (including one whole
960 MB partition completely dedicated
as a "tape" file for Audio Tracker).

> I'll
> probably find myself cluttering a bit samples folder up with massive
> 16bit 44khz samples. I know, I had about 100mb of samples and they
> were only about 15khz rubbish. I'll go mad when I hear decent sound
> coming out of my Atari for once.

Do that, then buy yourself a Line Audio
box and go mad a second time.

> And I'll probably be sitting down and watching all the MOV files on
> the Lego Mindstorms CD.

Hmm, I would just get on with building
stuff out of the Lego.

> Just doesn't look good in monochrome and 1.2
> frames a sec.

In the olden days...

> And I'll be able to play MP3....

Then probably get sick of it in 10 minutes
as a hideously large number are so highly
compressed for reduced transmission time
that they sound absolutely rubbish.

Shiuming Lai

7656. Re: web surfing with my ST help

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 00:27:40 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <0UQ26.3766$1%2.177910@sjc-read.news.verio.net>
Source record: 52627

Another misconception is "chatting on the web" mentioned earlier...

Intersting how the author made the mistake because IRC (Internet Relay Chat)
is even built into the name of the product! It's a completely different
beast than HTTP...

anyway...good luck...btw - I setup stik a couple of years ago on my first
shot after reading for months and months about difficulties...go figure.

--
eric

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:975840384-207315AEicMi@cwcom.net...
> From: Ben Hills <ben@imperial.co.uk>
> Date: Fri, 01 Dec 2000 13:57:14 GMT
>
> >STinG is not too difficult to setup, although you will
> >have to provide it with a dial-up script for your ISP.
>
> Misconception time :-)
>
> Despite the misleading title, the DIAL.SCR file serves to set
> variables for the Internet session only. For most ISPs the section in
> this file that starts "Dial script" can be left blank...
>
> So you just need to plug in the phone number, hostname, username and
> password in most cases.
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

7657. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 01:13:15 UTC
From: wongck@letterbox.com
Message-ID: <92goeh$5sh$1@mailint03.im.hou.compaq.com>
Source record: 52629

LOL :-)

In article <D1u26.19959$WC3.1715869@nnrp4.clara.net>, "Shiuming Lai"
<lais@zetnet.co.uk> wrote:
>
>The blinkers are BlueShine v2.93 and the
>three rotors are Fan2000 Server Edition SP56
>with Norton MC68030 >16MHz timing
>bug fix beta 2.1.44.
>
>Yesterday I bought HeatSink ME with
>Extra Cost desktop wallpaper pack but
>that appears to have a conflict with the
>DSP_IRQ patch if run more than twice
>consecutively within 5 minutes while
>the sun is shining and I hold a carrot in
>my left hand.
>
>Any ideas?
>

7658. FS: Atari Megafile Hard Drives

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 02:05:37 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <RjS26.36639$Z33.4022437@news0.telusplanet.net>
Source record: 52631
Cross-posted to: alt.games.video.classic,comp.sys.atari.st,rec.games.video.classic

Last Updated 12/28/00

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

I have the following Atari Megafiles for sale. These are the hardrives that Atari had manufactured to match the Mega ST series of computer, but they should work with all ST and TT units. All the equipment is cleaned and detailed, and in good or better condition, but without boxes. If you have any questions in regards to unit condition, please feel free to ask. Please make all offers in U.S. funds.

If you are interested in any of these items, please respond to Jim at jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.ST (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

Hardware Please make an offer
==========
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable - 1 unit available
- Atari Megafile 60 - with power supply and cable - 2 units available
- Atari Megafile cable

7659. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 03:35:14 UTC
From: bixster@my-deja.com
Message-ID: <92h0pigua1@nnrp1.deja.com>
Source record: 52632

Well, you're certainly right that there's nothing like the real thing,
but in this case I just needed to open these native Atari files so that
I could resave them as standard midi files, and for the time, effort
and money it took, it worked swell...

Even with the settings maxed out, the speed bar never gets past 50%...
but it worked for what I needed it for...

> It's unlikely ever to be accurate enough
> for serious work without totally draining
> the host CPU to emulate the timing
> precision of a real Atari.
>
> Don't get your hopes up. Stay with
> reality for the time being and use the
> proper thing.
>
> Shiuming Lai
>
>

Sent via Deja.com
http://www.deja.com/

7660. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 04:12:50 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a4c0f42$1_2@athena.netset.com>
Source record: 52633

In article <3a4bc597$0$179@news.zetnet.co.uk>,
Charles Stanley <cstanley@zetnet.co.uk> wrote:
>On 24 Dec 2000 14:41:22 , Dan Ackerman wrote:
>>
>
>May I ask you to explain just what the @@@ that infamous message box means
>and what is the result of clicking one or the other, please?
>

It means that your POST has been redirected.

To put it in non http language. You have a batch of information
going out from your machine to a server on the net. In the process the
remote end told you not to use it anymore but to switch to a different
server for the transaction.

GET means get the data from the new location. Do not send them
the posted data.

POST just means to send the information to the new location. This
can be a security issue as you are sending information to a site you did
not directly think you were going to send it to. But even IE doesn't
bother to give you the new location that the data is being sent to for you
to make the decision.

Cancel - just cancels the action. No data was sent to the new
site, no information was retrieved from the new site.

Hope that makes sense,

Dan Ackemran
aka baldrick

7661. FS/T: Brand New Atari Jaguar Items

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 04:27:43 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <3pU26.47754$uK6.4027840@news1.telusplanet.net>
Source record: 52634
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.toys,rec.toys.misc,rec.toys.vintage

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 12/28/2000
- Sold/Traded Items Removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - 2 units left
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15
- AC Power Supply $10
- RF Switch Box $5

** Atari Jaguar Games - New/Shrink-wrapped**
==========
- Checkered Flag $10
- CyberMorph $5 (No Box)

Atari Force Comics Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues 12 thru 20

7662. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 05:37:08 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <92h7u4$m9p$1@nnrp1.deja.com>
Source record: 52635

In article <92c0u1$m04$1@nnrp1.deja.com>,
bixster@my-deja.com wrote:
> Success! Using the Gem Explorer prog I found at your site, I was able
> to copy the first batch of files from an Atari floppy to a folder in
> the STEem virtual drive. Opened it in Editrack, flattened the chains
> and exported as Midi 0. Opened that in Cakewalk. My problem now is
> figuring out patches and channel assignments (not to mention filtering
> out some of the god-awful noodling - these tracks are 13 years old and
> I'm sure I was having fun at the time).

YES...I am glad for your success and that I was able to help in a small
way. I have had the experience of a "rescue Operation" such as this,
but it was with My DX7 patches. I had banks and Banks of stuff I
created on the Yamaha CX5M computer. The system was destroyed in a
fire, but the tapes with the data on it I was able to salvage. A member
of the DX7 List saved me by converting them to standard Sysex for me,
(After I sent him the tapes, and he got out his CX5m) and now they are
available on the Atari-Midi File section.

>
> I'm still going to try to get SMPTE/Editrack up and running on the TT
> when I have time, cause they remain pretty good programs even compared
> to today's slick sequencers.

YES... The barefoot version has some functions that are hard to beat
like the virtual joystick to control Controller messages. Other
programs that work on a TT is DR T's Omega KCS and the 030 version of
Tunesmith as well as M and the David Snow apps. RealTime and master
Tracks Pro also work well. All available on my site.

Right now STEem locks up when I hit play,
> but perhaps that will be addressed in the future.

I belong to the STeem List and have been giving them feedback. A new
version will be out early Jan....so look for it.

>
> Now I can go to sleep. Thanks once more....

Your welcome...now so can I...WHEW!!!

HEY...if you ever want to send me those Editrack files, I would like to
hear some of your work...even if it was 13 years ago!

Happy new Year!
--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.

_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7663. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 09:19:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978105182-41508AEicMi@cwcom.net>
Source record: 52644

From: "Mark" <mark@recycledsteel.co.uk>
Date: Thu, 28 Dec 2000 10:56:37 -0000

>I already have Magic installed, will NVDI install ontop OK?
Yep.

>Anyone know were how to set this up or what the general process is?
You run the install prog which comes on the master disk, having entered
your serial number and other details it will install the right drivers
(assuming that it has any for your card).

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7664. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 09:26:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978105184-42068AEicMi@cwcom.net>
Source record: 52645

From: swampfox1@earthlink.net (John Garone)
Date: Thu, 28 Dec 2000 16:50:13 GMT

>>Sounds to me like you need Papillon.... available from ASH. You can
>>download the demo version 3.0 from their website. Only available in
>>German I'm afraid since the programmer doesn't want to coorporate
>>producing a proper English version :-(

>Dennis,
> Papillon does have an English RSC (separate download)!

...except that much of the text is contained in the program itself -
that's why the cooperation of the author is needed in order to compile
English text into the binary.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7665. Re: ST TOS Question

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 10:04:30 UTC
From: bindon@madasafish.com
Message-ID: <t4oode8pj463cc@corp.supernews.com>
Source record: 52639

On 27 Dec 2000 21:29:00 , Peter Schneider wrote:
Hi

>But regarding the production time of STEs I'm afraid that there aren't
>different TOS versions for the STE computer. All should be 1.06.

Nope. Newer STes had 1.62 which got rid of the med rez bug, and may
have done a few other patches.

7666. Re: ST TOS Question

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 10:04:33 UTC
From: bindon@madasafish.com
Message-ID: <t4oodhfp6uptcf@corp.supernews.com>
Source record: 52640

On 28 Dec 2000 12:14:38 , "Mark" wrote:

Hi!

>You are looking for 2 chips on the right hand side of the computer just
>under the floppy drive, I believe they are 68 Pin each and will probably
>have a code on them or (if you are lucky) the TOS version.

2 chips either 30 pin or 32 pin depending on the size. I think it's
either 1Mbit chips or 256kbit ones, but I'm not sure. Can look up if
it's that important.

>If you want to put them into another STE then you should have no problems
>and may be able to figure out which are the newest from the chips marks (as
>mentioned above).

Jumpers may have to be changed due to the different sizes of ROMs
used. They're actually zero ohm resistors, 3 to the right of the rom
sockets which are changed. The details are on the Atari Schematics.

7667. : Cubase score 2.5

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 12:57:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a4ce658@fmlynet.org>
Source record: 52512

FamilyNet HQ: Telnet:\\www.family-bbs.net

(Forwarded for a fellow Atarian here in Dallas, TX)

From: Bill Frank <Bill.Frank@fmlynet.org>

Happy holidays!...question... I'm looking for music software called Cubase score

Thanks...Bill

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7668. se Score 2.5

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 13:08:26 UTC
From: Bill Frank <Bill.Frankp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002.3a4ce658@fmlynet.org>
Source record: 52511

FamilyNet HQ: Telnet:\\www.family-bbs.net

Hello...I'm looking for a copy of Cubase Score 2.5 (music software) for the atari TT030. You can reach me at; Bill.Frank@fmlynet.org Thanks!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7669. Re: Falcon internal HD

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 13:26:50 UTC
From: bindon@madasafish.com
Message-ID: <t4p48qaj8bph8f@corp.supernews.com>
Source record: 52641

On 29 Dec 2000 00:26:28 , "Shiuming Lai" wrote:
>> I suppose, but it'll not be the programmes taking that space up.
>
>My first three partitions go like this
>C [boot] 408 MB(?? Wow! I'd better check this out) (42 MB free)
>D [games, demos and personal data] 449 MB (1 MB free)
>E [programs] 448 MB (12 MB free)

A 450 MB boot partition? I thought the boot partition was only to be
used for progs/accs that are used on boot up. How did you get to use
nearly 450 MB on programs? I only have about 20-30 modern decent
apps, do you have things like POV installed?

>> I'll
>> probably find myself cluttering a bit samples folder up with massive
>> 16bit 44khz samples. I know, I had about 100mb of samples and they
>> were only about 15khz rubbish. I'll go mad when I hear decent sound
>> coming out of my Atari for once.
>
>Do that, then buy yourself a Line Audio
>box and go mad a second time.

I'll have to buy some decent music software first..

>> And I'll be able to play MP3....
>
>Then probably get sick of it in 10 minutes
>as a hideously large number are so highly
>compressed for reduced transmission time
>that they sound absolutely rubbish.

Yeah, they are a bit pointless but there are a couple of tunes that
I need to download (they're still too big really), namely the one I
made at an IT course using Cubase Audio. I went along and there were
certain divisions; graphics, web design, music etc. So I chose to do
music for the week and I walked in the room and I was appalled. A
300mhz laptop each with 16 bit internal soundcard running cubase
audio. It was crashing every few minutes. If anyone wants a listen
visit the IT courses web site.
You can take the piss if you want, as it was the first time I touched
cubase audio or any decent audio software. Cubase is difficult to get
used to, but it's worth it. Soundforge is prettty nice along with
Fruity Loops. Website (IIRC) is
http://www.sussed.it/webs/Lyndon/index.asp and it's fire.mp3

7670. Re: Merry Christmas!

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 13:26:52 UTC
From: bindon@madasafish.com
Message-ID: <t4p48sqraqk190@corp.supernews.com>
Source record: 52642

On 28 Dec 2000 08:38:46 , Derryck Croker wrote:
>From: "Shiuming Lai" <lais@zetnet.co.uk>
>Date: Wed, 27 Dec 2000 20:47:05 -0000
>
>>> Too bad we didn't have any snow on Christmas eve, and still don't have
>>> any.
>>
>>I don't remember the last time we had
>>snow at Christmas in the UK (except,
>
>It started last night (Wednesday), needless to say London is now in
>complete havoc. Maybe the authorities should listen to the weather
>forecast and actually grit the roads, now that it's the right thing to
>do!

We had a couple of inches on the Mendips (SW England) on wednesday night. All the main roads down here got gritted. Anyway I'm out to play wih my RC nitro car...

7671. Re: Eeek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 14:10:10 UTC
From: chrisc1966@my-deja.com
Message-ID: <92i602$b78$1@nnrp1.deja.com>
Source record: 52643

In article <3a4bc596$0$179@news.zetnet.co.uk>,
cstanley@zetnet.co.uk (Charles Stanley) wrote:
> On 24 Dec 2000 18:54:30 , Steve Sweet wrote:
> >Hi Y'all
> >
> >Am i getting out yet?
> >--
> >
> > Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
> Indeed you are, Steve.
>

Probably not enough though...

Sent via Deja.com
http://www.deja.com/

7672. Re: Destiny

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 17:39:42 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012291736210.90-100000@TT030>
Source record: 52516

On Thu, 28 Dec 2000, Sven Karlsson wrote:

> Hi Lonny,
>
> > I'm interested in knowing if one puts this into a Hades060 for
> > example if the 060 is still available?
>
> Sure!

Cool.

> Yes, you can. The system is effectively turned into a multiprocessor
> system with one 680x0 (on your case a 060) and a PPC. You can run the
> emulator on the PPC to get a "second" 680x0.
>
> The PPC runs its own Fenix microkernel that supports full memory
> protection and virtual memory with demand paging, copy on write and so
> on. Not all of these features are implemented yet but the framework is
> there. The kernel also have services making it possible for PPC code to
> call 680x0 code and perform TOS calls. 680x0 code can also call PPC code
> via the Kernel. The kernel have extensive thread support and
> synchronization primitives.The 680x0 emulator itself runs as a process
> under the kernel.
>
> PPC processes are always run in the user model (VEA) and there is no way
> processes can leave that. The emulator is a PPC process itself.
>
> ELF binaries can be run with the Fenix loader and since virtual memory
> is supported by the kernel ELF shared objects (dynamically loaded
> libraries) is possible although I haven't fully implemented the
> dynamical linker.
>
> GCC and GAS already targets PPC. I'm working on a MonST like debugger
> that can debug both 680x0 and PPC code.
>
> Speaking of which, I would gladly receive suggestions as to which
> features the debugger should have. It already can use a vt52 like
> terminal, raw shifter video and GEM windows as graphical frontends.

Thanks for the technical answers, some of that is over my head. ;-)
Very interesting stuff, I hope to see it released.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7673. Re: Hades users (HYPertext)

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 17:42:33 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012291740240.90-100000@TT030>
Source record: 52517

On Thu, 28 Dec 2000, Martin "Nightowl" Byttebier wrote:

> I don't think the serial numbers will give you a clue about the numbers
> of Hades that has been sold so far. There are lots of Hades around which
> doesn't have a serialised TOS.

That shoots my counting idea. lol

> A German chap who at that time, early 1999, worked very close together
> with Medusa System told me once that so far Medusa had sold 500 Hades.

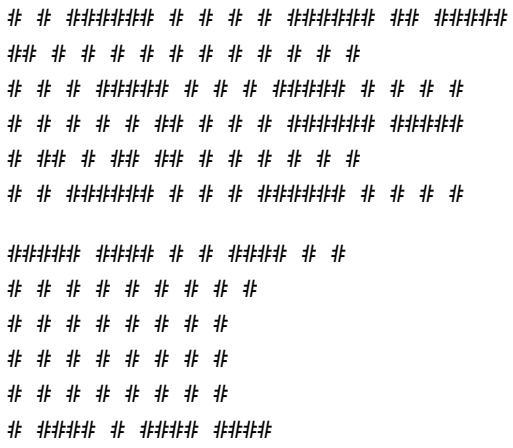
That is interesting, you wouldn't know it by looking at the
clone directory, but it is hard to reach people who are not
online or don't happen apon the site.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7674. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 17:56:48 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a4cd088dceb82@online.be>
Source record: 52496
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************
**data-base**
ftp://chapelie.rma.ac.be/atari/data-base/cocktail-105.zip (275.552 bytes)
(very nice database of all kind of cocktails. German only)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-119.zip (934.078 bytes)
(a mail client for Stik/STing/gluestik)

ftp://chapelie.rma.ac.be/atari/internet/cabovl/cab_ovl-14100.zip (73.720 bytes)
(CAB.OVL (Overlay file for CAB) v1.4100, for STik/STing/gluestik)

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/graphics/bitbopper.zip (2.536.653 bytes)
(Video Synthesizer, a unique technology for using an audio signal to animate
and/or generate graphic and video images in real time. It's freeware now)

**sound-utils**
ftp://chapelie.rma.ac.be/atari/sound-utils/dt133sw.zip (44.510 bytes)
(Play ProTracker modules in the background with
animated display of tune.
Use Yamaha, 8bit or 16bit DMA output as available.)

#
# # # # ## ###### ###### # #
# # # # # # # # # # # # #
# # ######## # # # # # # # #
######### # # ######## ###### ###### #
# # # # # # # # #
# # # # # # # # #
```



--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7675. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 18:27:23 UTC
From: jf.lemaire@skynet.be
Message-ID: <92il2b$fk8$2@news0.skynet.be>
Source record: 52504

Hi,

On 28 Dec 2000 23:38:22 , Harry Sideras wrote:
>On 27 Dec 2000 00:33:12 , Steve Sweet wrote:
> >>> Once saved, the CPX is a boot-init CPX, it'll initialize the port
> >>> and go bye bye's.
> >> It does, but to modem 1 19k2. I can't explain it...
> >
> > Check for other Auto's or ACC's that may be interfering??, set up a
> > basic (TOS even) setup for an experiment and build up from there.
>
>Hi Steve,
>I have very little that affects the serial port, but what do you
>think about the order of these three:
>
>DRVIN
>...
>STING
>...
>SCC
>
>What order do you have them in?

SCC should definitely go before Sting; if not, it's useless. Haven't
you read the docs? Sting being launched before SCC, it can't use the new
driver or whatever they call that thing. The message "RSVF supported" in
Sting's Serial CPX tells you that Hsmodem has been correctly installed.
So the order shoud be:

DRVIN
SCC
STING

Silly you.

J-F.

7676. Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 18:34:36 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <uR436.23229$WC3.2270312@nnrp4.clara.net>
Source record: 52505

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:978072516-134252AEicMi@cwcom.net...
> From: phantomm@eastky.net (Phantomm)
> Date: 27 Dec 2000 03:12:48 GMT

> >And has anyone tried using anyother 3rd party hardware board with the
> >CT2B, like the Expose or etc?
> A very good question. The makers of the Eclipse graphics card reckon that
> that will run with a CT2B once it (the graphics card adaptor) is fitted
> with the appopriate through connectors.

I've seen an Expose refuse to work with CT2
and an Eclipse refuse to work with an
Eagle Sonic accelerator.

Shiuming Lai

7677. Re: FS: Atari SC1224 Color Monitor only $15

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 18:36:10 UTC
From: Video61@webtv.net
Message-ID: <6321-3A4CD99A-30@storefull-173.iap.bryant.webtv.net>
Source record: 52506

hi,
i would like the 1040, and the 1224 monitor if they are still
availible,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

7678. Re: Merry Christmas!

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 18:43:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978113692-108145AEicMi@madasafish.com>
Source record: 52507

Hi Dezza

>>I don't remember the last time we had snow at Christmas in the UK
>>(except,

>It started last night (Wednesday), needless to say London is now in
>complete havoc.

I spotted 6 accidents on the way to Margate the folowing morning.

>Maybe the authorities should listen to the weather forecast and actually
>grit the roads, now that it's the right thing to do!

Youve just shot your credibility to hell, authorities listen!!, get some
green ones in dude!!.

>>very clearly, when I was 5 years old)

>Boxing Day 1963 was the start of a dreadful freeze, very unusual for the
>UK.

You rancid old tart, you dont look a day over 70 and you can remember '63
most peops who lived through the sixties cant remember there own name!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7679. Re: FS: TOS Chips/RAM Simm Modules

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 18:47:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978113696-108789AEicMi@madasafish.com>
Source record: 52508

Hi Shiuming

>>>>Maybe I should try switching to Emailer...

>>>Go for it, I like it :-)

>> Wot and ruin its exclucivity<sp>, nah!!. :-)

>Elitist snob.

Oy!!, less of the snob!!!!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7680. Re: Eeek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 18:50:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978113698-109345AEicMi@madasafish.com>
Source record: 52509

Hi Chris.

>> >Am i getting out yet?

>> Indeed you are, Steve.

>Probably not enough though...

My kids tell me this, often, as do both my friends.. Eh!.., well all
right two barstards i know, my pets, the postman, the guy in the takeaway
my doctor, oh and the boys hamster.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7681. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 18:53:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978113700-109925AEicMi@madasafish.com>
Source record: 52510

Hi Sid

>I have very little that affects the serial port, but what do you
>think about the order of these three:
>
>DRVIN
>..
>STING
>..
>SCC

>What order do you have them in?

No, no, Sting must be last of all, otherwise it cant see HSMODEM in the
XBRA chain and will barf..
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7682. Toshiba internal hd for falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 21:14:57 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <3A4CFED1.5D850B0E@intergate.bc.ca>
Source record: 52513

Is toshiba MK1401MAV HDD2712 E ZF01 T. 1443 MB 2.5" HD ok for my falcon
?

7683. Re: ST TOS Question

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 21:27:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200012292227.a51806@su2.maus.de>
Source record: 52535

Hi Mark,

M>You are looking for 2 chips on the right hand side of the computer just
M>under the floppy drive, I believe they are 68 Pin each
I think they are 32 pin each.

Und TTschï¿½
ps

7684. Re: ST TOS Question

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 21:29:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200012292229.a51807@su2.maus.de>
Source record: 52534

Hi Lyndon,

LA>Nope. Newer STes had 1.62 which got rid of the med rez bug, and may
LA>have done a few other patches.
thanks a lot! It's never too late to learn.

Und TTschi¿½
ps

7685. Re: Animated Gif/JPEG

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 21:49:18 UTC
From: swampfox1@earthlink.net
Message-ID: <yF736.44801$RC1.1664787@newsread1.prod.itd.earthlink.net>
Source record: 52514

```
On 29 Dec 2000 09:26:28 , Derryck Croker wrote:
>From: swampfox1@earthlink.net (John Garone)
>Date: Thu, 28 Dec 2000 16:50:13 GMT
>
>>>Sounds to me like you need Papillon.... available from ASH. You can
>>>download the demo version 3.0 from their website. Only available in
>>>German I'm afraid since the programmer doesn't want to coorporate
>>>producing a proper English version :-(
>
>>Dennis,
>> Papillon does have an English RSC (separate download)!
>
>....except that much of the text is contained in the program itself -
>that's why the cooperation of the author is needed in order to compile
>English text into the binary.
>
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Ahh! Cooperation! Gettin' harder to find! As soon as ASH responds
with a price and payment method I'll be getting to experiment with it.
hopefully the English RSC will be enough to make the program usefull.
John G.
```

7686. FS: Pagestream 2.2 DTP Software for Atari only $10

Newsgroup: comp.sys.atari.st
Date: 2000-12-29 22:05:14 UTC
From: TJ <amishman@pacbell.net>
Message-ID: <B6724A9A.348D%amishman@pacbell.net>
Source record: 52515

```
$10 plus postage. Includes all manuals, disks, original box, and even some
extra font disks.
```

7687. Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 00:09:20 UTC
From: phantomm@eastky.net
Message-ID: <92j93g$vu0$1@nd.eastky.net>
Source record: 52521

On 28 Dec 2000 22:48:48 , S=?ISO-8859-1?B?6Q==?=bastien BERVAS wrote:

Went there and got version 1.41 of the Flash and the PutFlash program.
However it is a French version. Is there an English version of the
Flash 1.41 and the PutFlash program?

phantomm@eastky.net

>dans l'article 92bmng$5jd$4@nd.eastky.net, Phantomm phantomm@eastky.net a
>crit le 27/12/00 4:12:
>
>Hello,
>
>> What is the lastest version of the CenTurbo II B Flash?
>> I think I have it but want to make sure.
>
>It is the 1.4.1 (06/16/2000).
>Patchs and other infos of the CTIIb on :
>
> http://centek.free.fr/atari/ct2/ct2_soft.htm
>
>Bye.
>
>Seb.
>
>--
>Email : brenig@atari.org / Irc : Brenig / Icq : 102754036
>
>
>
>.

7688. Re: CT2B FLASH

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 00:12:11 UTC
From: phantomm@eastky.net
Message-ID: <92j98r$vu0$2@nd.eastky.net>
Source record: 52522

I have the ZIP file from czuba, but the version of the FLASH isn't 1.41.

There is a French v.1.41 on Centeks site. I could not find an English version.

phantomm@eastky.net

On 28 Dec 2000 08:22:14 , Derryck Croker wrote:
>From: phantomm@eastky.net (Phantomm)
>Date: 27 Dec 2000 03:12:48 GMT
>
>>What is the lastest version of the CenTurbo II B Flash?
>>I think I have it but want to make sure.
>Go to http://www.czuba-tech.com/ to download the latest version of all the
>Centurbo stuff.
>
>>Will there be any upgrades?
>I wouldn't think so.
>
>>And has anyone tried using anyother 3rd party hardware board with the
>>CT2B, like the Expose or etc?
>A very good question. The makers of the Eclipse graphics card reckon that
>that will run with a CT2B once it (the graphics card adaptor) is fitted
>with the appopriate through connectors.
>
>Anyone else?
>
>
>
>
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

7689. atari falcon wanted

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 00:18:44 UTC
From: David <drishani@bigpond.net.au>
Message-ID: <ER936.37603$xW4.299015@news-server.bigpond.net.au>
Source record: 52518

is there anyone in Australia wanting to part with a stock standard falcon ?
dosent have to be special, just want to add it to my collection..

cheers

7690. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 00:49:02 UTC
From: sidcelery@cix.co.uk
Message-ID: <92jbdu$2go$2@plutonium.compulink.co.uk>
Source record: 52519

There must be a curse following people who try to give advice...

Because of a few problems I have in various resolutions I needed to create a new INF file for myself and followed my own advice below. The result is that I'm locked out of my own graphics card.

The only way I can get in is either by removing NVDI (which means I end up in 640*400 mono and can't run VMG4000) or by keeping NVDI and removing NVDIVGA.INF completely and booting to the normal monitor port in 640*480*16 (which is killing me!).

Does anyone know a source for VMG-4000.PRG by Andreas Winter? I've got v1.12 from Jo's site and v1.08 that came with NVDI, but they're dated 1995 and I feel sure there must be something more recent (even only in German).

I'm still experimenting with a way of getting in, but I'm open to any suggestions here... B^<

rgsd
H

On 28 Dec 2000 23:38:19 , Harry Sideras wrote:
> On 28 Dec 2000 10:56:37 , "Mark" wrote:
> Hi Mark,
>
> Do you have a file NVDIVGA.INF in your Auto folder? If not you'll
> need to create one with the program VMG4000. If you don't already
> have it you need to grab a copy. One comes with the NVDI
> installation, but by the time you get it out it may be too late
> IYSWIM. Go to Jo Vandeweghe's site to pick up a copy at:
>
> http://www.ping.be/~pin10575/ATARI-E.HTM
>
> First, find the max and min horizontal and vertical frequencies
> that your monitor can cope with. You may be have to contact the
> manufacturer if you don't still have the manual.
>
> Run VMG4000 and before anything else go to the Options menu and
> enter these max/min figures for the Monitor and then ensure Crazy
> Dots II is selected in the Hardware menu. Save options.
>
> Make sure you read the VMG4000 manual thoroughly, then create a new
> file and go to the modes menu in order to create a couple of
> resolutions for each colour depth. If you exceed the limitations of
> the monitor you will be warned.

>
> Once the modes are created double click on each one in turn, test
> them, readjust the frame position if you need to (click and hold,
> then drag) and when you're happy click ok and save.
>
> Eventually you'll get a usable Inf file which goes in the AUTO
> folder.
>
> Only then install NVDI ET4000. After that it should be possible to
> tweak the setup.

7691. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 00:49:04 UTC
From: sidcelery@cix.co.uk
Message-ID: <92jbe0$2go$3@plutonium.compulink.co.uk>
Source record: 52520

On 29 Dec 2000 18:53:56 , Steve Sweet wrote:
>> I have very little that affects the serial port, but what do you
>> think about the order of these three:
>> DRVIN
>> STING
>> SCC
>> What order do you have them in?
> No, no, Sting must be last of all, otherwise it cant see HSMODEM in
> the XBRA chain and will barf..

Hi Steve,
I thought that would've been set up by DRVIN, rather than needing SCC
to be loaded as well, but I've rearranged it anyway and I still get
110 baud on Modem 1...

This is getting really silly...

rgds
H

7692. Misc Atari ST HW/SW FS/Trade (USA)

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 01:45:33 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3A4D3E3C.70C57BB@netzero.net>
Source record: 52523

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

I have a real gem here. The only known stand alone Atari 2600
computer system made. The Bit60 Computer made by Bit Corp.
Spectravideo made an add on adapter for the 2600 console.
This is a fully functional computer and 2600 game system.
This is the 2600 computer system reviewed in
"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
firm on the price since this is not something your going
to find at a local flee market or garage sale. $1,000.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Falcon Speed by Sack Electronic
Intel 286-16mhz IBM processor board for the Atari Falcon computer
Run DOS and Windows 3.1 programs on your Falcon
Norton SI Factor of 12
Sound Support
Up to 8 Meg of IBM RAM
VGA and SVGA video modes 640x480, 800x600, and 1024x768 under Windows
3.1
Switch back and forth between TOS and DOS modes $90.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,

box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual.
$30.00

R/C Aerochopper by Ambrosia Microcomputer Products.
This is a R/C Airplane and Helicopter Simulator for the ST.
A Futaba 2 channel controller that plugs into the ST's cartridge
port. With the 2 channel controller it's very realistic. $50.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's
age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk, box, and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Hard Drivin' by Tengen. The awesome arcade game on the ST.
Comes complete with disk, docs, and box. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Snoopy The Cool Computer Game by The Edge. Snoopy, Woodstock,
and the rest of the Peanuts gang. Linus has lost his blanket
and Snoopy has to find it. Comes with box, docs, and disk
$5.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks
$10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk
$5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks.
$5.00

MISC SOFTWARE

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual.
$3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies
$15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual.
$5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk
$5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk
$15.00

BOOKS $5.00 each unless noted

Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples. $5.00
Thunder! The Writers Assistant manual. $1.00

MAGAZINES

I have a large selection of mostly 80's and early 90's Video Game and
Computer Magazines, Books, and Newsletters for various systems.
Please E-mail me for a current listing.

CD-ROMS

Whiteline Linux by Delta Labs. Atari Linux Distribution 1.1C.
Run Linux on your TT030, Falcon w/FPU, or 030 ST w/FPU. Has a
very simple installer. Just answer a few questions and away it
goes.
$15.00

NetBSD by InfoMagic. Install this Unix implementation on your Atari
TT030 or Falcon. Besides Atari there is IBM, Amiga, SUN, DEC ALPHA,
Macs, VME, HP3000 distributions on this 2 CD set.
$15.00

WANTED

MagiC Mac Ver 6.XX
CAB 2.7 or higher, full version or upgrade
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
MagiC Ver 6.XX for Atari, full version or upgrade
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,

OS/2, Mac, and Amiga. If interested please request a list.

7693. help! falcon Will boot/new problems

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 02:45:43 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a4d4c5a$0$77894$272ea4a1@news.execpc.com>
Source record: 52524

Hello,

I went into my falcon today and replaced the stock 80 meg IDE
with a Toshiba 2 gig IDE.
The hard drive installation went very well.
But I made one mistake. I cleaned and lubricated the keys.
I have done this before on an ST4 with no problems.

But on the falcon it is quite a different story.
a lot of the keys are not working. I press and get nothing.

Is it possible to replace the keyboard assembly with an STf keyboard?
Looks like the same case.
Of course the action will not be the same.

It was very interesting to see the inside of a falcon.
After I got it all together, it still would not boot up properly.
I solved the problem after many trials and errors.
I think but am not absolutely sure that my HDDriver.sys file got
corrupted.
After repartitioning and reinstalling the driver, everthing seems
to work just fine.
Except that now I can't type anything.

I would appreciate any suggestions on the keyboard.
thank you.

ken

7694. Re: help! falcon Will boot/new problems

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 05:35:56 UTC
From: rsmac@t-online.de
Message-ID: <1emfwac.r83vue1bawh6wN%rsmac@t-online.de>
Source record: 52525

Ken Kosut <kjcat@execpc.com> wrote:

> Is it possible to replace the keyboard assembly with an STf keyboard?
> Looks like the same case.

Iï¿½m not realy sure. If the keyboard had the same connector on short
wires it is no problem. If not, solder works.. :/

Better to had a look around for a used keyboard.

Normaly any atari keyboard is the same (watching connector)
Internal the falcon keyboards are "newer" as an st keyboard and also the
layout is different.

> It was very interesting to see the inside of a falcon.

-> DOITF030 http://www.doitarchive.de

(Contains also the wireing to connect other keyboards)

> After I got it all together, it still would not boot up properly.

Normaly, any falcon boot up without keyboard.

> I think but am not absolutely sure that my HDDriver.sys file got
> corrupted.
> After repartitioning and reinstalling the driver, everthing seems
> to work just fine.

Install it again and make some tests with copy/read files.

Happy new year 2001

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

7695. Atari BS WebSite

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 05:39:54 UTC
From: bensmith@user2.teleport.com
Message-ID: <92jsfamjs1@user2.teleport.com>
Source record: 52526
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

Greetings! You're invited to my WebSite. Make yourself welcome! I've
been hard at work, Adding New Pages improving my WebSite while trying
to yield to the K.I.S.S. method. Or (K)eep (I)t (S)imple (S)tupid. As
my Boss and Teacher, "The Shadow" taught me. Currently I'm behind on
adding new inventory to my Catalogs. I have been and will be acquiring
more Atari inventory. 64 Bit Atari Jaguar Game Machines, Classic Atari
8 Bit & Atari ST Computers. HardWare, SoftWare/Games, Books/References
and Accessories. And I Ship anywhere the Law and Customs allow.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at

http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

7696. My Web Site is 5 years old!

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 05:52:32 UTC
From: tellme@bigfoot.com
Message-ID: <3a4d785a$0$12446$7f31c96c@news01.syd.optusnet.com.au>
Source record: 52527

If you're looking for a particular Atari game or application
come have a look here... the pages load fast and as I
detest banner adverts you won't find a single one on any
of the 30 odd pages (apart from the visitor counter on the
index page). I've got masses of software and have been an
Atari ST fan(atic) since 1987 (bought my 1st PC 1995).

Web Page: http://members.optusnet.com.au/~atari1/

"Microsoft Software:- God's punishment on mankind,
for inventing the computer" - M.Duncan

In a world without fences, who needs Gates?

7697. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 05:59:43 UTC
From: bixster@my-deja.com
Message-ID: <92jtke$mr1$1@nnrp1.deja.com>
Source record: 52528

Hi Tim...

Well it may be a while before I can untangle the files. Many of them had multiple tunes on differenbt sets of tracks with various chains (some endless). And the original patches were for a TX81Z. In order to export as midi, I need to flatten all of the chains which affects how things repeat, not to mention figuring out which tracks went with each tune. As psychedelia, it's pretty cool... as coherent music, it's a mess right now, but I'm still glad to have the ability to get to the music on my PC.

Obviously, the best real solution would be to find a nice SM124 and hook it up to my old 1040ST, connect the sync box, my Sequential 6-Trak, the TX81Z and old TOM drum machine (I've kept it all over the years) and play the music as it was recorded originally... but I just don't have the time or space to do all that. I'll try working with the midi files first.

I've been using an old Roland MV-30 Studio M for the past 8 years. Nice box... 128 patches, decent drums and a 16 channel automated midi mixer in a 5 pound portable unit. Very capable for the midi stuff, but it's pretty obsolete, too. I'd sure like to get one of the newer mini-disk based portable studios, but I'd better make do with what I've got before I try talking my wife into letting me buy even more stuff... guess that's the trouble with being an old married guy...;-)

I'm sure I'll be around these boards more, now that the Atarian bug has bitten me after all these years....

Sent via Deja.com
http://www.deja.com/

7698. Re: Converting Hybrid Arts SMPTETRACK files

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 06:46:02 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <92k0ba$on0$1@nnrp1.deja.com>
Source record: 52529

In article <92jtke$mr1$1@nnrp1.deja.com>,
bixster@my-deja.com wrote:
> Hi Tim...
>
> Well it may be a while before I can untangle the files. Many of them
> had multiple tunes on differenbt sets of tracks with various chains
> (some endless). And the original patches were for a TX81Z.

One of my favorite Synths! Just got one in Mint condition mostly
because you can do microtonal stuff on it, and the Atari Editors let
you edit even THAT!

In order to
> export as midi, I need to flatten all of the chains which affects how
> things repeat, not to mention figuring out which tracks went with each
> tune. As psychedelia, it's pretty cool... as coherent music, it's a
> mess right now, but I'm still glad to have the ability to get to the
> music on my PC.

Did not know it was such involved. Looks like you really knew your
EDitrack when it was in it's hey day.

>
> Obviously, the best real solution would be to find a nice SM124 and
> hook it up to my old 1040ST, connect the sync box, my Sequential 6-
> Trak, the TX81Z and old TOM drum machine (I've kept it all over the
> years) and play the music as it was recorded originally...

You can get a CABLE from BEST ELECTRONICS that lets you use a regular
SVGA Monitor on an Atari. It is about $38.00. Editrack would look nice
on a 21" monitor! The link to Best is on my LINKS page on my site.

but I just
> don't have the time or space to do all that. I'll try working with the
> midi files first.

If you get a Monitor switcher then that will take less space. Myself? I
have 4 Atari's and a PC in my studio. Just put up shelving to
accomodate everything. Looks nice. Kinda like Mission control.

>
> I've been using an old Roland MV-30 Studio M for the past 8 years.
Nice
> box... 128 patches, decent drums and a 16 channel automated midi mixer
> in a 5 pound portable unit. Very capable for the midi stuff, but it's
> pretty obsolete, too. I'd sure like to get one of the newer mini-disk
> based portable studios, but I'd better make do with what I've got

> before I try talking my wife into letting me buy even more stuff...
> guess that's the trouble with being an old married guy...;-)

Well...you can do a lot with what you got...and sounds like you have
more then a lot of people! I tend to find deals and then "talk my wife
into it" :-) Right now the FM stuff is very cheap, and it sounds good
and Lord knows there are thousands of patches for it on the web!

>
> I'm sure I'll be around these boards more, now that the Atarian bug
has bitten me after all these years....

It's a good time to be back with all this freeware being
released.....and I have to say...THERE IS MORE TO COME!!!!...

in other words...I AINT THRU YET! :-)
--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7699. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 09:11:39 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <6m9r4tgsc47f36fh48sge8ppopi08nlkfv@4ax.com>
Source record: 52530

On 28 Dec 2000 23:38:21 GMT, sidcelery@cix.co.uk (Harry Sideras)
wrote:

>Hmmm... I just bought a Marantz CD player in the sales for 90ukp. I
>don't think it's the latest model by any stretch of the imagination
>and it still has "CD Rewritable playback" printed on the fascia.
>Depending on how old/capable your CD player is I wouldn't write off
>the chances of it being playable.
>

What the "CD Rewritable playback" undoubtedly means is that the drive
will PLAY rewritable discs (CRD/W).

Many home audio CD players cannot play CDR/W discs because their
laser/pickups are not sensitive enough. A "store bought" ("pressed")
CD is far more reflective than a recordable CD, and many home audio
players cannot read the lower reflectivity of a CDR/W.

This drive apparently is one of the ones which address this problem by
having a "multi-read" capability, allowing it to read all types of
CDs, CDRs, and CDR/W discs.

However, even such a "CD Rewritable playback" drive will NOT read more
than one session on a disc, the FIRST session.

This is part of the CD Audio design spec, and really has nothing to do
with how the disc is created.

This is also what allows "multi-media CDs" to operate.

The Audio player reads the FIRST session, which is music, and a
computer CD player will read the LAST session, which can be video, or
still pictures, or whatever.

The SAME disc will work on both players because of the design specs.

Audio is the FIRST session, Data is the LAST session.

Unfortunately for the original poster, this also means multi-session
Audio CDs will NOT work in a normal home Audio CD player.

BobR

7700. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 09:36:13 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a4dac8d$0$180@news.zetnet.co.uk>
Source record: 52531

Hi Derryck!

>>Do you have the full version? This is a "Pre-preview"
>>Doesn't do a lot except show all the different ships

>Yep, full version. I'm not that taken with it. It's too slow to get
>into the game and there doesn't seem to be anything much to do :-(

Sounds like you are flying away from the enemies! I remember I did this
myself the first couple of times I played it, the radar doesn't quite work
as you'd expect, there's quite a few missions in it once you get going.

Keep trying and you'll get there! I think it's one of the most impressive
Falcon games about! :))

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

7701. Re: Eek!

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 10:29:24 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a4db904$0$174@news.zetnet.co.uk>
Source record: 52532

Before he was arrested, Steve said to Officer James:

>Hm!, no i dint, James Hasslam, come (no i dint mean that) here with my
>smut-rag, before you..... stick the pages to your new christmas tie,

OY!

7702. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 13:40:16 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978214756-631810AEicMi@madasafish.com>
Source record: 52542

Hi Harry

> > No, no, Sting must be last of all, otherwise it cant see HSMODEM in
> > the XBRA chain and will barf..

>I thought that would've been set up by DRVIN, rather than needing SCC
>to be loaded as well, but I've rearranged it anyway and I still get
>110 baud on Modem 1...

>This is getting really silly...

I think you may be getting your GF's knickers in a twist, take them off
and give them back..

It doesnt really matter what the CPX says when it is invoked, providing
the information is correct. When i run my CPX it comes up with the
details for modem1, but selecting modem2 gives the correct details.

Why dont you shelve the 110 bit for a moment and just concentrate on
getting the fastest possible 'normal' speed and work up from there.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7703. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 13:46:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978214758-632538AEicMi@madasafish.com>
Source record: 52543

Hi Hazza

>The only way I can get in is either by removing NVDI (which means I end
>up in 640*400 mono and can't run VMG4000) or by keeping NVDI and
>removing NVDIVGA.INF completely and booting to the normal monitor port
>in 640*480*16 (which is killing me!).

Eeek!, pass him a knife, Harry-kirry is required, but post me that MSTE
first.

Anyway, that software must be a right dog. I made sure very early on that
i had Recovery options, so the minimum i get is 1024*768*256 via the VGA
and under TOS. Ive also recently completed a MAGIC/NVDI recovery disk so
i can boot into MAGCI with NVDI from a floppy.

Dont you have a backup of your last working setup somewhere, wont the
default installation give you something to work with?.

Once you get it working, reach for the floppies and make a boot disk.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7704. demo patch

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 16:27:19 UTC
From: steve666@clara.co.uk
Message-ID: <1emgoc1.1832f8g199048kN%steve666@clara.co.uk>
Source record: 52533

Anyone got a patched version of the Whattaheck demo that works on the
STe?
Thanks, Steve

7705. Re: Hades users (HYPertext)

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 17:22:05 UTC
From: jlog@zetnet.co.uk
Message-ID: <3a4e19bd$0$180@news.zetnet.co.uk>
Source record: 52536

On 28 Dec 2000 22:59:28 , "Martin \"Nightowl\" Byttebier" wrote:

| . . . .
|I don't think the serial numbers will give you a clue about the numbers
|of Hades that has been sold so far. There are lots of Hades around which
|doesn't have a serialised TOS. My Hades didn't had a serialised TOS when
|I bought him back in 1997. I believe the Hades came with a serialised
|TOS only from late 1998 on.

My first Hades TOS didn't have a serial number but when I upgraded
it it then did.
--
JI Logan

7706. Re: Help for the newbie!

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 18:19:56 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3a4e274c$0$174@news.zetnet.co.uk>
Source record: 52537

>Next you need the software to do something. Use CAB to surf the net
>(not recommened on an ST) but news groups and email and FTP can all be

Depends what you want to surf the 'net for, I use text mode as 95% of the time I'm not bothered with the 'pictures', I simply want information quickly.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

7707. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 22:14:24 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <cdt36.417$2W.1812@nntpserver.swip.net>
Source record: 52539

"Peter Schneider" wrote:
>
> CH>One annoying thing about doing it that way is that the drivers for CD
> CH>which I know of for the Falcon can only handle one session at a time
> CH>and you have to choose which one in a CPX...

> maybe I misunderstand you, but I think I should object. Here on my TT,
> on a multi-session data CD all data are available as on a single
> session CD. For the cd rom drive it does make no difference!

That's great! All Multi-session CD's I've made DOS-compatible have been recognised completely on my PC, but not on my Falcon where I've had to change session with the CPX I mentioned. The same goes for Atari-format multi-session CD's (with the difference that they can't be read correctly on the PC, naturally...). Maybe it's time for me to change CD-driver software? Which driver do you use?

> A usual Audio player 'sees' only the first session of a cd. That's the
> reason why I use to add non-audio data (e.g., the cover) in a second
> session.

You can actually write data and audio in one burn instead of using multi-session, by making a mixed-mode CD - but only with the Pro-version as you mentioned, since the Audio version can't handle data tracks at all. The original way was to make the data track first and then add all audio tracks. Nowadays, there's another way to do it, which is called XA-mode if I'm not mistaken, where you put the audio first and add a data track last... I believe both those mixed-mode variations can be made with CDRecorder Pro, but I've never had the need to try it myself.
Many games-CD's are made with the original mixed-mode and that's why the first track is unreadable on them - but if you start by skipping to track 2 (regardless of how many data files there are in the data track, it's always just one track on a mixed-mode CD) directly after inserting the CD in the audio player, you can listen to the audio tracks anyway - at least on most new CD-players. The XA-mode (I believe it's also called "CD-extra") is probably better to use since all audio-players will see the audio tracks, but it's out of the original spec for mixed-mode CD's... Anyway - who cares as long as it works... ;)

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7708. Re: help! falcon Will boot/new problems

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 22:20:38 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <ddt36.418$2W.1812@nntpserver.swip.net>
Source record: 52538

"Ken Kosut" wrote:

> But on the falcon it is quite a different story.
> a lot of the keys are not working. I press and get nothing.
>
> Is it possible to replace the keyboard assembly with an STf keyboard?
> Looks like the same case.
> Of course the action will not be the same.

Hi,
In fact, it's exactly the same keyboard - but with a different color, so you
can use an STf keyboard without any problems :)

Best regards and a Happy New Year!
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

7709. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 23:09:46 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a4e6b3a$0$175@news.zetnet.co.uk>
Source record: 52541

On 28 Dec 2000 23:12:50 , Dan Ackerman wrote:
>In article <3a4bc597$0$179@news.zetnet.co.uk>,
>Charles Stanley <cstanley@zetnet.co.uk> wrote:
>>On 24 Dec 2000 14:41:22 , Dan Ackerman wrote:
>>
>>May I ask you to explain just what the @@@ that infamous message box means
>>and what is the result of clicking one or the other, please?
>
> It means that your POST has been redirected.
>
> To put it in non http language. You have a batch of information
>going out from your machine to a server on the net. In the process the
>remote end told you not to use it anymore but to switch to a different
>server for the transaction.
>
> GET means get the data from the new location. Do not send them
>the posted data.
>
> POST just means to send the information to the new location. This
>can be a security issue as you are sending information to a site you did
>not directly think you were going to send it to. But even IE doesn't
>bother to give you the new location that the data is being sent to for you
>to make the decision.
>
> Cancel - just cancels the action. No data was sent to the new
>site, no information was retrieved from the new site.
>
> Hope that makes sense,

Thanks, Dan, it does - in a way :) Is there a preferred response to
the choice? Is the "remote end" the target site/url or an intermediate
server? There is no information supplied by the choice-box on which to
make a conscious and intelligent choice of clicks :)

Further, re STiK2: the docs say disable all STinG parts. Does that
include SERIAL.CPX? Surely not?

Happy New Year,
Charles.

7710. USR 54K Message Modem command query

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 23:46:56 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <Qtu36.3007$s4.1777@news.indigo.ie>
Source record: 52544

Hi all!

Does anybody know the AT command (or other command) used to activate "autonomous-mode" on the 56K Message modem?

The manuals are now supplied on CD-ROM as adobe acrobat files *groan* which my falcon doesn't like. I had a look at it on a friend's mac, but it doesn't list the commands to control the more esoteric features of the modem.

I'd like to put a small program in my magic STOP folder to spit this command at the modem as the computer shuts down. The only way I can do it at the moment is to manually start COMA and set the parameters from there.

Thanks in advance for any help!

Jerry

Jerry Martin----------
jtmartin@eircom.net
Atari mICQ support site: http://icqinfo.atari.org

14MB C-LAB MK.X, Nemesis, MagiC, NVDI, STiNG

7711. Windows PC as gateway

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 23:57:03 UTC
From: itsux@xs4all.nl
Message-ID: <Xns901AC6781renerenekintcom@127.0.0.1>
Source record: 52545

OK, guys and dolls.

Before the year 2000 really ends I decided to try and get my feet wet on installing my old Atari rigs again. Nice to program them again and get this systems up-and-running.

Unfortunately, my favorite machine (1040STf, 3MB, 16 MHz!) does not want to boot anymore, but my MegaST2 does.

OK, so I have one system (MegaST2, STM144 , Megafile 30) up, an SH205 with 2 disks and an SM124 on stand-by ;-)

Next thing is that I really want this ST to be able to access the Internet, be it ftp, irc or whatever (maybe even Web-browsing!) THROUGH my Windows2000 machine, which has access to an ISP (still on dial-up but this will change to cable or maybe even satellite in due time of course).

This is what I have:
MegaST2, NO NETWORK CARD
PC with Win2K and Win98 installed, 1 free serial port.

I would like to share the Internet between my PC and my Atari OVER SERIAL LINE. In the ideal case, only the raw data is transported over this line. Second best is some kind of 'network' over which TCP/IP packets are send to and from Atari and PC. I guess I'll need some Atari stuff, some extra PC stuff (?) and a working configuration (ahem...this might be the hardest one, folks!).

If this would work, I could let my girlfriend go on the WWW with the PC, while I just use IRC or FTP (do not need much more ;-)on the Atari. Besides, I could finally start to try to do some software programming on the ST again maybe even to develop some nice Internet-capable thingies...that's what I bought PureC for in the first place back in 1990 or so...

So, any help is greatly appreciated. Happy newyear...
(PS: a copy in my e-mail box would be VERY nice, but is not necessary as I do actually try to keep up with this ng..).

Ren&#65533; Kint
the Netherlands

7712. "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2000-12-30 23:58:42 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <978217200-246587AEicMi@xs4all.nl>
Source record: 52540

Hello,
In the German Atari mag "STC" of December 2000 there is an
interview with F.Aschwanden from Medusa Systems about the new
"Coldfire Atari". My STC mag has not arrived yet so I can't check
the following, but it seems that 200 definite preorders are
enough to start the building of the new machine. I will let you
know more when my STC is here.
Cheers and happy newyear (will be the case with a new "Atari" !)
Dan

7713. UK: Atari STE/FM/Monitor FS

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 00:01:20 UTC
From: Keith <r.franklin1@ntlworld.com>
Message-ID: <nGu36.19731$Yy.522888@news2-win.server.ntlworld.com>
Source record: 52446

UK: Atari STE/FM/Monitor FS

Atari 520 STFM with mouse (mouse/rf/drive checked ok) £24 plus P&P

Atari 520STE upgraded to 1 meg with mouse (mouse/rf/drive checked ok). Case damaged but not visible and TV modulator has been repaired in past but works fine £27 plus P&P

Atari SM125 Hi res monitor. Tested and seems okay - can't see any screen burn. The cable has been repaired and rejoined shoddily in the past - might be an idea to make a better job of it! £24 plus P&P

P&P £8 for each item (if required) - can be collected from Lincolnshire otherwise.

r.franklin1@ntlworld.com

7714. Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 00:03:45 UTC
From: taj16@dreamscape.com
Message-ID: <t4stv1cddckbb0@corp.supernews.com>
Source record: 52447

Photochrome 4 does a superlative job of displaying GIF files on my Mega STE (as long as I remember to slow down to 8MHz). Is there a program somwhere that does an equivalent job with .JPG files? Or, failing that, is there a JPG->GIF converter? I've tried viewing JPGs with CAB 2.7, and it just doesn't measure up.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

7715. Anybody need these Atari ST/TT ROMS?

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 00:07:04 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <IMu36.56963$uK6.4624718@news1.telusplanet.net>
Source record: 52448
Cross-posted to: alt.games.video.classic,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

In one of our recent purchases from a local Atari development company, we discovered a box of Atari ROM/EPROM chips in amongst a box of Atari hardware. Some of them are in 'Atari Service' chip tubes with markings giving us some idea as to what they might be, while others are just secured in foam. We have no way of checking the chips, nor do I have any use for them, so I thought I would post them and see if anybody out there can put them to use.

I am listing them by the markings on the chips.

TT TOS 3.05 EPROMS (no date)
==========
4 Chips to the set: EE 9235, E0 B299, 00 1A7A, No Markings

IC Custom Rainbow TOS Set? (Atari 1987)
==========
Chip 1: C101629-001 / RP231024E / 0564 / 8810 Z12
Chip 2: C101630-001 /RP231024E / 0563 / 8809 Z10

Operating System ROMS? (Atari 1985)
==========
Chip 1: C026035 / 2322000 / M451018 8516G
Chip 2: AMI 8502MAC / C026034-01

Operating System ROMS? (Atari 1985)
==========
Chip 1: AMI 8530MAF / C026034-01
Chip 2: AMI 8530MAF / C026035-01

Rainbow TOS 1.4? (Atari 1985)
==========
Chip 1: AMI 8517MAA / C026034-01
Chip 2: AMI 8517MAA / C026035-01

If you are interested in any of these items, please respond to Jim at jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.ST (removing the NO.SPAM. first). Or email me if you would like a current listing of other Atari ST/TT items I have.

7716. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 01:59:07 UTC
From: sidcelery@cix.co.uk
Message-ID: <92m3tbfhb2@plutonium.compulink.co.uk>
Source record: 52449

Well, I've blagged it and I'm back. I'm not quite sure how, but it involved creating an INF file with just a 640*400*2 resolution in it so that REDIRECT would run to give me XBOOT and then copying my newly created INF file in at that stage to complete the boot-up. That's not the whole story, but at least I'm back and with access to 32k and 65k colours.

The disappointment is that I was unable to create any resolutions in 16M colours (24-bit) in VMG4000 and I've lost some of the largest resolutions in 65k. i used to be able to get up to 832*624*65k but now I can only get 720*544.

<phew>

rgds
H

On 30 Dec 2000 00:49:02 , Harry Sideras wrote:
>There must be a curse following people who try to give advice...
>
>Because of a few problems I have in various resolutions I needed to
>create a new INF file for myself and followed my own advice below. The
>result is that I'm locked out of my own graphics card.
>
>The only way I can get in is either by removing NVDI (which means I
>end up in 640*400 mono and can't run VMG4000) or by keeping NVDI and
>removing NVDIVGA.INF completely and booting to the normal monitor port
>in 640*480*16 (which is killing me!).
>
>Does anyone know a source for VMG-4000.PRG by Andreas Winter? I've got
>v1.12 from Jo's site and v1.08 that came with NVDI, but they're dated
>1995 and I feel sure there must be something more recent (even only in
>German).
>
>I'm still experimenting with a way of getting in, but I'm open to any
>suggestions here... B^<
>
>On 28 Dec 2000 23:38:19 , Harry Sideras wrote:
>> On 28 Dec 2000 10:56:37 , "Mark" wrote:
>> Hi Mark,
>>
>> Do you have a file NVDIVGA.INF in your Auto folder? If not you'll
>> need to create one with the program VMG4000. If you don't already
>> have it you need to grab a copy. One comes with the NVDI
>> installation, but by the time you get it out it may be too late

>> IYSWIM. Go to Jo Vandeweghe's site to pick up a copy at:
>>
>> http://www.ping.be/~pin10575/ATARI-E.HTM
>>
>> First, find the max and min horizontal and vertical frequencies
>> that your monitor can cope with. You may be have to contact the
>> manufacturer if you don't still have the manual.
>>
>> Run VMG4000 and before anything else go to the Options menu and
>> enter these max/min figures for the Monitor and then ensure Crazy
>> Dots II is selected in the Hardware menu. Save options.
>>
>> Make sure you read the VMG4000 manual thoroughly, then create a new
>> file and go to the modes menu in order to create a couple of
>> resolutions for each colour depth. If you exceed the limitations of
>> the monitor you will be warned.
>>
>> Once the modes are created double click on each one in turn, test
>> them, readjust the frame position if you need to (click and hold,
>> then drag) and when you're happy click ok and save.
>>
>> Eventually you'll get a usable Inf file which goes in the AUTO
>> folder.
>>
>> Only then install NVDI ET4000. After that it should be possible to
>> tweak the setup.

7717. Re: help! falcon Will boot/new problems solved

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 02:07:22 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3a4e94dd$0$57184$272ea4a1@news.execpc.com>
Source record: 52450

On Sat, 30 Dec 2000, Claes Holmerup wrote:

> "Ken Kosut" wrote:
>
> > Is it possible to replace the keyboard assembly with an STf keyboard?
> > Looks like the same case.
> > Of course the action will not be the same.
>
> Hi,
> In fact, it's exactly the same keyboard - but with a different color, so you
> can use an STf keyboard without any problems :)
>
> Best regards and a Happy New Year!
> Claes
> e-mail: claes@holmerup.com
> website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
> swedish music on the web: http://www.swebmusic.com
>

Hello,

I want to thank you all for your suggestions.

I learned one hard lesson. Never use contact cleaner or silicone
lubricant to clean the keys. (atleast from the top)

I went into the falcon again, took off all of the keys, sprayed it down
with contact cleaner hoping to get rid of the lubricant.

Put it back together, booted, this time not one single key worked!

Went in again, I took apart the entire circuit board screwed to
the keyboard assembly.

Underneath were these "rubber contact boots" (sorry, don't know
the formal name).

All of them were saturated with contact cleaner and lubricant.
Some of them were broken. The lubricant may have erroded some of
the rubber boots. I am not sure.

I got an old 1040Stf that I use for parts. Opened it up,
compared the circuit board to the falcons. Wasn't sure.
(This is before I read Claes's message)
Some of the IC chips had different numbers. I didn't want
to take the chance.
So I took out all of the intact "rubber boots" from the Stf and

put them in the falcon.
The circuit board underneath was also saturated with cleaners.
I carefully swabbed the whole thing down with q-tips and kleenex.
And let it dry in the sun.

Put it all together, booted, and guess what? It works!
The fluids must have been causing a short.

So I still have the falcon board and keys, but Stf action.
A little stiffer but thats alright. Most of the "old rubber boots"
were deteriorated anyway.

So thanks again for your help.

Have a Happy New Year!

ken

7718. Anyone Interested in these Atari ST/TT ROMS?

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 02:34:54 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <iXw36.57018$uK6.4665084@news1.telusplanet.net>
Source record: 52451
Cross-posted to: alt.games.video.classic,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

In one of our recent purchases from a local Atari development company, we discovered a box of Atari ROM/EPROM chips in amongst a box of Atari hardware. Some of them are in 'Atari Service' chip tubes with markings giving us some idea as to what they might be, while others are just secured in foam. We have no way of checking the chips, nor do I have any use for them, so I thought I would post them and see if anybody out there can put them to use.

I am listing them by the markings on the chips.

TT TOS 3.05 EPROMS (no date)
==========
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==========
Chip 1: AMI 8530MAF / C026034-01
Chip 2: AMI 8530MAF / C026035-01

Rainbow TOS 1.4? (Atari 1985)
==========
Chip 1: AMI 8517MAA / C026034-01
Chip 2: AMI 8517MAA / C026035-01

???
==========
Chip 1: C026160-001 / RP23256 0150 / 6A2 A7
Chip 2: C026161-001 / RP23256 0151 / 6A3 A7
Chip 3: C026162-001 / RP23256 0152 / 6A2 A5
Chip 4: C026163-001 / RP23256 0153 / 6A3 A9
Chip 5: C026164-001 / RP23256 0154 / 6A2 A5
Chip 6: C026165-001 / RP23256 0155 / 6A2 A6

If you are interested in any of these items, please respond to Jim at jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.ST (removing the NO.SPAM. first). Or email me if you would like a current listing of other Atari ST/TT items I have.

7719. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 02:53:46 UTC
From: sidcelery@cix.co.uk
Message-ID: <92m73qgnh3@plutonium.compulink.co.uk>
Source record: 52452

On 29 Dec 2000 18:27:23 , Jean-Francois Lemaire wrote:
>> I have very little that affects the serial port, but what do you
>> think about the order of these three:
>>
>> DRVIN
>> STING
>> SCC
>>
>> What order do you have them in?
>
> SCC should definitely go before Sting; if not, it's useless.
> Haven't you read the docs? Sting being launched before SCC, it
> can't use the new driver or whatever they call that thing.
I didn't pay enough attention to that part fo the docs, it seems...

> The message "RSVF supported" in Sting's Serial CPX tells you that
> Hsmodem has been correctly installed.
I do get the RSVF supported message in SERIAL.CPX but making this change in the order of the Auto folder hasn't made a difference to the modem port used...

> Silly you.
Yes, but I still have the same problem... B^<

rgds
H

7720. SERIAL CPX in STinG (was Re: Crazy Dots)

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 02:53:49 UTC
From: sidcelery@cix.co.uk
Message-ID: <92m73tgnh4@plutonium.compulink.co.uk>
Source record: 52453

On 30 Dec 2000 13:40:16 , Steve Sweet wrote:
>>> No, no, Sting must be last of all, otherwise it cant see HSMODEM
>>> in the XBRA chain and will barf..
>> I thought that would've been set up by DRVIN, rather than needing
>> SCC to be loaded as well, but I've rearranged it anyway and I
>> still get 110 baud on Modem 1...
> It doesnt really matter what the CPX says when it is invoked,
> providing the information is correct. When i run my CPX it comes up
> with the details for modem1, but selecting modem2 gives the correct
> details.

So, you're saying that you have the same mistaken display in
Serial.cpx too, but it doesn't make a difference to your connect
speed? Well, at least I'm not alone.

I take it RTS/CTS flow control is also ok?

I'll give it a try next time. I imagine it'll be ok for me.

> Why don't you shelve the 110 bit for a moment and just concentrate
> on getting the fastest possible 'normal' speed and work up from
> there.

38k4 is the fastest spee, unless you know of any modem that supports
76k8 or 153k6. Either that or I bite the bullet and go for Serial 2
(which would also be long overdue...)

rgds
H

7721. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 02:53:55 UTC
From: sidcelery@cix.co.uk
Message-ID: <92m743gnh6@plutonium.compulink.co.uk>
Source record: 52455

On 30 Dec 2000 04:11:39 , Bob Retelle wrote:
>On 28 Dec 2000 23:38:21 GMT, sidcelery@cix.co.uk (Harry Sideras)
>wrote:
>> Hmmm... I just bought a Marantz CD player in the sales for 90ukp.
>> I don't think it's the latest model by any stretch of the
>> imagination and it still has "CD Rewritable playback" printed on
>> the fascia. Depending on how old/capable your CD player is I
>> wouldn't write off the chances of it being playable.
> What the "CD Rewritable playback" undoubtedly means is that the
> drive will PLAY rewritable discs (CRD/W)...
> ...
> However, even such a "CD Rewritable playback" drive will NOT read
> more than one session on a disc, the FIRST session.
> ...
> Unfortunately for the original poster, this also means
> multi-session Audio CDs will NOT work in a normal home Audio CD
> player.

I see Bob. I didn't appreciate the distinction you've made.
This is the first time I've ever owned a CD player, so perhaps I can
be forgiven <g>

rgds
H

7722. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 02:53:57 UTC
From: sidcelery@cix.co.uk
Message-ID: <92m745gnh7@plutonium.compulink.co.uk>
Source record: 52454

On 31 Dec 2000 00:03:45 , Thomas J. Andrews wrote:
> Photochrome 4 does a superlative job of displaying GIF files on my
> Mega STE (as long as I remember to slow down to 8MHz). Is there a
> program somwhere that does an equivalent job with .JPG files?

Two programs come to mind that do a good job. The most straightforward
is 1st Guide and the other is Aniplay.

1st Guide
http://www.esc.de/homes/guivol/

Aniplay
http://perso.wanadoo.fr/didierm/index-e.htm

rgds
H

7723. Re: My Web Site is 5 years old!

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 03:01:33 UTC
From: noname <n@n.n>
Message-ID: <akx36.459$2W.1267@nntpserver.swip.net>
Source record: 52456

Aren't you the clever one?
You're destroying the bits and pieces that's left of the Atari market, since you make all the commercial software available for free. No retailers can continue to sell anything, which in turn makes people without access to the Net change platform due to lack of software. Instead of making things easier for the Atari community, you destroy whatever is left because you want to look like a good samaritan who spreads all available software to everyone. Such behaviour has speeded up the professional developers' leaving of the Atari platform - and who's to say that the very competent shareware programmers won't leave because their work constantly gets spread together with cracks etc - in spite of their very reasonable registering fees...?
The platform we all love deserves that we make an effort to hold back piracy, because otherwise all the development will stop earlier than necessary :-(When the market is as small as the Atari market is now, all piracy does quite a lot of harm to the platform, so start paying for the software you use or don't use it! We need new stuff too, and not only programs that are a couple of years old, and that won't happen if everything gets pirated as soon as it comes out.....

<tellme@ bigfoot.com> skrev i meddelandet
news:3a4d785a$0$12446$7f31c96c@news01.syd.optusnet.com.au...
> If you're looking for a particular Atari game or application
> come have a look here... the pages load fast and as I
> detest banner adverts you won't find a single one on any
> of the 30 odd pages (apart from the visitor counter on the
> index page). I've got masses of software and have been an
> Atari ST fan(atic) since 1987 (bought my 1st PC 1995).
>
> Web Page: http://members.optusnet.com.au/~atari1/
>
>
> "Microsoft Software:- God's punishment on mankind,
> for inventing the computer" - M.Duncan
>
> In a world without fences, who needs Gates?

7724. Genie Mail Server

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 04:47:12 UTC
From: dwolfe4@genie.idt.net
Message-ID: <92mdog$49k@nnrp4.farm.idt.net>
Source record: 52457

The last 2 days when I try to open my mail box POPWATCH gives me the following message: -err flush of temp pop drop box/usr/mail/.dwolfe4.pop failed.

Anybody have any idea of what the problem is ???

Thanks, Donner......

7725. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 07:40:11 UTC
From: swampfox1@earthlink.net
Message-ID: <vpB36.4261$cW3.190851@newsread1.prod.itd.earthlink.net>
Source record: 52458

On 31 Dec 2000 00:03:45 , Thomas J. Andrews wrote:
>Photochrome 4 does a superlative job of displaying GIF files on my Mega STE
>(as long as I remember to slow down to 8MHz). Is there a program somwhere
>that does an equivalent job with .JPG files? Or, failing that, is there a
>JPG->GIF converter? I've tried viewing JPGs with CAB 2.7, and it just
>doesn't measure up.
>
>--
>
> TJ
> Keeper of the Flame
> &
> Atari Computer Enthusiast of Syracuse
>.

TJ,
Try an Apex Viewer (TTP) as an external program in CAB (FLC,GIF,JPG,TGA).
When set up, they kick in for the file extension selected and after
viewing then returns to CAB. I don't have the URL they came from so if
you can't get them then E-mail me. Also, as far as converting JPEGs to
GIFs (non-animated) I like IMAGE COPY for viewing and converting from a
number of formats to another.
John G.

7726. Re: Toshiba internal hd for falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 08:28:27 UTC
From: claytone@aa.net
Message-ID: <3a4eee2b_3@huge.aa.net>
Source record: 52459

On 29 Dec 2000 13:14:57 , Artur Stachon wrote:
>Is toshiba MK1401MAV HDD2712 E ZF01 T. 1443 MB 2.5" HD ok for my
>Falcon?

Hi Artur-

I'm using a Toshiba 1.08gig 2.5" IDE MK1002MAV in my Falcon. It
has worked fine for me since I installed it a few years ago.

-Clayton
Seattle, WA USA

7727. Wanted: FoReM ST

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 08:31:51 UTC
From: Spanky <spanky@spanky.com>
Message-ID: <V1C36.1296$Qe1.191386@elnws01>
Source record: 52460

Anyone know where I can get ahold of this BBS software? Anyone having any luck running it under an emulator?

Spanky

7728. Re: My Web Site is 5 years old!

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 09:52:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <92mvjvsce1@nnrp1.deja.com>
Source record: 52461

In article <akx36.459$2W.1267@nntpserver.swip.net>,
"noname" <n@n.n> wrote:
> Aren't you the clever one?
> You're destroying the bits and pieces that's left of the Atari
market, since
> you make all the commercial software available for free.

Goood points. However does this mean getting permission from the original programmers and companies to have ex-commercial Atari software as Freeware in the same catagory as what you say? It has taken me YEARS to get some of the programs that are now available on my site, so that they would not be lost to Software Oblivion. (I am speaking of Atari-Midi stuff) However, we DO want new software. And THERE IS new software being developed. (Take ACE....a Falcon Soft-synth now in development...see the Jan. 2001 edition of SOS magizine: Atari-Notes)

I suppose there is a differance between getting PERMISSION for release and flat out No-barrs downloads)However..this has come up before...are these emulator sites actually "preserving" the Atari Platform by making available programs that otherwise would go to Oblivion? It is a Question of Ethics.

--
Tim Conrardy

If you use an Atari for Midi, come join us at Atari-Midi Egrp!.
_____
Tim's Atari Midi World : http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com
http://www.deja.com/

7729. Re: SV: Falcon Space Games

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 10:45:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978268484-634299AEicMi@cwcom.net>
Source record: 52465

From: jfhaslam@zetnet.co.uk (James Haslam)
Date: 30 Dec 2000 09:36:13 GMT

>>Yep, full version. I'm not that taken with it. It's too slow to get
>>into the game and there doesn't seem to be anything much to do :-(
>
>Sounds like you are flying away from the enemies! I remember I did this
>myself the first couple of times I played it, the radar doesn't quite work
>as you'd expect, there's quite a few missions in it once you get going.

It reminded me of the good old 8 bit game "Star Raiders", but without the
action! :-)

If only there was some way to quit the intro and dive right into it...

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7730. Re: CD-R/CD-RW questions

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 11:57:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200012311257.a52783@su2.maus.de>
Source record: 52487

Hi Claes,

CH>I've made DOS-compatible have been recognised completely on my PC, but
CH>not on my Falcon where I've had to change session with the CPX I
CH>mentioned. The same goes for Atari-format multi-session CD's (with the
CH>difference that they can't be read correctly on the PC, naturally...).
the only difference between `Atari'- and `PC-'CDs is the letters being
used in file and folder names, I think. E.g. the german umlauts give
little problems on a PC-burnt Atari CD when looking at it on an Atari.

To avoid problems you should restrict to the ISO 9660 conditions (no
umlauts, no extensions for folders, 8 directory levels only)!

CH>Maybe it's time for me to change CD-driver software? Which driver do
CH>you use?
Here, it's SPIN working together with HDDRIVER. And I repeat myself:
Usually I can't see if a CD has more than one session. The only
occasion to do so is either the CPX you mentioned or adding a session
to a previosly burnt unfinished CDR.

CH>You can actually write data and audio in one burn instead of using
CH>multi-session, by making a mixed-mode CD - but only with the Pro-
CH>version as you mentioned, since the Audio version can't handle data
CH>tracks at all.
Right. But following the terminology of SoundPool, such a CD is called
CD-Extra.

And
CH>The original way was to make the data track first and then add all
CH>audio tracks.
is called 'mixed mode' CD. That has the disadvantage that the numbers
of the copy differ from the original. And even worse, not all audio
players are able to ignore that data track which might result in
damage to your speakers.

CH>Nowadays, there's another way to do it, which is called XA-mode if I'm
CH>not mistaken, where you put the audio first and add a data track last.
Right, so do I. And as the data track always belongs to the 2nd
session, it can't be found by any audio player.

CH>I believe both those mixed-mode variations can be made with CDRecorder
CH>Pro, but I've never had the need to try it myself.
Yes, that's true however I never burnt a mixed mode CD until now.

CH>Anyway - who cares as long as it works... ;)
That's it. A happy New Year to you and all reading this!

Und TTschi¿½
ps

7731. Re: Wanted: FoReM ST

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 13:07:34 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.30.0012310804580.26033-100000@moose.erie.net>
Source record: 52462

Actually we're not having any luck running on Atari's anymore.
It had a strange date bug on January 10, 2000. That's right, the 10th,
not the first. Since the keeper of the source code has disappeared, this
glitch was never resolved and the unfortunately FNET network wilted away
to nothingness.

On Sun, 31 Dec 2000, Spanky wrote:

> Anyone know where I can get ahold of this BBS software? Anyone having any
> luck running it under an emulator?
>
> Spanky
>
>
>

7732. Re: "Coldfire Atari"

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 13:46:49 UTC
From: ebaiz@skyenet.net
Message-ID: <dNG36.4394$jl6.16375@newsfeed.slurp.net>
Source record: 52463

On 30 Dec 2000 23:58:42 , Dan wrote:
>Hello,
>In the German Atari mag "STC" of December 2000 there is an
>interview with F.Aschwanden from Medusa Systems about the new
>"Coldfire Atari". My STC mag has not arrived yet so I can't check
>the following, but it seems that 200 definite preorders are
>enough to start the building of the new machine. I will let you
>know more when my STC is here.
>Cheers and happy newyear (will be the case with a new "Atari" !)
>Dan

That's great. I was hoping for such a thing. I hope there is a discussion
about the specs of the new machine. Does this magazine have a website?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7733. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 13:46:51 UTC
From: ebaiz@skyenet.net
Message-ID: <fNG36.4395$jl6.16375@newsfeed.slurp.net>
Source record: 52464

On 31 Dec 2000 00:03:45 , Thomas J. Andrews wrote:
>Photochrome 4 does a superlative job of displaying GIF files on my Mega STE
>(as long as I remember to slow down to 8MHz). Is there a program somwhere
>that does an equivalent job with .JPG files? Or, failing that, is there a
>JPG->GIF converter? I've tried viewing JPGs with CAB 2.7, and it just
>doesn't measure up.

1stguide does a fair job. That is the JPG viewer I use while online. I also
have and use ImageCopy & Smurf which do a good also. Photoline and Phototip
are others.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7734. Re: Atari BS WebSite

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 13:52:38 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012311350360.92-100000@TT030>
Source record: 52472
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Not sure what "BS" stands for in your subject line, but here in
the US it's often a slang for "bull s**t". Just thought I'd
tell you that, I don't think that is what you intended. lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7735. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 14:03:10 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012311402200.92-100000@TT030>
Source record: 52473

On Sun, 31 Dec 2000, Thomas J. Andrews wrote:

> Photochrome 4 does a superlative job of displaying GIF files on my Mega STE
> (as long as I remember to slow down to 8MHz). Is there a program somwhere
> that does an equivalent job with .JPG files? Or, failing that, is there a
> JPG->GIF converter? I've tried viewing JPGs with CAB 2.7, and it just
> doesn't measure up.

If you are looking for another one the uses tricks to get extra
colors, try Speed Of Light.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

7736. Towers II

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 14:35:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978338356-426908AEicMi@cwcom.net>
Source record: 52493

Hi all,

Has anyone managed to download this file (as per the announcement in
comp.sys.atari.announce) :

http://ftp.jvgames.com/towersii.zip

I get a "file not found".

--

____ ____ ____
/ __ \ / __ \ / __ \
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7737. Opening TOS Files

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 14:37:04 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <ZwH36.25282$Yy.558612@news2-win.server.ntlworld.com>
Source record: 52466

How do i open TOS files.
I try to open Gemini . tos with no luck on mt STe.

7738. Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 15:01:57 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92nhp5$4at$1@plutonium.compulink.co.uk>
Source record: 52467

Hi!

Following an announcement in AONE online magazine that the BITBOPPER sound-to-light software for the Falcon had now been released free (but without support) and was available for download from:
http://www.owonder.com/bitbopper/falcon/download
I spent about 15 minutes downloading the 2.2 MB ZIP file as well as the HTML instruction manual.

All seemed to go well. The manual when extracted was readable in CAB (although the illos were missing) and the program ZIP file seemed to extract OK and produced a normal-looking file/folder structure. However, when I tried to run the program. although it seemed to run and appared in APPLINE but not in MagiC's file list, no menus or anything appeared on the screen.

I extracted it again with UNZIP.TTP (5.13) in case ZIPJR.TTP in 2-in-1 had made errors, but the results were identical. I did notice that after having tried to run this second copy and not kicked it out, when I tried to delete the package it deleted all files but MENUS, to which access was denied with (TOS -36) - presumably because it was locked (by MagiC?) as being used by the program. After kicking out the PRG the file deleted OK.

I then took a closer look at the contents of the files with Look'n See. The PRG seemed OK - had the usual strings in it - but none of the other files were. Thus what were supposed to be ASSIGN.SYS and EXTEND.SYS files were binaries, not ASCII. The three illos - a GIF and 2 TGAs - refused to show in any graphics program I have and didn't seem to have the right headers when looked at as a binary. The MENUS file was all binary where I would have expected a good bit of ASCII and had '2.TGA' and 'TPIC8BIM' near the beginning.

The next bit made me suspicious, at it appeared to include commercial software: There was what purported to be SPDGDOS.PRG in an AUTO folder but that reported 'File not executable, Error #-66' when trying to run it and a binary examination showed no word strings in it - one would have expected at least an alert. Similarly in the fonts folder were supposedly three Speedo fonts, and while these were roughly the correct size they were definitely not fonts: They had strings in them like 'update.datt', 'TEXTttext', 'PICT 1,32,1' and 'MSMOVIE' and the 11 TDF files(!) accompanying three SPD files were also binaries instead of the descriptive metrics that they should have been.

I don't know the structure of the remaining files in the archive so can't tell if these were messed up as well.

The point of this long missive is: Did anyone managed to download this archive and then get it to run? If so, whart could have caused the apparent mix up/corruption of the files, when ZIP did not report any errors, even when run in 'Test' mode? (BTW the files were deflated with ZIP 2.0 on a Macintosh).

OR IS THE WHOLE THING A HOAX?

Regards, /Peter/

7739. FS: 2.5" HARD DRIVES:

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 15:49:28 UTC
From: 100550.3170@compuserve.com
Message-ID: <3a75388e.7054736@news.freeuk.net>
Source record: 52468

2.5" LAPTOP HARD DRIVES suitable for Atari applications:

344Mb 2.5" 17mm HDD ï¿½30.00
540Mb 2.5" 17mm and 12.5mm HDD ï¿½37.50
810Mb 2.5" 17mm and 12.5mm HDD 48.50
1.2Gb 2.5" 12.5mm HDD ï¿½55.00
2.1Gb 2.5" 17mm and 12.5mm HDD 65.00
3.0Gb 2.5" 17mm HDD 70.00
3.2Gb 2.5" 12mm 75.00
4.3Gb 2.5" 8.5mm HDD 80.00
5.1Gb 2.5" 12mm 92.50
6.4GB 2.5" 8.5mm HDD 105.00

Tel:01252 710141
email:100550.3170@compuserve.com
http://website.lineone.net/~battery_rejuvenate/

7740. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 16:47:20 UTC
From: rking@zetnet.co.uk
Message-ID: <3a4f6318$0$180@news.zetnet.co.uk>
Source record: 52469

On 31 Dec 2000 00:03:45 , Thomas J. Andrews wrote:
>Photochrome 4 does a superlative job of displaying GIF files on my Mega STE
>(as long as I remember to slow down to 8MHz). Is there a program somwhere
>that does an equivalent job with .JPG files? Or, failing that, is there a
>JPG->GIF converter? I've tried viewing JPGs with CAB 2.7, and it just
>doesn't measure up.
>
>--
>
> TJ
> Keeper of the Flame
> &
> Atari Computer Enthusiast of Syracuse
>.

Hi All,

no-one's mentioned Graftool, it doesn't convert JPG to GIF but has a
superb set of filters, the enhance focus and/or sharpness are the
best out and the scrolling is very smooth and also has a catalogue
feature. As to CAB 2.7/2.8, it may be a bit slow, but it has the ability
to display many more variations of JPG than any of the other programs
mentioned.

Bob King.

7741. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 16:49:39 UTC
From: rking@zetnet.co.uk
Message-ID: <3a4f63a3$0$174@news.zetnet.co.uk>
Source record: 52470

On 31 Dec 2000 15:01:57 , xlator@cix.compulink.co.uk wrote:

Hi Peter,

If you look at the web site, you'll see they have withdrawn the download.

Bob King

7742. Re: Bitbopper download problem

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 17:00:36 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <oFJ36.123805$eT4.8860460@nnrp3.clara.net>
Source record: 52471

<xlator@cix.compulink.co.uk> wrote in message
news:92nhp5$4at$1@plutonium.compulink.co.uk...
> Hi!
>
> Following an announcement in AONE online magazine that the BITBOPPER
> sound-to-light software for the Falcon had now been released free (but
> without support) and was available for download from:

Are you intending to have a disco at the
next club meeting? :-)

Shiuming Lai

7743. Re: SERIAL CPX in STinG (was Re: Crazy Dots)

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 17:50:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978371884-336254AEicMi@madasafish.com>
Source record: 52558

Hi H,

>> It doesnt really matter what the CPX says when it is invoked,
>>providing the information is correct. When i run my CPX it comes up
>>with the details for modem1, but selecting modem2 gives the correct
>>details.

>So, you're saying that you have the same mistaken display in Serial.cpx
>too, but it doesn't make a difference to your connect speed? Well, at
>least I'm not alone.

Nope, my CPX reads as i left it, max speed, 8N1 and RTS/CTS

>I take it RTS/CTS flow control is also ok?

Its the only way to go for reliable fast connects.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7744. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 17:54:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978371888-336898AEicMi@madasafish.com>
Source record: 52559

Hi Thomas

>Photochrome 4 does a superlative job of displaying GIF files on my Mega
>STE (as long as I remember to slow down to 8MHz). Is there a program
>somwhere that does an equivalent job with .JPG files?

Use Look 'n See, it'l display all those formats and lots more.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7745. Re: Opening TOS Files

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 17:57:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978371890-337474AEicMi@madasafish.com>
Source record: 52560

Hi Dolan

>How do i open TOS files. I try to open Gemini . tos with no luck on mt
>STe.

You dont Open them as such, they are executable files.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

7746. Re: Toshiba internal hd for falcon

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 19:48:36 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <C6M36.5679$nu5.45251@NewsReader>
Source record: 52474

Hello.

Just check the mounting holes match, the new laptop drives are thinner than
the origional Falcon drive and the ones I have used needed the bracket
redrilling and the top shield 'modifying', i.e. to fit.

Barrie at Keychange

www.keychange.co.uk

"Clayton Murray" <claytone@aa.net> wrote in message
news:3a4eee2b_3@huge.aa.net...
> On 29 Dec 2000 13:14:57 , Artur Stachon wrote:
> >Is toshiba MK1401MAV HDD2712 E ZF01 T. 1443 MB 2.5" HD ok for my
> >Falcon?
>
> Hi Artur-
>
> I'm using a Toshiba 1.08gig 2.5" IDE MK1002MAV in my Falcon. It
> has worked fine for me since I installed it a few years ago.
>
> -Clayton
> Seattle, WA USA
>

7747. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 19:49:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92o2ke$du9$1@plutonium.compulink.co.uk>
Source record: 52475
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

In message <3a4cd088dceb82@online.be>, tos4ever@online.be said:

>ftp://chapelie.rma.ac.be/atari/falcon/graphics/bitbopper.zip (2.536.653 bytes)
> (Video Synthesizer, a unique technology for using an audio signal to animate
> and/or generate graphic and video images in real time. It's freeware now)

Have you managed to get this to work? I just posted a long message in comp.sys.atari about downloading this file direct from the makers bitbop@owonder.com, but found that (apart possibly from the program file) the files weren't what they were supposed to be (and also appeared to include commercial software, namely SpeedoGDOS and fonts).

I have sent a mail to the source, but in the meantime - did anyone get Bitbopper to work?

Happy New Year to all!

7748. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 21:06:11 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <AfN36.46138$WC3.3065620@nnrp4.clara.net>
Source record: 52476
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

<xlator@cix.compulink.co.uk> wrote in message
news:92o2ke$du9$1@plutonium.compulink.co.uk...
> In message <3a4cd088dceb82@online.be>, tos4ever@online.be said:

> Have you managed to get this to work? I just posted a long message in
> comp.sys.atari about downloading this file direct from the makers
> bitbop@owonder.com, but found that (apart possibly from the program

"SORRY, as of Dec 31, 2000, we have take the download file away due to a
technical problem. Please e-mail us at bitbop@owonder.com to be informed
when the situation is resolved."

Looks like you gotta wait some more,
before, you can bop.

Shiuming Lai

7749. Re: Displaying .JPG files

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 21:08:21 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92o785gon1@plutonium.compulink.co.uk>
Source record: 52477

In message <vpB36.4261$cW3.190851@newsread1.prod.itd.earthlink.net>,
swampfox1@earthlink.net said:

>Try an Apex Viewer (TTP) as an external program in CAB (FLC,GIF,JPG,TGA).

I thought this was for Falcons only and he was using a MegaST, IIRC.

Regards, /Peter/

7750. Re: help! falcon Will boot/new problems solved

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 21:08:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92o786goo1@plutonium.compulink.co.uk>
Source record: 52478

In message <3a4e94dd$0$57184$272ea4a1@news.execpc.com>, kjcat@execpc.com said:

>I learned one hard lesson. Never use contact cleaner or silicone
>lubricant to clean the keys. (atleast from the top)
>
>I went into the falcon again, took off all of the keys, sprayed it down
>with contact cleaner hoping to get rid of the lubricant.
>
>Put it back together, booted, this time not one single key worked!

I am not surprised! The silicone lubricant is almost certainly an
insulator, and the Atari keyboard uses open cpontact pads that are
bridged by a carbon knob in the centre of the elastic cup.

>All of them were saturated with contact cleaner and lubricant.
>Some of them were broken. The lubricant may have erroded some of
>the rubber boots. I am not sure.

Possible, though they do wear in time anyway.

>So I took out all of the intact "rubber boots" from the Stf and
>put them in the falcon.

You can also buy replacement that improve the 'feel' of the keyboard
from Atari Workshop in the UK or Best Electronics in the USA.

>The circuit board underneath was also saturated with cleaners.
>I carefully swabbed the whole thing down with q-tips and kleenex.
>And let it dry in the sun.
>
>Put it all together, booted, and guess what? It works!
>The fluids must have been causing a short.

More likely a non-contact, I would have guessed.

Glad you got it sorted.

Happy New Year!

Regards, /Peter/

7751. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 21:12:07 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a4fa127$1_1@athena.netset.com>
Source record: 52479

In article <3a4e6b3a$0$175@news.zetnet.co.uk>,
Charles Stanley <cstanley@zetnet.co.uk> wrote:
>On 28 Dec 2000 23:12:50 , Dan Ackerman wrote:
>
>Thanks, Dan, it does - in a way :) Is there a preferred response to
>the choice? Is the "remote end" the target site/url or an intermediate

GET is the general safe response. That's why I made the new
config file setting. This will work with a majority of these situations.

>server? There is no information supplied by the choice-box on which to
>make a conscious and intelligent choice of clicks :)
>

With GET it's not problem. There are a few situations where this
occurs naturally.

1. The site wants you to have a cookie so they pop you around and feed
you a cookie in the process based on the information they just sent you.

2. You new destination is changed since you have given them certain
information. Many of the search engines have their databases split
accross different servers, a search query will many times isolate all your
future transactions to one or two servers.

I'm sure there are a few others but this is the main general usage.

Now there is a potential illegal transaction that can occur in these
situations as well, but in general only affect you n the situation of a
rePOST of the data. Say you are purcahsing something from an online store
and have information you may not want others to have included in the data.
It has been done before and can be done with a few tricks. To feed you a
redirection falsely that might encourage you to repost the private data to
a new source. This is a tricky thing to do and doesn't occur very often
any more that I have heard of, however it is a potential consideration in
the reposting of the data.

As to no feedback about the new site, that isn't limited to the
atari or CAB. I would try to get something better in there to inform the
user about the new location, but it would take a fair amount of work and
might not be all that helpful (or stable) in the long run. You see you
don't necessarily know where your data is supposed to be sent, or for that
matter what the IP address is for the new location. So if you were to be
supplied with an IP address asking if you wanted to repost the data there
would it be helpful? We could make it trace addressses and return the
result in the infomration. However this makes a system that is not
entirlely very fast and depending upon the site and your DNS may still not

provide you with realistic information.

So in the end it is soemthing to be consciencous of no matter what platform you are on, but your ability to do much about it is limited. Try GET, as I said before that is the default and should not be sending anything too confidential to the new site.

>Further, re STiK2: the docs say disable all STinG parts. Does that
>include SERIAL.CPX? Surely not?
>

Actually that is one of the worst offenders. With HSMODEM installed STIK2 uses the real dte rates. WIth serial.cpx installed you have to mess around with the remapped rates. All that 150 stuff. It also has been reported to reduce speed and stability. Don't ask me what it's doing that causes this. But compatibility problems with this CPX have been reported for years. I don't use it so have never been to concerned personally about figuring it out.

>Happy New Year,
>Charles.

Happy new year to everyone as well,

Dan

7752. Goodbye to the 20th Century!

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 23:28:03 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a4fc103$0$179@news.zetnet.co.uk>
Source record: 52480

Goodbye to the 20th Century, it's been an interesting 100 years. From the Wright Brother's first powered flight, to the International Space Station of today. From the millions of people killed in wars, including the First and Second World Wars to more recent killing fields of the Balkans. From the discovery of antibiotics to the decoding of the human genome.

Goodbye and good riddance to much of it. Let's hope the coming century will be more peaceful and cleaner, sometime soon oil will run out, and hopefully the world will become less polluted. Hopefully mankind will realise that our time on this Earth could be short indeed and if we wish to survive as a species we should start working towards colonising the solar system.

```
H H AAA PPPP PPPP Y Y N N EEEEE W W
H H A A P P P P Y Y NN N E W W
HHHHH AAAAA PPPP PPPP Y N N N EEE W W W
H H A A P P Y N NN E W W W
H H A A P P Y N N EEEEE WW WW

MM MM IIIII L L EEEEE N N N N IIIII U U MM MM !
M M M I L L E NN N NN N I U U M M M !
M M M I L L EEE N N N N N N I U U M M M !
M M I L L E N NN N NN I U U M M
M M IIIII LLLLL LLLLL EEEEE N N N N IIIII UUU M M !
```

Yes, because there was no year Zero, January the 1st 2001 is the actual start of the 21st Century!

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
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```

7753. Re: Happy 2001!

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 23:56:27 UTC
From: Mille Babic <atari@ebox.tninet.se>
Message-ID: <LIP36.2402$AH6.360513@newsc.telia.net>
Source record: 52481

"Hallvard Tangeraas"

> Happy New Year to every Atarian at every corner of the globe!
> Hallvard

Well, we live just some 70? miles from each other, but o.k.

Mille Babic
Gothenburg, Sweden.

7754. Re: CAB.OVL 1.410 release

Newsgroup: comp.sys.atari.st
Date: 2000-12-31 23:59:44 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <3a4fd6a89def02@online.be>
Source record: 52485

on Sun 31-12-2000 16:12 Dan Ackerman wrote:

>Actually that is one of the worst offenders. With HSMODEM
>installed STIK2 uses the real dte rates. WIth serial.cpx installed you
>have to mess around with the remapped rates. All that 150 stuff. It also
>has been reported to reduce speed and stability. Don't ask me what it's
>doing that causes this. But compatibility problems with this CPX have
>been reported for years. I don't use it so have never been to concerned
>personally about figuring it out.

Now this is interesting. So far I always have used serial.cpx a I
thought it was necessary. Indeed STik 2 runs happy without the cpx. I
can't say much about the speed as right now with all the people
celebrating 2001 the Net is very fast. I wished it was always so fast.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/